



STALINGRAD ★ CAMPAIGN

A Computer Game of the Turning Point in Russia
June 1942 ~ February 1943



**SIMULATIONS
CANADA**

STALINGRAD CAMPAIGN, The Turning Point In
Russia, June 1942 - February 1943.

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1.0 INTRODUCTION: With the arrival of the summer campaign season of 1942 the war was still to be won in Russia. The Axis first stalled the Soviet push on Kharkov and then opened its offensive on 28 June. Within two months Case Blau had thrust the Axis armies forward 300 miles to the shores of the Volga. But there they were fought to a standstill. By February the Soviet counter offensive, Operation Uranus, had pushed the front back to its start point of six months before. And General von Paulus' decimated Sixth Army had surrendered in the ruins of Stalingrad.

STALINGRAD CAMPAIGN is a detailed game type simulation of the battles in southern Russia between June 1942 and February 1943. The players have the viewpoint of the Chief of the General Staff for each side, and as such are directly accountable to their Supreme Commander (Hitler or Stalin). Responsibilities pertinent to these positions (such as determining geographic objectives, supply situations, operational orders to combat units, and assignment of air forces) will be under the direct control of the player. Other operations that such high level officers would not deal with (such as individual tactical actions and the movements and engagements of combat units and air forces) will be handled automatically by the computer and the results of these actions so far as would be known to such an officer will be provided to

the players. Turns represent one week and combat units are corps and armies.

2.0 GENERAL COURSE OF PLAY: The game is composed of two major sections, the start up of the game and the game itself. The startup allows the players to play a new or saved game, to select a scenario to play, and to adjust the strength of either side. Startup also gives the choice of playing against another player or against the computer and, if against the computer, which side the computer will play. The game itself is played as a series of turns, each following a constant sequence of play composed of four phases. In the first phase the players are given staff level briefings on the overall progress of the campaign. In the Operations phase the players have the opportunity to examine intelligence on opposing forces, check the current orders and status of friendly forces, and give orders for the turn. The Axis player will always conduct these phases of the turn first, though no actions will take place until both players have completed their orders. Next the computer will check to see if the orders given by the players are consistent with their strategic objectives, and if not, the Supreme Commander may countermand or modify the players' orders. The computer will then carry out orders for each sides' units as the third phase, resolving any combats and giving constant reports as would be available to both players due to major movements and battles. In addition, the computer will update the more specific information on unit status that will become available to the players in the next turn. In the final phase the players will be asked if they wish to continue playing. If not, they will be given a chance to save the game at that point for later restart.

3.0 GAME EQUIPMENT:

3.1 THE MAPS: Two identical maps representing the area over which the battles were fought are included with the game. Note that there are two inserts, one detailing the city of Stalingrad and the other a box for the Caucasus region. Each player should take one of these and place it so that it will be out of the sight of the other player. These maps can be used to record the locations of friendly units as well as the possible locations of opposing units. The maps show the locations of major towns, cities, rivers, and rail lines and thus should be used for general planning. The locations of individual combat units will be indicated by the name of the nearest major town or city as shown on the map. The name of such a location is used whenever communicating with the computer about a specific area. The map also indicates the type of terrain at a specific location. The terrain type will influence movement and combat in the area by a series of formulas which the computer will automatically resolve. In general, more intense terrain will require more effort to move through and will provide greater combat advantages to the defender.

3.2 THE PLAYING PIECES: The playing pieces are the die cut counters. They should be broken free from the frame and into individual pieces. There are two identical sets of pieces, one for each player. Some of these represent actual combat formations while others are for use in recording items about the game status. Note that each piece

that is a combat unit contains a name (normally a number) of the unit on the front side, across from a type symbol for the unit. A unit's identity code consists of a number or an alphabetic letter. Units with numbers are Axis corps or Soviet armies. Units with letters represent Headquarters (Axis Army HQs or Soviet Front HQs). The identity code is used whenever communicating with the computer about a specific unit.

4.0 GETTING STARTED:

4.1 BOOTING: Before first booting the game you should format a blank disk for saving games. Consult your disk drive manual for how to format a blank disk. Apple users must format using DOS 3.3. IBM users must use DOS 2.0 or later. To boot the game Apple users place the game disk in the primary drive and turn on the computer. Commodore users must type 'LOAD "ST",8,1' followed by 'RUN'. Cold booting the game is advised (that is, if you were previously running some other program, briefly shut off the computer before booting the disk). After starting the game, keep the game disk in the disk drive unless told to do otherwise by the program.

