

TIDE OF IRON™

CAMPAIGN EXPANSION

STALINGRAD

RULES OF PLAY AND
SCENARIO GUIDE

TIDE of IRON

CAMPAIGN EXPANSION

STALINGRAD

"Not a step back!"

—Order No. 227, Josef Stalin

At the onset of 1942, Germany's army was paying the price for its stalled invasion of the Soviet Union. After more than five months of almost continuous success, the German armored columns were stopped just short of Moscow. A massive Soviet counter-attack in December 1941 inflicted the first major defeat suffered by Adolf Hitler's army since World War Two began in September of 1939. German soldiers spent that winter trying to survive in the bitter cold and snow.

When the spring thaw came, Hitler's generals presented him with a new plan to conquer the Soviet Union named Case Blue. After the massive losses suffered in 1941 and the winter of 1941/42, the German army in the East could only attack in one area: southern Russia. However, in 1942 operations did not go as well for the German forces. By early July, Hitler decided to divide the attacking forces into two army groups. One was ordered to move south and secure the rich oil resources in the Caucasus while the second group provided a defensive line along the Volga River. In securing the banks of the Volga, this second army group would initiate the one of most decisive conflicts of the Eastern Front, the Battle of Stalingrad.

The assault on Stalingrad began on August 23rd when the German Fourth Air Fleet dropped 1,000 tons of bombs on the city. In one day, Stalingrad underwent a horrible transformation. Its buildings crumbled into ruins and most of its wooden structures burned to a charred wasteland. An announcement across the city had warned citizens of the impending air assault, but many dismissed the announcement as a drill. It was not until the sounds of aircraft engines and anti-aircraft shelling that the general populace fully realized the gravity of the situation. Thousands of civilians fell victim to the unprecedented air assault. Soviet morale and resolve was badly shaken by the continuous retreats and constant battering from German panzers and aircraft.

Soviet leaders needed a tough officer to manage the 62nd Army in its defense of Stalingrad. Vasily Chuikov was that man. During his briefing, Chuikov was told that the Germans were determined to take the city at any price but there could be no Soviet surrender. Chuikov was asked how he interpreted his task. He answered, "We will defend the city or die in the attempt."

Immediately after Chuikov arrived, he learned that soldiers were deserting to the eastern side of the Volga River away from the city. Chuikov mandated that all crossings should be secured and anyone attempting to cross the Volga was to be executed. Additionally, any Soviet officers that attempted to surrender to

German forces were also to be executed. Stalin's city would be turned into a graveyard for both sides.

Friedrich Paulus, commander of the German Sixth Army, told Hitler that he estimated he could take the city after 10 days of fighting followed by 14 days of regrouping. But as the Germans penetrated the city on September 13, fresh Soviet reinforcements, including elite Guards divisions counter-attacked fiercely.

From the ruins of the city, the Soviets stubbornly resisted despite the German army's technical and tactical advantages. Paulus hoped to secure Mamayev Kurgan, a large man-made Tartar burial mound in the center of Stalingrad that could provide artillery observers an ideal view of the river and city. The Soviet 95th Rifle Division was virtually destroyed defending the Kurgan hill, but it exacted a fearful toll from the German attackers.

Chuikov developed new tactics to mitigate German advantages, including the German overwhelming superiority in the air. Chuikov ordered his men to "hug" the enemy — stay at close quarters with German front line units so that the enemy could not use his air support and artillery without risk to their own men.

As the battle ground on through September and October, it became called "Verdun on the Volga" after the incredibly bloody 11-month long battle in the First World War. To the average German soldier fighting in Stalingrad, it became "Rattenkrieg" or War of the Rats. German soldiers feared the growing number of effective Soviet snipers (the Germans called sharpshooters), and Germans were often ambushed by Soviet defenders who suddenly appeared from the city's rubble. Soviet soldiers retook buildings using counter-attacking units armed completely with submachineguns, or snuck through German lines using the sewer system underneath Stalingrad.

Chuikov ordered his men to hold at all costs, for his orders made it clear that "there was no land beyond the Volga." In two months of fighting, the 62nd Army was destroyed, but it still clung to a narrow slice of Stalingrad along the Volga River, and it had worn down nearly a dozen German divisions — thereby fatally weakening the German Sixth Army.

Winter drew near in November and the storing of supplies became important. However, Chuikov realized that less and less ammunition was being sent to his 62nd Army. He knew that this meant that a counter-attack against the Germans — a counter-attack on a scale unknown to him at the time — was being planned. Paulus was also planning one final assault. If Chuikov could only hold the city for a little while longer....



