DAVID THOMPSON & TREVOR BENJAMIN

UNDAUNTED
STALINGRAD

A GAME BY DAVID THOMPSON & TREVOR BENJAMIN

ILLUSTRATED BY ROLAND MACDONALD

STORY BY ROBBIE MACNIVEN

ACHTUNG!

Do not read any booklets, unseal any decks, punch any punchboard, or move any components until you have read the assembly and storage guide on page 4.

If you need to reset your game, you can find how to do so on page 31.

RULEBOOK

OVERVIEW

In *Undaunted: Stalingrad*, players lead their troops through a gruelling conflict, locked in a desperate struggle of wits and wills in one of the most important theatres of World War II. The consequences of each misstep are dire, with casualties lost for the entire campaign. Seizing opportunities is vital, as every soldier can gain access to new equipment and abilities by distinguishing themselves in the line of duty. Strategic thinking is essential, with changes to the urban landscape affecting every subsequent scenario. These changes persist throughout the campaign, but the game itself can be fully reset, allowing players to explore every inch of Stalingrad in repeated plays.

Undaunted: Stalingrad is a stand-alone game in the *Undaunted* series that expands the series' scope beyond anything that has come before it. By the end of a campaign, the players' forces, the city they so desperately contested, and the stories they have told will be unique.

Campaign play

Undaunted: Stalingrad is a narrative campaign game. The game is intended to be played by the same two players through a series of up to fifteen scenarios in sequence. Some games will see you vying for control over key areas of Stalingrad, which you will ultimately need to secure for your campaign to end in success. In others, you will be pursuing tactical objectives, which will help you in your future missions – or hinder your opponent.

At the end of each scenario, your deck will change as you suffer casualties and call in reserves. At the same time, some soldiers will improve their combat abilities as they learn from their experiences or secure important equipment. In this way, each game will see your deck altered for the duration of the campaign.

You will each have your own scenario book. Here, you will track the progress of your campaign, receive unique mission briefings, and be given the objectives and special rules for each individual scenario you face. Do not read ahead in your scenario book, and never read your opponent's scenario book!

The state of the campaign is tracked through a game state code, which you will record in your scenario book.

The state of your deck is tracked through its placement in the tray, with separate locations for cards available to you, cards you may unlock later, and cards that have been permanently removed.

The state of the city is tracked through the placement of tiles in the tray, with separate locations for tiles in use and those not in play.

At the end of the campaign, you can reset the game by following the instructions on page 31. The entire campaign can then be replayed in full!

THIS RULEBOOK

COMPONENTS (4–9)

This section breaks down all the components in the game and explains where to store them in the box.

RULES FOR YOUR FIRST GAME (10–17)

This section contains all the rules you need to play scenario 1. Read it in full before you start playing.

THE CAMPAIGN STEP (18–19)

This section details all the steps you should take after completing any scenario. Read this immediately after completing your first game, before packing any of it away.

CAMPAIGN RULES (20–31)

This section contains all the rules you need to play the full campaign. Whenever you encounter a new rule in the campaign, consult the relevant part of this section.

Do not read this section before playing your first campaign! It contains spoilers about the content you will unlock as you play.

If you have never played Undaunted before

If this is your first experience with *Undaunted*, we recommend that you read the Components and Rules for Your First Game sections and then play a practice game. Play the first scenario as normal, but skip the Campaign Step at the end. This will give you a chance to familiarise yourself with the rules.

When you feel ready to start the campaign, play the first scenario again, this time performing the Campaign Step after completing the game.

If you have played Undaunted before

If you have played *Undaunted* before, you should still read this rulebook. Here are some of the differences to be aware of before you start:

SCALE

Undaunted: Stalingrad uses the same scale as *Undaunted: Normandy*, with your deck representing a platoon, each combat counter representing a small unit of soldiers, and each card representing an individual soldier or officer.

ACTIONS

Some actions in *Undaunted: Stalingrad* work differently from how they work in previous *Undaunted* games.

Control: You can take control of a tile with an enemy combat counter if your opponent does not already control it.

Inspire: When you take this action, you re-use an ability of a card in your play area instead of returning it to your hand. This is important for certain card effects in *Undaunted: Stalingrad*.

Some other actions unlocked later in the campaign may also work differently, so please read the details carefully when they become available!

ROUTING

Combat counters are not removed from the board during the game. Instead, if a unit suffers a casualty and there are no cards to remove, the unit is routed and you will place a routed marker on its counter. When a unit is routed, or a routed unit would suffer a casualty, your opponent may move that unit to an adjacent tile you have scouted.

When you Bolster a routed unit, you immediately remove its routed marker.

SPAWNING

There are no spawn markers in *Undaunted: Stalingrad*. If you play a combat card that does not correspond to a unit on the board, it will spawn on the same tile as one of your Riflemen. If you spawn a unit with a squad, it has to spawn with the Riflemen of the same squad. As in previous games, the spawning unit can then immediately take an action.

BEYOND ALL HOPE

The Beyond All Hope rule from previous games does not apply in *Undaunted: Stalingrad*. You can end a scenario in a number of ways: by achieving your scenario objective, in a Full Rout if you rout all your opponent's Riflemen, or in a Withdrawal by choosing to end a scenario in defeat.

THE CAMPAIGN

While previous *Undaunted* titles have allowed you to either play scenarios on their own or string them together for a longer campaign, in *Undaunted: Stalingrad* campaign play is integral to the experience.



COMPONENTS

COMPONENTS LIST

ASSEMBLY AND STORAGE GUIDE

All the components you need to play the first scenario are listed in the Scenario 1 section on the next page. When you are ready to play your first game, take the listed cards and booklets, and punch all the tokens indicated in blue.

You will not need the cards and tokens listed in the Beyond Scenario 1 section on page 6 until you have completed your first game. When you need them, you can unseal your locked, upgrade, and reserve decks, and punch all outstanding tokens.

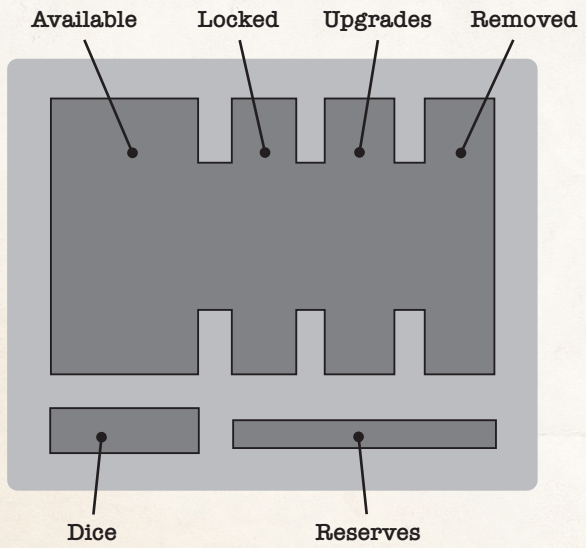
During the course of the campaign, you will track the state of your deck and the map of Stalingrad through the location of these elements in your box. **It is important that you store all cards and tiles in the correct location.**

Cards

You have a removable card tray specific to your faction. This is split into several areas:

Cards in your **available pool** represent your deck in its current state. When you gain access to new cards, you will add them to your available pool. When you lose access to cards, you will remove them from your available pool. Exactly how you store the cards in your available pool is up to you. At the start of the campaign, all your starting cards are in your available pool.

Cards in your **removed pool** will not become available to you again for the rest of the campaign. At the start of the campaign, there are no cards in your removed pool.



Cards in your **locked deck**, **upgrade deck**, and **reserve deck** may be added to your available pool as the campaign progresses.

You can look at the cards in your available and removed pools whenever you like.

Never look at the cards in your locked, upgrade, or reserve decks unless you are instructed to.

Never look at the cards in your opponent's card tray.

