
HEROES OF
STALINGRAD
SCENARIOS
DEVIL PIG
GAMES

HEROES OF STALINGRAD

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CHAPTER 1

SCENARIO RULES

Pick a scenario to play from either one of the scenarios presented in this booklet, a published scenario sheet, or perhaps from among the PDFs presented on our website. You could instead try your hand at creating your own mission using the Free Battle Mode (p. 23), where you assemble your forces by spending army points agreed upon by all players participating. There are many options available.

Do note that if a scenario has a rule that contradicts the general rules or the rules in this chapter, those scenario-specific rules take precedence. Such rules are designed specifically for that scenario.

ACTION CARDS

Your deck is composed of Action Cards that belong to your faction (such as Russian or German).

Each player draws a full hand, up to the maximum hand size indicated in the scenario.

You may never have more cards in hand than your maximum hand size. Unless otherwise indicated, the maximum hand size is **4**.

DEPLOYMENT

Once *Initiative* has been determined (as indicated by the scenario or by any other means of your choice), deploy your troops in the zones indicated by the scenario.

Unless the scenario says otherwise, the player who has the *Initiative* deploys all of his troops first.

Deploy infantry units with the name printed in white visible. If the name is printed in white on both sides, you may deploy the unit with either face up.

We recommend you do not deploy vehicles *Wrecked Side* up!!!

If an army must deploy off the map, all its troops enter on the first turn during the *Activation Phase* (with an order token) or the *Supply Phase*. Units with the Scout special ability can use it when entering from the board side indicated by the scenario. Orders provided by units deployed off the map are available on the first turn.

PICKING UP OBJECTS

There are two kinds of objects, heavy and light.

The scenario will indicate which kind of object is present.

In order to pick up a light object, a unit only needs to move through the square where the object rests, or an adjacent square if the object is on an *Interspace*. The unit does not need to stop.

In order to pick up a heavy object, the unit needs to stop in the square where the object rests or an adjacent square if the object is on an *Interspace*. Any enemy units in adjacent squares will prevent you from picking up a heavy object.

You may drop a light object or a heavy object at any time during a *Movement Action*.

VICTORY CONDITIONS

A game lasts a set number of turns as indicated by the scenario. When a scenario's victory conditions are met, or a player has no more *Order Tokens* to put on his units, the game stops at the end of the current turn. Needless to say, a player who has no more units has lost the game!

In order to win, a player needs to meet the conditions indicated in the scenario or, in the case of a customized scenario, score a number of victory points (which are set at the start).

These victory points are won by controlling objectives (primary or secondary, see below) and by inflicting losses (see Breaking Point, p.4).

Absolute Rule of Scenarios

It is not possible to win on the first turn.

OBJECTIVES

Each Objective marker earns you victory points or validates a special condition of the scenario.

In order to control objectives, you need to be the only player who has at least one infantry unit in one of the **4** adjacent squares or in the *Terrain Element* (building, craters, etc.) at the end of a *Supply Phase*.

If your opponent also has a unit in one of those squares, the objective remains neutral.

PRIMARY OBJECTIVES



If the marker displays a faction's symbol, it means only one of the two armies can benefit from controlling the objective. Units of the opposing army can still prevent an enemy unit from controlling the objective by merely being present in one of the adjacent squares or in the *Terrain Element* where the objective is placed.

Once the objective is controlled, leave the marker on the board and turn it over onto its 'controlled' side (with the symbol of its faction displayed). It shows the objective has been met, but can still be taken back by the enemy.

If the marker is neutral, whichever army controls it benefits from it. Temporarily replace it with an Objective marker that displays the symbol of that army. You will replace it again if control changes sides.

SECONDARY OBJECTIVES



When a player takes control of a secondary objective, remove it from the board and put it next to the player's Recruitment Tiles.

Depending on the scenario, the player then scores points or reaches a particular stage in the operation.



TURN CHART MARKERS

There are special markers to put on the turn chart. They indicate on which turn an event or a specific condition must take place. The *Initiative* marker indicates which player has the *Initiative*. It is moved one square down to count the turns and flipped over if initiative changes for that turn. The game ends when the final turn is completed.



Initiative marker

German Army specific event marker as per the scenario.

Scenario event marker for both armies as per the scenario.

Russian Army specific event marker as per the scenario.

This marker indicates the end of the game. Place it beside the turn number indicated by the scenario.

CREATING ARMIES

You can create your own armies by spending a set number of army points.
The cost for each tile is printed on the tile.

Purchasing Recruitment Tiles

Start by purchasing as many *Recruitment Tiles* as you want with your available points.
They are the key to everything, and you need at least one in order to deploy an army on the battlefield.

Do not spend all your points on *Recruitment Tiles*, as you'll want to save some for recruitment options.

A bit of history (optional rule)

Those of you who prefer a more standard order of battle can create their armies using the following restrictions:
Start by selecting a *Recruitment Tile* or a *Command Tile*.
If you want a second tile, at least one of its badges must be the same as one on the first tile you selected.
If you want a third tile, at least one of its badges must match a badge on one of your first two tiles. And so on.



Recruitment tiles that have one of the neutral symbols for their particular faction can be purchased after any other *Recruitment Tile* and so open up your recruitment to new options.

Purchasing Recruitment Options

A recruitment option needs to be valid in order to be purchased. Specifically:
- the selected option needs to be of appropriate size and exactly fit the slot on the tile, and
- one or more of the colour stripes need to be the same as those around the slot.



The **Panzer 3** cannot be placed into the slot at the far left because its colour stripes don't match those around the slot.
It can be placed into the slot at the far right, however.
The **Panzergrenadiere** may be placed into either slot (far left or far right).

Once you've spent all of your army points, take all of the corresponding unit counters and put any required recruitment option markers on their tiles.

BREAKING POINT

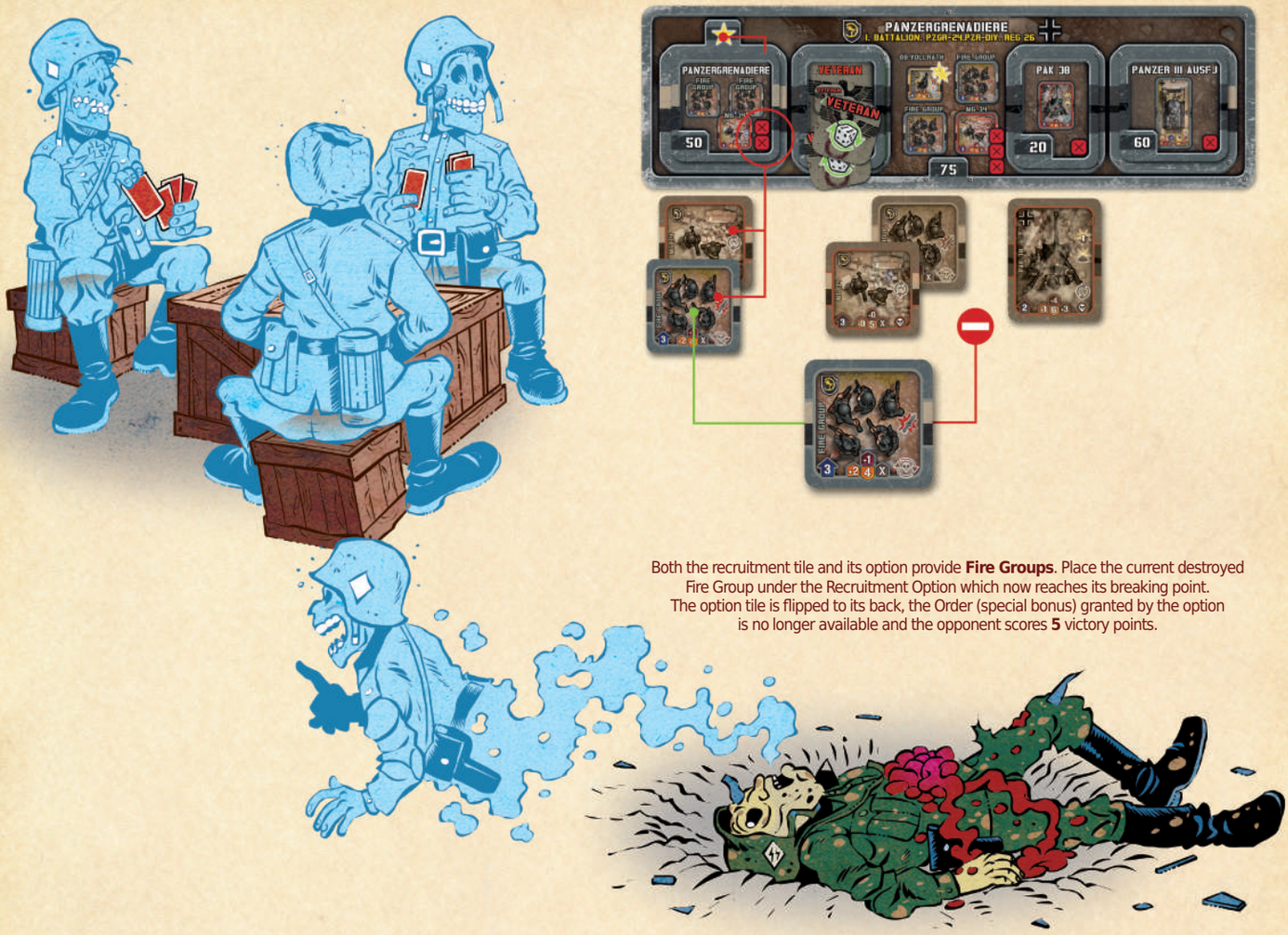
When a unit is *Destroyed*, put its counter under the corresponding *Recruitment Tile* or *Recruitment Option*.
If such a unit was provided both by a *Recruitment Tile* and one of its options, put it under the option first. If the unit is present on several options, you can assign it to the option of your choice.