4.2 ONE OR TWO PLAYERS: After booting the game the computer will ask if you will be playing with two players or if the computer will play the Axis or Soviet side. Simply enter "A" or "S" indicating your choice.

4.3 PASSWORDS: When playing with two players the computer will want to know a password for each player. Then, when parts of the program are running that only one player should view, the computer will ask for that player's password. Note, however, that following the Player Operations phase both players should come to the screen, unless told otherwise by the computer.

4.4 NEW OR SAVED GAME: The program will ask if you wish to restart a saved game. A "Y" will take you to the routine that restarts a saved game and will prompt you through the procedure. A "N" response will cause the computer to set up a new game after the player has selected which scenario to play.

4.5 SELECT A SCENARIO: There are four scenarios, ranging from 3 to 36 turns in length. If you are starting a new game you must select which scenario to play. Enter the number (1-4) of your choice.

4.6 ADJUST PLAY BALANCE: If you wish, the combat capability of one side or the other may be increased above their historical level. If you do not select this option, both sides will be set at historical combat effectiveness. Note that this adjustment is not retained when a game is saved, so when you restart a saved game you must make this choice again.

4.7 STARTING POSITIONS: When starting a new game the computer will set up the units in their historical positions for the scenario selected. Restarting saved games will position the units in their locations at the saving point of the game being restarted.

4.8 ENTERING INFORMATION: The computer detects the completion of each information entry by the player typing in their choice or by pressing the <RETURN> or <ENTER> key. "Y" or "N" are responses to Yes/No questions while digits are used for number responses. Note that all entries should be made in upper case.

5.0 THE STAFF BRIEFING: At the beginning of each week the player will be given a top

level briefing on the progress of the campaign. The Meteorology staff will indicate what weather to expect during the coming week. The Operations staff will give a summary of the past week's combat reports. The player will be reminded of the strategic objectives of the campaign and any restrictions placed on operations due to the wishes of the Supreme Commander. The Intelligence staff will provide estimates of enemy strength, reserves, capabilities, and intentions. The player will be informed of the progress of the campaign and the player's performance thus far. An indication will also be given of the likely reaction of the Supreme Commander to the orders currently in place for the player's forces. Finally, the player will be advised of the arrival of any reinforcements, and the Soviet player (only) will be given the opportunity to request additional units.

6.0 THE PLAYER OPERATIONS PHASE:

6.1 GENERAL: Each player's opportunity to examine the results of the previous turn and give orders to each of their units for the current turn occurs during this phase. Although each player will give orders in sequence (Axis first), all orders are resolved as if they had been given simultaneously. Access to the Player Operations phase is via the Main Menu. Each item on the Main Menu is detailed below, in the order of their occurrence.

6.2 FRONT REPORTS:

6.21 LIST CONTROLLED AREAS: This selection lists each area by name, indicating whether it is Axis controlled, Soviet controlled, or contested.

6.22 STATUS OF AN AREA: This selection displays for the player any intelligence known about a specific location, such as who controls it and what, if any, friendly or enemy units are known to occupy it. To check an area, simply type in the first three letters of the map location's name when prompted by the computer. Note that the city of Stalingrad consists of four locations. Each can be accessed separately, or the status of all four locations can be obtained by entering the letters "STA" (for Stalingrad).

6.23 LIST UNIT LOCATIONS: This selection lists the known locations of all Axis corps and Soviet armies. To determine the location of friendly Headquarters (HQ) units, see rules 6.32 & 6.44. The locations of enemy HQs will never be revealed.

6.3 UNITS AND HQ REPORTS:

6.31 UNIT STATUS: This selection displays information about a specific friendly combat unit such as its strength in personnel and tanks, supply status, level of exhaustion, moral, recent losses, assigned objectives, and combat posture.

6.32 HEADQUARTERS STATUS: This selection displays information about a specific HQ (Axis armies or Soviet fronts). The location of the HQ, its commanding officer, his experience and initiative, the quality of his staff, and their current workload will be indicated. On the next screen the units assigned to the HQ and their locations will be shown.