USING CARD SLEEVES

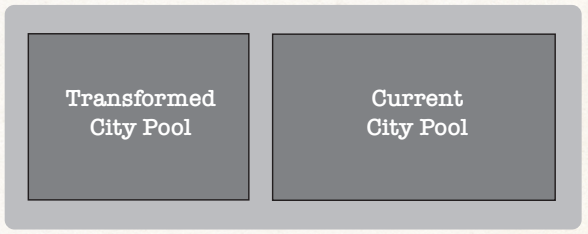
If you intend to use card sleeves, we recommend you only sleeve the cards in your available pool. When cards move from your **locked deck**, **upgrade deck**, and **reserve deck** to your available pool, sleeve them. When cards move from your available pool to your removed pool, remove the card sleeves again.

Tiles

The players share a tile tray, which has two areas:

Tiles in the **current city pool** (the larger pool) are used when setting up for the scenarios you will play as the campaign progresses.

As the city changes, you will remove tiles from the current city pool and replace them with tiles from the **transformed city pool**, which will permanently change the tiles used for the rest of the campaign.



Tokens

Tokens are stored in the two token trays, but the location of the tokens is not important for tracking the state of the campaign.

SCENARIO 1

35 Soviet starting cards



6 Soviet combat counters



Ready



Suppressed

24 Soviet control markers

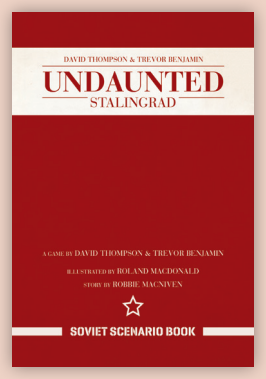


Controlled



Scouted

1 Soviet scenario book



35 German starting cards



6 German combat counters



Ready



Suppressed

24 German control markers

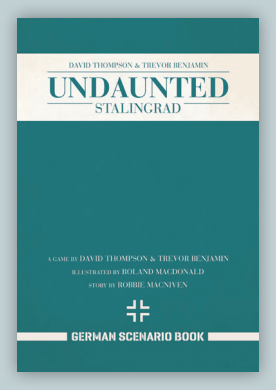


Controlled

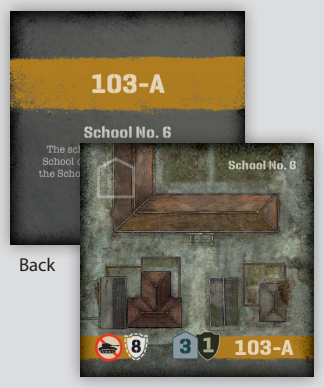


Scouted

1 German scenario book



129 board tiles



Back

Front

1 initiative marker



Soviet initiative



German initiative

17 objective markers



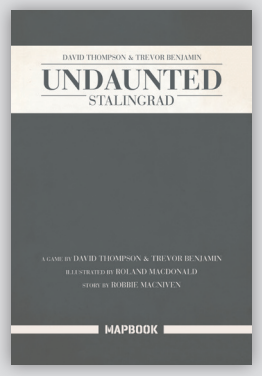
25 routed markers



4 ten-sided dice

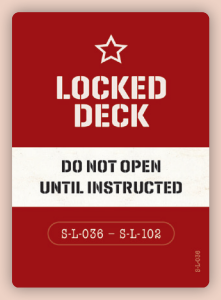


1 map book

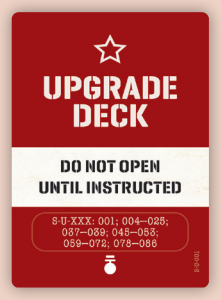


BEYOND SCENARIO 1

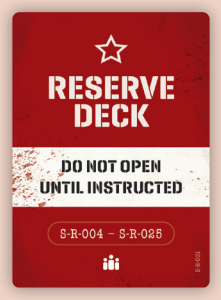
67 Soviet locked cards



58 Soviet upgrade cards



23 Soviet reserve cards



18 Soviet combat counters



Soldier



Vehicle

2 Soviet overwatch counters



8 Soviet mine counters



Squad A mine, antipersonnel

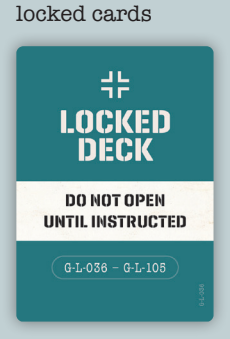


Squad B mine, antitank

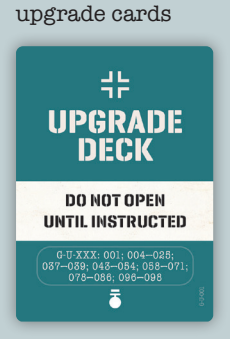
4 Soviet smoke counters



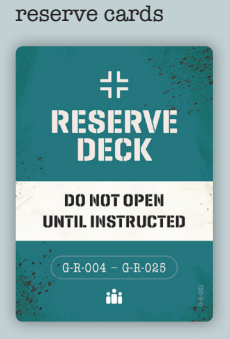
70 German locked cards



64 German upgrade cards



23 German reserve cards



22 German combat counters



Soldier



Vehicle

2 German overwatch counters



17 German mine counters



Squad A mine, antipersonnel



Squad B mine, antitank



Squad C mine, antipersonnel



Unsquadded mine, antitank

4 German smoke counters



2 escape markers



2 mission markers



14 mission point markers



6 tunnel markers



COMPONENTS IN DETAIL

This section is intended as reference. It covers all the components used in scenario 1.

CARDS

Combat cards

Combat cards represent units and vehicles under your command, and each is associated with a combat counter.

1. Title: the unit type of the soldier.

2. Initiative: the value of the card when used to bid for initiative.

3. Squad: the squad the soldier belongs to (if any).

4. Actions: the possible effects from playing the card.

5. Name: the name of the soldier, which has no gameplay effect.

6. Card designation: the first letter of the designation indicates the faction of the card (Soviet or German). The second letter indicates whether it is from the starting (S), locked (L), upgrade (U), or reserve (R) deck.



Command cards

Command cards represent the non-commissioned officers under your command and assets that are not represented on the board. They are not associated with combat counters.

Command cards are distinguished from combat cards by the chevron underneath their initiative value, and the faction symbols either side of their actions.

Command cards are not associated with any combat counters.

1. Title: the unit type of the soldier.

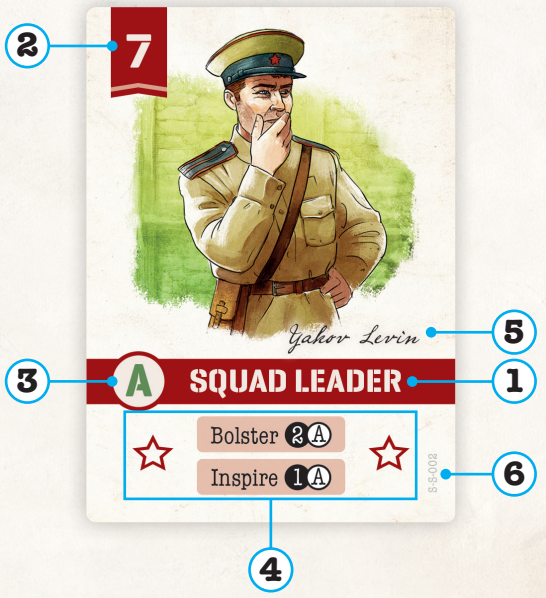
2. Initiative: the value of the card when used to bid for initiative.

3. Squad: the squad the soldier belongs to (if any).

4. Actions: the possible effects from playing the card.

5. Name: the name of the soldier, which has no gameplay effect.

6. Card designation: the first letter of the designation indicates the faction of the card (Soviet or German). The second letter indicates whether it is from the starting (S), locked (L), upgrade (U), or reserve (R) deck.



Fog of War cards

Fog of War cards represent breakdowns in communication caused by the chaos of battle, made worse by enemy deception tactics and by spreading the platoon over a large area. Fog of War cards cannot be used for anything except to bid for initiative. To remove them from the deck, you need Scouts.