Then check whether the *Recruitment Option* or the *Recruitment Tile* is 'broken', i.e. whether it has reached its breaking point.



A tile or recruitment option's breaking point is represented by small red squares. When the number of *Destroyed* units is equal to the number of red squares, the breaking point of the *Recruitment Tile* or *Option* has been reached.
If it has broken, turn over the recruitment option counter or the *Recruitment Tile*.
When a *Recruitment Tile* breaks, attached options are not turned over unless they have also reached their breaking point. Once turned over, any special bonus given by the option or *Recruitment Tile* is lost. Units and recruitment options such as gear, character traits, and orders are not lost when a breaking point is reached.

The number of victory points (if any) your opponent scores once the breaking point is reached is printed on the back of the game piece.



Both the recruitment tile and its option provide **Fire Groups**. Place the current destroyed Fire Group under the Recruitment Option which now reaches its breaking point. The option tile is flipped to its back, the Order (special bonus) granted by the option is no longer available and the opponent scores **5** victory points.

CHAPTER 2

FREE BATTLE MODE

If you choose to create your own scenarios, you need to build your army as well as design the battlefield.
The chart on the next page will help guide you through this design process.
All Free-for-all battles are played over **8** turns, but may be won before that limit is reached.

ARMY POINTS

The chosen number of army points suggests how many terrain tiles to place and potential victory conditions.
These values are only recommendations, so modify them as you prefer.

When playing a championship game, use **250** army points and a maximum of **4** orders per army.

BATTLEFIELD

The size of the battlefield is the number of boards and terrain tiles available. Assemble the board and split up the tiles as you wish. It is better if each side has the same amount of cover.
If you do not use modifiers (see next page), deployment zones are on each side of the battlefield and are two squares deep.

NUMBER AND VALUE OF OBJECTIVES

An objective's value depends on the size of the battle. Place them within equal distance of either army's deployment zone so that no player gets an advantage.

Place the primary objectives on their dark side.

Secondary objectives can be neutral or specific to each army.

NUMBER OF VICTORY POINTS TURNS ON 4 & 6

These indicate the number of victory points required to win the game on turn **4** or turn **6**. If both players have exceeded this number on either turn, the player with the highest score wins.
If this condition is not met, the game continues.
You may choose to disregard this rule and battle it out until the end of turn **8**.
These victory points are won by controlling primary and secondary objectives and by inflicting losses.

150 - 249	2 - 4 terrain boards 1 - 2 terrain tiles	1 neutral 10 points	2 5 points	25	30
250 - 349	4 - 6 terrain boards 2 - 3 terrain tiles	1 neutral 15 points	3 5 points	35	40
350 - 499	4 - 6 terrain boards 3 - 4 terrain tiles	1 Russian 1 German 20 points	4 5 points	40	45
500+	6 terrain boards 4 - 6 terrain tiles	1 Russian 1 German 1 neutral 15 points	6 5 points	50	60

GO!

Once you've defined all these elements, it is time to build your army.

Prepare the turn chart with Event markers on turns **4** and **6** as a reminder to check the victory conditions, as well as the END marker on turn **8**.



Determine the *Initiative* and put that marker on its appropriate side in square **1** of the turn chart.

Draw **4** cards and launch hostilities!

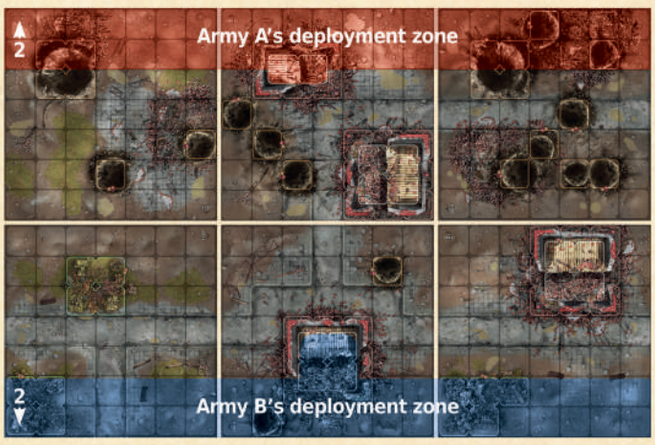
If no player has won the game at the end of turn **4** or **6**, the player who scored the most victory points at the end of turn **8** wins.

SETUPS AND MODIFIERS

The following examples are designed for a **250**-point and **6**-gameboard battle. Terrain tiles have been positioned over deployment zones for optimal visibility, but they are part of them.
Feel free to change the configurations. If you are going for a smaller game, adjust the deployment zones accordingly.

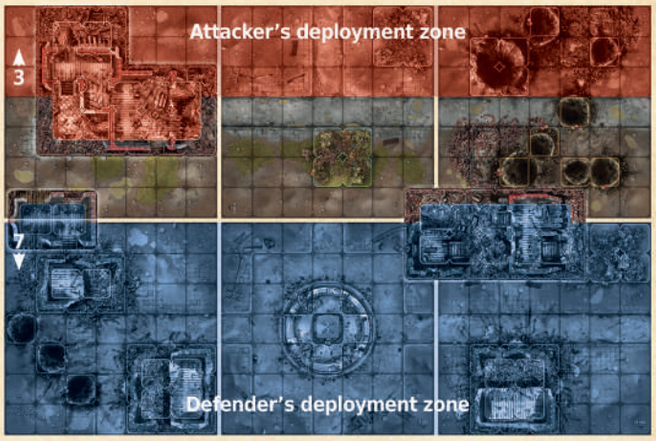
Confrontation

The simplest scenario. Two armies clash ...



Attack/Defense

One of the two armies is defending, the other is attacking.





There is a single objective, with the army badge of the attacker, and you place it in the defenders's deployment zone.

The defender gets **75%** of his total available army points but takes as many *terrain elements* as indicated in the Battlefield column and places them in his deployment zone.

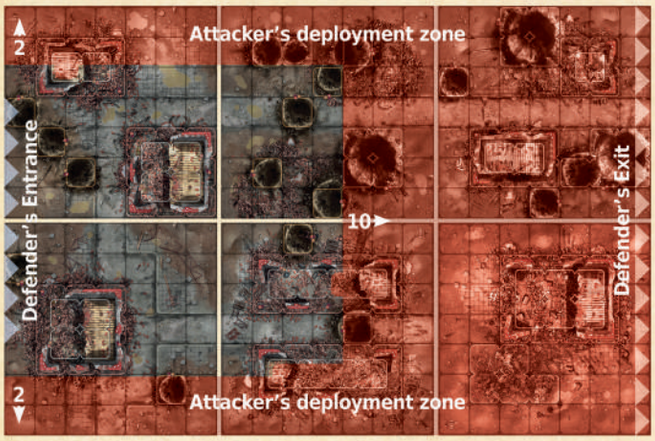
The game ends when the attacker has taken control of the objective (attacker's victory) or at the end of turn **8** (defender's victory).