6.4 ISSUE ORDERS:

6.41 CHANGE OBJECTIVE/POSTURE: The player may assign his combat units a geographic objective. A unit will advance toward that objective under its tactical

commander's (i.e., the computer's) control. The player may also assign a combat posture to his units. The combat postures include Attack (intense or normal), Advance, Defend, Delay, and Withdraw. Only units in an Attack or Advance posture will move toward their objective. Units with an Advance posture will move more rapidly than Attacking units, but cannot voluntarily enter a contested or enemy controlled area. Units with a Defend posture will gain benefits in combat, but will not be able to move. Delaying units will engage in combat and may attempt to retreat. Withdrawing units will attempt to disengage and retreat prior to combat.

6.42 ASSIGN SUPPLY PRIORITIES: Each HQ must be given a priority for receiving supply. The computer will allocate supplies to combat units based on this priority. More than one HQ may be given the same priority, in which case those HQs will be given an equal allocation of supplies. Note that the amount of supplies allocated to a particular HQ will depend on its priority compared to the assigned priorities of the other HQs, not by the strict numeric scale of 1 (the lowest) to 10 (the highest). Thus assigning every HQ a 1 would have the same effect as assigning each a 10. Also note that if only one HQ is in play, all supplies are automatically assigned to it and this selection cannot be accessed. Finally, the actual amount of supplies received by a combat unit depends not only on its HQ's supply priority, but also on overall supply availability, weather, and the length and integrity of the unit's supply line. Axis supply originates on the West map edge (the left) while Soviet supply originates from the other edges.

6.43 ASSIGN AIR CORPS (ARMIES): The air forces available to each player must be assigned to support specific HQs. This air support will be applied to all combat units belonging to that HQ. The amount of air support provided in any given combat will be determined by the computer acting as the commander of the air forces. Note that if only one HQ is in play it will get all air support and hence this selection cannot be accessed.

6.44 MOVE HEADQUARTERS: This selection allows the player to relocate an HQ. Unlike combat units, HQs are moved "instantaneously" (within the time scale of the game). An HQ may never be moved into an enemy controlled location, and if events cause an HQ to be in such a location, it must be moved by the player before the player will be allowed to exit the phase. Attacking units will be more effective, and their HQ's staff less burdened, if the HQ is not located too distant from the attacking units. Defending units receive a morale boost when located with their HQ. Note that HQs can be located at Stalingrad but cannot be assigned to a specific region of the city.

7.0 THE MOVEMENT & COMBAT PHASE:

7.1 GENERAL: During this phase of each turn both players should come to the computer and view the results of their orders for the turn. These general results will flash across the screen as the computer resolves activity. The player may pause this scrolling by pressing the <ESC> key (left arrow for C64/128). The display will consist of such information as would come to the player by radio reports, dispatches, and brief staff

memos. The phase first resolves movement, then combat, and then further movement.

7.2 THE SUPREME COMMANDER: Prior to executing the players' orders, the Supreme Commander (played by the computer) will evaluate the orders. The Supreme Commander may decide to modify or countermand any orders which are determined to be incorrect, inadequate, or not up to the objectives set for the campaign. Whether or not this happens will depend on how much confidence the Supreme Commander currently has in the player. This is a function of how well the player has done in attempting to meet the campaign objectives. What the Supreme Commander has communicated about the player's performance is indicated in the Staff Briefing each turn. The happier the Supreme Commander is with the player, the more likely it is that the player's orders will remain unchallenged.

7.3 INITIATIVE: Initiative is a feature which only one side will have for the turn. It is computed around which side is, in general, attacking more, and will determine priorities in movement.

7.4 MOVEMENT: All combat units, except those in Defence posture, may move. Movement capability may be modified by the availability of supplies, unit exhaustion level, morale, weather, the terrain involved, and the presence of enemy units. As a result no specific movement rates are listed. Players will be able to get a feel for how their units will move by considering the orders given and the tactical situation. This puts the players more or less in the shoes of their historical counterparts, who also could give orders and determine general capabilities, but could not predict specific results.

7.5 COMBAT: After concluding the first movement portion of the phase the computer will resolve any resulting combat situations. Combat only occurs in areas containing units of both sides. As with movement, a number of items such as command, supply, weather, terrain, and the strength and effectiveness of the engaged units will enter into combat resolution. Players will be able to get a general feel for how well they have done and results for particular units by examining the Unit Status reports during the next turn. Specifics of combats and how they are resolved are not given since this level of detail would not be available to the player in the role of Chief of the General Staff.

