
HEROES OF
STALINGRAD
RULES
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CHAPTER 1
GAME OVERVIEW

In Heroes of Stalingrad, you take command of a detachment of Russian or German soldiers. The scenario you choose will determine what forces you have at your command, as well as your objectives—what you have to do to claim victory!
The action is fought on a battlefield made of one or more Terrain Boards, which depicts the *Terrain Elements* that your warriors must contend with during the fight.

Your forces are represented on the battlefield by unit counters. Each counter shows all of the information you need to use that unit in the game: its *Combat Value*, *Defense Value*, *Movement Value*, and any Special Abilities the unit can use.
To help you build and organize your forces, Heroes of Stalingrad uses a system of *Recruitment Tiles* and *Recruitment Options*. During the game, these help you keep track of your forces and their abilities—and record when they have reached their Breaking Point!

During each **Game Turn**, you will secretly use your *Order Tokens* to determine which of your units you will command to take actions, and the order in which they will act.
Each of these units may take a *Movement Action*—to maneuver into a better position or claim an objective—or attack your enemies by taking a *Firing Action*.

You and your opponent will alternate, taking turns to activate one unit at a time. Once all of your *Order Tokens* have been activated, the rest of your forces will have a chance to maneuver. Then you will prepare for the next Game Turn.
But Heroes of Stalingrad is not just a game of tactical battles. As befits the battlefields of World War II, it is also a game of heroic action. In addition to stalwart soldiers, you will also command brave Characters, such as cunning leaders with their own skills and talents. The whims of the gods of war are represented by Action Cards, which can give you just the edge you need, or turn the tide of battle with a well-timed stratagem.
In the end, the commander who can best lead his troops to complete their mission objectives will be the victor.

So read on, private, and prepare to face the crucible of war.
If you dare...

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CHAPTER 2

READY? ACTION!

Heroes of Stalingrad is played over a series of Game Turns. Each Game Turn is divided into three phases:

1) Order Phase—where you assign *Order Tokens* to your units
2) Activation Phase—where units with *Order Tokens* move and attack
3) Supply Phase—where the rest of your units can move and you prepare for the next Game Turn

At the end of the *Supply Phase*, check to see if either side has won the scenario, or if you have reached the scenario's time limit. If not, start the next Game Turn.

Initiative

Each Game Turn, one player will have the *Initiative* for that turn. This is indicated by the *Initiative* Marker near the number of the current turn on the Turn Chart. The player with *Initiative* acts first during each Phase of the Game Turn. At the end of the Game Turn, the *Initiative* switches to the other side for the next turn.



In this example above, the German player has **4** stars: **1** from Oberst Hoth (Feldkommando), **2** from Oberst Vollrath (Officer) and **1** star which is unlocked by filling the left slot with an option. (Unlocking Slot Special Ability, see p. 22). Take the Order Tokens numbered **1** to **4**, and **4** of your units will be able to act during the Activation Phase

Note that one or more large order stars (on the right side of an officer counter) are just a reminder of that unit's "Orders" Special Ability. Those stars do not grant extra order tokens as they have been taken into account already when checking the Order total on the recruitment tile.

Sudden Death

If you don't have any *Numbered* or *Special Order Tokens* to assign to your units at this point, you immediately lose the game!

Losing Orders...

If you lose a unit that has an Order star, you also lose their Order Token for the rest of the game, starting at the beginning of the next *Order Phase* (you do not lose them during an ongoing turn).

ORDER PHASE

STEPS OF THE ORDER PHASE

During the Order Phase, both players assign Order Tokens to their units. Only units that have Order Tokens will be able to move and attack during the *Activation Phase* (the others will have a chance to act during the *Supply Phase*, so don't worry). The *Order Phase* is split into four steps:
1) Resolve Effects
2) Take *Order Tokens*
3) Assign *Order Tokens*
4) Resolve Effects

Step 1—Resolve effects that occur at the Start of the Order Phase
Some effects in the game are resolved at the beginning of the *Order Phase*. The first thing you must do each Game Turn is resolve these effects, in this order:
1) Special Abilities (see p.14)
2) Action Cards (see p.21)
3) Recruitment Options (see p.23)
4) Scenario Specific Effects

Step 2—Take Order Tokens
Each Game Turn, you get a number of *Numbered Order Tokens* equal to the sum of all Order stars from any officers, as well as Personal Orders, Command Options, or Tile Special Abilities. Make sure you take the *Numbered Order Tokens* with the lowest numbers.



Numbered Order Tokens

Step 3—Assign Order Tokens
First, the player with the *Initiative* places **all** of his Order Tokens on units in his army he decides to activate in this phase, then his opponent does the same. *Order Tokens* are placed with the numbers facing the owning player, leaving the opponent guessing. Be careful about which number you assign to what unit as their actions will be resolved in numerical order!

WARNING: A unit can never have more than one *Order Token* at a time!

Bluff Order Tokens



In addition to the *Order Tokens* you are entitled to, you can also use one Bluff token to trick your opponent.

The back of this token is the same as other *Order Token*'s and you place it at the same time as your *Numbered Order Tokens*. However, the Bluff token does not activate the unit, its purpose is to trick your opponent into believing you might.



Special Order Tokens



Special Order Tokens can be obtained with the High Command Action card, the Battle Plan Order option, or a special ability.
Special Order Tokens can be activated before or after any other *Order Token*, which means they can take precedence and be played as Order number 0.
However, they cannot interrupt an ongoing activation.
If several players want to activate *Special Order Tokens* at the same time, the player who has the *Initiative* reveals and plays his Special Order first. His opponent plays his next.

Order Token Limit
You can never have more than
10 numbered *Order Tokens*,
2 Special *Order Tokens*,
and **2** Bluff *Order Tokens*.

Step 4—Resolve effects that occur at the End of the Order Phase
Some effects in the game are resolved at the end of the *Order Phase*. Once all Order Markers have been placed, you must resolve these effects, in this order:
1) Special Abilities
2) Action Cards
3) Recruitment Options
4) Scenario Specific Effects



ACTIVATION PHASE

During the *Activation Phase*, the players take turns activating their units and taking actions. Normally, only units marked with a *Numbered* or *Special Order Token* can take actions during this phase, but some Action Cards and Special Abilities may allow a unit to act out of turn.

The player who has the Initiative plays first.
The player with *Initiative* starts the phase by revealing his #1 *Order Token*. The unit with that token may then take an action.

WARNING: Remember to take into account any *Special Order Tokens* you may have assigned to units or any Autonomous special ability (p.19) your units may have.

When the *Activated* unit's action is complete, the other player reveals his #1 *Order Token* and takes actions with that unit. The players continue taking turns, revealing their next *Numbered Order Token* and taking actions, until all units with *Numbered* or *Special Order Tokens* have been Activated. Leave the *Order Tokens* next to the units they were on, so you can remember which units were *Activated* in this phase (to tell them apart from those that may still act during the *Supply Phase*).
If you had to discard an *Order Token* before it was resolved (because the unit was *Destroyed* or it received an *Activated Marker*), you still have to reveal the token when that unit's activation would have occurred. However, nothing happens and your opponent gets to activate his next *Numbered Order Token*.
If you have no more *Numbered* or *Special Order Tokens* to reveal, your opponent continues to activate his units (in order).

UNIT ACTIONS

When *Activated*, a unit can take one of the following actions:
- a **Movement Action**, or
- a **Firing Action**.

You may also have your unit do nothing, but it won't be able to act later in the Game Turn.

MOVEMENT ACTIONS



When a unit takes a *Movement Action*, it can move a number of squares up to its *Movement Value*.
This *Movement Action* can be a **0** square move, which is called a **0** *move*.

Units can move diagonally.

Two units cannot occupy the same square at the end of a *Movement Action*.

Terrain and Movement
Some *Terrain Elements* have an effect on movement. They are described in "Chapter 3: Battlefield."

Penalties related to Suppressed Markers (see p.17)



Each *Suppressed Marker* inflicts a **-2** penalty to the unit's *Movement Value*. If this value drops to zero or less, the unit is **Immobilised**.

Moving Infantry Units

An infantry unit cannot move through enemy infantry units, or though friendly or enemy vehicles.
Infantry Units may move through "allied" Infantry Units as long as they do not share the same square at the end of the *Movement Action*.



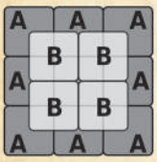
Change of Orientation



An Infantry Unit can freely swivel and change its orientation at any time during its *Movement Action*, even if the move is X or 0. An Infantry Unit that occupies a single square can end its *Movement Action* (even 0 or X) in a diagonal position, with the center of the counter in the center of the square.
Certain units may need to do this to adjust their firing arc.

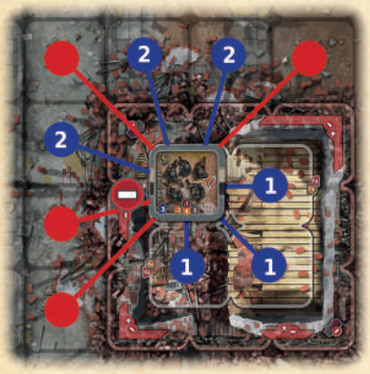
X Movement Value

If a unit has a *Movement Value* of X, it cannot move. It also cannot use any bonuses to *Movement Actions*. Even an Action Card cannot allow it to move. If it must make a *Forced Move*, it is *Destroyed* instead.
A unit with an X *Movement Value* may still change its orientation, but this is considered a *Movement Action* (called an "X move").



Offset Grid Squares

Only infantry units can enter Offset Grid squares (**B**). These squares do not align with the General Grid of the terrain tiles (**A**). Of course passage must be free and unblocked to allow any Movement Action.



A unit can move, even diagonally, from one Offset Grid square to any adjacent Offset Grid square (**1**).
A direct movement between an Offset square and an adjacent one in the General Grid must traverse the sides of both squares and may **not** be traced through any corner. The necessary passage through an incomplete Square is **free** (**2**).

Offset Grid squares: blue moves are allowed, red moves are prohibited.

Moving Vehicles

Moving 1-square Vehicles

A Vehicle that occupies one square (such as a jeep) moves like an Infantry Unit (though *Terrain Elements* may have a different effect on Vehicles, see p. 11). It may also change its orientation during its move, just like Infantry.

A Vehicle that occupies a single square may end its *Movement Action* (including a 0 move) oriented diagonally, at a 45° angle, with the center of the counter still on the center of the square. This is particularly useful for units with a limited Firing Arc (see p. 8).

Moving 2-square Vehicles

When moving a two-square vehicle forward, count the number of squares moved from the front of the unit counter.
If you wish to move backwards, count the number of squares from the rear of the vehicle. Both forward and backward movement can be combined in a single *Movement Action*.





A vehicle may also pivot in place without moving forward or backward, keeping either its front or rear in the same square. Each 45° turn costs one square of movement.

A vehicle may carry out or finish its movement diagonally, even if the two squares on either side of it are Impassable (see p.11).



If a vehicle ends its movement in a diagonal position, it still only occupies two squares. In this case, unit counters may overlap.





Running Over Infantry
When a Vehicle moves, it may pass through a square that contains an allied or enemy Infantry Unit. If the Vehicle **ends** its *Movement Action* in a square that is occupied by an Infantry Unit, the Infantry Unit must make a *Forced Move* into an adjacent unoccupied square of its owner's choice. It also gains a *Suppressed Marker*.



If there is no adjacent unoccupied square for the Infantry to move to—they are all occupied, Impassable, require moving within an enemy *Zone of Control* (see next column), or it's the edge of the battlefield, for example—or if it has no *Movement Value* (**0** or **X**), the Infantry Unit is immediately *Destroyed*.

Crushing Wrecks
A Heavy Vehicle deals 1 Destruction Point to a Wreck when driving over a Wreck counter (see p.15 for Destruction rules).
If the Heavy Vehicle drives over both squares of a Wreck counter, it deals a maximum of 2 Destruction Points per *Movement Action*.