To make it more difficult for the defender:
The defender gets **50%** of his total army points but still takes all of the terrain tiles as indicated in the Battlefield column and places them in his deployment zone.



Ambush

One of the two armies is defending, the other is attacking.



The attacker gets **50%** of his total available army points.

The game ends when the defender moves his last unit off the board through the side indicated by the red arrows, or at the end of turn **8**.

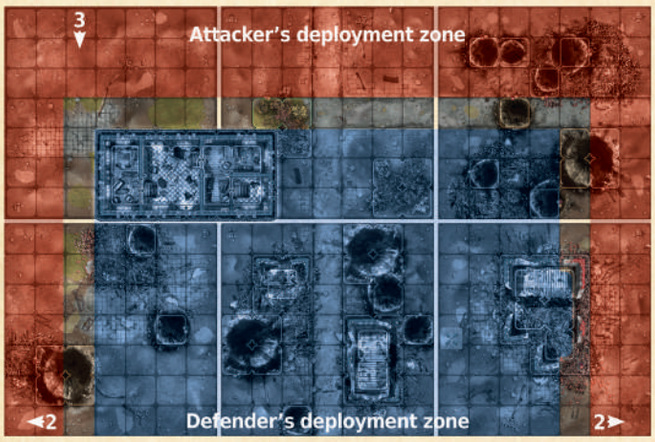
To make it more difficult for the defender:
The attacker gets **75%** of his total army points.

Major victory for the defender:
If over **50%** of his troops escaped.
Minor victory for the defender:
If only **25%** of his troops escaped.

Major victory for the attacker:
If none of the defender's troops escaped by the end of turn **8**.
Minor victory for the attacker:
If less than **25%** of the defender's troops were able to escape.

Destruction

One of the two armies is defending, the other is attacking.



There is a single objective, with the army badge of the attacker, and you place it in the defender's deployment zone inside an extra terrain tile not included in the total indicated in the Battlefield column.

The defender gets **75**% of the total army points available but takes all of the terrain tiles as indicated in the Battlefield column and places them in his deployment zone.
During the setup, the attacker places the Dynamite and Detonator markers onto two of his infantry units. They are *light objects*.

The game ends when the attacker has *Destroyed* the objective (attacker's victory) or at the end of turn **8** (defender's victory).

In order to destroy the objective, you must move an infantry unit into the terrain tile and place the Dynamite and Detonator markers there.
In the 'Destruction' game mode you cannot place both markers in the same turn.

To make it more difficult for the defender:
The defender gets **50%** of his total army points but takes all of the terrain tiles as indicated in the Battlefield column and places them in his deployment zone.

Punching Through

One of the two armies is defending, the other is attacking.



There is a single objective, There is a single objective, with the army badge of the attacker, and you place it as far as possible from where the attacker enters, on the opposite side of the board.

The game ends when the attacker has taken control of the objective (attacker's victory) or at the end of turn **8** (defender's victory).

The defender gets **75%** of his total available army points but takes all of the terrain tiles as indicated in the Battlefield column and places them in his deployment zone.

To make it more difficult for the defender:
The defender gets **50%** of his army points but takes all of the terrain tiles as indicated in the Battlefield column and places them in his deployment zone.

Start playing the first scenario straight away (p.8)
or read through the step by step explanations first (p.9).



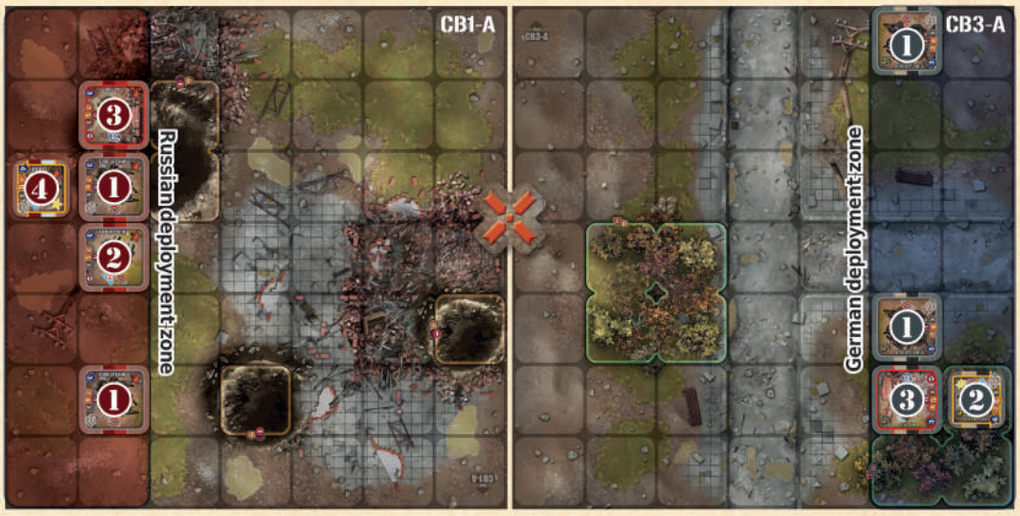
SCENARIO 1

HELLO BOYS...

Why oh why on earth has our high command ordered us to hold this worthless point that is devoid of any cover? Can any sane person give me a decent answer to this question? Anybody? Guess not huh! Oh yes, of course! Since "great" minds think alike, the enemies' top morons had the very same idea... Why?? Never mind, leave it to us, simple soldiers, to try and find the answers... with rifles and grenades...

1- BATTLEFIELD SET UP AND DEPLOYMENT

1. FIRE TEAM
2. FRONTOVIK
3. DP 28 (inactive face)
4. LT. BORIS



FIRE GROUP 1
MG 34 (inactive face) 2
OLT VOLLRATH 3

2- RECRUITMENT OF THE ARMIES





3- PREPARATION

Each player deploys his units in his deployment zone.

The Russian player should note that in addition to his Recruitment Tile, he has a DP28 unit to deploy.

Apply the deployment setup only if you want to follow the step-by-step guide on page 9.



Determine initiative, and place the corresponding initiative marker on space 1 of the turn chart.

Each player draws **2** Action Cards.



4- GAMEPLAY

This game lasts **6** turns.
Exceptionally the DP28 yields an extra order.
The Russian player loses this order if the DP 28 is destroyed.

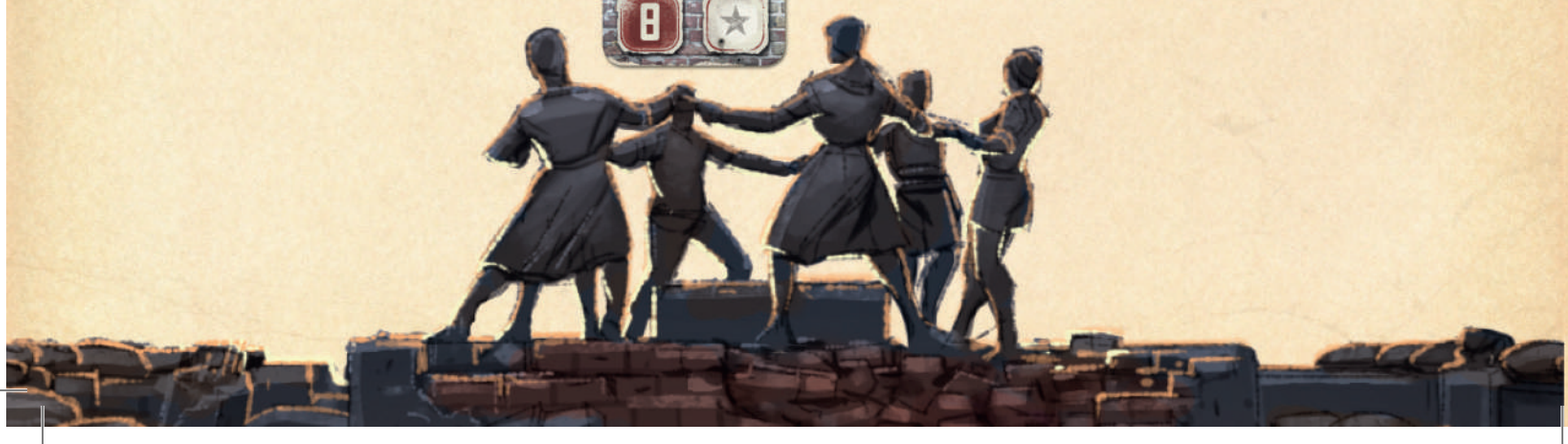
The goal for both players is to control the objective before the end of turn 6. A player controls the objective if he is the only one at the end of any *Supply Phase* to have an infantry unit in one of the 4 spaces adjacent to the objective.