8.0 THE END TURN PHASE: The End Turn phase occurs at the conclusion of every turn. During this phase the Supreme Commanders may issue new directives to the players concerning the conduct of the campaign. If the end date for the scenario has not been reached, the players will be presented with the following choices: 1. They may continue the game; 2. They may save the game so that it may be restarted at the beginning of the next turn at a later time; 3. They may choose to end the game. If the scenario's end date has been reached, the computer will automatically end the game, evaluate the casualties and situation, and display the victory points earned. If the sides are within 100 points of each other, the game is a draw. A side leading by more than 100 points has won. A side leading by more than 200 points has achieved a major victory.

9.0 THE SCENARIOS:

9.1 KHARKOV: In May, 1942, as the Germans were massing for Case Blau, the Soviet forces under General Timoshenko opened an ill-fated offensive to capture Kharkov. They ran head on into von Paulus and the Sixth Army. The Axis line reeled back, but it held. Kleist's 1st Panzer Army counter attacked and decimated two Soviet armies. This scenario is only three turns long and can be played in less than an hour. To win, the player must do better than the actual forces did historically.

9.2 CASE BLAU: While Timoshenko was still recovering from Kharkov, the Germans opened their summer offensive in the south. The Soviet line collapsed. However, unlike during the 1941 campaigns, the Soviet armies withdrew instead of allowing themselves to be encircled. This led Hitler to believe that the Soviets were finished, and he expanded the objectives of the campaign to include the Caucasus. Within two months the Axis forces had advanced 300 miles and entered Stalingrad. But extended supply lines, reduced unit densities to cover the expanding front, and stiffening Soviet defences resulted in a stalemate which lasted until Stalin opened his own offensive in November. This scenario starts with the opening Axis offensive and ends on the eve of the Soviet offensive. The Axis player will have an easy time at first, but it will likely get tougher toward the end. The Soviet player will find this scenario difficult. For the first few turns Soviet forces will be in shock from the intensity of the attack. It is vital that the front line be stabilized and encirclements avoided. But even then the lack of sufficient Headquarters will make anything more than small attacks difficult. These can be quite effective however, particularly when conducted against flanks or against locations held by Axis allies. As in the KHARKOV scenario, victory points will be adjusted to reflect historical results. Thus the players must do better than their historical counterparts to win.

9.3 URANUS: This scenario picks up where Case Blau ends, on the eve of the Soviet offensive of November, 1942. Axis forces are battling for control of Stalingrad and the Caucasus. Their flanks are held by weak Hungarian, Italian, and Rumanian corps. All of the Soviet HQs are active. Only last minute preparations must be completed for the operation to begin. When it does, it will come as a complete surprise to Axis intelligence. Unlike the situation in CASE BLAU, both sides have the potential to conduct strong offensives. The German Sixth Army will often find itself cut off at Stalingrad, but the remaining Axis forces stand a good chance, by relentless counter attack, of freeing them before the situation becomes desperate. Activity in this scenario can become very fluid. Often a strong enemy attack can be reversed by using reserves against the opposing supply lines. This scenario ends on 28 February, 1943, and like the previous scenarios, victory points are determined by comparing player performance with the actual historical results.

9.4 THE CAMPAIGN GAME: The campaign game combines the CASE BLAU and URANUS scenarios. It is 36 turns long and can require 20 or more hours to complete. Besides being longer, the campaign game has another major difference from the other scenarios. Victory points are not modified

due to comparison with historical results. Only the performance of each player as compared to the opposing player will be considered to determine victory.

10.0 NOTES ON PLAY:

10.1 VICTORY POINTS: At the end of the game each player will be given a number of victory points which reflect that player's overall performance during the game. This number is based on casualties inflicted and taken, as well as the territory held at the end of the game. Control of strategic objectives counts for considerably more than control of areas which the player held at the start of the game. This total is then modified by a factor representing the Supreme Commander's opinion of the player's performance. Finally, in all except the Campaign scenario, the victory points for both sides are adjusted to compensate for historically based results that might have been expected.

10.2 PLAYER PRESTIGE: Recall that the player has the role of the Chief of the General Staff. As such the player's superior officer is the Supreme Commander himself. If the player does not meet the wishes of his superior, then the Supreme commander will review the player's orders with a more critical eye. Examples of things that can upset the Supreme Commander are: ordering units to defend when they should be attacking; ordering units to withdraw when they should be defending; allowing units to retreat when "No Retreat" orders are in effect; losing territory to the enemy; or, during a general offensive, failing to show continuous territorial gains. If the player is able to gain territory when on the offensive and minimizes losses when defending, Hitler or Stalin should remain reasonably happy. If the Axis player manages to capture and hold Stalingrad, Hitler will likely overlook many previous indiscretions. Finally, realize that sometimes no matter what you do, you just won't be able to satisfy your Supreme Commander. After all, they are politicians playing at general, not professionals like you.