1. Title

2. Initiative: the value of the card when used to bid for initiative.

3. Card designation: the first letter of the designation indicates the faction of the card (Soviet or German). The second letter indicates whether it is from the starting (S), locked (L), upgrade (U), or reserve (R) deck.



CARD DESIGNATIONS

The card designation has no in-scenario effect. You will use it to track campaign elements in the Campaign Step and to refer to individual cards in your scenario book.

BOARD TILES

The board tiles represent the city of Stalingrad, where your platoon is fighting. Each scenario specifies which tiles to use and where to place them.

1. Tile designation: the unique designation of the tile, which is used during setup.

2. Cover bonus: the bonus added to a unit's defence when it is attacked on this tile.



If a tile is a building, it will also have the following features:

3. Building cover bonus: this higher cover bonus is used when the attacker is on a different tile. The normal cover bonus is used if the attacker is on the same tile.

4. Building defence: the structural defence value of the tile itself. *You cannot attack tiles in scenario 1, so this is explained later*

5. Impassable: vehicles cannot enter tiles that display this symbol.

6. Name: some significant locations have a name, which has no gameplay effect.



TOKENS

Combat counters

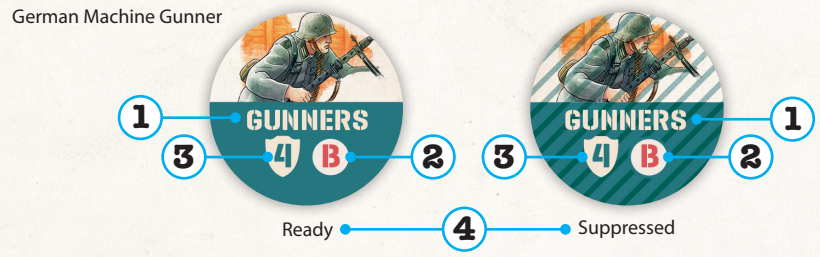
Combat counters represent units on the board, which you control using your combat cards.

1. Title: the unit type.

2. Squad: the squad the unit belongs to (if any).

3. Regular defence: the value your opponent must roll to successfully hit this counter with a combat action.

4. Ready/suppressed: the soldier's status. If the counter is face down, it is suppressed. The soldier cannot take other actions until the counter has been flipped to its ready side.



Control markers

Control markers show which tiles you have scouted and which you control.

Scouted: your units can move onto this tile.

Controlled: your units can move onto this tile, and you control any objective points on this tile.



Routed markers



These markers indicate that a unit has been routed. Routed units are out of action until they are Bolstered.

Objective markers



Objective markers indicate the strategic value of a tile. You control an objective if you have a control marker (control side up) on the same tile.

Initiative marker

The initiative marker indicates which player has the initiative this round and takes their turn first.



COMPONENTS

RULES FOR YOUR FIRST GAME

SCENARIO 1 SETUP

To set up for later scenarios, follow the setup rules on page 22 instead.

1. Choose a faction: Choose a faction and take that faction's scenario book. For the rest of the campaign, you will play as that faction. Never look at your opponent's scenario book.

2. Read the mission briefing: Read briefing 1 in your scenario book.

3. Find the scenario overview: Find scenario #011 in your scenario book. This gives you your scenario objective, your starting initiative, and your starting deck and supply. You will also use it during the Campaign Step.

4. Place tiles: Find scenario #011 in the map book. Look in the **current city pool** to find the tiles shown, and place them as indicated. Do not use any tiles from the transformed city pool. Leave any unused tiles in the box.

5. Place tokens: Place the combat counters, objective markers, and control markers as indicated in the map book. Return any unused objective markers to the box.

6. Take initiative: Give the initiative marker to the Soviet player.

7. Assemble your supply: Take from your available pool all the cards listed in the Supply section of the scenario overview in your scenario book. *For this scenario, this should be all the cards in your available pool.*

Sort the cards in your supply by title. **The content of your supply is open information.**

8. Assemble your deck: Take from your supply all the cards listed in the Starting Deck section of the scenario overview in your scenario book. Shuffle the cards and place the deck face down.

#011	9 JANUARY SQUARE - 27 SEPTEMBER 1942
Soviet objective	Control 4 objective points
German objective	Control 4 objective points
Starting initiative	Soviets
Supply	1 Platoon Sergeant, 1 Squad Leader (A), 1 Squad Leader (B), 5 Rifleman (A), 5 Rifleman (B), 3 Scout (A), 3 Scout (B), 3 Machine Gunner (A), 3 Machine Gunner (B), 10 Fog of War
Starting deck	1 Platoon Sergeant, 1 Squad Leader (A), 1 Squad Leader (B), 1 Rifleman (A), 1 Rifleman (B), 1 Scout (A), 1 Scout (B), 1 Machine Gunner (A), 1 Machine Gunner (B), 2 Fog of War
Area	Winner takes control of **9 January Square**



SCENARIO #011 SETUP



Soviet Starting Deck



Soviet Supply



HOW TO PLAY

Play takes the form of a series of rounds, during which both players will play cards to move units, attack the opposing forces, and take objectives. Each round consists of three phases:

1. DRAW CARDS

2. DETERMINE INITIATIVE

3. PLAYER TURNS

Once the last phase is complete, the round is over and the next round begins. This continues until a player has won.

DRAW CARDS

Both players draw four cards from their deck to form a hand.

Whenever you need to draw a card but your deck is empty, shuffle your discard pile into a deck.

Never shuffle cards in your play area into a deck.

DETERMINE INITIATIVE

Both players secretly select one card from their hand and reveal it simultaneously. The player who selected the card with the highest initiative takes the initiative marker, flipping it so it shows their faction's icon. That player will perform actions first during this round.

In the case of a tie, the player who already has the initiative marker keeps the initiative.

Both players discard their chosen card.

PLAYER TURNS

The player with the initiative marker plays cards from their hand, one at a time, into a play area in front of them. Once they have no more cards in their hand that they can (or wish to) play, their turn ends. All cards left in their hand and all cards in the play area are moved into that player's discard pile. The player without the initiative then takes their turn in the same way.

You cannot save cards in your hand for future rounds.

Whenever you play a card, use it to do **one** of the following:

Card action: choose one of the actions listed on the card and perform it in full.

OR

Ready: if the unit associated with the card is suppressed, flip it to its ready side.

OR

Hunker down: return the card to your supply.

Fog of War

You **cannot** play Fog of War cards during your turn.

You **can** select a Fog of War card when determining initiative.

The only way to remove a Fog of War card from your deck is to take a Recon action (see page 14).

Usually, a Fog of War card will stay in your hand until the end of your turn, when you will discard it as normal.

Suppressed

If a combat counter is face down – showing its suppressed side – that unit is suppressed and cannot perform card actions.

When you play a combat card associated with that unit, you cannot choose to take a card action. You must instead ready (flipping the counter to its ready side) or hunker down (returning the card to your supply).



Placing combat counters

When you take a card action with a combat card and the corresponding combat counter is not on the board, immediately place that counter on the board.

If the combat card you played has a squad designation, place the combat counter on the same tile as the Riflemen counter from the matching squad.

If the combat card does not have a squad designation, place it on the same tile as any of your Riflemen counters.

You **can** place a combat counter on the same tile as a routed or suppressed Riflemen counter.

Then perform the action as normal.
Do not place a combat counter when you hunker down.

Hunker down

When you hunker down, return that card to your supply. It is then no longer part of your deck until you choose to take a Bolster action to add it to your deck again.

Be careful when hunkering down with a card that has the Bolster action, because you might not be able to add it to your deck later!

You cannot hunker down with Fog of War cards.

Do not place a combat counter when you hunker down.

SCENARIO 1 ACTIONS

When the name of an action is followed by (X), the action has a numerical value.

For example, Move (1).

When the name of an action is followed by (X)(A), the action has a numerical value and may also have a squad (A, B, or C).

For example, Bolster (3) or Bolster (2)(A).

MOVEMENT ACTIONS

Move (X)

Move the unit's combat counter up to (X) tiles.

Each tile you move to or through must be scouted or controlled by your side.

Scout (X)

Move the unit's combat counter up to (X) tiles.

