DONNERSCHLAG - ESCAPE FROM STALINGRAD - PLAYER AID

SEQUENCE OF PLAY

Each game turn consists of an Admin Phase, followed by an Action Phase.

1. ADMIN PHASE

a. If in play, the Schwerpunkt marker may be relocated.

b. Turn Reinforcements enter the map.

c. In turns 1,4, and 8 choose a Combat Card (High Command).

d. Draw cards. In turn 4 shuffle discard + late cards. In turn 7 or 8 shuffle the discard.

e. Schlachtenglück marker, optionally exchange 1 card.

f. 1 card in the OKH/STAVKA box.

g. Calling out 'Donnerschlag'.

h. Schlachtenglück marker goes back to the Axis.

2. ACTION PHASE

a. Resolve Activation Segments with the Axis Player going first:
   - Play an Activation Card;
   - Activate one unit at a time for Supply and Movement;
   - Combat.

b. Advance Donnerschlag Marker. In space 4 (and 5) check for victory.

c. If applicable:
   - May take the card in OKH/STAVKA.
   - Discard excess Combat Cards.
   - Snowdrift and Yak-9 markers.

d. Advance the turn marker.

ZONE OF CONTROL

- Every combat unit exerts a ZOC. HQs do not exert ZOCs.
- ZOCs do not extend across river hexsides (with or without a bridge).

STACKING

- A maximum of 2 Combat Units (full or reduced), and a maximum of 1 HQ Unit, can occupy a hex. Axis Alarmgruppe units and the Schwerpunkt Marker do not count against the stacking limit.
- HQs cannot be stacked with another HQs.
- German units can stack with Romanian Units.
- The stacking limit is enforced: (1) at the end of the Turn Reinforcement entry, (2) after a Replacement or Ad Hoc Reinforcement, (3) after a unit completes its Movement, Retreat, or Advance After Combat.

COMMAND RANGE

- There are no restrictions on the Command Range.

COMMAND EXECUTION

AXIS PLAYER

a. **If a formation is indicated on the Activation Card,** the Axis player must order that formation HQ.

b. **If any formation is indicated on the Activation Card,** the Axis player must order any of their own HQ's.

c. **If the Schwerpunkt is shown,** all Axis Units within 4 hexes must activate.

SOVIET PLAYER

a. **If a colour code is indicated on the Activation Card**, all combat units of that colour in one army are activated. Note that the HQ Command Range does not matter here.

b. **If the Activation Card states "Units of one colour from one Army or all units of one Formation"**, the Soviet player may choose to: activate all combat units of any one colour of one Army, or activate all combat units of a Formation regardless of their colour code. Note that the HQ Command Range does not matter here.

c. **If the Activation Card states "One HQ or one Formation"**, the Soviet player may choose to: activate all combat units of one Formation regardless of their colour code (again, the Command Range of an HQ does not matter), or activate any one HQ (51st Army or 2nd Guard Army). If the latter, all combat units that are in Command Range of the HQ must be activated, regardless of their colour code, Formation or even Army.

RETREAT

1. Cannot retreat restrictions:
   - hexes with enemy units (including HQs);
   - crossing a river (even with bridge) + EZOC;
   - (tanks) crossing a river without a bridge;
   - (if already retreated) previously occupied hexes;
   - (if already retreated) crossing a river without a bridge.

2. If all hexes in EZOC, lose 1 step (owner's choice).

3. Priority list for retreat (1 hex):
   a. Avoid EZOCs;
   b. Closest to friendly supply edge;
   c. Avoid overstacking;
   d. Owner's choice.

4. If overstacked start over, otherwise retreat complete.

COMBAT RESULTS TABLE

Follow this order: Step Losses, Retreat, Advance After Combat.
Ad Hoc Reinforcements can be placed at any time.

Die	0:1	1:1	1,5:1	2:1	3:1	4:1	5:1	6:1	7:1
≤1	1AR	1AR	1A	AR	—	—	DR	DR	1DR
2	1AR	1A	AR	—	—	DR	DR	1DR	1DR
3	1AR	AR	—	—	DR	DR	1DR	1DR	2DR
4	1AR	—	—	DR	DR	1DR	1DR	2DR	2DR
5	1AR	—	DR	DR	1DR	1DR	2DR	2DR	3DR
≥6	1AR	DR	DR	1DR	1DR	2DR	2DR	3DR	3DR

If Axis units attack: Soviet Ad hoc Infantry reinf.

If Soviet units attack: Axis Alarmgruppe.

—: No effect. **A:** The result affects the Attacker. **D:** The result affects the Defender.

1, 2, 3: Remove the indicated number of steps from any involved units.

R: All involved units of this side must retreat (at least) one hex.

COMBAT MODIFIERS (CUMULATIVE)

Type	Effect	Notes
Tank Bonus	1 Shift Right	If at least one Tank Unit attacking.
Combined Arms Bonus	1 Shift (per player)	If at least one unit with yellow, and one unit with orange/yellow, background Combat Strength participating (Defender and Attacker can benefit).
Terrain	see Terrain Effects Chart	

TERRAIN EFFECTS CHART

	Type	MP cost	Effect	Notes
	Clear	1	—	
	Minor village/ Train station	1	-1 DRM	
	Town	1	-2 DRM, no Tank Bonus	
	City	1	Attacking strength halved, No Tank or Combined Arms Bonus (Attack and Defense)	
	Unbridged River	1/all/NA**	Attacking Tank NA, -1DRM***	Blocks ZOC
	Bridge	—	—	Blocks ZOC
	Road	1*	OT	

- HQ units must end their Movement on a road.
- Units moving into an EZOC must stop.
- OoS Units have half MPs and Combat Strength.