10.3 COMMAND AND CONTROL: "Without a staff, an army could not peel a potato.", Lt. Gen. Hunter Liggett, U.S. Army, 1857-1935. The player controls the combat units through the Headquarters to which the units are assigned. You must remember that it is the HQ staff which takes care of all the details required to translate your general orders into specific actions for the combat units. The quality of an HQ's staff will determine the volume of work that can be processed without the staff becoming overwhelmed by paper and fatigue. Items which will add to the staff workload are: ordering a unit to attack; changing a unit's objective; moving an HQ to a new location. If a staff becomes overwhelmed, not only will the player be limited in the kinds of orders that can be issued, but units belonging to that HQ will operate at greatly reduced effectiveness. The player must also keep in mind the strengths and weaknesses of the generals commanding the HQs. A general with high aggressiveness will be capable of performing the occasional miracle, but might sometimes produce total failure. Commanders of low aggression may allow a dangerous situation to develop into a catastrophe before taking action on their own. Inexperienced commanders may even take inappropriate action, compounding their problems. Units controlled by an experienced commander will avoid these problems and tend

to take fewer casualties in combat. In addition, reports from experienced generals tend to be more accurate than those from generals with less background.

10.4 STALINGRAD: During a luncheon conference in January, 1943, Adolf Hitler remarked, "*The duty of the men at Stalingrad is to be dead.*". Stalingrad became the focus of the campaign in the south and was the turning point of the war. Its importance is reflected as follows: 1. The city is worth a LOT of victory points to the Axis; 2. If the Axis player captures Stalingrad, the player's prestige will improve significantly; 3. Newly activated Soviet HQs appear at Stalingrad, and these HQs cannot appear so long as the city is held by the Axis.

10.5 PARTISANS: Occasionally partisan activity (under computer control) will result in a rail line being cut behind Axis lines. The location will then be considered Soviet controlled and Axis supplies may not flow through such an area. The partisans can be dispersed, and the rail line repaired, simply by entering the area with an Axis combat unit.

10.6 INTELLIGENCE: Intelligence estimates of enemy strength, losses, capabilities, and intentions are just that - estimates. Intelligence will tend to be very good at identifying enemy units which are in contact with friendly forces, but will do a worse job of describing what is going on behind enemy lines, especially during poor weather.

10.7 MOVEMENT CONSIDERATIONS: Combat units with Attack or Advance posture will attempt to move each turn toward their ordered objective. However, units ordered to Advance will not attempt to enter any location that is contested or enemy controlled. Only Attack orders will allow such movement. Units in a Delay or Withdraw posture will attempt to move toward their supply sources. Remember that movement occurs twice each turn and that initiative affects priority in movement. A unit in contact with enemy forces may not move unless ordered to a Delay or Withdraw posture. During poor weather movement is restricted, especially for the Axis. A unit may fail to move if it is exhausted, lacks supply, or for a number of other reasons. Units may spontaneously change their posture due to the influence of their commander's ratings or the tactical situation. Units that suffer heavy losses, have poor morale, are exhausted, lack supplies, etc., may cease moving or attacking, or may change to Delay or Withdraw posture.

10.8 COMBAT CONSIDERATIONS: Many factors influence the results of combat. The most important factor is the intrinsic strength of the combat units involved. Another important factor is the nationality of the unit, which reflects many items such as training, combat organization, etc. German units are rated highest, followed by Soviet Guards, then other Soviet units & Rumanian units, and at the bottom all other Axis allied units. Other factors influencing combat strength include the terrain involved, air support, combat posture, morale, exhaustion level, supply status, and surprise. Defending units will be two to three times more effective in intense terrain (or urban areas) than in clear terrain. Units in Intense Attack will be half again as effective as those in a normal Attack posture, but at a cost of higher casualties, increased supply consumption, and greater fatigue. A unit Delaying will be only half as effective as if Defending. Units Advancing or Withdrawing, if

engaged in combat, will engage at only a fraction of their normal strength. Combat effectiveness decreases as supply & morale decline and exhaustion sets in. For example, when morale breaks completely, a unit is only one fifth as effective as when morale is excellent. Exhaustion and supply have effects on combat similar to morale. Finally, if an Attacking HQ's staff is overwhelmed, it will attack at only half effectiveness. Note that all of the effects detailed above are cumulative.