WARNING: Some Wreck counters prohibit any unit (Infantry or Vehicle) from entering the squares they occupy. (See Impassible p.10-11)

PUSHING WRECKS

During their *Movement Action*, vehicles may push a wreck one square. This push must be announced before executing the *Movement Action*. Light vehicles may only push wrecks that fit in **1** square. Heavy vehicles may push wrecks of any size.
Move the wreck in the direction of the pushing vehicle's move, but retain its orientation on the board.
This ends the pushing vehicle's *Movement Action*.
If the wreck is pushed into a square that is occupied by an



infantry unit, the infantry unit must move over to an adjacent square. This is a *Forced Move*. If there isn't an unoccupied square for the infantry unit to be pushed into or it has no *Movement Value* (**0** or **X**), it is immediately *Destroyed* and removed from the game.

You may not push a wreck if the vacated square (the one about to be occupied by the pushing vehicle) is Impassable to the pushing vehicle.
You may not push a wreck into a *Terrain Element* that is Impassable to vehicles, light or heavy, except for Water squares (rivers, marshes, etc.).
Whenever all the squares of a wreck are in Water squares, remove it from the game (as it sinks).
You cannot push a wreck off the edge of the battlefield.

Special Movement Abilities
Some Special Abilities can modify a *Movement Action*, these two in particular:

- The **Assault Special Ability** allows you to move into a square occupied by an enemy unit to initiate hand-to-hand combat.
- The **Fire on the Move Special Ability** lets you take a *Firing Action* at the beginning of, during, or at the end of your *Movement Action*.

You can find detailed descriptions in "Chapter 4: Special Abilities."

Forced Moves
Some situations or Action Cards can force a unit to move. This is called a *Forced Move*.
Unlike normal movement, *Forced Moves* do not trigger special actions that are related to movement, such as Opportunity Fire (see p. 17).
If a unit with the *Active Side* up (see "*Changes of State*," p. 15) is forced to move, it is flipped to the *Inactive Side* first. If a unit is forced to move off the board or into an Impassable *Terrain Element*, the unit is *Destroyed* (see p. 11).

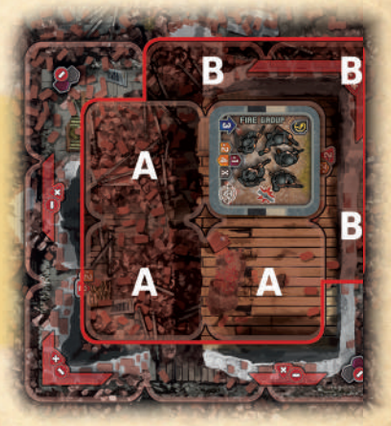
Zone of Control (ZoC)

Every unit exercises a *Zone of Control* (or "*ZoC*") over any adjacent squares, as long as the unit has a *Clear* or *Obscured Line of Sight* (or "*LoS*") to those squares (see "*Line of Sight*", p. 7).



In this example, certain walls block the unit's Line of Sight.
The Zone of Control is therefore limited to the squares marked in red.

1- The *ZoC* of a unit within a *Terrain Element* containing offset squares extends only to the adjacent Offset squares (A) and the incomplete General grid squares overlapped by its position (B).





ZoC and Movement: Legal moves in blue, prohibited moves in red.
The diagonal moves out of the Offset Grid are prohibited (see Offset Grid, p.5)

2- The ZoC of a unit present in a square of the general grid extends to the surrounding boxes of this grid, whether complete (A) or incomplete (B).



An Infantry Unit may move **into** or **out of** an enemy Infantry Unit's *ZoC*, but cannot move **within** one.

EXCEPTION: A unit can try to move within an enemy *ZoC* to enter the square occupied by an opponent, but only if it has the Assault Special Ability (see "Assault," p. 17).



ZoC and Movement: Legal moves in blue, prohibited moves in red.

Light and Heavy Vehicles also have a *ZoC*, however their *ZoC* has no effect on the movement of enemy units. Enemy units can, therefore, move freely or retreat (after an assault) within squares adjacent to any Vehicle.
Unlike Infantry Units, Vehicles are not affected by the *ZoC* of enemy Infantry Units.

Penalties related to Suppressed Markers (see p.17)



Enemy Infantry Units are not affected by a Suppressed unit's *Zone of Control*.

FIRING ACTIONS

Instead of a Movement Action, a unit can take a Firing Action.
In order to attack, the unit must meet four conditions:

- Attack type
- Line of Sight
- Range
- Firing Arc



Attack Type

Every unit has one or more *Combat Values*.
A unit can only attack if it has a *Combat Value* that is the **same colour** as the target's *Defense Value*.
An "**X**" indicates that the unit **cannot** fire at a unit with a *Defense Value* of that colour. For example, Heavy vehicles units have a grey *Defense Value*, so units must use a grey *Combat Value* to attack them. If a unit's grey *Combat Value* is marked with an "**X**", that unit **cannot** attack Heavy vehicles at all!

Line of Sight

A unit needs a Clear or Obscured *Line of Sight* (or "*LoS*") in order to attack a target. To check whether the shot is possible, trace an imaginary straight line from the center of the attacking unit's square to the center of the target's square:

A clear *LoS* is one that does not cross any *Obstacles* (see p.11).

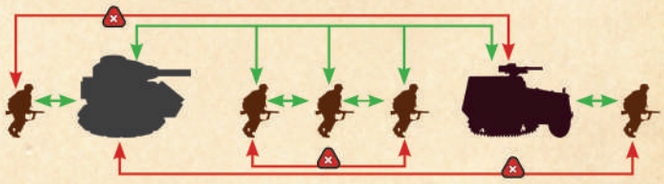
An obscured *LoS* is one that passes through one or more *Obstacles* that do not block *LoS* but which do provide concealment, such as low walls (see p. 11).

A blocked *LoS* is one that passes through one *Obstacle* that does block *LoS*.

In addition to *Firing Actions*, *LoS* is used for other situations, such as some Special Abilities, which are explained later in these rules.

Obstacles

An *Obstacle* is anything that can block or obscure *LoS*:
Infantry Units block *LoS* if the firing unit **and** the target are **both** Infantry Units. All Vehicles always block *LoS*.



Effect of different unit types on LoS: units connected by green arrows can shoot at each other, while units connected by red arrows cannot.

A *Terrain Element* marked with this symbol completely blocks *LoS*. You cannot shoot at an enemy unit if there are any *Terrain Elements* of this type **between** the two units.

Every square marked with this symbol obscures *LoS* that passes **through it** (even partially). For every square that obscures *LoS*, subtract the value printed in the symbol from the attacker's final die roll result (instead of directly from the unit's *Combat Value*). These penalties are cumulative.

WARNING: Do **not** count the square that the firing unit is in or the square occupied by the target when checking for *LoS* and obscuring terrain!

In all cases, if a unit is in another unit's *LoS*, both units can see each other.



Vehicle Line of Sight

When a Vehicle occupies two or more squares, you can trace *LoS* from the center of any square occupied by the Vehicle or any point between them.

Similarly, when a Vehicle is the target, the attacker can aim at the center of **any** square occupied by the Vehicle, or at **any point** between them.



The *Defense Value* of heavy vehicles depends on the firing angle (use the side markings to determine which *Defense Value* is taken into account). Choose the appropriate target square to get the lowest *Defense Value*.



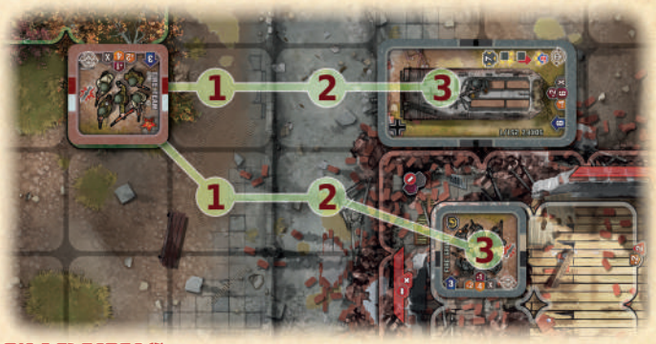
Range



Most weapons have no range limit (though see "Limited Range," p. 16). But, any shot longer than **7 squares** is considered to be at Long Range and suffers a **-2** penalty to the final result of the die roll.

When counting the number of squares to the target, you can use diagonals. You **must always** count the shortest route.

Do not count the square of the firing unit.



WARNING: If the *LoS* drawn to the center of a Vehicle that occupies more than one square is in doubt, the disagreement is settled by tracing the **shortest** *LoS* possible.

Firing Arc

A unit can only fire at a target that is inside the unit's Firing Arc. Unless otherwise noted (by a Special Ability), all units have a **360°** Firing Arc.



Some weapons have a limited firing arc. Their firing arc is represented by a graphic on the weapon.

To determine if a unit is in a firing arc, the line from the attacker to the target must extend between the two marks at each end of the firing arc.



WARNING: Firing Arc and *LoS* are two different things: Firing Arcs only apply to *Firing Actions*—a unit can see in all directions, but can only fire where the weapons are pointed!



ALTERNATE FIRING ACTIONS

Some Special Abilities, Recruitment Options and Action Cards can modify a *Firing Action*, or can be used instead of a *Firing Action*. This is called "taking an *Alternate Firing Action*." Unless otherwise indicated, an *Alternate Firing Action* **does not** use the Special Abilities or *Combat Value* printed on the unit counter. Instead, it only uses the values from the ability, card or option that granted the *Alternate Firing Action*. Special Abilities that trigger a *Firing Action* can also be used to trigger an *Alternate Firing Action*.

Vehicle Weapons

Vehicles that have more than one weapon may use all of them each time they take a *Firing Action*. Your Vehicle may fire its weapons at the same or different targets, as you wish. If a Vehicle fires more than one weapon, the attacks are **not** resolved simultaneously: resolve each attack before you declare the next.

If your Vehicle is using the Fire on the Move Special Ability to make attacks during a *Movement Action* (see p. 16), you can only fire weapons that have the Fire on the Move Special Ability. Typically, support weapons like machine guns will have this ability, while larger weapons like 75mm guns do not!

Resolving a Firing Action

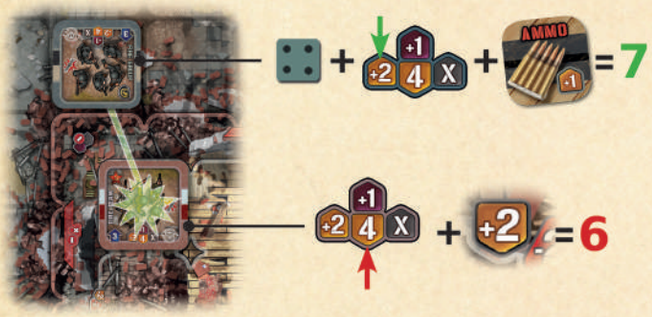
To resolve the *Firing Action*, roll 1 die and add the number rolled to the attacking unit's *Combat Value* (with the same colour as the target's *Defense Value*). Then add any other bonuses that apply before subtracting any penalties.

Penalties related to Suppressed Markers (see p.17)



Each *Suppressed Marker* on a unit inflicts a -2 penalty to **all** of the unit's die rolls, including *Firing Actions*.

If the final result is **equal to or higher than** the target's *Defense Value*, the target takes a *Hit*.



The German unit performs a Firing Action and rolls a "4" on the die. It adds its yellow Combat Value (+2), and a bonus of +1 from the Ammo token it's using, for a total of 7. The Russian unit has a Defense Value of 4 and it is located in a Terrain Element that gives a Defense Bonus of +2, for a total of 6. Since the German's total is higher to the Russian's defense, the attack hits!

The Effect of a Hit



If a target with this symbol is *Hit*, that unit is *Destroyed* and removed from the game.



If a target with this symbol is *Hit*, that unit counter is flipped over. If the target is an Infantry Unit, it is not *Destroyed*.

If a Light Vehicle is *Hit*, it is *Destroyed*. The Vehicle counter is flipped over and becomes a *Wreck Terrain Element*.

If a Heavy Vehicle is *Hit*, you must determine which part of the Vehicle was *Damaged* by making a *Damage* Location Roll (see below, "Hitting a Heavy Vehicle").

Destroyed Units

When an Infantry Unit is *Destroyed*, it is removed from the game board. Place the *Destroyed* unit under the matching *Recruitment Tile*.