The game ends when a player fulfills the victory condition, or at the end of turn 6. This game can end very quickly if one of the players isn't paying attention.

5- END OF GAME AND VICTORY

The player who controls the objective wins the game.
If nobody has won by the end of turn **6**, the match is a draw.



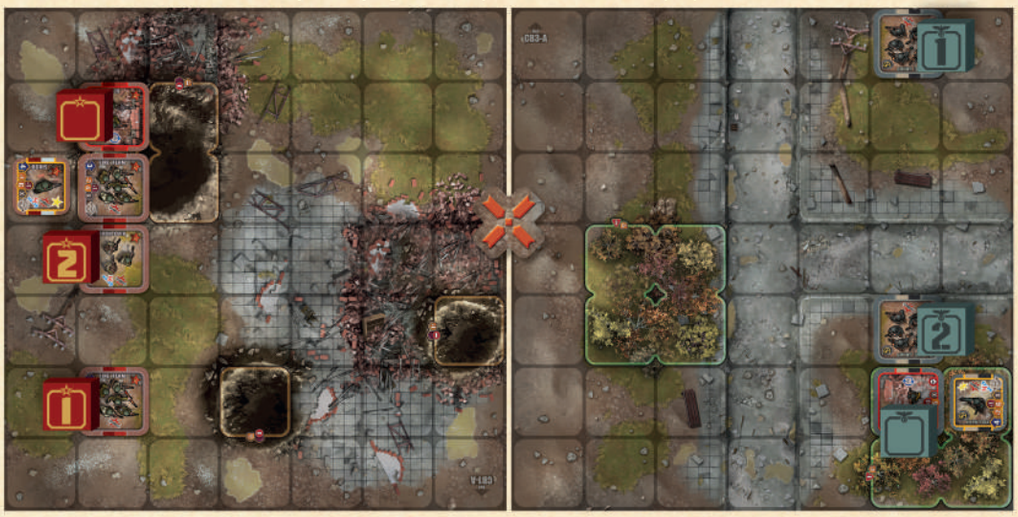
Hello Boys - Step by Step

Want to see a battle in action? We're going to guide you through the first two turns of the scenario to help you learn the basic principles of **Heroes of Stalingrad**. Set up the terrain boards and place the Unit counters as shown in the setup diagram, and get ready for battle!

TURN ONE

1 - *Order Phase* (Rulebook p.3)

The Russian player has the Initiative. He places 2 *Order Tokens* and 1 *Bluff Order Token* on his Units.
Then the German player does the same. Normally you would turn the *Order Tokens* to face you so your opponent cannot see them, they are laying flat here just for instructional purposes.



2 - *Activation Phase* (Rulebook p.4)

The Russian player reveals his first *Order Token* (#1) and moves his Fire Team forward 2 squares (see "*Movement Actions*," rulebook p.4). He leaves his *Order Token* with the Unit.



3 - The German player reveals his *Order Token* #1 and moves his Fire Group 3 squares. He leaves his *Order Token* with the Unit.



4 - Taking turns, both players reveal and activate their other *Order Tokens*, in order, until they end up in the situation shown at the end of the *Activation Phase*. During the Frontovik activation (Order #2), the Russian player moves it 5 squares, with the help of an Action Card alternate bonus (The +1 bonus to a Unit's *Movement Value*), then he plays the Action Card 'Burst Into Action', granting the Frontovik the Fire on the Move Special Ability (no penalty) (see Rulebook p.16). Fire On the Move allows him to take a *Firing Action* during his *Movement Action*. He rolls a die, getting a result of 4, adds the *Combat Value* (2)—which is reduced by 1 because of the *Terrain Element* penalty—for a total of 5. The Fire Group *Defense Value* is 4, but they add a bonus of +1 thanks to the *Terrain Element* they're in (see Rulebook p.10). Since the total from the *Firing Action* is equal to the *Defense Value*, the Fire Group is *Hit* and gets flipped over.



5 - *Supply Phase* (Rulebook p.10)

Bluff Order Tokens are discarded at the beginning of the *Supply Phase*.
Now the Russian player moves all of the Units he didn't activate during the *Activation Phase*, flipping his DP 28 unit on its *Active Side*, after moving one square.
Then the German player does the same, flipping his MG 34 unit on its *Active Side*.
At the end of the *Supply Phase*, the situation looks like this.



TURN TWO

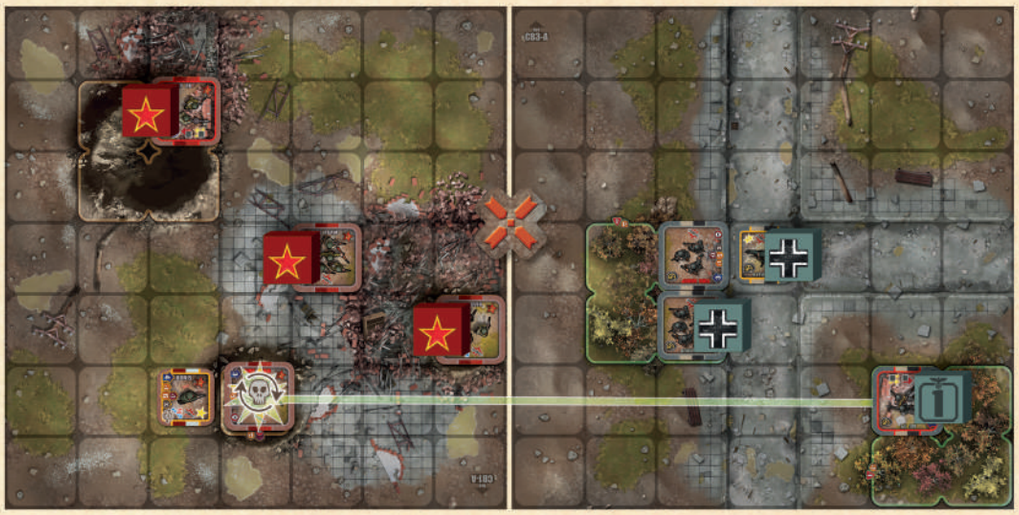
1 - *Order Phase*

The German player has the Initiative now. He places his 2 *Order Tokens* and the *Bluff Order Token* on his Units.
Then the Russian player places his 2 *Order Tokens* as well.



2 - *Activation Phase*

The German player reveals his *Order Token* #1 and takes a *Firing Action*.
Targeting the Fire Team, he rolls a die, getting a result of 4, adds the *Combat Value* (4)—which is reduced by 2 because of the *Long Range* penalty—for a total of 6. The Fire Team's *Defense Value* is 4, but they add a bonus of +1 thanks to the *Terrain Element* they're in (see Rulebook p.10). Since the total from the *Firing Action* is higher than the *Defense Value*, the Fire Team is *Hit* and gets flipped over.



3- Now the Russian player reveals his *Order Token* #1 and takes a *Firing Action*.
Targeting the two Fire Groups with his DP 28 unit, he takes a Suppressive Fire action combined with the Machine Gunner special ability. He doubles the *Combat Value* (2X2). He splits the result between the two Fire Groups. He assigns 1 to the first target and 3 to the second target. The first attack is reduced by 1 because of the *Terrain Element* penalty. He rolls a die (6) for the first target and adds 0 (1-1), getting a total of 6. Since the result is higher than the target's *Defense Value* (4 + 1 from the *Terrain Element* defense bonus), the first target gets 1 Suppressed Marker. The second attack is reduced by 2 because of the *Terrain Element* penalty (2 squares). He then rolls the die, gets 3 and adds 1 (3-2). The result is lower than the target's *Defense Value*, so the second Fire Group is safe.