If any tile you move to or through does not have one of your control markers on it, place a control marker there with its scouted side up. For each control marker placed, take a Fog of War card from your supply and place it in your discard pile.

If there are not enough Fog of War cards in your supply, take as many as there are available.

SUPPORT ACTIONS

Bolster (X)(A)

Take up to (X) cards from your supply and add them to your discard pile.

If the card specifies a squad, you may take cards from that squad only.

If any of your chosen units have been routed, immediately remove the routed marker from them. They are now no longer routed.

Command (X)

Draw up to (X) cards from your deck and add them to your hand. You can play those cards as normal this turn.

If your deck runs out before you finish drawing, shuffle your discard pile into a deck and continue drawing. Do not shuffle any cards in your play area into your deck.

Conceal

Take a Fog of War card from your opponent's supply and place it in their discard pile.

If there are no Fog of War cards in their supply, this action has no effect.

Control

Take control of the tile that the unit's combat counter is on by flipping your control marker to its controlled side.

If your opponent controls that tile, flip their control marker back to its scouted side.

If your opponent controls that tile and has an unrouted unit there, you cannot take control of the tile.

Inspire (X)(A)

Choose up to (X) cards in your play area. Take one non-upgraded action from each of the chosen cards.

None of the card actions available in scenario 1 will be upgraded. Details on how to access upgraded actions later in the campaign are provided on page 19.

If the card specifies a squad, you must choose cards in your play area from that squad only.

Recon

Choose a Fog of War card from your hand and set it aside. It will not be used for the rest of the scenario. Then draw a card from your deck.

If your deck is empty, shuffle your discard pile into a deck and continue drawing. Do not shuffle any cards in your play area into your deck.

If you have no Fog of War cards in your hand, you cannot take this action.

At the end of the scenario, all the Fog of War cards that have been set aside will return to your available pool.

COMBAT ACTIONS

Attack ⓧ / Suppress ⓧ

When you perform either of the combat actions shown above, take the following steps:

1. CHOOSE TARGET

Choose any enemy combat counter on the board as the target for the attack.

2. DETERMINE TOTAL DEFENCE VALUE

A combat counter's total defence value is the sum of its base defence, the tile's cover bonus, and the range bonus.

Base defence: the value printed on the combat counter.

Cover bonus: the value printed on the tile the combat counter is on.

Range bonus: the number of tiles away from the attacking combat counter that the defender is, not including the attacker's tile.

BUILDING COVER BONUS

Some tiles have a building cover bonus as well as a normal cover bonus.

If a combat counter on a tile with a structure is attacked by another combat counter on the same tile, use the normal cover bonus. If the attacker is not on the same tile, use the building cover bonus instead (the higher value).



3. ROLL ATTACK DICE

Roll the number of dice indicated by the value of the combat action.

If any of the dice rolled show a number that is equal to or greater than the total defence value, the attack is successful.

How many dice are successful does not matter.

A die showing 0 is always successful, no matter how high the total defence value.

4. DETERMINE CASUALTIES

If the attack is successful, you inflict a casualty on the selected unit.

That unit's owner must find a card that matches the attacked combat counter and place it in their casualty pile.

1. If possible, they must remove the card from their **play area**.

2. Otherwise, they must remove the card from their **hand**.

3. Otherwise, they must remove it from their **discard pile**.

4. Otherwise, they must remove it from their **deck**. They must then shuffle their deck.

5. If they do not have a card of that unit in their deck, that unit is routed. Add a routed marker to the unit. You (the attacker) **may** then move the unit to an adjacent tile that your opponent controls or has scouted. If you move a suppressed routed unit, also ready it.

You can only inflict one casualty in an attack, no matter how many dice are successful.

If there is more than one matching card in a searched area, the defender may choose which card to place in their casualty pile.

You may check the cards in your casualty pile whenever you like, but you cannot look through your opponent's casualty pile. The number of cards in your casualty pile is open information.

If the attack was a **Suppress** action, no casualties are inflicted. Instead, flip the attacked combat counter to its suppressed side. If the combat counter is already suppressed, the attack has no effect.

ROUTING UNITS

As units suffer casualties, they may become routed. When an attacker routs a unit, they may move that unit one space onto a tile scouted or controlled by the defender. If you would inflict a casualty on a unit that has already been routed, you may move that unit again.

When you Bolster a routed unit, immediately remove its routed marker. It is no longer routed.

EXAMPLE TURN

It is the start of the first round of Scenario #011: 9 January Square and Mariya and Felix each draw a hand of four cards from their decks. The players each choose a card from their hand and reveal it simultaneously:



Felix



Mariya

Mariya's card has the highest initiative value, so she places the initiative marker in front of her and gets to play his cards first. They then discard both cards.

Mariya has the following cards left in hand:



Mariya is keen to get rid of her Fog of War card, so she starts by playing her Scout to take the **Recon** action. This allows her to remove the Fog of War card from her deck and immediately draw another card. She draws a Rifleman (A).

She then wants to advance her Riflemen unit, but she is worried about moving into the open with Felix's German Machine Gunner unit so nearby. She decides to first use her Machine Gunners to **Suppress** 4 their German counterparts. Having chosen a target, she now calculates the total defence value. The target is in a structure with a building cover bonus, and Mariya's Machine Gunners are on a different tile, so the higher value is used. Adding together the unit's base defence (4), building cover bonus (3), and range bonus (2) results in a total defence value of 9.



Mariya rolls four dice and scores 2, 3, 8, and 0. Because she rolled a 0, it's a hit! It was a Suppress action, so she does not inflict any casualties. Instead, she flips the German Machine Gunner counter face down to its suppressed side.



With her immediate threat dealt with for the moment, Mariya takes a **Move** 1 action with her Riflemen by moving the combat counter onto tile 504-A. She would have preferred to move to tile 505-A, which has more cover, but she was unable to do so because the tile was not scouted. Instead, she hopes she will find some cover before Felix's Machine Gunners are ready to fire.

With no cards left in hand, Mariya ends her turn and moves the cards in her play area into her discard pile.

Felix now takes his turn. He has the following cards in hand:



Felix starts by playing his Machine Gunner. As the unit is suppressed, he cannot take an action with the card; instead, he uses the card to **ready** the unit, flipping its combat counter back to its ready side.

Next, he plays his Squad Leader. If it had belonged to the same squad as his Machine Gunners, he could have used it to **Inspire** them to attack the vulnerable Soviet Riflemen now that his unit is ready, but no such luck. Instead, he takes the **Bolster** 2(B) action, taking a Rifleman (B) and a Machine Gunner (B) from his supply and adding them to his discard pile.

He cannot use the Fog of War card in his hand, so he ends his turn, discarding that card as well as the cards in his play area. Now that both players have taken their turns, the next round begins.

GAME END

The game continues until one of three things happens:

1. A player achieves their **primary objective**.

OR

2. A player inflicts a **Full Rout**.

OR

3. A player **Withdraws**.

When the game ends, complete the Campaign Step. Do this before you pack away any components.

If you are playing a practice game, don't complete the Campaign Step. Instead, pack away the game until you are ready to start your campaign.

PRIMARY OBJECTIVES

Each scenario overview lists the primary objectives for both players. In the first scenario, both players' primary objective is to control 4 objective points. *Later scenarios introduce other primary objectives, and you and your opponent may have different primary objectives.*

Control Objective Points

If you control a tile, you control all the objective points on that tile.

If you control the number of objective points listed in your scenario overview, you win immediately.

FULL ROUT

Unless your scenario overview says otherwise, you can win any scenario by inflicting a Full Rout.

If at any time **all** your opponent's Riflemen are routed, you have inflicted a Full Rout and you win immediately.

WITHDRAW

At the start of your turn, before playing any cards, you may choose to Withdraw. If you do, your opponent wins immediately.

Withdrawing is a way of ending a scenario that you think you have no chance of winning. It is rarely a good idea to Withdraw, even if you only have a small chance of winning. However, it may be worth considering if the situation is genuinely hopeless and you want to avoid sustaining too many permanent casualties during the Campaign Step.