When a Vehicle (Light or Heavy) is *Destroyed*, it is not removed from the board (except if it has no *Wreck side*). Instead, the counter is flipped over and it becomes a *Wreck*. A *Wreck* counts as a *Terrain Element* (see p.11). A *Wreck* can be removed from the battlefield if enough Destruction Points are inflicted upon it (see p. 15).

When a unit is *Destroyed*, it may Break the combat group that it is part of. If the total number of unit counters shown on the *Recruitment Tile* that have been *Destroyed* is equal to or higher than the Breaking Point on that tile, the combat group is broken. Flip the *Recruitment Tile* over to the broken side (see p.22 "Chapter 7: Recruitment").

Firing on a Vehicle

There are a number of special rules that apply whenever you use a *Firing Action* to attack a Vehicle:

Hitting a Heavy Vehicle

When you score a *Hit* on a Heavy Vehicle, it is not automatically *Destroyed*. Instead, you must roll to see what part of the Vehicle was damaged by the attack.

To determine the location of the *Damage* on the Heavy Vehicle, the attacker rolls one die and places the *Damage* Marker that matches the number rolled on the Vehicle.

The effect of the *Damage* to the Vehicle is indicated by the symbol on the *Damage* Marker:



1: Crew
Each turn, the vehicle can only fire one of its weapons, not both!



2: Tracks
The vehicle may no longer execute a *Movement Actions* for the rest of the game.
If it was moving, it stops immediately.



3 or 4: Hull
Put two *Suppressed Markers* on the vehicle in addition to this *Damage* marker. If it was moving, it stops immediately.



5: Primary weapon
The vehicle's *Primary weapon* is *Destroyed*.



6+: Destruction
The vehicle is *Destroyed*. Turn it over to its *Wreck side*.

If a Vehicle ever receives a second *Damage* Marker of the same kind, the Vehicle is *Destroyed*.

If a Heavy Vehicle receives a double *Hit* (see below), the Vehicle is automatically *Destroyed*.

DOUBLE HITS

If the result of the die roll (including any bonuses) is equal to or higher than twice the target's Defense Value (including any bonuses), the target is immediately Destroyed (this includes Heavy Vehicles).

SUPPLY PHASE

During this phase, units that did not receive an *Order Token* (not counting *Bluff Order Tokens*) and do not have an *Activated Marker* may take a *Movement Action*. Some Special Abilities or other effects may even allow them to take other actions.
When this Phase is concluded, players get ready for the next turn.

The absolute rule of the *Supply Phase* is that neither *Firing Actions* nor any Assaults may happen during this phase! The *Supply Phase* only allows units that do not have an *Order Token or Activated Marker* to take one *Movement Action*.

STEPS OF THE SUPPLY PHASE

Step 1- Resolve effects that occur at the Start of the Supply Phase in the following order:
1) Special Abilities
2) Action Cards
3) Recruitment Options
4) Scenario Specific Effects

Step 2- Discard Bluff Order Tokens.

Step 3- The player who has the Initiative plays first and must carry out the following actions in the indicated order:
- Take a *Movement Action* (see p. 5) with any or all of his units that do not have an *Order Token* or an *Activated Marker*.
- Discard one (and only one) Suppressed Marker from each of his units.

Step 4- Once the player with the *Initiative* is done, the opposing player must also complete Step 3.

Step 5- Resolve effects that occur at the End of the Supply Phase in the following order:
1) Special Abilities
2) Action Cards
3) Recruitment Options
4) Scenario Specific Effects

Step 6- Discard as many Action Cards as you wish, then draw until you reach your maximum hand size as indicated by the scenario.



7- Move the Initiative marker one notch down the turn chart, and turn it over to determine the new Initiative. The other player will have Initiative for the next Game Turn.

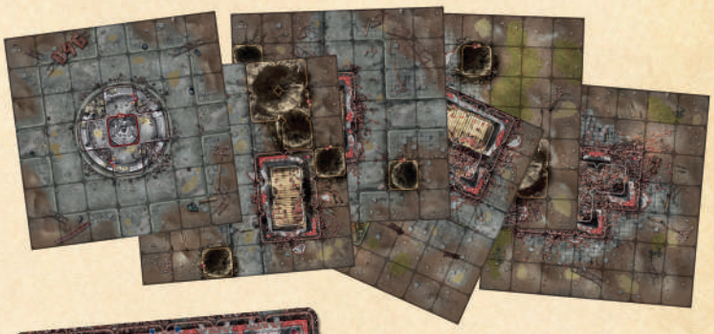
You are now ready for a new turn!



CHAPTER 3
BATTLEFIELD

The nature of the battlefield is a key element in your strategy, affecting movement as well as combat. The battlefield is created using a combination of Terrain Boards and Terrain Tiles, as shown in the scenario you are playing. Anything in the battlefield that has an impact on the fighting, such as rubble or craters, is called a *Terrain Element*.

The larger Terrain Boards show large sections of the battlefield. By combining Terrain Boards in different ways, you can create a wide variety of theaters of operation.





The smaller Terrain Tiles can be used to modify the Terrain Boards, creating even more variety of battlefields for you to fight over.
Terrain Tiles often show *Terrain Elements*, such as Buildings, or Thickets that can have a tactical impact on the game.
Each *Terrain Element* includes one or more squares surrounded by a coloured border, and may also be identified by a set of symbols that summarize its effects. The effects of a *Terrain Element* apply to all of the squares or *Interspaces* (the intersection of four squares) that make up that *Terrain Element*.
In order to receive any bonuses from a *Terrain Element*, a unit must be completely inside that *Terrain Element*.

TERRAIN EFFECTS

Here, each symbol's effects will be explained, as well as how they define the various *Terrain Elements* and the special rules for each type.

DEFENSIVE BONUSES



Any unit in this *Terrain Element* receives the bonus if the colour of the unit's *Defense Value* type is the same as the colour of the *Terrain Element's* symbol.



Add the bonus printed in the symbol to the unit's *Defense Value*.

IMPASSABLE



No unit may enter this *Terrain Element*. Any unit that somehow finds itself partially or fully entering such a square is automatically *Destroyed*. If the unit is a Vehicle, put its wreck as close as possible to the Impassable *Terrain Element* without being in it.

IMPASSABLE TO SOME UNITS



These *Terrain Elements* prevent certain units from entering. The type of unit is identified by the colour of the shield or shields that accompany the Impassable symbol. Any restricted unit that somehow finds itself partially or fully entering an Impassable square is automatically *Destroyed*. If the unit is a Vehicle, put its wreck as close as possible to the Impassable element without being in it.

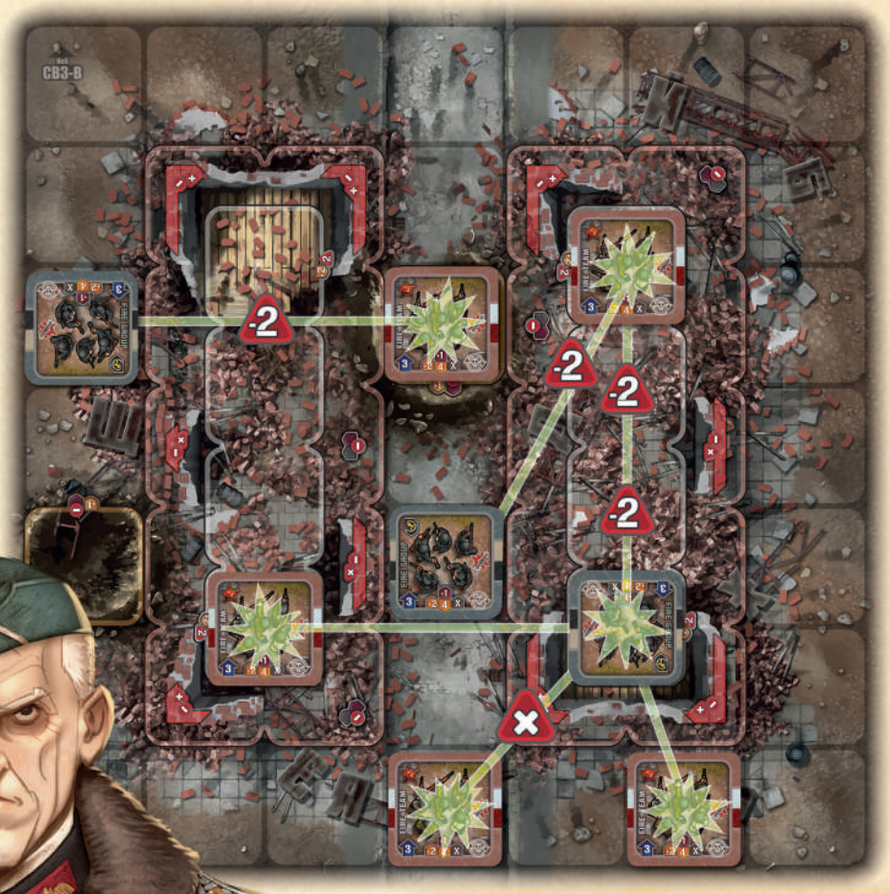
OBSTACLES



A *Terrain Element* marked with this symbol completely blocks *LoS*. You cannot shoot at an enemy unit if there are any *Terrain Elements* of this type **between** the two units.



Every square marked with this symbol obscures *LoS* that passes **through it** (even partially). For every square that obscures *LoS*, subtract the value printed in the symbol from the attacker's final die roll result (instead of directly from the unit's *Combat Value*). These penalties are cumulative.
Do not take these symbols into account for the squares occupied by the firing unit or the target.





DIFFICULT PASSAGE



As soon as a unit moves into this *Terrain Element*, it must immediately stop moving.
A unit working its way through a Difficult Passage area can only advance ONE square maximum before ending its *Movement Action* for that turn.



A unit that occupies more than one square is no longer affected by a Difficult Passage *Terrain Element* as soon as the front of the counter (or the rear if it is moving backwards) is no longer in the *Terrain Element*.

STRUCTURES

Some *Terrain Elements*, such as Buildings or wrecked Vehicles, are called Structures.

Unlike other *Terrain Elements*, Structures can be *Destroyed*.



In order to destroy them, you need to deal as many Destruction Points as are printed on the symbol (see Destruction, p.15). Once this number has been reached, turn the *Terrain Element* over to its rubble side, or, if it is a Wreck, remove it from the game.

BUILDINGS

Defensive bonus - Impassable to light and/or heavy vehicles - Obstacle - Structure

Buildings are a key element in Heroes of Stalingrad. They provide excellent protection and are often scenario objectives. They come in several sizes and kinds but are covered by the same basic set of rules.

Buildings may be composed of multiple parts. Each part is considered as an independent *Terrain Element* and can be destroyed separately (Destruction rules, see p.15).

Line of Sight

Most buildings block *LoS* completely.

When this is the case, the illustration is taken into account instead of the whole tile (**A**). The red outline also blocks *LoS* for any unit inside (**B**).



A unit inside a building receives a bonus to its *Defense Value* against fire and assault, unless the firing or assaulting unit is also inside.



An opening is part of an outside wall that has no red outline and is crossed by a blue or white arrow.

Firing Action

In order to fire from a building, a unit needs to be in the square adjacent to the opening it will fire through. Its *LoS* is restricted by the red outline of the walls.



In order to fire on a unit that is inside a building, the target needs to be in a square immediately adjacent to an opening (**A**).

A unit outside a building and adjacent to an opening can fire on units inside the building provided neither red outline nor interior walls block *LoS* (**B**).

A unit outside a building and adjacent to an opening can also be targeted by a unit inside a building on which it has an LoS (**C**).



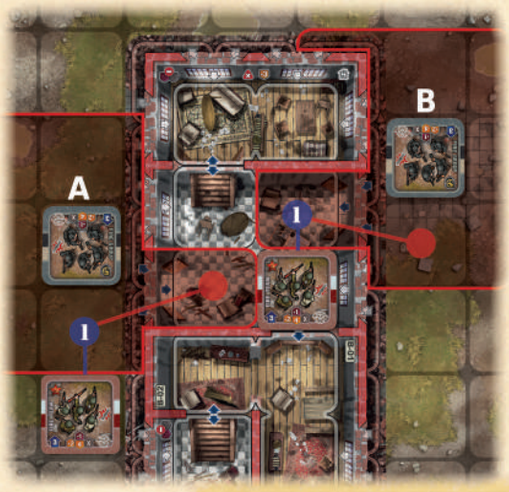
In both cases, the target inside the building receives a bonus to its defense.