4- The German player reveals Order #2 and the Fire Group takes a Firing Action against the Frontovik, but failed to hit.
The Frontovik is activated with the Order #2, and engages the other Fire Group (with a Suppressed marker) in an Assault (see p.17).
The Russian player rolls 2 dice and takes the better result (4). He adds his *Combat Value* (+2), getting a total of 6.
The German rolls 2 dice and takes the better result. He gets a 6, reduced by 2 because of the Suppressed marker, and adds 1 from the *Combat Value* and 1 from the *Terrain Element* defense bonus, for a final result of 6.
It's a draw, so the attacker must return to the last space he occupied before the assault.



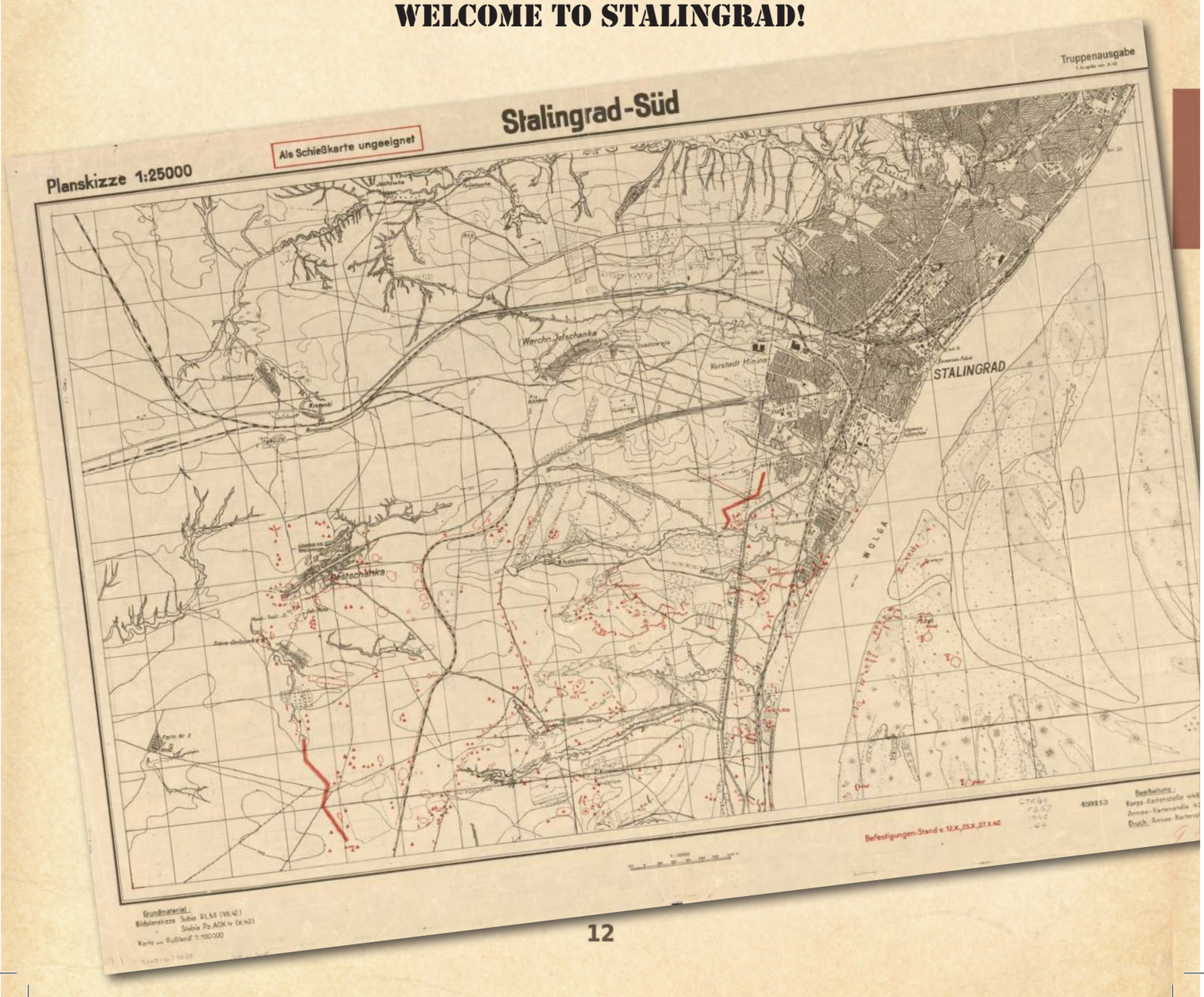
5 - *Supply Phase*

Bluff Order Tokens are discarded at the beginning of the *Supply Phase*.
Now the German player moves all of the Units he didn't activate during the *Activation Phase*.
Then the Russian player does the same.
The German player discards one, and only one, Suppressed Marker from each unit.
Since nobody controls the objective, the game may continue. At the end of the *Supply Phase*, the situation looks like this.

Note that the German Officer moves in (Step 1), out (Step 2), and back into (Step 3) the Zone of Control of the Russian Unit (with order token 2), because it may not move within the Russian unit's Zone of Control!



WELCOME TO STALINGRAD!

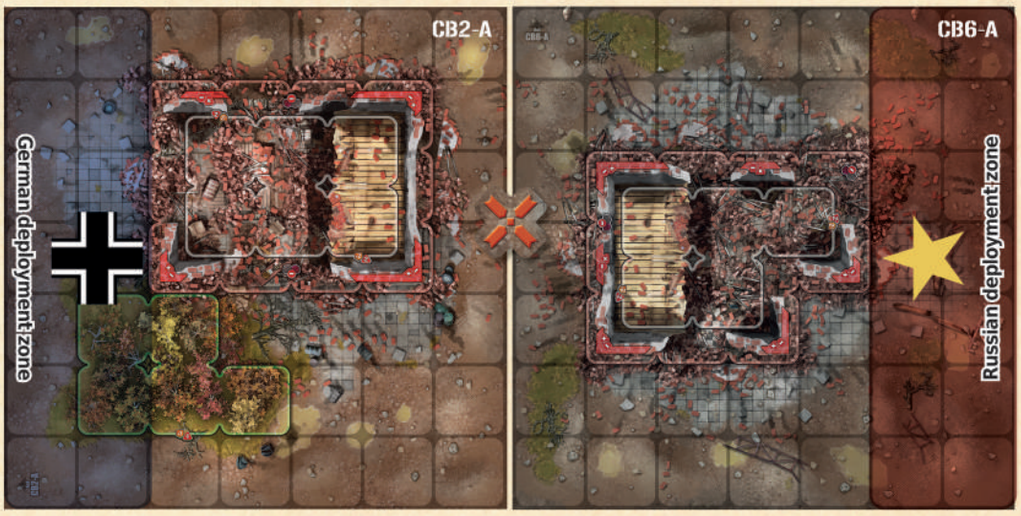


SCENARIO 2

NOT ONE STEP BACK!

It happens in all wars that given orders are sometimes unclear. Stick around and see what happens if, on top of everything else, soldiers from one side receive the orders actually intended for their enemies... and vice versa...

1- BATTLEFIELD SET UP AND DEPLOYMENT



2- RECRUITMENT OF THE ARMIES





3- PREPARATION

Each player deploys his units in his deployment zone.

Place a primary objective marker.

Determine initiative.
The player with the initiative deploys first.

Place the corresponding initiative marker on space 1 of the turn chart.

Each player draws **3** Action Cards.



4- GAMEPLAY

This game lasts **6** turns.

The goal for both players is to control the objective before the end of turn **6**.

END

The game ends when a player fulfills the victory condition, or at the end of turn **6**.