STOP READING!

You now have all the knowledge you need to be able to play your first game of *Undaunted: Stalingrad*.

Once you have finished your game – but before packing away – read and complete the Campaign Step, described overleaf.

When you are ready to play your second game, read the Campaign Rules section on page 20.



CAMPAIGN STEP

After every game of *Undaunted: Stalingrad*, before packing away any components or continuing to the next scenario, both players resolve the Campaign Step in full.

The Campaign Step has three phases, which you will always perform in the following order:

1. VICTORY PHASE

2. CASUALTY PHASE

3. UPGRADE PHASE

1. VICTORY PHASE

You will track the course of your campaign in your Campaign Record on page 2 of your scenario book. During this step, you will write down (a) who won the game you just played, (b) what areas of the city you have claimed, and (c) your new game state.

Write the victor's faction in the row corresponding to the scenario you just played.

If the scenario overview specifies an **area**, record that the victorious faction now controls that area. *That may mean you take control of an area that your opponent controls, your opponent takes control of one of your areas, or the area remains in its current controller's hands.*

Your game state code includes a number and a letter (the number corresponds to the game you are on in the campaign). At the start of the campaign, you will be in game state 1a.

At the bottom of your scenario overview, a table tells you which game state you will enter next based on who won the game you just played. Write that game state in the next line of your Campaign Record.

You and your opponent should always be in the same game state. In fact, your entire Campaign Record should look the same! If that is not the case, compare your Campaign Records to determine where a mistake has been made.

GAME STATE EXAMPLE

Current state	6a	6b	6c	6d
Soviet victory	7a	7c	7e	7g
German victory	7b	7d	7f	7h

You have just completed scenario 6. Your game state was 6b and the German player won, so your new game state is 7d. Both players write this code down on the next line of their Campaign Record.

2. CASUALTY PHASE

Count the number of cards in your casualty pile. Remember that cards that you set aside (such as Fog of War cards set aside by the Recon action) should not be in your casualty pile.

Shuffle your casualty pile and draw the number of cards shown in the table below:

CASUALTIES	CARDS TO DRAW
0	0
1–4	1
5–9	2
10+	3

If you draw a reserve card, return it to your supply and draw another card from your casualty pile to replace it.

If you would draw more cards than there are non-reserve cards in your casualty pile, instead draw as many cards as possible.

These are your permanent casualties.

For every Rifleman, Scout, and Machine Gunner card in your permanent casualties, take a reserve card to replace it (see below). No other permanent casualties are replaced. *This means that throughout the campaign, you will always have five Rifleman, three Scout, and three Machine Gunner cards in each squad, whereas other units will dwindle in size and may even be lost entirely.*

Then place all your permanent casualties in your removed pool. They will be unavailable for the rest of the campaign.

Reserves

When you lose a Rifleman, Scout, or Machine Gunner in the casualty phase, you will replace them with reserve cards. Reserve cards are explained in more detail on the next page.

To replace a card with a reserve card, first find the card designation of the soldier you are replacing. Find the card in the reserve deck with the same three-digit code. Add that card to your available pool.

For example, S-S-009 would be replaced with S-R-009.

3. UPGRADE PHASE

Shuffle all the cards in your play area, hand, deck, discard pile, and casualty pile into a face-down deck.

Draw two cards from this deck.

If you draw (a) an upgrade card, (b) a reserve card, (c) a command card, or (d) a Fog of War card, return it to your supply and draw another card to replace it. In other words, only regular combat cards are eligible to be upgraded.

If there are fewer than two eligible cards in the deck, draw as many cards as possible. *You might not be able to draw any eligible cards.*

These cards will be upgraded.

To upgrade a card, first find its card designation. Find the card in the upgrade deck with the same three-digit code. Add that card to your available pool. Then place the card you upgraded in your removed pool.

For example, S-S-009 would be replaced with S-U-009.

Once you have completed the upgrade phase, the Campaign Step is complete.

You can now pack the game away or continue to the next game of your campaign.

COMBAT CARD CLASSES

All combat cards have a class: regular, reserve, or upgraded. All your starting combat cards are regular cards, but during the Campaign Step you will add reserve cards and upgraded cards to your available pool.



Regular cards

All your starting combat cards are regular cards. During the Campaign Step, they may be lost as permanent casualties or upgraded.

You will unlock new regular cards throughout the course of the campaign.



Reserve cards

When soldiers from your vital Riflemen, Scout, and Machine Gunner units are lost as permanent casualties, you'll be issued reserves to replace them. Reserve cards cannot be upgraded, but they cannot be lost as permanent casualties either.

Reserve cards are weaker than their regular counterparts. They may have a lower initiative value, one or more actions that are weaker than usual, or actions that are not available to them at all. A reserve card showing an unavailable action cannot be used to take that action.

A reserve card represents a different soldier from the one it replaces.


Lower initiative



Weaker action


Unavailable action



Upgraded cards

In each Campaign Step, unless otherwise specified in the scenario, you will upgrade two regular cards. Upgraded cards cannot be upgraded further, but they can be lost as casualties.

Upgraded cards are stronger than their regular counterparts. They may have a higher initiative value, one or more actions that are stronger than usual, or new actions that are not available to other cards in that unit.

You cannot use the Inspire action to take an upgraded action (whether the upgraded action is new or improved).

An upgraded card represents the same soldier as the one it replaces.



Higher initiative



Upgraded action

CAMPAIGN STEP

STOP READING

Continue to the next section when you are ready to play the second game of your campaign.

CAMPAIGN RULES

This section covers all the rules for the full *Undaunted: Stalingrad* campaign.

You do not need to read this section in full. Other than reading through the Campaign Setup rules on page 22 before your second game, the remainder of this rulebook should only be reference as needed.

THE TRANSFORMING CITY OF STALINGRAD (21)

This section covers rules for the destruction and fortification of tiles.

CAMPAIGN SETUP (22-23)

This section explains how to setup every game of *Undaunted: Stalingrad* from scenario 2 onwards.

Read this at the start of your second game.

NEW COMPONENTS (24-25)

This section breaks down all the new components unlocked throughout the campaign.

CAMPAIGN ACTIONS (26-29)

This section covers all actions in the game, including every action covered in the rules previously.

GAME END (30)

This section expands on the Game End rules from Scenario 1, covering additional primary objectives.

CAMPAIGN END (31)

This section explains how the campaign ends and how to reset your copy of *Undaunted: Stalingrad* so you can play it again.

INTEGRATED SQUADS (31)

This section serves as a reference on how integrated squads work.



THE TRANSFORMING CITY OF STALINGRAD

Throughout the campaign, the city of Stalingrad is tracked through the tiles that are present in the current city pool. There will always be exactly 72 tiles in this pool. As the city is transformed, tiles are swapped one for one between the current city pool and the transformed city pool. The state of the city is only tracked between games by their placement in the box, so make sure you place the tiles in the correct location when you pack up your game!

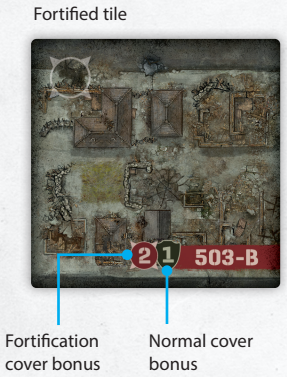
There are two ways that tiles are changed: fortification and destruction.

FORTIFICATION

In some scenario overviews, you are instructed to fortify a tile.

To fortify a tile, first find the tile designation. Find the tile in the transformed city pool that has the same three-digit code but the next letter in the alphabet *(for example, replace 503-A with 503-B)*. Replace the original tile with the new tile, and place the original tile in the transformed city pool. It is not used again for the rest of the campaign.

Fortified tiles have a fortification cover bonus. If the target of an attack controls the tile with the fortification, it uses the fortification cover bonus. Otherwise, it uses the normal cover bonus.