Movement Action

An intact building's only openings are windows and doors, in which case you can only enter the building through a door and only via the squares pointed to by the blue arrow. The move through the half square does not count as a square of movement.

A building's walls and windows restrict *ZoC*.

When a unit is adjacent to a blue arrow that points into or out of a building (units **A** and **B**), its *Zone of Control* extends to the square the arrow points at and can prevent entry (**A**) or exit (**B**).



Multi-part Buildings

In the case of a multi-part building where only part of the building is ruined, there may be different *Defense Bonus* values. Apply the bonus of the overlay through which the *LoS* or the *Movement Action* (in the case of an assault) passes.



The left side of this building is *destroyed* and has a *Defensive Bonus* of +2. However, the right side of this partially *destroyed* building is still intact and has a *Defensive Bonus* of +3.

CHAPTER 4

UNITS

Units are the core elements of your army. A unit can represent a group of soldiers, vehicles, or individual characters under your command.

INFANTRY UNITS

These units include squads, or units with Heavy Weapons as machine guns, etc.

Every unit has a *Defense Value*, a *Movement Value*, and several *Combat Values*. Some units also have one or more *Special Abilities*. All of a unit's stats and abilities are shown on the unit Counter.

For most units, the front side of the counter shows the unit at full strength, and the back side shows the same unit, but with lower values. This shows that the unit has suffered a *Hit*. Sometimes, the *Defense Value* of a unit that has been *Hit* will be higher—since there are fewer soldiers left, it's harder to successfully attack them.



Example of an Infantry Unit that has suffered a Hit.

In some cases, the two sides of a counter represent the same unit, but in different States. Typically, these are *Heavy Weapons* that have to be set up before they can be used.

The two sides of these counters are referred to as the *Active* and *Inactive Sides*.





A Bigger Gun

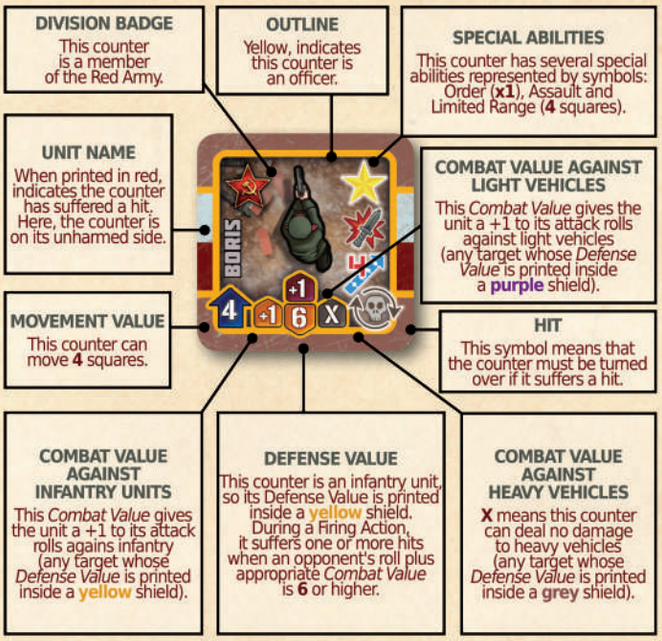
Some infantry units, such as guns, are slightly bigger than one square but are considered to occupy only one square.

Battlefield Role

Each Infantry Unit is trained to fill a certain role during a firefight, which is indicated on the counter by the outline: the faction's colour for regular soldiers; red for *Heavy Weapons*; and yellow for leaders.



INFANTRY UNIT: BORIS

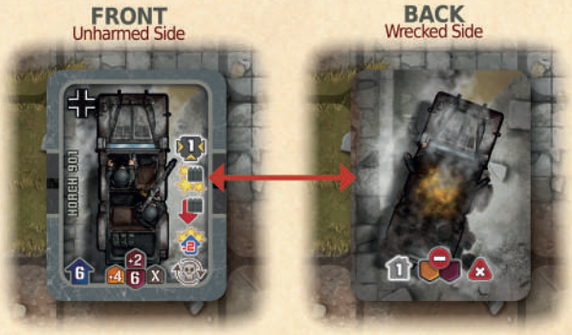


LIGHT VEHICLES

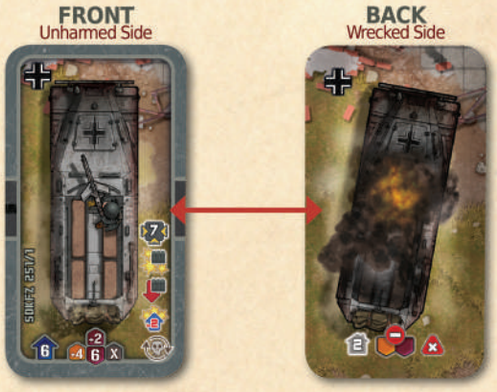
These units include transport, recon, and support Vehicles. They are represented in the game by counters that are usually larger than Infantry Units. Light Vehicle counters come in different sizes, and may occupy one or two squares, depending on size. On the game board, always center the counter on the square or squares that it occupies.

Light Vehicles have light armour, if any. Their *Defense Values* are printed inside a purple shield.

Light Vehicle counters are double-sided. On one side, the Vehicle is in perfect working order. On the other side, it has been reduced to a wreck.



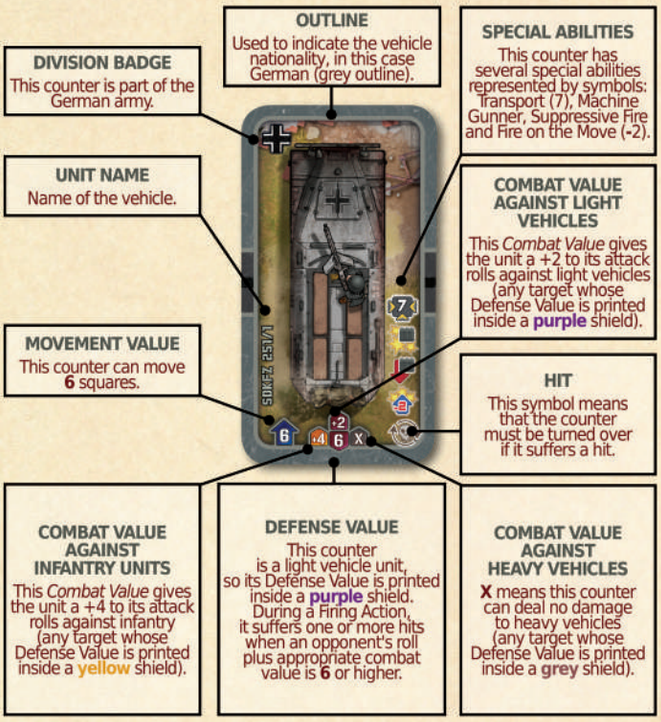
Example of a Light Vehicle occupying one square.



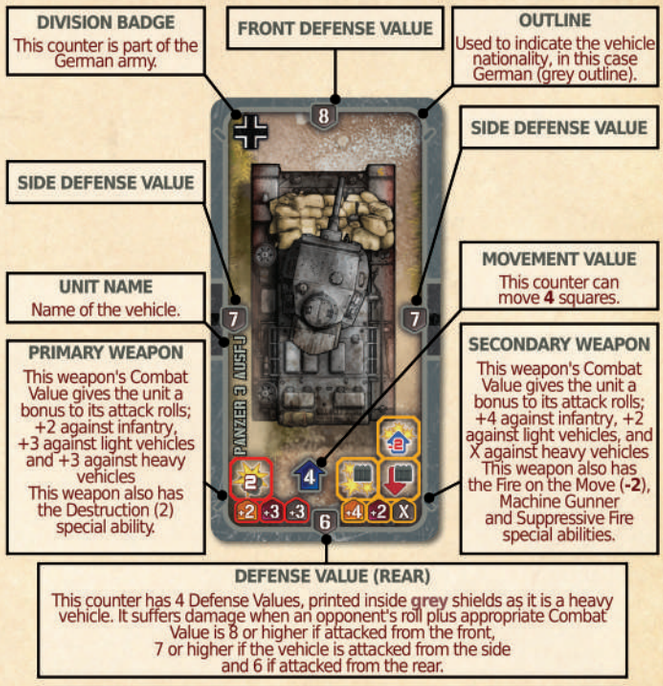
Example of a Light Vehicle occupying two squares.

In some cases, both sides of a counter represent the same unit in different states. They are referred to as *Active* and *Inactive Sides*.

LIGHT VEHICLE: SD.KFZ 251/1



HEAVY VEHICLE: PANZER III



HEAVY VEHICLES

Usually much larger than Infantry, these units include tanks and other armoured Vehicles. Heavy Vehicle counters come in different sizes, and may occupy one or more squares, depending on size. On the game board, always center the counter on the square or squares that it occupies.

Heavy Vehicles have thick armour that makes them immune to most personal arms carried by Infantry, so they rule over the battlefield. But, they can be vulnerable to special weapons when not accompanied by friendly Infantry. Their *Defense Values* are printed inside a grey shield.

Heavy Vehicle counters are double-sided. On one side, the Vehicle is in perfect working order. On the other side, it has been reduced to a wreck.



Example of a Heavy Vehicle.

All Heavy Vehicles have one or more *Primary Weapons*, which have *Combat Values* and Special Abilities outlined in red. Most also have a *Secondary Weapon* (outlined in yellow). Some Heavy Vehicles only have one weapon, in which case it is both their *Primary* and *Secondary Weapon*.

DESTRUCTION OF VEHICLES

Once a vehicle (light or heavy) is *Destroyed*, it becomes a wreck that counts as a terrain tile. A wreck can be removed from the battlefield provided some conditions are met (p.15).



CHAPTER 5

SPECIAL ABILITIES

Special abilities are elements that differentiate your units.
They are split into categories.
Changes of state,
Firing,
Assault,
Defense,
Command,
Other (Uncategorised).

CHANGES OF STATE

In order to "activate" or "deactivate" these special abilities, you need to turn the unit over at the beginning or the end of a *Movement Action*.
You can do this during a zero move even if the unit has a *Movement value* of **X**.
A unit may voluntarily change state only once, at the start or at the end of its *Movement Action*.

Active Side  **inactive side** 

A unit that has one of these special abilities may deploy with either side up.

A unit can only use the special abilities on its currently visible side. Any other abilities on its reverse side can't be used at all.
Note: Some units may not have the ability on both sides, in which case the change can only be done once.

Ambush



When concealed (*Active Side* up), the unit follows these rules:

- A concealed unit may not be the target of a *Firing Action*.
- A concealed unit ignores explosion *Templates*.
- A concealed unit does not block *LoS*.
- A concealed unit that is involved in an Assault is flipped onto its *Inactive Side* as the Assault begins.
- A concealed unit must first turn over onto its *Inactive Side* if it wants to engage another unit in Assault.
- A concealed unit that takes a *Firing Action* turns over onto its *Inactive Side*. This is a *Forced Move*.
- If a unit is concealed, none but its owner may look at its hidden face.

In order to spot a concealed unit, you need a clear *LoS*.
If the unit is in a Terrain Element, you need a clear *LoS* and be within **2** squares of it. When you spot a unit, turn it over onto its *Inactive Side*. This is a *Forced Move*.

Conditions for turning a concealed unit over are checked for each square the concealed unit moves into or at the end of any other unit's *Movement Action*.

A concealed unit can only be spotted or turned over once per *Movement Action*.
A concealed unit that was spotted during its *Movement Action* keeps using the *Movement value* of its *Active Side* until the end of its activation.
Two concealed units can spot each other.
Heavy vehicles cannot spot concealed units.