5- END OF GAME AND VICTORY

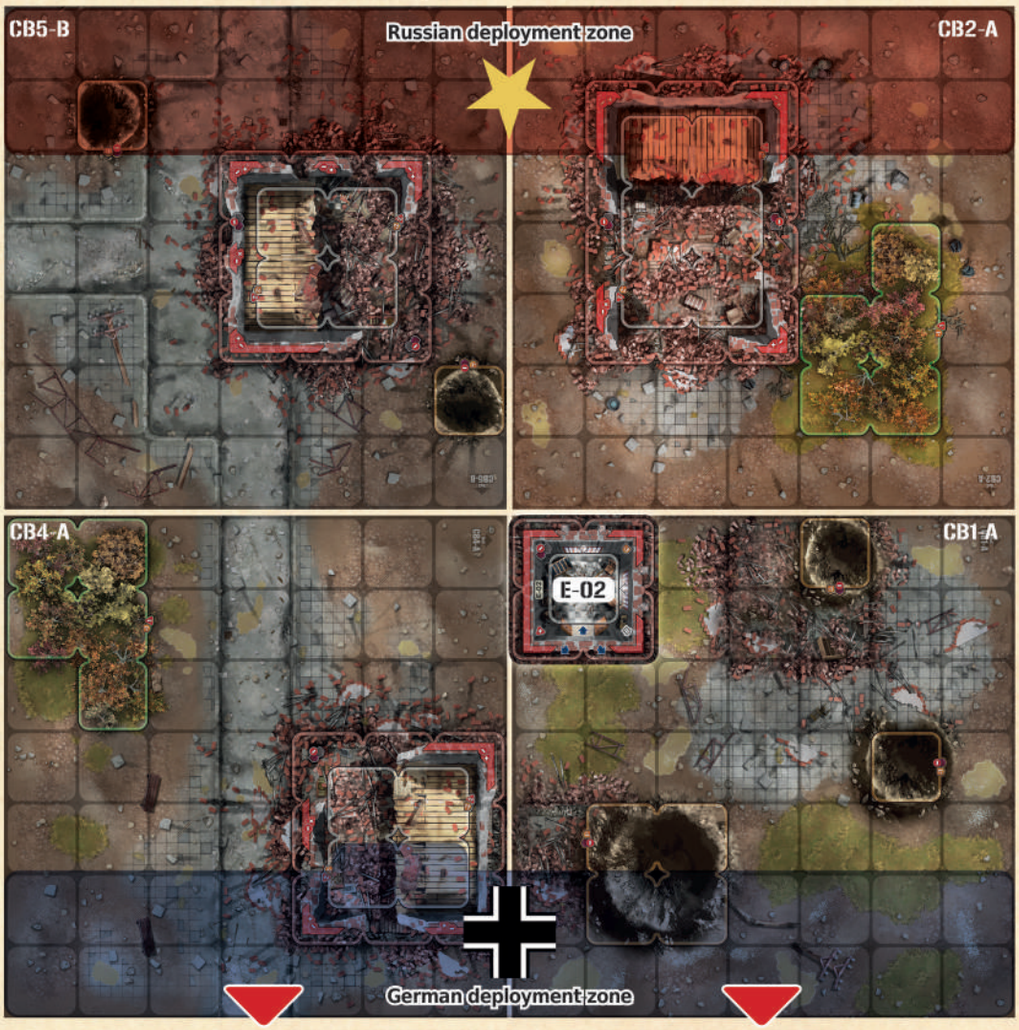
The player who controls the objective wins the game.
If nobody has won by the end of turn **6**, the match is a draw.

SCENARIO 3

SHORTAGE

"Ok comrades, I must inform you about a problem that requires our immediate attention... A problem of a... shall we say delicate nature?" Lieutenant Boris stood grim-faced before his men and proceeded: "We are out of Vodka!" The demoralizing tiding struck the soldiers with dismay. "Hey hey, don't panic! I shall take care of this. I will cross the fascist lines and get you some... But that will require some suppressing fire... Could you guys do that for me?" The following loud cheers assured the Lieutenant he would get the best suppressing fire ever...

1- BATTLEFIELD SET UP AND DEPLOYMENT



2- RECRUITMENT OF THE ARMIES





3- PREPARATION

Each player deploys his units in his deployment zone.

The Russian player has the initiative.
The German player deploys first.



Place the corresponding initiative marker on space 1 of the turn chart.

Each player draws **3** Action Cards.





4- GAMEPLAY

This game lasts **6** turns.

Before the end of turn **6**, the Russian officer must be moved off the board through any square of the side marked with red arrows.



The game ends at the end of turn **6**, or as soon as the Russian player gets the officer out off the battlefield.

5- END OF GAME AND VICTORY

Russian victory: If the officer can leave the battlefield before the end of turn **6**.
German victory: If the officer is eliminated or has not left the battlefield before the end of turn **6**.

SCENARIO 4

SPASIBA COMRADE!

Lieutenant Boris finally made it through the German lines. He has a chance meeting with a friend from the military academy and asks him for aid. He explains there are several cases of Vodka remaining in a nearby old house. Until last week it was the HQ of a division lead by a Georgian general, a lover of wine and women. Actually any booze and any curvaceous ladies would do... When they abandoned the position with haste, the cases of Vodka were left behind... The enemy however also thinks something interesting might be found in a former headquarters...

1- BATTLEFIELD SET UP AND DEPLOYMENT



2- RECRUITMENT OF THE ARMIES



3- PREPARATION

Each player deploys his units in his deployment zone.



The Russian player also deploys lieutenant Boris, who brings his own Order token (for a total of 4).

Place a primary objective. 

Determine initiative.



The player with the initiative deploys first.
Place the corresponding initiative marker on space 1 of the turn chart.

Each player draws **4** Action Cards.



4- GAMEPLAY

This game lasts **6** turns.

The goal for both players is to control the objective before the end of turn **6**.



The game ends at the end of turn **6**, or as soon as one player controls the objective.

5- END OF GAME AND VICTORY

The player who controls the objective wins the game.
If nobody has won by the end of turn **6**, the match is a draw.

SCENARIO 5

PROJECT X

The soldiers from Siberia and the Volga warmly toast their brothers-in-arms with the newly acquired Vodka, drinking and singing loudly. This greatly annoys the Germans in the house across the street, who instantly agree that nothing beats a good assault to silence such rowdy neighbours...

1- BATTLEFIELD SET UP AND DEPLOYMENT



2- RECRUITMENT OF THE ARMIES





REINFORCEMENT - TURN 2







REINFORCEMENT - TURN 2







3- PREPARATION

Each player deploys his units in his deployment zone.

Place 3 secondary objectives.

The German player has the initiative.

The Russian player deploys first.

Place the corresponding initiative marker on space 1 of the turn chart.

Each player draws **4** Action Cards.



4- GAMEPLAY

This game lasts **8** turns.

The goal for both players is to gain control over 2 out of the 3 objectives before the end of turn **8**.

Once controlled, the objectives are left on the board.

Turn 2

During the Supply phase the reinforcements of both players may enter through any square on the sides marked with red arrows for the Russians and grey arrows for the Germans.

The game ends when turn 8 is over or when a player is in control of **2** objectives.

5- END OF GAME AND VICTORY

The player who controls 2 objectives wins the game.
If nobody has won by the end of turn **8**, the match is a draw.



SCENARIO 6

EXTREME MAKEOVER: HOME EDITION

**The party was brutally interrupted reminding everyone that there is a war going on...
Soon after, the Russians are ordered to the outskirts of town to take and hold position in a house there.
They better hurry, for the Germans have set out to obliterate that very house. The quirks of warfare...**

1- BATTLEFIELD SET UP AND DEPLOYMENT



2- RECRUITMENT OF THE ARMIES





3- PREPARATION

Each player deploys his units in his deployment zone.

The German player has the initiative.

The Russian player deploys first.



Place the corresponding initiative marker on space 1 of the turn chart.

Each player draws **4** Action Cards.



4- GAMEPLAY

This game lasts **6** turns.

The German player must destroy all the elements of the house (**B-01** and **B-02**) before the end of turn 6.

Turn 3



The Russian reinforcements may enter, with an order in the Activation phase or without during the Supply phase, through any square on the sides marked with red arrows,



The game is over at the end of turn 6 or when the German player destroys the final house element.

5- END OF GAME AND VICTORY

German victory: If the house is completely destroyed before the end of turn **6**.
Russian victory: If the Germans fail to completely destroy the house before the end of turn **6**.