DESTRUCTION

Every tile that represents a major structure has a structural defence value and is considered a **building**. Buildings can be targeted with the Antitank and Demo actions, and they must be targeted by Bomb actions that target that tile. If the attack hits, the building is **damaged**.

Tiles without a structural defence value are not buildings. They cannot be targeted by Antitank or Demo actions, and they are unaffected by Bomb actions.

When a building is damaged, first find the tile designation. Then find the tile in the transformed city pool that has the same three-digit code but the next letter in the alphabet *(for example, replace 109-A with 109-B)*. Replace the original tile with the new tile, and place the original tile in the transformed city pool. It is not used again for the rest of the campaign.

When a building is damaged, it may eventually become **destroyed**. Destroyed buildings lose their building cover bonus and are no longer impassable for vehicles. They have no structural defence value and cannot be damaged further.



Building tile



Damaged, but not destroyed, building tile



Destroyed building tile

CAMPAIGN SETUP

1. Confirm the game state: Before playing any game of *Undaunted: Stalingrad*, always confirm that you and your opponent have the same game state code in your Campaign Record. If the codes are not the same, compare your Campaign Records to determine where a mistake has been made. *The number in the game state code corresponds to the campaign game you are playing.*

2. Read the mission briefing: On page 3 of your scenario book, find the briefing code corresponding to your game state, and read that briefing. Mission briefings may instruct you to unlock or replace cards.

UNLOCKING AND REPLACING CARDS

If you are told to unlock a card, find the card with the correct designation in the locked deck and add it to your available pool.

Replacing a card works exactly like unlocking a card, except that you move the card you are replacing to your removed pool.

3. Find the scenario overview: Your mission briefing will tell you which scenario to play. Find that scenario overview in your scenario book.

Unlock cards: Unlock the listed cards and add them to your available pool.

Fortify tiles: Fortify the listed tiles. For details, see Fortification on page 21.

Setup: Follow any changes to the normal setup rules.

Special rules: Note any special rules that affect the scenario.

Secret intel: Don't tell your opponent about these special rules. They are for your eyes only!

Reference: Read the sections of the rulebook listed here if you need to.

Objectives: Receive your primary objective for the scenario. If you encounter an objective that you are not familiar with, you can find more details on page 30.



4. Place tiles: Find the scenario indicated by the mission briefing in the map book. Take the tiles shown from the **current city pool** and place them as indicated. Do not use any tiles from the transformed city pool. Unused tiles should remain in the box.

5. Place tokens: Place the combat counters, control markers, and any other tokens as indicated in the map book.

6. Take initiative: Give the initiative marker to the faction indicated in the scenario book.

7. Assemble supply: Take all the cards listed in the Supply section of your scenario overview from your available pool. If a card name is listed, take all the cards with that name in your available pool.

In most scenarios, your supply will include all the cards in your available pool. Cards that are excluded from your supply remain in your available pool for later scenarios. *Your opponent's Supply section may differ from yours.*

The Supply section may list cards that are not in your available pool because they have been removed as permanent casualties. Do not add these cards to your supply.

Sort the cards in your supply by title. **The content of your supply is open information.**

8. Assemble deck: Take from your supply all the cards listed in the Starting Deck section of your scenario overview, shuffle them, and place the deck face down.

Your Starting Deck section may list cards that are not in your supply, or it may list more cards than you have in your supply. Do not add these missing cards to your deck.

When you assemble your deck, you may always choose which specific card with the indicated title is added.

This is particularly important if you have upgraded or reserve cards in that unit.

BASELINE DECK

In most scenarios, your starting deck will be your **baseline deck**, or your baseline deck and some additional cards. Your baseline deck contains the following cards:

- 1 Platoon Sergeant
- 1 Squad Leader (A)
- 1 Squad Leader (B)
- 1 Rifleman (A)
- 1 Rifleman (B)
- 1 Scout (A)
- 1 Scout (B)
- 2 Fog of War

NEW COMPONENTS

Mines

Mines are placed on the edge separating exactly two tiles, so that one part of the marker is touching each tile. These are placed either through the Mine action or during setup as indicated by the map book. Each edge can only have one mine on it.

When a non-vehicle unit would take a movement action across an edge with an enemy antipersonnel mine, immediately resolve an Attack 1 action against that unit. The target receives no range or cover bonus. If the unit suffers a casualty, its movement ends *before* passing over the mine, its action immediately ends, and the mine is set aside for the rest of the scenario. If the unit does not suffer a casualty, its movement continues as normal and the mine stays on the board.

When a vehicle unit would take a movement action across an edge with an enemy antitank mine, this works exactly as above, except that you should resolve a Demo 1 action against that unit instead.

Do not resolve an Attack or a Demo action if a unit moves over an edge with an enemy mine due to a Flame action or being routed.



Soviet squad (A) antitank mine



Soviet squad (B) antipersonnel mine



German squad (C) antitank mine



German unsquadded antipersonnel mine

Faction: the faction the mine is associated with is indicated by its colour. You are only affected by your opponent's mines.

Squad: most mines are associated with the Engineer of a particular squad. Each Engineer unit can place up to four mines during a scenario. Mines that are removed from the board after inflicting a casualty cannot be placed again in the same scenario.

Antipersonnel side: if the antipersonnel side is showing, the mine triggers when it is crossed by a non-vehicle unit.

Antitank side: if the antitank side is showing, the mine triggers when it is crossed by a vehicle unit.

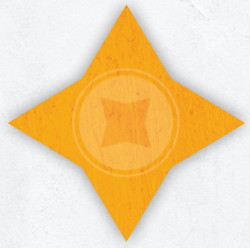
Escape markers

Escape markers are placed on tiles during the setup for some scenarios. They are referred to in the players' primary objectives.



Mission markers

Mission markers are placed on tiles during the setup for some scenarios. They are referred to in the players' primary objectives.



Mission Point markers

Mission point markers are placed near the board during the setup for some scenarios. The scenario will specify how they are gained or placed. Each marker has a value of 1 mission point.



Overwatch markers

Overwatch markers are placed through the Overwatch action. Each overwatch marker, through its faction and squad, is associated with a Machine Gunner unit. Each Machine Gunner unit can have only one overwatch marker on the board at any one time.

If the Machine Gunner unit associated with an overwatch marker moves, suffers a casualty, or is suppressed, remove its overwatch marker from the board. It can be placed again later through the Overwatch action.

When a non-vehicle unit taking a movement action would move onto a tile with an enemy overwatch marker, the Machine Gunner of the squad associated with that marker immediately takes a Suppress 3 action against that unit. If the unit is suppressed, its action ends immediately.

Do not resolve a Suppress action if a unit moves onto a tile with an overwatch marker due to a Flame action or being routed.



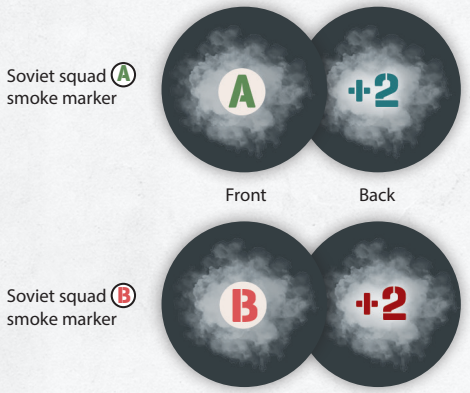
German squad B overwatch marker

Smoke markers

Smoke markers are placed through the Smoke action. Each smoke marker, through its faction and squad, is associated with an Engineer unit. Each Engineer unit can place up to two smoke markers during a scenario.

The total defence value of any unit on the same tile as a smoke marker is increased by 2. This is in addition to any cover or range bonus. This bonus is not applied against mines or Demo actions.

Each tile can have only one smoke marker. Smoke markers are only removed at the end of the scenario.



Soviet squad A smoke marker

Front Back

Soviet squad B smoke marker

Tunnel markers

For the purposes of movement, all tiles with a tunnel marker are considered adjacent to one another.

Vehicles cannot move through tunnels.

You cannot move your opponent's combat counter through tunnels (such as when a counter is routed, or through the Flame action).