Crew



In order to activate this special ability, the Crew unit must end its *Movement Action* on a heavy or a light vehicle. Then, turn over the Crew counter and leave it on the vehicle.
The Crew unit then adds its other special abilities to those of the vehicle. A Crew unit does not count against the carrying capacity of the vehicle. Vehicles without the Transport special ability can only carry one Crew unit.
The Crew unit cannot be targeted by a *Firing Action* as long as it is inside the vehicle.
In order to exit the vehicle, the Crew unit must start its *Movement Action* by turning over onto its *Inactive Side*.
If its vehicle is *Destroyed*, place the Crew unit *Inactive Side* up in a square adjacent to the wreck, and put a *Suppressed Marker* on it. This is a *Forced Move*.



Tripod
When activated, your unit's properties change.

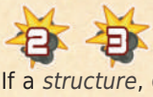
FIRING SPECIAL ABILITIES

Artillery Spotter



If you have at least one artillery spotter with a clear *LoS* to the *Interspace* targeted by an Indirect Fire *Template*, reduce the scattering distance by **1** *Interspace*.

Destruction

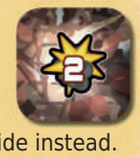


Units that have this special ability can destroy *structures*.
If a *structure*, or a unit inside a structure, is targeted by gear or a unit that has this special ability during a *Firing Action* or an Assault, the structure may suffer destruction points. If the *Firing Action* is directed against a unit and not specifically the building, first resolve the attack against the unit, then determine whether the building receives any destruction points.

Roll as many dice as indicated on the symbol.



Each dice result of **4** or higher allows you to either place a new destruction marker (on its **1** point side) on the structure or turn an already placed marker to its **2** point side instead.



If the total Destruction points on the markers reach the value of the Structure, the Structure is *Destroyed*. If the Structure is a vehicle wreck, remove it, otherwise turn the Terrain Element over. When a building (or section of a multi-part building) is *Destroyed*, turn it over onto its rubble side.
Every Infantry Unit inside receives **1** *Suppressed Marker*.
First, The player who has the *Initiative* redeploys all of his units in the rubble. Once the first player is done, the opposing player does the same. Every vehicle on the Structure is Destroyed and its wreck placed in the rubble.

Dual Weapon



During a *Firing Action*, roll two dice and keep the best result.

Distracting Fire

Alternate Firing Action



Roll a die. If the result is equal to or higher than the value printed on this special ability's symbol, place a *Suppressed Marker* on the target.
This shot is affected by *Obstacles* and by the Long Range penalty.

Flamethrower

Alternate Firing Action



This unit has a flamethrower which uses a special *Template*. When using the Flamethrower the unit has the Fire on the Move (-1) special ability and uses the *Combat Values* on the *Template*.



When using the flamethrower, put the smallest end of the *Template* at the center of the counter's square, or on the red dot present on the firing unit's counter, and orient it in whatever direction you choose, taking into account any limited firing arcs.

Any unit that is even partially covered by the *Template* is affected by the flames. The *Template* is affected by *Obstacles*. It is also blocked as soon as it goes through the center of a square occupied by a vehicle.

All units, whether infantry or vehicle, receive a *Suppressed Marker* in addition to any *Damage*.

WARNING: An infantry unit with the Flamethrower ability is removed from the game if it loses an assault, but is turned over if *Destroyed* by a Firing Action.

Flamethrowers and Buildings

In order to fire into a one-room building, the flamethrower unit needs to be in one of the squares adjacent to an opening. All the units inside the building are *Hit* by the flames and do not benefit from the defense bonus provided by the building.

3 Rooms, Kitchen, Bathroom

Through an opening – inside a multi-room building – a flamethrower can fire from one room into another. The effect is restricted by the walls of the target room. Walls are identified by red outlines.

Fire on the Move



The unit may take a *Firing Action* during its *Movement Action*.

Fire on the Move is resolved before leaving, or after entering a square.

The penalty indicated on the symbol is taken from the unit's *Combat Value* (and not from the final result of the roll).

Frightening Shot

If your *Firing Action* has failed (no *Hit*, no *Suppressed Marker*, no *Damage* marker), you may put a *Suppressed Marker* on your target.

This special ability may not be used along with the Machine Gunner special ability.

Howitzer

Alternate Firing Action



When using this special ability, you must target an *Interspace*.

There is neither range limit nor associated penalty.

You need to have a clear or obscured *LoS* to the target *Interspace*.

Take the explosion *Template* and put it on the *Interspace*.

Note which *Combat Values* to use.



You may not place a *Template* inside a building.

Units and structures under the *Template*, even partially, are affected. Resolve each attack individually, using the *Combat Values* that match the attacker's Howitzer icon.



Penalties from Obstacles obscuring the LoS to the target Interspace are taken into account.



- Units in a **completely intact** building square are **not** affected by explosion *Templates* outside the building. However, units in a **partially destroyed** building square are affected by explosion *Templates*. Use the lowest *Defensive Bonus* of the partially *destroyed* building.
- Explosion *Templates* never affect **concealed** units.
- When a *Template* hits a heavy vehicle, use the vehicle's **side** *Defense Value*.

Indirect Fire

Alternate Firing Action



This special ability works like Howitzer but you can use Indirect Fire instead if you have no clear *LoS* to the target *Interspace*.

Otherwise, you can use Direct Fire (Howitzer).

Indirect Fire does not necessarily *Hit* the target *Interspace* and may scatter.



Use the scattering chart on the back of the explosion Template and roll a die. On **1** to **4**, the shot scatters in the direction of the number indicated on the scattering *Template* to a distance equal to the number printed in the symbol.

On **5** or **6**, the shot is on target and hits the target *Interspace*.



Suppressed Markers do not affect scattering rolls.

Resolve every attack individually, using the Combat Values that match the attacker's Indirect Fire icon.



Do not take into account penalties due to *Obstacles* that obscure *LoS*.

You may not use the Indirect Fire special ability from inside a building.

Limited Range



The unit may not fire at a target that is further than the number of indicated squares/ *Interspaces*.



This symbol affects Firing Actions with special abilities that target **squares**.



This symbol affects Firing Actions with special abilities that target **Interspaces** (such as explosion *Templates*).



A red triangle behind the icon means that you ignore Obstacles that block or reduce LoS.

Machine Gunner



During a *Firing action*, a unit with this ability can shoot at several enemies. All of these must be of the same type (infantry, light vehicles or heavy vehicles) and positioned within 2 squares of at least one of the other targeted units. The firing unit naturally needs to have a *clear* or *obscured LoS* to every one of the targets. Split the firing unit's *Combat Value* (modified by any bonuses or penalties) so that any one of the shots taken receives a bonus of at least +1. You must announce this split and allocate the *Combat Value* points to the tageted units before throwing any dice, then make separate rolls for every shot.



Each shot is separately affected by the *Obstacles* it crosses.



Here, the MG42 performs a Firing Action using the Machine Gunner special ability. It starts with unit A. Unit B is 1 square from unit A. Unit C is 2 squares from unit B. The MG42 cannot target unit D because it's more than 2 squares from the other targeted units. Since the attacker must split up his total combat bonus (+4) between all targets, each shot is thus modified : A(+1), B(+1) and C(+2).

Opportunistic Fire



During (and only during) the *Activation Phase*, a non-activated unit can take a *Firing Action* against an enemy unit after that enemy unit's *Firing Action*.

It can also take this *Firing Action* at any time during the *Movement Action* of an enemy unit.

If the unit fires, it loses any *Order Token* it had and receives an *Activated marker*.

The target unit does not interrupt its movement even if it takes a *Hit* and it keeps the *Movement Value* of its unharmed/intact side until the end of its activation.

Piercing



Add +**1** to the die roll when you localise *Damage* dealt to a heavy vehicle.

Sniper

Alternate Firing Action



A sniper can only target infantry units.



The sniper rolls a die, modified by *Suppressed Markers* and *Obstacles*, and reads the following table:

1: **No effect**
2-3: **Put a Suppressed Marker on the target.**
4-5: **Deal one hit to the target.**
6: **Deal one hit to the target and give it a Suppressed Marker if it isn't destroyed.**

If a firing table is on the character's *Recruitment Tile*, use that instead of this one.

If the sniper symbol is printed on a unit's concealed side, do not turn the counter over onto its *Inactive Side* after a *Firing action*.

Suppressive Fire



This special ability is one of the game's most important ones. It enables you to temporarily neutralize well protected units or prepare an Assault by inflicting a penalty on them.

Normal *Firing Action* rules apply, but double the unit's *Combat Value* as well as any and all bonuses it may have.

If the result is equal to or higher than the target's *Defense Value* modified by any defense bonuses, the target receives no *Damage* but you give it a *Suppressed Marker* instead.

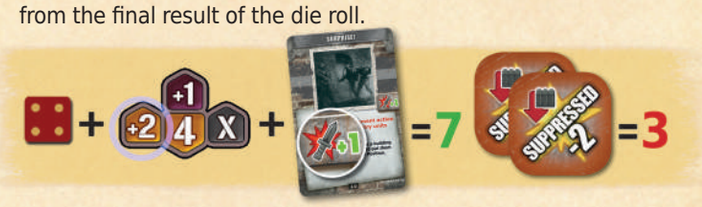
If the result is equal to or higher than double the target's *Defense Value* modified by any defense bonuses, give the target two *Suppressed Markers* (and so on).

There is no maximum to the number of *Suppressed Markers* a unit can get.

Penalties Related to Suppressed Markers

Each marker inflicts a -**2** penalty to ALL of the unit's die rolls, except scattering, heavy vehicle *Damage* localisation and destruction.

This penalty is not subtracted from the unit's *Combat Value* but from the final result of the die roll.





Each *Suppressed Marker* also inflicts a **-2** penalty to *Movement value*. If this value drops to zero or less, the unit is immobilised.

A unit that is given a *Suppressed Marker* during its *Movement Action* completes its *Movement Action* without taking the marker's penalty into account.

Furthermore, enemy infantry units ignore a suppressed unit's *Zone of Control*.

ASSAULT SPECIAL ABILITIES

Assault



Only units that have the Assault special ability may engage an enemy Infantry Unit or vehicle in close combat. In most cases, a vehicle does not have this ability. Any number next to the icon is added as an Assault combat bonus.

Units that do not have this special ability can defend but will roll only one die.

An **X** in *Combat Value* indicates you cannot assault a target that has that type of defense unless you have special gear or a special ability.

Assault Rules

Declare the assault before beginning the unit's *Movement Action*.
You must carry the assault through, if possible.
Designate the target. This target may be invalid when declaring the assault (for example when a unit blocks the access to the target and you hope to destroy it).

An assault can only be launched from an unoccupied square or square occupied by an allied vehicle that has the Transport special ability (see page **24**). The square must be adjacent to the defender.
The attacker must have enough *Movement Value* to move INTO its target's square.
An Assault is a special *Movement Action*; it triggers all move-related rules, including Opportunity Fire or Fire on the Move (See Move sequence, p. 26). The actual assault happens in the moment just before the movement into the target's square.

If the designated unit is *Destroyed* before assault resolution (by a *Firing Action* taken during the *Movement Action*), the player can change targets or cancel the assault. The player can complete the *Movement Action* freely.
If the target cannot be reached (the unit that was in the way has not been *Destroyed*), the player can complete the *Movement Action* but cannot assault a different unit.

Enemy ZoCs do not prevent a unit from moving into a square occupied by the target unit when it launches the actual assault.



In order to symbolise an on-going assault, put the attacking counter partly on the defending counter.
This will also enable you to recall which square the attacking unit is assaulting from. Until the assault is resolved, the attacking unit is considered as being in the square from which it launched the assault.



The Russian unit moves into the ZoC of units **A** and **B** with movement **1**. It can launch an assault on unit **B** by moving within unit **A**'s ZoC because this Movement Action is an assault.

Resolving the assault

The attacker rolls **2** dice, keeps the best result and adds the *Combat Value* appropriate to the enemy unit's type (vs either infantry, light vehicles or heavy vehicles).
The attacker also adds any other available bonus (special ability, Action card, recruitment option, etc.) and subtracts any penalty.
The defender rolls **1** die (**2** if the unit has the Assault special ability) and keeps the best result.
The defender adds the appropriate *Combat Value*, the *Defensive Bonus* provided by the *Terrain Element* in which the unit resides, **unless both attacker and defender are in the same room in a building or in the same crater**, as well as any other available bonus (special ability, action card, recruitment option, etc.), and subtracts any penalty.