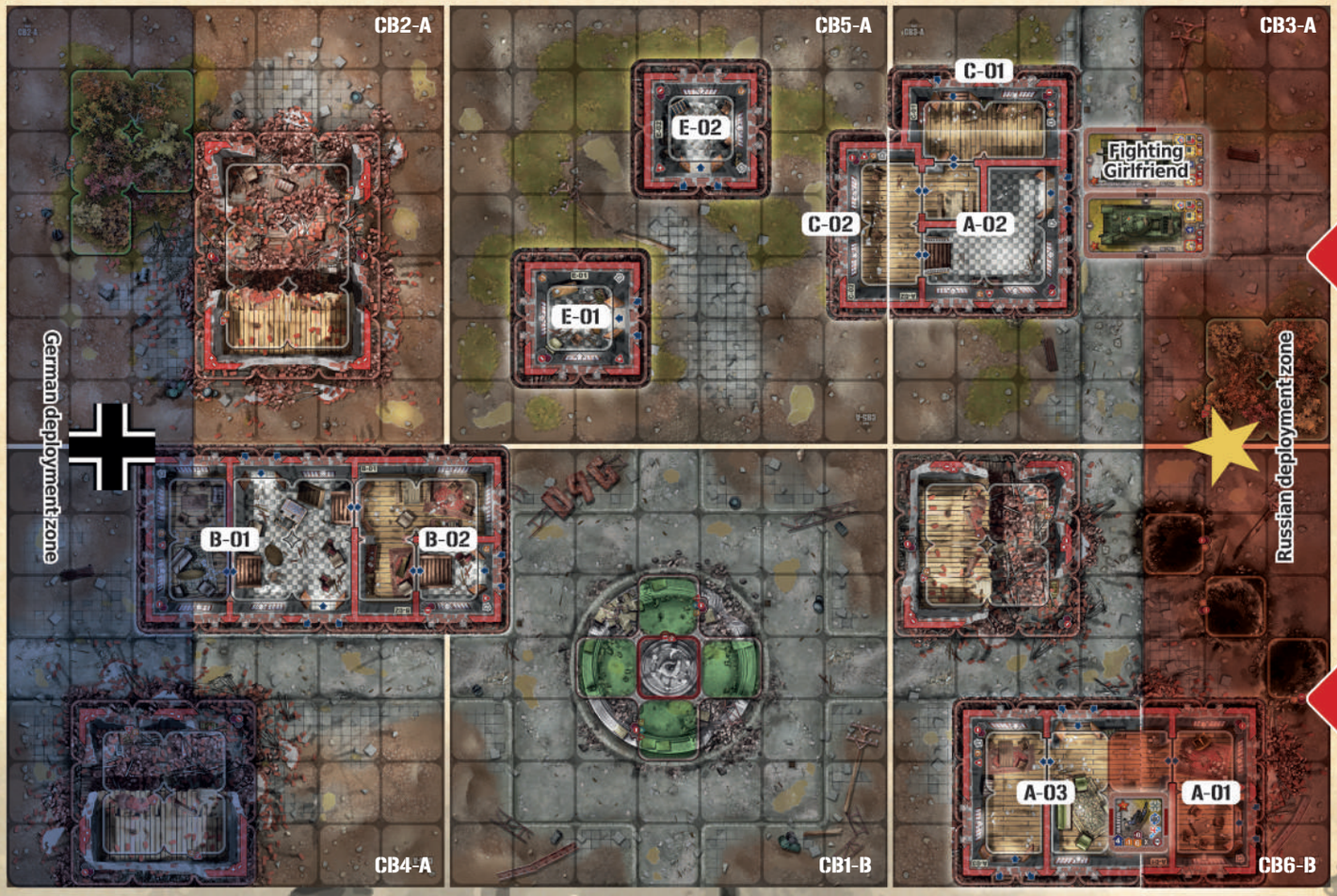


SCENARIO 7

BARMALEY THE PIRATE

In Korney Chukovsky's fairytale, "Dr Aybolit" had to defeat "Barmalei", the carnivorous child-eating pirate. The vicious vilain was in turn devoured by "Crocodile". In the stomach of the beast he pleaded for mercy, repented and was given his freedom again. In Stalingrad, the children of the Barmaley fountain are shown singing and dancing around the reptile, whilst thanking it for saving them.
The Russian crocodile will in turn gobble the German invader. Children will sing and dance around "Crocodile" again, this time in gratitude for being rescued from Fascist peril.
But will "Crocodile" be asked once more to release the captives?...

1- BATTLEFIELD SET UP AND DEPLOYMENT





2- RECRUITMENT OF THE ARMIES





3- PREPARATION

Each player deploys his units in his deployment zone.



Both T-34's are parked behind the house on CB3-A.
Maria Oktiabrskaïa's tank (Fighting Girlfriend) is the one closest to the top edge of the map.



Maria is placed in the lower house on CB6-B.

Both mortars are deployed on the inactive side.

Determine initiative.



The player with the initiative deploys first.

Place the corresponding initiative marker on space 1 of the turn chart.

Each player draws **4** Action Cards.



4- GAMEPLAY

This game lasts **8** turns.

Both players must attempt to control the majority of the 4 (color-marked) fountain spaces before the end of turn 8.

Hit the road Maria!
None of of the tanks can be activated before Maria has boarded her vehicle.



The game ends at the end of the turn **8**.

5- END OF GAME AND VICTORY

The player who controls the most fountain squares wins the battle.
In case of a tie the game is a draw.

Happy, happy, happy brats,
Dancing and singing around the campfire:
"From death you saved us, you freed us,
in the nick of time you came to see us,
O good Crocodile!"