Tunnels have a structural defence value of 7. They can be targeted by the Antitank and Demo actions, and they are always targeted by Bomb actions that target the tile they are on. If a tunnel is hit, it is removed from the game and can no longer be used for the rest of the campaign.



Vehicles

Vehicles function like normal units, with the following exceptions:

Vehicles do not have a regular defence value and they cannot be targeted by most attacks. Instead, vehicles have an armoured defence value and can only be targeted by Antitank and Demo actions.

Vehicles cannot be suppressed.

Vehicles cannot enter tiles that show an icon.

When you take a card action with a vehicle combat card and the corresponding vehicle is not on the board, immediately place the vehicle on the same tile as any of your Riflemen combat counters that is not on a tile with an icon. Then perform the action as normal. *If all your Riflemen counters are on tiles with an icon, you cannot take a card action with that vehicle combat card.*

1. Title: the vehicle type.

2. Squad: the squad that the vehicle belongs to.

3. Armoured defence: the value your opponent must roll to successfully hit this vehicle with an Antitank action or a Demo action.



German Panzer III

CAMPAIGN ACTIONS

MOVEMENT ACTIONS

Guide (X)(C)

Move **any** of your combat counters up to (X) tiles.

If the card specifies a squad, you must move a counter from that squad.

The tile you move to must be scouted or controlled by your side.

You cannot move a routed or suppressed combat counter.

A vehicle cannot move to or through a tile with an  icon.

You cannot move an Antitank Gun unit.

Move (X)

Move the unit's combat counter up to (X) tiles.

Each tile you move to or through must be scouted or controlled by your side.

A vehicle cannot move to or through a tile with an  icon.

Scout (X)

Move the unit's combat counter up to (X) tiles.

If any tile you move to or through does not have one of your control markers on it, place a control marker there with its scouted side up. For each control marker placed, take a Fog of War card from your supply and place it in your discard pile.

If there are not enough Fog of War cards in your supply, take as many as there are available.

Stalk (X)

Move the unit's combat counter up to (X) tiles.

The tile you move to does not need to be scouted or controlled by your side.

SUPPORT ACTIONS

Antiair (X)

Your opponent must remove (X) Bomber cards from the game. These are immediately placed in your opponent's removed pool.

1. If possible, your opponent must remove the card from their **hand**.

2. Otherwise, they must remove it from their **discard pile**.

3. Otherwise, they must remove it from their **deck**. They must then shuffle their deck.

If your opponent does not have any Bomber cards to remove, you may immediately return the card you just played to your supply.

Assault

Take a movement action listed on the card. You may then take a combat action listed on the card.

Bolster (X)(A)

Take up to (X) cards from your supply and add them to your discard pile.

If the card specifies a squad, you may take cards from that squad only.

If any of the bolstered units were routed, immediately remove the routed marker from them. They are now no longer routed.

Command (X)

Draw up to (X) cards from your deck and add them to your hand. You can play those cards as normal this turn.

If your deck runs out before you finish drawing, shuffle your discard pile into a deck and continue drawing. Do not shuffle any cards in your play area into your deck.

Conceal

Take a Fog of War card from your opponent's supply and place it in their discard pile.

If there are no Fog of War cards in their supply, this action has no effect.

Control

Take control of the tile that the unit's combat counter is on by flipping your control marker to its controlled side.

If your opponent controls that tile, flip their control marker back to its scouted side.

If your opponent controls that tile and has an unrouted unit there, you cannot take control of the tile.

Inspire X A

Choose up to X cards in your play area. Take one non-upgraded action from each of the chosen cards.

You may not take multiple actions from the same card.

If the card specifies a squad, you must choose cards in your play area from that squad only.

Explore X

Take a Recon action. You may then take a Scout X action.

Force X

Choose up to X cards in your play area. Take one action from each of the chosen cards. *Unlike the Inspire action, you may take upgraded actions.*

Then, for each chosen card, suppress the matching combat counter.

Mine X

Place up to X mines associated with the unit on any edges of the tile that the unit is on. You cannot place a mine on an edge that already has a mine.

You may place a mine on its antipersonnel side or its antitank side.

Each squad may place up to four mines during each scenario. Mines that are removed from the board cannot be placed again in the same scenario.

See the rules for mines on page 24.

Overwatch

Choose any tile. Place or move the overwatch marker associated with the unit onto that tile.

See the rules for overwatch markers on page 24.

Ready X A

Choose one suppressed combat counter. Flip your chosen combat counter from its suppressed side to its ready side.

If the card specifies a squad, only combat counters from that squad may be chosen.

Recon

Choose a Fog of War card from your hand and set it aside. It will not be used for the rest of the scenario. Then draw a card from your deck.

If your deck is empty, shuffle your discard pile into a deck and continue drawing. Do not shuffle any cards in your play area into your deck.

If you have no Fog of War cards in your hand, you cannot take this action.

At the end of the scenario, all the Fog of War cards that have been set aside will return to your available pool.

Reposition

Take a combat action listed on the card. You may then take a movement action listed on the card.

Smoke

Place a smoke marker associated with the unit on the tile that the unit is on.

Each squad may place up to two smoke markers in each scenario.

See the rules for smoke markers on page 25.

Support X

Take up to X cards from your supply and add them to your hand. You may play them this turn.

If any of the units you chose have been routed, immediately remove the routed marker from them. They are now no longer routed.

COMBAT ACTIONS

Antitank / Area Suppress / Attack / Bomb / Demo / Flame / Grenade / Suppress

When you perform any of the combat actions listed above, take the following steps:

1. CHOOSE TARGET

Choose an enemy target for the attack:

- For the **Attack**, **Flame**, and **Suppress** actions, choose any non-vehicle combat counter on the board.
- For the **Antitank** and **Demo** actions, choose any building, tunnel, or vehicle combat counter on the board.
- For the **Bomb** action, choose any tile on the board. All buildings, tunnels, and non-vehicle combat counters are targeted (including your own). Perform a separate attack against each building, tunnel, and non-vehicle combat counter on that tile in any order, taking the steps below.
- For the **Area Suppress** and **Grenade** actions, choose any tile on the board. All enemy non-vehicle combat counters are targeted. Perform a separate attack against each non-vehicle combat counter in any order, taking the steps below.

Some actions include the symbol X≤R. For these actions, the target must also be within R tiles of the attacking unit.

For example, for the Attack 2≤0 action, you must choose a non-vehicle combat counter on the same tile as the attacking unit.

Some actions include the symbol X≥R. For these actions, the target must also be at least R tiles away from the attacking unit.

2. DETERMINE TOTAL DEFENCE VALUE

A combat counter's total defence value is the sum of its base defence, the tile's cover bonus, and the range bonus.

Base defence: the value printed on the combat counter.

Cover bonus: the value printed on the tile the combat counter is on.

No cover bonus is granted for the **Demo** action.

Range bonus: the number of tiles away from the attacking combat counter that the defender is, not including the attacker's tile.

No range bonus is granted for the **Bomb** action.

BUILDING COVER BONUS

Some tiles have a building cover bonus as well as a normal cover bonus.

If a combat counter on a tile with a structure is attacked by another combat counter on the same tile, use the normal cover bonus. If the attacking unit is not on the same tile, use the building cover bonus instead (the higher value).

Building cover bonus 3 1 Normal cover bonus

FORTIFICATION COVER BONUS

Some tiles have a fortification cover bonus as well as a normal cover bonus.

If the target of a combat action is on a tile it controls, use the higher fortification cover bonus. Otherwise, use the normal cover bonus.

Fortification cover bonus 2 1 Normal cover bonus

3. ROLL ATTACK DICE

Roll the number of dice indicated by the value of the combat action.

If any of the dice rolled show a number that is equal to or greater than the total defence value, the attack is successful.

How many dice are successful does not matter.

A die showing 0 is always successful, no matter how high the total defence value.

WHICH ATTACK VALUE TO USE

The Antitank, Bomb, and Demo actions are followed by multiple values.