If the defender is a heavy vehicle with two weapons, you must use the *Combat Value* of the *Secondary Weapon* (yellow outline).
If there is no *Secondary Weapon*, the defender loses the assault and automatically takes one *Damage* (localise the *Damage*).

A unit that has an **X** in *Combat Value* against its attacker's defense, and no useful gear or special ability, is immediately *Destroyed* or, if the unit is a heavy vehicle, takes one automatic *Damage* (localise the *Damage*).

The player that obtains the highest result wins the assault.

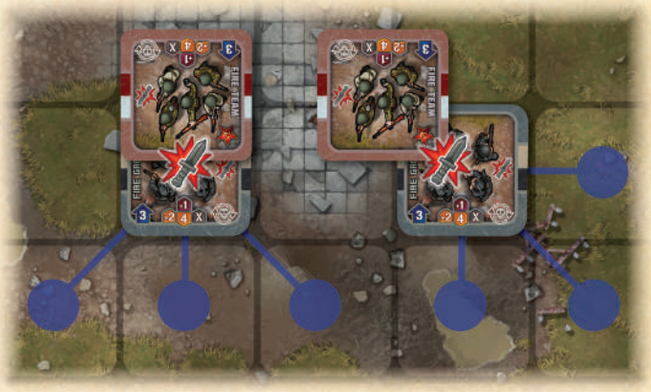


The attacker rolls **2** dice, he gets a **6** and a **1**.
He chooses the **6**, adds the unit Combat Value against infantry units (**+2**) and another **+1** bonus thanks to the assault card, for a total of **9.**
The defender rolls two dice, he gets a **3** and a **2**.
He chooses the **3** and adds the unit Combat Value against infantry units (**+2**) and another **+2** bonus thanks to the Terrain Element defense bonus, for a total of **7**.
The attacker thus wins the assault.

THE ATTACKER IS VICTORIOUS

The defender is an infantry unit

The unit must immediately fall back to one of the three squares opposite the attacker.



This retreat is a *Forced Move* and is therefore not considered a *Movement Action*.
If none of these three squares can be entered, the defending Infantry Unit is immediately *Destroyed*.

The retreating unit may **enter** an enemy *Zone of Control* this way, but is *Destroyed* if the retreat forces it to move **within** an enemy *ZoC*.



The retreating unit cannot move to **A** since that path is blocked by a wall.
B is excluded because diagonal movement between an offset and a regular grid square is not allowed. The last option **C** requires it to move within an enemy's ZoC, in this case the incomplete General Grid squares in front of the Russian unit (**1**).
Since there is no valid retreat, then unit is destroyed.

If the defending unit has this symbol, it is *Destroyed* and its counter is removed from the game.

If the defending unit has this symbol facing up, it takes a *Hit* and its counter is turned over.

After the defender has been eliminated or has retreated (*Forced Move*), the attacking unit must take its place if the square can still be entered, if not the attacking unit must stay in the square from which it launched the assault.

The defender is a light vehicle

If the defending light vehicle has this symbol, it is *Destroyed* and its counter is removed from the game.

If the defending unit was a light vehicle and has a *Wrecked Side*, it is turned over where it is, and becomes a *Terrain Element*.
When a light vehicle loses an assault, it never retreats.
If the attacker was an infantry or light vehicle unit, it must return to the square from which it launched the assault.
If the attacker was a heavy vehicle, it occupies the target square and deals one destruction point to the defender's wreck.

The defender is a heavy vehicle



If the defender is a heavy vehicle, *Damage* needs to be localised (page 9).
When a heavy vehicle loses an assault, it never retreats. The attacker must return to the square from which it launched the assault (*Forced Move*).

THE DEFENDER IS VICTORIOUS

The attacker takes a *Hit* or one *Damage* (localise the *Damage*) as explained when the attacker is victorious.

The attacker is an infantry unit

The attacking unit returns to the square it launched the assault from, this is a *Forced Move*.
The defender does not move.

The attacker is a vehicle

If the attacker is a vehicle, whether it turned into a wreck or not, it takes the place of the defender if the defender is an Infantry Unit. The defending Infantry Unit is pushed back in an adjacent square chosen by its owner. This is not a *Movement Action* but a *Forced Move*.
If the defender is a vehicle, the attacker returns to the square it launched the assault from (*Forced Move*).

IN CASE OF A TIE

If the attacker is an infantry unit or the defender is a vehicle, the defender stays in the square.
The attacking unit is pushed back into the square it launched the assault from, this is a *Forced Move*.
No *Hit* is applied.

If the attacker is a vehicle and the defender an Infantry Unit, the attacker takes the defender's place and the defender is pushed into an adjacent unoccupied square chosen by its owner. This is not a *Movement Action* but a *Forced Move*.

Assault and units with a limited firing arc

(see Firing arc, page **8**)
When a unit with a firing arc is assaulted from a square out of its firing arc, you must give it a *Suppressed Marker* before resolving the assault.



Penalties inflicted by Suppressed Markers
Each marker inflicts a **-2** penalty to ALL of the unit's die rolls.

DEFENSE SPECIAL ABILITIES

Mechanic

A Mechanic can repair *Damage* on a heavy vehicle. In order to remove a *Damage* marker, the Mechanic must be adjacent to the heavy vehicle.
In either the *Activation* or *Supply Phase*, the Mechanic can remove any one *Damage* marker instead of taking a *Firing Action* or a *Movement Action*.
With the Burst into Action card or using the Heroic character trait (or any other rule that enables a unit to act twice), a Mechanic can move and repair a heavy vehicle in the same turn. You cannot repair more than one *Damage* per turn.

Positive Waves

When your heavy vehicle is *Hit*, your opponent rolls **2** dice for *Damage* localisation and you choose the result.

COMMAND SPECIAL ABILITIES

Autonomous

This unit does not need a *Numbered Order Token* to act. You may decide to activate it at any time during the *Activation Phase* (even before *Special Order Tokens*). However, you may not interrupt an on-going activation.
Put an *Activated Marker* on the unit to mark its activation.

Inspiration

When the unit is activated during the *Activation* or the *Supply Phase*, in addition to its action, it may remove one *Suppressed Marker* from every infantry unit within a number of squares, which is printed on the ability's symbol.
It must have a clear or obscured *LoS* to each unit it is helping.



Order(s)



This special ability provides one or more additional *Numbered Order Tokens*. The number of tokens depends on the number of stars in the symbol. If the unit is *Destroyed*, adjust your amount of *Numbered Order Tokens* accordingly at the start of the next *Order Phase*.

Personal Order



The unit provides one additional *Numbered Order Token*. On the other hand, you must give this unit an order token (Numbered, Special or Bluff) every turn.

Scout



After deploying your army in your deployment area or off the battlefield, units that have this special ability may take a *Movement Action* equal to the number printed in the symbol.
This *Movement Action* disregards difficult passages.
If the unit has the Ambush special ability, this move may be done without revealing the *Inactive Side* to your opponent.
However, it must not end its movement in a square adjacent to an objective (primary, secondary or bonus) or in the area of the objective (for example a building).
It may not take a *Firing Action* or make an assault during this *Movement Action*.
A vehicle that has the Transport special ability and wishes to use its Scout special ability can only embark troops that have the Scout special ability. Embarked units cannot use their own Scout special ability.

OTHER SPECIAL ABILITIES

Transport



This vehicle can transport infantry units. Use the following chart to determine how many units it can embark.

Units that have the  symbol on their visible side as well as Characters count as **1**.

All other units count as **2**.

Vehicles that have the Transport special ability cannot transport more than one larger-than-one-square infantry counter (such as cannons).

During the *Activation* or *Supply Phase*, an Infantry Unit can move into or out of a vehicle at the beginning or the end of its *Movement Action*, from or into an adjacent square.
It is possible to launch an assault from a vehicle that has the Transport special ability, it is also possible to retreat into a transport after being defeated in assault, whether as attacker or defender.
A unit that is on board a vehicle can receive an *Order Token*.
It can therefore fire from the vehicle or move off it.
Draw the *LoS* for the embarked unit from one of the squares the vehicle occupies.
Infantry units do not block *LoS* for embarked units.
Heavy Weapon units (red outline) cannot fire from a vehicle unless they have the Fire on the Move special ability in which case the corresponding penalty does not apply.

A unit inside a vehicle cannot be targeted by a *Firing Action* or affected by an explosion *Template* or be targeted by an Assault.
An Infantry Unit on board a vehicle exerts no *Zone of Control* while it is inside the vehicle.

When a vehicle is *Destroyed*, troops inside suffer no *Hit* but must be redeployed in unoccupied squares adjacent to the wreck. This is a *Forced Move*.
They must be deployed on their *Inactive Side* when the vehicle is *Destroyed*.
They may not be redeployed in a square within an enemy *ZoC*.
The player who owns these units chooses where to redeploy them.



Put a *Suppressed Marker* on each of them.

If there is no free square, outside any enemy ZoC, the unit is destroyed in the explosion.



CHAPTER 6

ACTION CARDS

Action Cards spice up the game and make your battles more heroic. Each player has their own deck of Action Cards, specific to the faction they are leading into battle, representing the unique tactics and advantages of that faction.

At the beginning of the game, you will draw a hand of Action Cards. At the end of each *Supply Phase*, you will draw up to a full hand again, so there's no reason to hoard them! In fact, it's usually best to use as many Action Cards as you can every Game Turn!

If two players want to play an Action Card at the same time, the player who has the *Initiative* resolves his card first.

Action Card Effects

Each Action Card can be used for one of two purposes: either to trigger a Battle Event or to gain an Alternate Bonus. You cannot use both effects when you play it.

Battle Events

Every Action Card describes a special action or event that you can use when you play the card. You can only play a Battle Event during the phases indicated in the description, but you may play as many cards as you want in a turn—even more than one for a single action.

When you play a Battle Event, follow the instructions printed on the card, then discard the card. If the Action Card goes against a game rule, the text of the card always applies—except for the **Absolute Rule of the Supply Phase** (see p.10).

Alternate Bonus

Some Action Cards show an Alternate Bonus. This is a modifier that you can apply to an action. Simply play the card and apply the bonus shown, then discard the card.

You may not combine multiple Alternate Bonuses during the same action.

If you choose to use an Alternate Bonus, you must play the Action Card and declare it **before** rolling any dice or beginning a *Movement Action*.



Grants a +X bonus during an Assault, whether attacking or defending.



Grants a +X bonus to **one** *Firing Action* or to the use of one Recruitment Option or Action Card that allows an *Alternate Firing Action*.



Grants a +X square bonus to a unit's *Movement Value* during a *Movement Action*.



Grants a +X bonus to **any** die roll.

SELECTED CARD EXPLANATIONS

Burst Into Action

A heavy vehicle can fire all its weapons without any penalty.

A unit that already has the Fire on the Move special ability cannot take two *Firing Actions*.

Dynamic

You may play this card when you are about to remove a *Destroyed* unit from the game.

You may not remove the *Numbered Order Token* from an *Activated Unit*.

Go Go Go! / Schnell!

This **2**-square move is a *Forced Move* and is not subject to penalties by *Suppressed Markers*.

Return to Sender

This card enables you to throw back any type of grenade, including the Geballte Ladung.

Second Chance

If you rolled several dice, re-roll them all.

Surprise

This card also allows you to exit a building during a *Forced Move* after losing an assault.

You need two Surprise cards to enter and exit a building through the windows with the same *Movement Action*.

A unit that launches an assault on a unit that is behind a window doesn't need a second Surprise card to return to its starting square if it is pushed back.

The Fury of the Führer (German)

All units gain the Assault **+2** ability (not a **+2** bonus to their assault roll). Units without the Assault special ability can engage in melee for the turn.



CHAPTER 7

EFFECT MARKERS

SUPPRESSED MARKERS



When a unit suffers from a temporary physical or psychological condition that limits their ability to fight, it is marked with a *Suppressed Marker*.

The unit may have been caught by Suppressive Fire, have lost morale, been pushed to the limit, or simply be in dire straits.