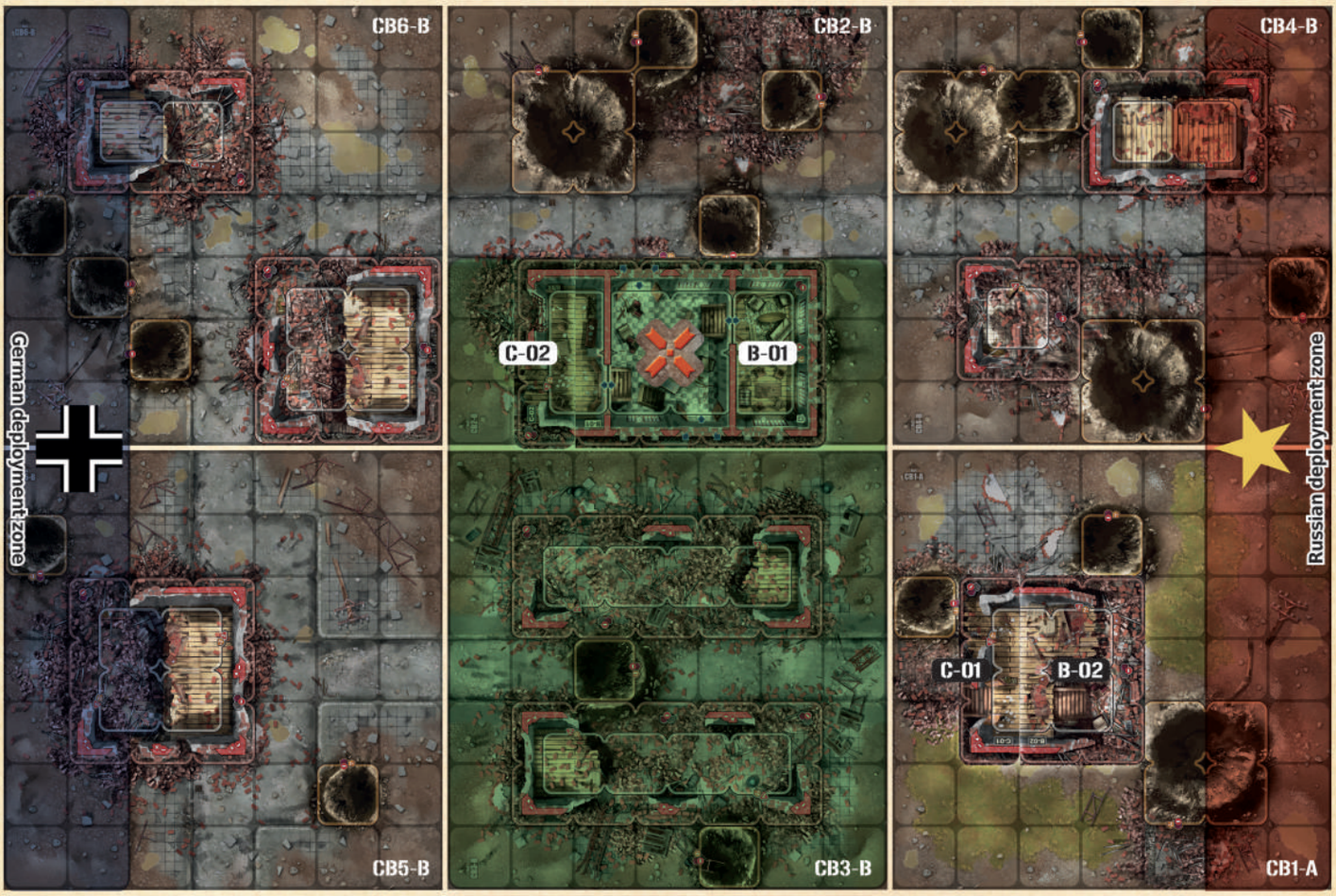


SCENARIO 8

ROUND TRIP

In Stalingrad, time and again buildings are occupied, lost, taken, lost, retaken, lost again, taken again, lost once more... Give it a try...

1- BATTLEFIELD SET UP AND DEPLOYMENT



2- RECRUITMENT OF THE ARMIES

400-600 POINTS

400-600 POINTS

3- PREPARATION

Both players agree on between **400** and **600** army points to create their army.

Each player draws **4** Action Cards.

4- GAMEPLAY

This game is played in two or three rounds of **6** turns each. At the end of each round:
- discard all Action cards, and shuffle the decks,
– none of the eliminated units are returned to this game,
– all reduced units are flipped back over to their unharmed side,
– all heavy vehicles retain any damage counters they might have,
– immobilized heavy vehicles remain in place and keep their current state as do obliterated buildings.
Start the next round.

Round 1
Each player deploys his units in his deployment zone.



Determine initiative.
The player with the initiative deploys first.
Place the corresponding initiative marker on space 1 of the turn chart.



5- END OF ROUND AND VICTORY
The player in control of the objective at the end of turn **6** wins **Round 1** and shall be the defender in the next **round**. In case of a draw, play on until someone has control of the objective at the end of a Supply phase.

Round 2
The defender gets 100 or 200 army points to bolster his forces, the attacker is allocated 100 points more than the defender.

Defending units are deployed first in the green zone.
Attacking units are deployed in their army's deployment zone.
The attacker has initiative.
Each player discards all cards. The complete deck is reshuffled and both players draw a fresh hand of **4** cards.

5- END OF ROUND AND VICTORY
The attacker wins the **Round 2** if control of the objective was regained at the end of turn **6**. The current attacker will become the defender in **Round 3**. The defender wins the **game** if, at the end of round **6,** control of the objective was retained or if neither side has control.

Round 3
The defender gets 100 or 200 army points to bolster his forces, the attacker is allocated 100 points more than the defender.

Defenders deploy first in the green zone.
Attackers deploy in their army's deployment zone.
The attacker has initiative.
Each player discards all cards. The complete deck is reshuffled and both players draw a fresh hand of **4** cards.

5- END OF GAME AND VICTORY
The player in control of the objective at the end of turn **6** wins the **game**. If neither player has control of the objective, the game is won by the current defender.

CHAPTER 3

MULTI-PLAYER GAMES

3 OR 4 PLAYERS

In this type of game, players can be part of an alliance (i.e., a group of several players).
The game is played as normal, except for the following changes:

VICTORY CONDITIONS

The game does not end when a player in an alliance is eliminated, and the alliance is not disbanded.

ARMY CREATION

After setting the number of army points per alliance, each player must select at least one *Recruitment Tile* that provides at least one unit. The number of army points for each alliance must be divided evenly between all members of that alliance.

RECRUITING A HIGH COMMAND TILE

The alliance can purchase a single *High Command Tile* (Recruitment Tiles that have no units but only spaces for orders).
The total cost of this *High Command Tile* and its selected options is split between all the players in the alliance any way they want, shares need not be equal.
The recruitment options of the *High Command Tile* may be used by all of the alliance's players.
Regarding recruitment options that involve markers and tokens (such as Battle Plan), put markers on them from all the armies in the alliance. This does not allow more than the standard number of tokens or markers to be used, it just allows each player a matching token for their faction.

Example
Battle Plan gives you a *Special Order Token*, so each alliance player puts a *Special Order Token* on the Battle Plan. If an Alliance player then draws the Action Card that lets him use an *Special Order Token* for the turn, he can take it off the Battle Plan so he can use it, and return it to the Battle Plan so he can use THAT option at some point later in the game. In other words, he can ''take it back'' because of the Action Card*'s* effect.

Example
The Russians with their (either American or British) allies acquire the Planning recruitment option. **1** *Order Token* is given to the alliance (not **1** per player), so each player puts an *Order Token* of his colour on the recruitment option. Each turn, the players in the alliance determine which of them will get to use the *Order Token* for that turn, but the token should be returned to the recruitment option at the end of the *Supply Phase*. If another player in the alliance needs an *Order Token* after a Tactician action card has been played, he may take the appropriate token even if it is his tenth token, as long as there are never more than **10** *Order Tokens* per alliance.

Recruitment options related to the *High Command Tile* must still heed the colour stripes on the edge of the option's slot.
Therefore, recruitment options provided by an allied army from a different nation may NOT be placed in the *High Command Tile* slots since the colour stripes will not match.

ACTION CARDS

When there is a *High Command Tile*, the deck must belong to the same faction as that tile. When there isn't a *High Command Tile*, players who belong to the alliance must choose the deck they will play.
One of the players in the alliance must belong to this faction.
The number of action cards that you draw in the *Supply Phase* depends on the number of players in the alliance:

1 player: 6 cards.
2 players: 3 cards each.
3 players: 2 cards each.

Allied players may show each other their action cards. During the *Supply Phase* only, players can move Action cards from one player to the other. The players can target the enemy with their cards, but cannot target an allied unit. Any army-wide bonuses (such as Fury of the Führer) thus only affect the forces of the one who played the card.

INITIATIVE AND ORDER OF GAME

During game preparation and at the beginning of each Order Phase, allies must decide in what order they will play. Use appropriate markers to indicate this order on the turn track.

DEPLOYMENT

Each player deploys in order of *Initiative* and in playing order within the alliance.
The first player in the alliance that has the *Initiative* must deploy, then the first player of the other alliance, then it's on to the second player in the alliance that has the *Initiative*...

ACTIVATION PHASE

In the *Activation Phase*, players activate their units in the previously determined order and alternating with the opposing alliance.
A unit may not attack an allied unit (including assault and fire).

MOVEMENT

A player's units may move through squares occupied by allied infantry units. Usual movement rules apply.

SUPPLY PHASE

Players move their non-activated units in the previously determined order.

RECRUITMENT OPTIONS

Recruitment options that concern nearby units are applied to both owned units and allied units, provided the allied player accepts. The *Initiative* Oder Option enables the alliance who owns it to keep the *Initiative*.

SPECIAL ABILITIES

Any special ability that affects one's own units (such as Transport) also affects allied units, provided the allied player accepts.
Similarly, any special ability requiring the presence of or the *LoS* from one's units (such as Inspiration or Artillery Spotter) can call on an allied unit, provided the owner accepts.

2 VS 1 AND 3 VS 1 PLAYER GAME

The amount of *Numbered Order*, *Special Order*, and *Bluff Order Tokens* is respectively restricted to **10**, **2**, and **2** per ALLIANCE, which means there is only one *Bluff Order Token* per alliance that has no appropriate recruitment option. The single player is subject to the same restrictions as in a **1** vs **1** game.
When a game pits a single player against two or three, *Initiative* is handled a bit differently.
The single player activates two units while his opponents activate one each, alternating one at a time.

Example
Single Player **A** has the *Initiative*, he activates Order **1**; his first opponent, **B**, activates his, player **A** then activates his Order **2**; his second opponent, **C**, activates his Order **1**, and so on.

During deployment, the single player deploys his whole army on his turn.

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