NA = not allowed, OT = other terrain in hex.

*if moving exclusively through an unbroken path of roads may extend the path 1 extra hex.

**MP cost for Infantry/Motor. Infantry/Tanks, respectively.

***-1DRM only applies if all units attack across unbridged rivers.

EXTENDED SEQUENCE OF PLAY

1. ADMIN PHASE

A. If in play, the Schwerpunkt marker may be relocated.

B. Reinforcements placement:
Soviet Reinforcements arrive in turns 2,3,6, and 7, and enter through hexes 0810, 0914, or 2124 (any unit can enter through any hex). Axis Reinforcements arrive in turn 4 and enter through hex 4607.

Units enter one at a time in any order, and will travel an unlimited number of hexes by following an unbroken path of roads, without entering any EZOC or an hex occupied by an Enemy Unit, and finish respecting stacking limits.

C. Deal Activation and Combat Cards:
- High Command. In turn [1/4/8], each player chooses an [early/late/any not removed], Combat Card, respectively, and adds it to their hand.
- Each player draws Activation and Combat Cards up to the hand limit. The Combat Card kept from the previous turn (if any) and cards from High Command count against the hand limit.
- When a deck runs out in turn 4, shuffle its discard with corresponding late cards to form a new draw pile, then continue drawing. When the combat deck runs out in turn 7 or 8, shuffle the discard pile to form a new draw pile, then continue drawing.
- Schlachtenglück marker can be used to exchange one card (Combat or Activation) for a card from the draw pile (player's choice). Shuffle the draw pile if used. Each player can use this effect once per turn.
- Each player can place one card in the OKH/STAVKA box, if empty (exceptions: SWT-40 + Deadbolt Position, and Naval Rifle Brigade + Guard).

D. The Axis player may call out Donnerschlag. Place the meeting zone markers hidden from the Soviet Player. If it is turn 4 and Donnerschlag has not been called out it must be called out.

E. Schlachtenglück marker goes back to the Axis.

2. ACTION PHASE

Perform steps A, B, and C alternating between both players until they have no more Activation Cards in hand. Skip a player's turn if needed. Start with the Axis Player.

A. Play one Activation Card
- Romanian VI and VII Infantry Divisions HQs are ordered together.
- If an HQ (or Schwerpunkt marker) is ordered, check command range (or 4 hex range for Schwerpunkt marker) at this moment. Units not in range cannot activate.

B. One unit at a time is activated, performs an OoS check, and moves. Only then the next unit activates. Owner chooses the order of unit activation. All eligible units must activate.
- OoS check: Supply line to a friendly map edge. Cannot pass through Enemy Units or EZOC hexes unless the EZOC hex contains at least one Friendly Unit. Cannot cross unbridged river hex sides. Use an OoS marker if the unit is OoS.
- OoS Units have half MP and Combat Strength, and cannot contribute to Tank Bonus or Combined Arms Bonus.
- Units remove the OoS marker when they are in Supply and not active.

- By default entering a hex costs 1 MP.
- Units must stop moving when entering an EZOC hex (ZOCs don't extend across river hex sides with or without a bridge).
- Axis HQ must end their Movement on a road. Soviet HQs enter and relocate with Combat Card effects.
- Traversing an unbridged river hex side costs zero MP for Infantry (pay 1 MP for entering the hex as normal). Motor. Infantry must cross in the first movement and stop after crossing. Tanks are not allowed to cross.
- If a unit spends all its MPs moving through hexes by following an unbroken path of roads, the unit can extend that path 1 hex.
- HQs may be overrun by moving (or Advancing After Combat) into the HQ hex. Soviet HQs become inoperable (cannot be ordered) until a Soviet Unit re-enters the hex. Use the HQ overrun markers. Axis HQs are eliminated if no unit of their formation remains on the map, otherwise relocate them according to the following priority list (if there are multiple options, the Axis player chooses):

1. To a hex containing a Friendly Combat Unit on a road without an HQ within command range.
2. To any hex with a road without Enemy Units and within its command range, avoiding EZOCs if possible.
3. To any hex free of Enemy Units within its command range, avoiding EZOCs if possible.
4. To the closest hex free of Enemy Units, first preferring hexes closer to the Axis supply map edge and second avoiding EZOCs if possible.

C. Execute Combats. The owner of the attacking units decides the order each Combat will be resolved. Combat is never mandatory. For each Combat:
- Choose a target hex. All defending units in the hex must participate. Any active and adjacent attacking units may participate.
- There is a playing window for cards with effects "Before Combat" or "Anytime".
- Calculate the Modified Combat Ratio, including any shifts:
  - Tank and/or Combined Arms Bonus;
  - Terrain Effects;
  - Card Effects;
  - OoS Units.
- Roll 1d6 and modify it with DRMs (Card Effects and Terrain effects).
- There is a playing window for cards with effects "After Combat" or "Anytime".
- Identify the outcome on the CRT and resolve following this order:

1. Step Losses,
2. Retreats (1 hex, or more if overstacked. EZOC causes 1 step loss),
3. Advance After Combat (only tanks),
   - Ad Hoc Reinforcements may enter at any point during the Combat outcome resolution, owner's choice.

- If any player has Activation Cards in hand the other player starts over in step A. If only one player has Activation Cards that player starts over in step A.

D. Advance the Donnerschlag marker. If it reaches box 4 or 5 check victory conditions.

E. If applicable:
- If a player has a card in the OKH/STAVKA, it may optionally return it to its hand.
- Any player must discard Combat Cards from hand until it has 0 or 1 Combat Cards.
- Remove or flip Snowdrift and Yak-9 markers.

F. Advance the turn marker to the next turn.