Each *Suppressed Marker* inflicts a -2 penalty to **all** of the unit's die rolls, and a -2 penalty to its *Movement Value*. If a unit's *Movement Value* drops to 0 or less, the unit is **Immobilised**. Enemy units ignore the *ZoC* of any unit with a *Suppressed Marker*.

A unit that receives a *Suppressed Marker* during its *Movement Action* completes the *Movement Action* without taking into account the *Suppressed Marker's* penalty.

ACTIVATED MARKERS



Some Action Cards or Special Abilities, such as Opportunity Fire, can activate units that don't have an *Order Token/Activated Marker* or that have an *Order Token* but haven't been *Activated* yet. If this happens, you must place an *Activated Marker* on the unit.

A unit that receives an *Activated Marker* loses any *Order Token* it may have (without revealing it), and the unit can no longer be *Activated* or take any action for the rest of the turn (except to defend itself during an Assault).

In addition, the unit **cannot** take a *Movement Action* during the *Supply Phase*.

MARKERS AND TEMPLATES

You will find detailed descriptions in later pages.



CHAPTER 8

RECRUITMENT

Building an army is easy in Heroes of Stalingrad thanks to the different tiles. They can represent an entire combat group, or a single Character such as an important leader or hero.

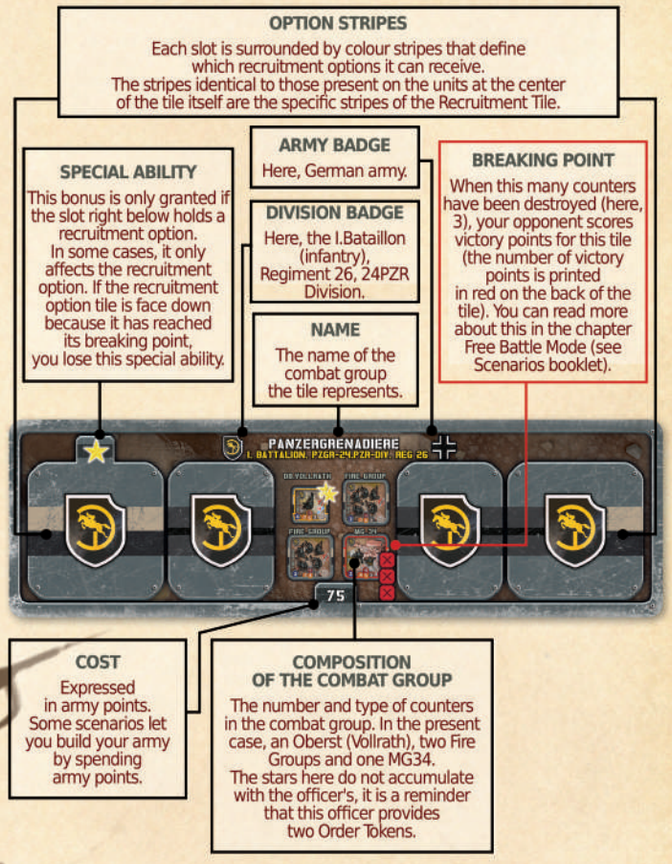
RECRUITMENT TILES

The illustrations on a *Recruitment Tile* show which unit counters—known as a combat group—and Markers you may deploy during a battle when that tile is part of your army.
Many *Recruitment Tiles* also have one or more *Slots* for Recruitment Options. These allow you to customize your army to suit your personal playing style. Some Recruitment Option slots can only be used for options that are restricted to a specific *Recruitment Tile*, while others can be used for any option available to your army. The coloured stripes that surround the Recruitment Option slots indicate which options can be placed there.

Some *Recruitment Tiles* provide Markers (such as Gear), they can **only** be used by the units shown on the *Recruitment Tile*.

Some of these slots unlock special abilities when they are filled. When added in this way, a special ability only affects units related to the option in the corresponding slot. If the special ability is an Order, it affects the whole army.

RECRUITMENT TILE: PANZERGRENADIERE



CHARACTERS

Heroes of Stalingrad is not only a strategy game. It is also a heroic adventure game, and Characters can play a significant role in your battles.

Characters may be simple soldiers, famous heroes, or field leaders. Some *Recruitment Tiles* have "supporting role" Characters, such as an officer, as part of the combat group, while more powerful "leading role" Characters appear on their own *Recruitment Tile*. There is no game rule difference between the two types of Characters: they behave the same way during the game.

Leading role Characters are those whose portrait is displayed on their *Recruitment Tile*.

Supporting role Characters are usually part of a *Recruitment Tile* or Support Option's combat group.





COMMAND TILES

A tile whose title is framed by badges on a background of laurels is a *Command tile*, governed by special rules.

It is most often a character tile, such as a superior *Officer*, but it may sometimes be the tile of a combat group.



Some of these tiles contain no unit, such as *High Command Tiles*, but instead represent extra resources assigned by someone up the chain of command. *High Command Tiles* are not included in the core box, but are available in some expansions.

RECRUITMENT OPTIONS

You can add recruitment options to recruitment tiles. The options are either infantry units, vehicles, additional gear, character traits or orders.

They can be specific to a *Recruitment Tile* and have the same colour stripes, or be generic and have army common stripes.

- the tile of the selected option must fit the slot in shape and size;
- the stripes on each side must be the same colour as at least one of the stripes framing the slot.

Recruitment options have a cost value in army points.



RECRUITMENT TILE SPECIFIC COLOUR STRIPES
Russians (Volga Rifle Platoon) / Germans (I. Bat. 24PZR.-Div-RGT.26)





ARMY COMMON STRIPES
Russians / Germans





COMMAND STRIPES
Russians / Germans





DIFFERENT TYPES OF RECRUITMENT OPTIONS

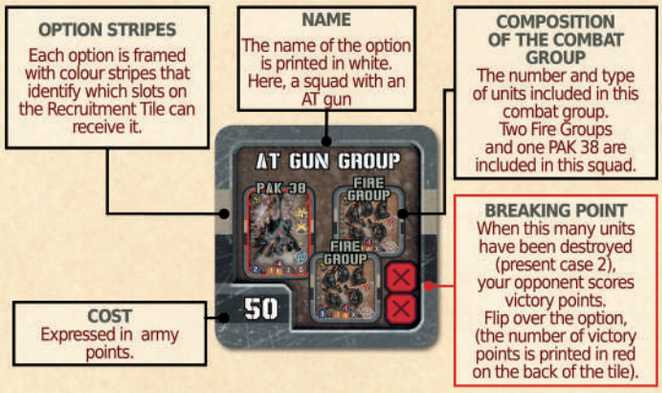
SUPPORT OPTIONS

These are infantry units, cannons, or vehicles added to the combat group on the *Recruitment Tile*.

As is the case for recruitment tiles, the illustrations on support options indicate which counters and markers you can deploy when this tile is included in your army.

If the support tile provides markers (gear, character trait…), they can only be used by units on the support tile.

RECRUITMENT OPTION (SUPPORT): AT GUN GROUP



GEAR OPTIONS

Gear options represent the specific gear of your combat groups.

WARNING: Only units displaying the colour stripes specific to the *Recruitment Tile* to which the gear option is added can benefit from it. Units displaying stripes of other colours cannot benefit from this option or use it.

EXCEPTION: If the gear option is on a *Command* or *High Command Tile*, every unit in your army benefits from it.

If your army includes a Gear Option, take the number of markers indicated and put them on the Gear Option. Each marker can be used once during the game to receive the benefit of that Gear Option. Once the markers run out, you can no longer use the Gear Option. You must declare that you are using the marker **before** your action or before any die roll (yours or your opponent's).

Unless the Gear Option specifies that it is an *Alternate Firing Action,* you may use up to 3 identical markers on the same action.

RECRUITMENT OPTION (GEAR): AMMO





Ammo

Restricted to Infantry

This option gives you 3 Ammo markers. Each Ammo Marker grants a +1 bonus to your *Combat Value* during a *Firing Action* (regular or *Alternate*).



Grenades

Restricted to Infantry / Alternate Firing Action

This option gives you **3** Grenade markers.
The *Combat Values* of grenades are printed on their respective markers.



A grenade's maximum range is **2** *Interspaces*.

You can throw a grenade over *Terrain Elements* as long as you do not exceed the range.

Place the explosion *Template* on the target interspace. Use the *Combat Values* of the Grenade marker to resolve this *Alternate Firing Action*.There is never any scattering.
Units even partially under the *Template* are *Hit*.
Resolve every *Hit* individually.
Units inside a building are not affected by an explosion *Template* if the *Template* is on an *Interspace* outside the building.

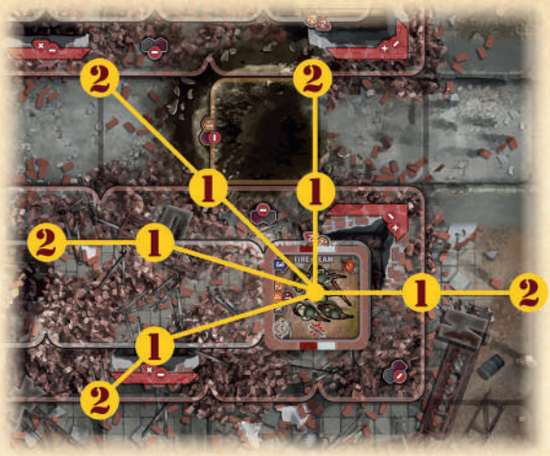


unit **A** benefits from the Defense Bonus granted by the Terrain Element for a total defense of **5**, but the Attack result of **7**.
unit **B** is not in a Terrain Element but the Combat Value (**3**) is less than its Defense Value (**4**).

Grenades and Offset Grid squares

Disregard thedifference in distance between general grid Interspaces and Offset Grid squares Interspaces. To determine range simply count any Interspaces you encounter between the grenade thrower and the target. Include the target Interspace in the range.





Grenades and buildings

To throw a grenade into a building, position the unit on a square adjacent to an opening in the red outline. This is either a window or a doorway denoted by white or blue arrows respectively or a breach in the wall.

The building does not provide a *Defensive Bonus* against such a grenade so all units inside are Hit.





When throwing a grenade out of a building, the first *Interspace* to count is the one on the half square in front of the opening.

3 Rooms, Kitchen, Bathroom...



Walls delineate the different rooms in buildings.
They are outlined in red and block blasts from whatever explosive device or other cause.
Any detonation in a room is contained within by its surrounding walls and does not affect adjoining chambers.

CHARACTER TRAITS

Character traits represent the specialties of some soldiers or elite troops.
If markers are shown on the option tile, take as many of them as indicated and put them on the recruitment option.

Only units with the same colour stripes as the *Recruitment Tile* receiving the character trait option can benefit from it.
Units displaying stripes of other colours cannot benefit from this option or use it.
If the character trait provides one or more markers and is put on a *Command Tile*, every unit in your army benefits from it.

RECRUITMENT OPTION (CHARACTER TRAIT): VETERAN



Veteran

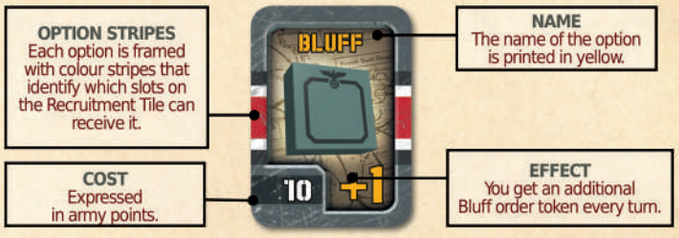


This character trait gives you **3** Veteran markers.
Each marker enables you to reroll any roll, yours or your opponent's, if you don't like the result.
You must keep the new result.
You may use a Veteran marker on a die roll you've just rerolled.

ORDERS OPTIONS

Orders represent headquarters' planning and strategy in form of bonuses granted for your whole army.
Most Orders have "command stripes" that limit them to *Command* or *High Command Tiles* (those with laurels).
Orders benefit the entire army.

RECRUITMENT OPTION (ORDER): BLUFF



Artillery



This Order gives you **3** Artillery Support markers.
In order to use an Artillery Support marker, you must place a *Numbered Order* or *Special Order Token* on its tile. This may also be a *Bluff Order Token*. When you reveal this Order, put an explosion *Template* on any *Interspace* on the battlefield.
The scattering distance for this attack is **3** *Interspaces*.