10.9 SUPPLY, EXHAUSTION, AND MORALE: These three items, besides having similar effects on combat and movement, are closely tied in influencing each other. Supply, as noted in rule 6.42, affects morale. Exhaustion occurs as a unit is involved in combat. Attacking wears units out more quickly than defending and Intense Attack is the most fatiguing of all. Units withdrawn from combat may recover from exhaustion given time. A unit's morale is primarily determined by the level of casualties it has recently experienced. But morale is also influenced by nationality, supply status, exhaustion level, proximity to the unit's HQ, and the HQ commander's ratings.

W. J. Nichols & S. M. Newberg

11.0 DESIGNER'S COMMENTS: This is more than a game of the campaign for Stalingrad. It is a case history simulation of Command and Control from the perspective of the head of the General Staff. Imagine having a boss like Hitler or Stalin. Imagine being given impossible tasks to perform. And then imagine having to rely on people like Paulus, Garibaldi, and Timoshenko to accomplish those tasks. If you can imagine the difficulty of this kind of a situation, and if you think you are up to it, try playing this game a few times. I am confident that you will find it worth your while. But if this isn't your cup of tea...if, when you bought this game, you expected to have perfect control over what was happening, to know everything there was to know, and to not have to answer to anyone for your actions...then perhaps you should have bought a board game. Or one of those computer games with lots of pretty pictures from another company. STALINGRAD CAMPAIGN is for those players who can think, and deduce. Its for those who can cope with reality.

W. J. Nichols

12.0 REFERENCES: Some of the sources consulted in the design and development of STALINGRAD CAMPAIGN were: A. Clark, "Barbarossa"; T.N. Dupey, "Numbers, Predictions, And War"; J. Erikson, "The Road To Stalingrad"; W. Goerlitz, "Der Deutsch Generalstab"; W.V. Madej, "Red Army Order Of Battle 1941-1943"; E. von Manstein, "Lost Victories"; S.W. Mitcham, Jr., "Hitler's Legions"; F.W. von Mellenthin, "Panzer Battles"; N. Rich, "Hitler's War Aims"; A. Seaton, "The Russo-German War, 1941-1945"; S.A. Tyushkevich, "The Soviet Armed Forces: A History Of Their Organizational Development".

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STALINGRAD CAMPAIGN

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STALINGRAD CAMPAIGN, A Computer Game Of The Turning Point In Russia, June 1942 - February 1943

The summer of 1942 was a time of decisions for Hitler and his Axis. The offensive of 1941 had stopped short of bringing the Soviet Union to its knees, and Stalin had used the winter to regroup and recover. Moscow had not fallen, nor had the southern resource centers, the economic heart of Russia. It would not be possible to push against the reviving bear in both places. One target had to be chosen.

STALINGRAD CAMPAIGN is a strategic game of the battles for southern Russia. The Axis player must deal Russia a death blow, but quickly. If the Soviet player can hold on, massive reinforcement will allow counter offensives. The game includes 2 sets of playing pieces and situation maps for both players. And the computer will provide an opponent for either side. Scenarios cover Case Blau, Operation Uranus, and a campaign game of the entire period. Design by W. Nichols, development by S. Newberg, & art by J. Kula. Disk for Apple II or C64/128 systems.

OTHER SIMULATIONS CANADA COMPUTER GAMES:

STALINGRAD CAMPAIGN, The Turning Point In Russia, June 1942 - February 1943. Disk for Apple II or C64/128 systems.

KURSK CAMPAIGN, Operation Zitadelle, Summer, 1943. Disk for Apple II or IBMPC systems.

OPERATION OVERLORD, The Invasion Of Europe, 6 June - 28 August 1944. Disk for Apple II or IBMPC systems.

SEVENTH FLEET, Modern Naval Combat In The Pacific Ocean. Disk for Apple II or C64/128 systems.

GOLAN FRONT, The 1973 Arab/Israeli War In The North. Disk for Apple II or C64/128 systems.

BATTLE OF THE ATLANTIC, The Ocean Lifeline, 1940-1944. Disk for Apple II or IBMPC systems.

SIEG IN AFRIKA, The War In North Africa, 1940-1943. Disk for Apple II or C64/128 systems.

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