When attacking a non-vehicle combat counter, use the value shown as X. When attacking a vehicle combat counter, use the value shown as X. When attacking a building or tunnel, use the value shown as X.

For example, a Demo 1 4 action would roll 1 die against a vehicle and 4 dice against a building.

4. DETERMINE RESULTS

The results of the attack depend on the type of target:

UNIT

If the attack is successful, you have inflicted a casualty on the selected unit!

That unit's owner must find a card that matches the attacked combat counter and place it in their casualty pile.

1. If possible, they must remove the card from their **play area**.

2. Otherwise, they must remove the card from their **hand**.

3. Otherwise, they must remove it from their **discard pile**.

4. Otherwise, they must remove it from their **deck**. They must then shuffle their deck.

5. If they do not have a card of that unit in their deck, that unit is routed. Add a routed marker to the unit. You (the attacker) **may** then move the unit to an adjacent tile that your opponent controls or has scouted. If you move a suppressed routed unit, also ready it.

You can only inflict one casualty in an attack, no matter how many dice are successful.

If there is more than one matching card in a searched area, the defender may choose which card to place in their casualty pile.

You may check the cards in your casualty pile whenever you like, but you cannot look through your opponent's casualty pile. The number of cards in your casualty pile is open information.

If the attack was a **Suppress** or **Area Suppress** action, no casualties are inflicted. Instead, flip the attacked combat counter to its suppressed side. If the combat counter is already suppressed, the attack has no effect.

If the attack was a **Flame** action, in addition to inflicting a casualty, the attacking player may move the target into an adjacent tile that the target has scouted. If you move a suppressed unit, ready it. This movement does not trigger mines or overwatch markers. *You may only move a combat counter once, even if the unit was routed in the same action.*

ROUTING UNITS

As units suffer casualties, they may become routed. When an attacker routs a unit, they may move that unit one one space onto a tile scouted or controlled by the defender. If you would inflict a casualty on a unit that has already been routed, you may move that unit again.

When you Bolster or Support a routed unit, immediately remove its routed marker. It is no longer routed.

BUILDING

If the attack was successful, you have damaged the building!

See the rules for damaging buildings on page 21.

TUNNEL

If the attack was successful, you have destroyed the tunnel!

Remove the tunnel marker.

NEW COMBAT ACTIONS SUMMARY

Combat actions with the ≥X icon have a minimum range and can only target units at least that many tiles away.
Combat actions with the ≤X icon have a maximum range and can only target units up to that many tiles away.
Antitank: an attack that targets a building, tunnel, or vehicle combat counter.
Area Suppress: choose a tile and make a separate Suppress attack against each enemy non-vehicle combat counter on that tile.
Bomb: choose a tile and make a separate attack against every building, tunnel, and non-vehicle combat counter on that tile.
Demo: an attack that targets a building, tunnel, or vehicle combat counter and ignores cover bonuses.
Flame: an attack that, if successful, allows you to move the target one space onto a tile scouted or controlled by the defender.
Grenade: choose a tile and make a separate attack against every enemy non-vehicle combat counter on that tile.

GAME END

The game continues until one of three things happens:

1. A player achieves their **primary objective**.

2. A player inflicts a **Full Rout**.

3. A player **Withdraws**.

When the game ends, complete the Campaign Step. Do this before packing away any components.

PRIMARY OBJECTIVES

Each scenario overview will list the primary objectives for both players.

Control objective points

If you control a tile, you control all the objective points on that tile.

If you control the number of objective points listed in your scenario overview, you win immediately.

Rout

The scenario will tell you which enemy combat counters you need to rout in order to claim victory. You will need to rout either specific combat counters or a certain number of combat counters. To rout a combat counter, inflict casualties on that unit as normal.

If you need to rout multiple units, they all need to be routed at the time when you claim victory. *A unit that removes its routed marker due to being Bolstered or Supported no longer counts towards this objective.*

Gain mission points

The scenario will tell you how to gain mission points and how many points you need to claim victory.

Control mission points

The scenario will specify how mission points are placed on tiles and how many mission points you need to control. To claim victory, the total mission points on all the tiles you control must equal or exceed the required total.

Occupy tiles

The scenario will tell you which tiles you need to occupy with mission or escape markers (or both), and which units must be on those tiles to claim victory. If you need to have multiple units on an indicated tile, they must all be there at the same time.

Routed units do not count towards this objective.

FULL ROUT

Unless your scenario overview says otherwise, you can win any scenario by inflicting a Full Rout.

If at any time all your opponent's Riflemen are routed, you have inflicted a Full Rout and you win immediately.

WITHDRAW

At the start of your turn, before playing any cards, you may choose to Withdraw. If you do, your opponent wins immediately.

Withdrawing is a way of ending a scenario that you think you have no chance of winning. It is rarely a good idea to Withdraw, even if you only have a small chance of winning. However, it may be worth considering if the situation is genuinely hopeless and you want to avoid sustaining too many permanent casualties during the Campaign Step.

CAMPAIGN END

Over the course of the campaign, you will be vying for control of different areas of Stalingrad, tracking your progress in your Campaign Record. If one side manages to dominate the city, they will claim the ultimate victory. If the two sides are evenly matched, the campaign will be settled in an epic finale.

If you reach a game state with a code that starts in END, the campaign has concluded. You can skip the rest of the Campaign Step and go straight to page 3 of your scenario book to find the final briefing for your campaign.

Then, when you are ready, you can reset your campaign by following the instructions below.

RESETTING THE GAME

Resetting your game of *Undaunted: Stalingrad* is simple:

Place all the tiles with a designation that ends in 'A' in the current city pool, and place all the tiles with designations that end in 'B' or 'C' in the transformed city pool. For ease of use, arrange these in numerical order, but remember that some numbers will be missing. There should be 72 tiles in the current city pool and 57 tiles in the transformed city pool.

Sort all the cards by their card designation. The second letter determines whether a card should go in the starting (S), locked (L), upgrade (U), or reserve (R) deck. Sort each deck in ascending numerical order, but remember that some numbers will be missing. The top cards of the locked, upgrade, and reserve decks each list all the cards contained in the deck. The starting deck contains cards with values from X-S-001 to X-S-035.

For your next campaign, you will need to print a new Campaign Record for both players. You can find these at www.ospreypublishing.com/gaming-resources-board-and-card.

INTEGRATED SQUADS

During the campaign, you may be instructed to integrate two squads. Your scenario book will tell you how to do this.

Integrating squads allows you to bolster a squad that has suffered a lot of permanent casualties by replacing reserve cards with regular and upgraded cards. However, the newly integrated squad will only have the standard five Rifleman cards, three Scout cards, and three Machine Gunner cards.

Two squads that have been integrated count as the same squad when setting up and during the scenario, including for actions that reference specific squads, such as Bolster or Inspire. For example, if squads Ⓧ and Ⓨ were integrated, you could use Bolster Ⓧ to add a squad Ⓨ card to your discard pile. The integrated squad has a single integrated combat counter, which shows the designation of both squads.

If a Rifleman, Scout, or Machine Gunner belonging to the integrated squad becomes a permanent casualty, you will gain a reserve card to replace it. But instead of the normal procedure, you will find and choose a card in the reserve deck of the same unit belonging to either squad and add it to your available pool.

Historical Note

Undaunted: Stalingrad follows the bitter struggle between the Red Army and the German Wehrmacht for control of the city of Stalingrad. The game recreates the city in some detail and features units, terrain, and scenarios that have a historical basis.

However, this is not a simulationist game. The core mechanic of deck-building is an obvious abstraction of the individual agency of the soldiers involved. The exact composition of the platoon in the game has been tweaked in favour of gameplay. Throughout development, historical accuracy has been one value among several, and the core aim has always been to create a game that might emulate *the experience* of being in command of a platoon, rather than its exact reality. Should you rush forwards to grab hold of an objective or wait for supporting fire? Should your scouts focus on your lines of communication, expand your effective range, or engage in deception tactics? Should you fall back in the face of overwhelming fire? These are the decisions forced upon you in *Undaunted: Stalingrad*.

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