Battle Plan

This order gives you **1** *Special Order Token* for the whole game.
You cannot have more than **2** *Special Order Tokens*.



Bluff

This Order gives you **1** additional *Bluff Order Token*.
You cannot have more than **2** *Bluff Order Tokens*.



CHAPTER 9

REFERENCE

ORDER PHASE

A- Resolve all the following effects in the indicated order:

1) Special Abilities
2) Action Cards
3) Recruitment Options
4) Scenario Specific Effects

B- Count the number of *Order Tokens* you are entitled to.
Sudden Death: If a player has no *Order Token* to assign to his units (except for Bluff), that player immediately loses the game.

C- Place your *Order Tokens* so you can read the numbers and your opponent cannot.
No more than a single *Order Token* per unit!
The player who has the *Initiative* places all his *Order Tokens* on any units in his army, then his opponent does the same.
Players may decide to place their *Order Tokens* simultaneously.

D- Resolve every End of *Order Phase* effects in the following order:

1) Special Abilities
2) Action Cards
3) Recruitment Options
4) Scenario Specific Effects

ACTIVATION PHASE

SUPPLY PHASE

1- Resolve all related effects at the beginning of the *Supply Phase* in the following order:

1) Special Abilities
2) Action Cards
3) Recruitment Options
4) Scenario Specific Effects

2- Discard all *Bluff Order Tokens* from all the players' units.
3- The player who has the *Initiative* plays first and must take the following actions in the indicated order:
- Move all or part of the units in his army that have no *Order Token* (other than Bluff) or *Activated marker*.
- Discard one (and only one) *Suppressed Marker* per unit.

4- Once the player with the Initiative is done, the opposing player must also complete Step 3.
5- Resolve all related actions at the end of the *Supply Phase* in the following order:

1) Special Abilities
2) Action Cards
3) Recruitment Options
4) Scenario Specific Effects

6- Discard as many Action Cards as you wish, then draw until you reach your maximum hand size as indicated by the scenario.
7- Move the initiative marker one notch on the turn chart, and turn it over to determine the new *Initiative*.

LINES OF SIGHT

Clear *LoS*

Obscured *LoS* -1

Blocked *LoS*

LONG RANGE SHOT

7 = -2

Shots over **7** squares are considered long range and suffer a -**2** penalty to the final result of the die roll.

MOVEMENT SEQUENCE

Declare Movement Action and any assault
- Possibility of Fire on the Move
- Possibility of Opportunity Fire (if Fire on the Move)

Move 1 square or Change of State on the spot (zero move)
- Check whether a concealed moving unit should be turned over and revealed
- Possibility of Fire on the Move
- Possibility of Opportunity Fire
- Repeat this movement sequence until the end of the *Movement Action*.

End of the Movement Action
- Resolve any assaults
- Check whether enemy concealed units should be turned over and revealed

FIRING RESOLUTION

Declare type of fire (normal or Suppression) and name target.

Calculate the modified Combat Value
- *Combat Value* of the unit
- Fire on the Move penalty (if the unit uses the Fire on the Move special ability)
- miscellaneous bonuses (gear, Action cards...)
- double the *Combat Value* (if the unit uses the Suppressive Fire special ability)
- split the *Combat Value* (if the unit uses the Machine Gunner special ability)
- Die roll **+** modified *Combat Value*
- Subtract penalties from final result of die roll (*Suppressed Markers*, range, *Obstacles*, Action cards...)
- Apply *Damage/Hit* or give markers.

PENALTIES INFLICTED BY SUPPRESSED MARKERS

Each *Suppressed Marker* inflicts a -**2** penalty to ALL of the unit's die rolls, except scattering and *Destruction*.
This penalty is not subtracted from the unit's *Combat Value* but from the final result of the die roll.

Each marker also inflicts a -**2** penalty to *Movement value*. If this value drops to zero or less, the unit is immobilised.
A unit that is given a *Suppressed Marker* during its *Movement Action* completes its *Movement Action* without taking into account the marker's penalty.

Furthermore, enemy infantry units ignore the suppressed unit's *Zone of Control*.

A unit receives a Suppressed Marker when:
- A vehicle ends his *Movement Action* in the square it occupied,
- The vehicle in which it embarked is *destroyed*,
- The building where it is located is *destroyed*,
- It suffered from an action card effect.



KEYWORDS

Activated Marker
Marker used to indicate that a unit has been activated without previously receiving an *Order Token*.

Activated Unit
A unit that has already played. This is indicated by its revealed *Order Token* or by an *Activated marker*.

Activation Phase
Phase of the game during which the players activate the units to which they gave *Order Tokens*.

Active Side
When a unit can change states, the *Active Side* represents the unit in a particular state.

Alternate Firing Action
Firing Action provided by a special ability or a recruitment option that cannot benefit from the unit's special abilities.

Bluff Order Token
Blank *Order Token* that does not provide an activation and whose purpose is to trick the opponent.

Change of State
Various special abilities that enable a unit to turn over once per *Movement Action*, at the start or at the end, in order to change states (such as from inactive to active).

Combat Value
Bonus to the unit's die roll in a *Firing Action* or an assault.

Command/High Command Tile
Special *Recruitment Tile* that represents a superior *officer*.
It is indicated by the laurels framing the title of the tile.

Damage
Damage is suffered by a heavy vehicle. A die roll is required to locate the *Damage* and determine its effect.

Defense Value
Score that must be equaled or exceeded with a *Firing Action* in order to inflict a *Hit* or *Damage* on the target unit.

Defensive Bonus
Bonus to increase a unit's *Defense Value*.

Destroyed
A *Destroyed* unit is removed from the game.

Firing Action
Action taken by a unit in order to fire on another unit only during the *Activation Phase*.

Forced Move
A *Movement Action* provoked by a specific situation. If this movement is impossible, the unit is *Destroyed*. This movement cannot trigger Opportunisty Fire.

Heavy Weapon
Infantry Unit equipped with a weapon such as an MG34 or a mortar. It is identified by a red outline.

Hit
Damage suffered by units (except for heavy vehicles). When a unit suffers a *Hit*, it is either turned over onto its *Reduced Side* or to its *Wrecked Side*, or *Destroyed*.

Inactive Side
When a unit can change states, the *Inactive Side* represents the unit in its normal state.

Initiative
The player who has the *Initiative* plays first. Also used to settle the order in which issues may need resolving.

Interspace
The point where the corners of squares intersect, and is targeted or counted for movement by some special abilities.

Line of Sight (LoS)
Lets you know if a unit can see another one. *LoS* can be:
Clear: The target is visible.
Obscured: The target is visible but the *Firing Action* receives a penalty.
Blocked: The target is not visible.

Movement Action
Action taken by a unit in order to move during the *Activation Phase* or the *Supply Phase*.

Movement Value
Value printed in the blue arrow that indicates the number of squares a unit can move during a *Movement Action*.

Numbered Order Token
Order Tokens that have a number and enable you to activate units in ascending order.

Obstacle
Terrain Effect that blocks or reduces *LoS*.

Officer
Unit identified by a yellow outline.

Order Phase
Phase of the game during which players assign *Order Tokens* to their units.

Primary Weapon
Main weapon of a heavy vehicle. It is identified by a red outline.

Recruitment Tile
Tile that represents a character and/or a section composed of several units. Its cost is expressed in army points.

Reduced Side
The side of a unit that shows it has previously suffered a *Hit*.

Secondary Weapon
Auxiliary weapon of a heavy vehicle. It is identified by a yellow outline.

Slot
In reference to a *Recruitment Tile*, it enables you to add an option to that *Recruitment Tile*.

Special Order Token
Order Token with a medal symbol (instead of a number) that enables you to activate a unit outside the normal sequence of *Numbered Order Tokens* activations.

Supply Phase
Phase of the game during which the players have units that were not activated in the *Activation Phase* take *Movement Actions* or carry out other specific actions.

Suppressed Marker
Marker that indicates a state of stress or a difficult situation in which a unit finds itself. Each marker inflicts a **-2** penalty to all the unit's die rolls and to its *Movement Value*. These markers are cumulative.

Template
Cardboard element that represents a specific firing resolution (such as a flamethrower) or an explosion. Every unit that is covered by a *Template*, even partially, is affected by it.

Terrain Effect
Special effects that represent the nature of a *Terrain Element* as well as its specific rules.

Terrain Element
Area printed on a terrain board or a terrain tile, identified by a specifically drawn border or contained in a terrain tile, and defined by one or more *Terrain Effects*.

Unharmed Side
The side of a unit that shows it has not suffered a *Hit*.

Wrecked Side
The side of a light or heavy vehicle that represents it as a wreck.

Zone of Control (ZoC)
Squares that are adjacent and passable to a unit and on which it has a clear or obscured *Line of Sight*. Vehicles ignore other units' *ZoC* and their own *ZoC* is ignored by other units during their *Movement Action*.

HEROES OF STALINGRAD

TERRAIN EFFECTS

DEFENSES BONUSES (p.10)
This element provides a bonus to the Defense Value of every infantry unit on one of its squares.

IMPASSABLE (p.10)
No unit can enter this element.

IMPASSABLE TO... (p.11)
This element is impassable to Infantry, Light or Heavy vehicles.

OBSTACLES (p.11)
This element totally blocks LoS or interferes with LoS that cross it (Obscured LoS).

DIFFICULT PASSAGE (p.11)
Once a unit enters this element, it must stop its movement immediately.

STRUCTURES (p.12)
In order to destroy these, you must inflict the number of destruction points printed within the symbol.

SPECIAL ABILITIES

Changes of State

AMBUSH (p.15)
Flip the counter to conceal this unit.

CREW (p.15)
The unit can move onto a vehicle to add it's special abilities to those of the vehicle.

TRIPOD (p.15)
Flip the counter to deploy/pack the weapon.

Firing

ARTILLERY SPOTTER (p.15)
The unit reduces the scattering distance by **1** *Interspace*.

DESTRUCTION (p.15)
Roll a number of dice equal to the value.
On 4+, place a Destruction Marker.

DUAL WEAPON (p.15)
During a *Firing Action*, roll two dice and keep the best result.

DISTRACTING FIRE (p.15)
Roll a die. If the result is equal to or higher than the value printed on this special ability's symbol, place a *Suppressed Marker* on the target.

FLAMETHROWER (p.16)
The unit may use a flamethrower *Template*.

LIMITED RANGE (p.16)
Shots cannot be made beyond the number of squares/*Interspaces*.

FIRE ON THE MOVE (p.16)
The unit may fire while moving.

FRIGHTENING SHOT (p.16)
After missing a shot, place a *Suppressed Marker* on your target.

HOWITZER (p.16)
The unit may use a blast *Template*.
The unit needs LoS.

INDIRECT FIRE (p.16)
The unit may use a blast *Template*.
The unit does not need LoS.

MACHINE GUNNER (p.17)
The unit may divide its *Combat Value* across multiple targets.

PIERCING (p.17)
The unit adds +**1** to the die roll when it needs to determine a damage location.

SNIPER (p.17)
1: No effect / **2–3:** 1 Suppressed *Marker*
4–5: One hit / **6:** One hit + 1 *Suppressed Marker*

SUPPRESSIVE FIRE (p.17)
The unit may double its *Combat Value* to suppress its target.

Assault

ASSAULT (p.17)
The unit can engage in melee and rolls **2** dice when attacking or defending.

Defense

MECHANIC (p.19)
The unit may repair Heavy Vehicles.

POSITIVE WAVES (p.19)
Your opponent rolls **2** dice for the damage location and you choose.

Command

AUTONOMOUS (p.19)
The unit does not require an *Numbered Order Token* to act.

INSIPIRATION (p.19)
The unit can remove *Suppressed Markers* from other units in its *LoS* and within range.

ORDER(S) (p.20)
The unit provides one or more additional *Numbered Order Tokens*.

PERSONAL ORDER (p.20)
The unit provides one additional *Numbered Order Token* but has to be assigned one each turn.

SCOUT (p.20)
The unit gets a free move (that Ignores difficult passages) before the start of the game.

Other

TRANSPORT (p.20)
The vehicle has the ability to carry infantry units.