Turning Point: Stalingrad Quick Reference Chart

	Exi	t Enemy Occu	Enter EOA			
Unit	Continue To another		Enemy	Enemy	Spent	Fresh
	Movement	EOA	Fresh	Spent	Enemy	Enemy
Armor	Yes	Yes (1)	Yes	Yes	Yes	Yes
Inf/Others	No	No	Yes	Yes	Yes	Yes
AT	No	No	No (3)	Yes	Yes (2)	No
AA	No	No	No (3)	No (3)	No	No

- (1) May not move directly to/from Area containing enemy Armour/AT/AA.
- (2) Must be accompanied by Armour/Infantry type with numerical attack factor.
- (3) May exit only by regrouping or retreat.

		Attack Type	Normal	Ranged	Arty/Air
	X	Highest Attack Factor	✓	✓	✓
	+1	Each extra attacking unit	✓	✓	
ΛC	+1	Each Regimental Integrity	✓	✓	
0	-1	Each Different Parent Org.	✓	✓	
	+1	Stuka (German Daylight only)	✓	✓	
	+X	Russian Artillery	✓	✓	
	X	Highest Defence Factor	✓	✓	✓
	+x	TEM	✓	×2	✓
١.	+1/+2	Rubble	✓		
DA	+1	German Night Impulse	✓	✓	
	+1	Russian Day Impulse	✓	✓	
	+x	Russian Artillery	✓	✓	
	+1/+2	German S27-O31, N1-N14	✓	✓	

	Com	bat Res	Movement Cost			
Result	Attacker	CP Defender		Condition	MF Cost	
Overrun	D1	1	Fresh to spent (D4)	Fresh enemy in Area	4*	
AV > DV	D2	1	Spent to retreat (D4)	Spent enemy in Area	3*	
AV = DV	D3	1 Spent to retreat (D4)		Fresh enemy adjacent	2	
AV < DV	D4	2	Spent Elim	Vacant	1	
Ranged att.	-1	3	Fresh Elim	Enter Rubble area	+1	
Stuka	D1	Volui	ntary retreat:	Attack Fresh enemy/ 2		
		+1 le	vel disruption	Rubble 2		
Artillery	D4			Attack Spent enemy/	1	
				Rubble 1		

Note: *Must Attack, MF Cost inclusive of first attack

DR: 2d6 dr: 1d6 D#: Disruption Level

Rubble Creation	Rubble Entry	Rubble Removal
Ranged attack & Arty/Air	Mechanized units need to	OV:
Bombardment:	make entry DR to enter.	AF of Engineer
TEM + Attack DR ≥ 13	Failure ends movement.	+1 for each additional engineer
(Level 1 increases to Level 2)		-1 for each different Parent
	Rubble 1: DR \leq 7	Unit
Fortifications:	Rubble 2: $DR \le 9$	
1 engineer or 3 infantry. 0 MP		DV:
cost but immediately ends	Entrance DR:	1 or 2 - Rubble Level
turn/spent.	+1 Friendly Controlled	+1 Enemy Controlled Area
TEM + dr ≥ 7	+1/+2 No Spent/Fresh	+1/+2 Spent/Fresh Enemy unit
	enemy unit	+x Russian Artillery
	Fell as after the design	3 CP or part tharaof: ramova 1
	Failure of entry during retreat elim unit at 1 CP.	3 CP or part thereof: remove 1 rubble level

Crossing Table (3 units per night impulse; all in 1 area)									
DR	≤11	12	13	14	15	16	17	≥18	
Disruption	-	D1	D2	D1	D2	D3	D4	Unit	
Landing	Land	on West	Bank	Return to East Bank				Elim	
Mamayev Kurgen (Area 56)			+1/+2 German Contest/Control A56						
			+1 German have observer in A56						
River Bank			+1/+2 German Contest/Control at least 1 river bank*						
Proximity to Landing			+1/+2 German Contest/Control 1 adjacent river bank*						
			+2 German Control 1 and contest other adjacent river bank*						
			+3 German Control both adjacent river bank*						
Date			October	-2	: Noveml	ber			
NT .	·								

Note:

Disrupted units are returned to East Bank if landing in contested area.

Probabilities for DR Difference								
DR Difference, x	-10	-9	-8	-7	-6	-5	-4	
P(X=x), %	0.1	0.3	0.8	1.5	2.7	4.3	6.2	
P(X≤x), %	0.1	0.4	1.2	2.7	5.4	9.7	15.9	
X	-3	-2	-1	0	1	2	3	
P(X=x), %	8.0	9.7	10.8	11.3	10.8	9.7	8.0	
P(X≤x), %	23.9	33.6	44.4	55.6	66.4	76.1	84.1	
X	4	5	6	7	8	9	10	
P(X=x), %	6.2	4.3	2.7	1.5	0.8	0.3	0.1	
P(X≤x), %	90.3	94.6	97.3	98.8	99.6	99.9	100.0	

^{*} Zones not included.