GAME OVERVIEW

The *Stalingrad* expansion augments the epic *Tide of Iron* ("TOI") game experience by adding an entirely new way to play a campaign, a new Russian vehicle (the T-70 light tank), new devastated city terrain, new scenarios, and more. All of these components can be used to play the eight included scenarios, as well as future scenarios. Detailed descriptions of these new components, as well as how they are used, are presented in the following pages.

COMPONENTS

- This Rules of Play and Scenario Guide
- 1 Stalingrad Campaign and Scenario Guide
- 82 Soviet Plastic Figures, consisting of:
 - 48 Regular Infantry
 - 12 Elite Infantry
 - 4 Officers
 - 4 Mortar Crews
 - 4 Machine Gun Crews
 - 6 T-34/76 Tanks
 - 4 T-70 Tanks
- 16 Squad Bases, consisting of:
 - 8 Light Brown Soviet Bases
 - 8 Dark Brown Soviet Bases
- 8 German Plastic Figures, consisting of:
 - 4 Panzer III Tanks
 - 4 StuG III Tanks
- 2 Unit Reference Sheets
- 8 Soviet Control Markers
- 4 Soviet Concealed Squad Markers
- 4 Soviet Command Objectives (various values)
- 1 Soviet Victory Point Token
- 12 Tank Trap/Razor Wire City Tokens and 3 Minefields
- 8 Map Overlay Tiles
- 6 Bombarded Terrain Overlays
- 12 Weakened Building/Movement Cost Tokens
- 18 Specialization Tokens (2 Mounted Unit, 5 Commissar Unit, 3 Assault Engineer Unit, 8 SMG Unit)
- 10 Restriction Tokens (5 Unarmed Unit, 5 Starving Unit)
- 14 Fire Tokens (weak/strong)
- 8 Sewer Tokens and 6 Sewer Entrance Markers
- 2 Crowded Building Tiles and 2 Location Markers
- 25 Scenario-Specific Tokens (5 AA guns, 8 Snipers, 6 Flamme Fougasse, 2 Observation Posts, 4 Molotov Cocktails)
- 9 Campaign Objective Markers (various values for Morale, Supply, Ammo)
- 12 Level Limit Tokens and 20 Level Indicator Tokens
- 82 Cards, consisting of:
 - 60 Strategy Cards, consisting of:
 - 1 Soviet Urban Warfare Deck I (10 cards)
 - 1 German Urban Warfare Deck I (10 cards)
 - 1 Campaign Ammunition Deck I (14 cards)
 - 1 Campaign Morale Deck I (13 cards)
 - 1 Campaign Supply Deck I (13 cards)
 - 12 Operations Cards
 - 1 Soviet Initiative Card
 - 3 Sewer Movement Cards

- 6 Campaign Command Cards
- 12 Dense Urban Terrain Map Boards

COMPONENT OVERVIEW

This section contains illustrations and brief descriptions of all the components found in this expansion.

Soviet Plastic Figures

These detailed plastic figures represent the Soviet military personnel and vehicles that *Tide of Iron* players can command. Also included are 16 Soviet squad bases in two different shades of brown.



German Plastic Figures

These figures represent the German Panzer III tank and the German StuG III assault gun. In the *Stalingrad* expansion, the StuG III plastic figure is considered to be either the early StuG III E model or the sIG 33b self-propelled gun (depending upon the scenario), with new stats found on the Unit Reference Sheet and Operations Cards.



Unit Reference Sheets

These sheets provide players with the combat values and special abilities for each of the plastic units.



Soviet Tokens



A variety of Soviet tokens are provided. These include Soviet control markers, concealed squad markers, command objective markers, and a victory point token. These tokens function exactly as their American and German counterparts in the *Tide of Iron* core game.

City Map Boards (Dense Urban Terrain)

These double-sided map boards are used to build the game board for each *Stalingrad* scenario. The rules governing new terrain features are in this guide, and a summary of terrain features can be found on the back of this rules booklet.



Map Overlay Tiles

New map overlay tiles are provided for use in the *Stalingrad* scenarios. These overlays include **railway**, **collapsed building**, **fountain**, and **clear** terrain. As with the overlay tiles provided in the *TOI* core game, these new overlays are placed on top of the map boards, altering their terrain features. There are also **bombarded terrain** overlays that mark large areas of terrain damaged by artillery and air bombardment.



Obstacle Tokens

The tank trap/razor wire and minefield obstacle tokens included in the *Stalingrad* expansion function the same as these obstacle tokens included in the *TOI* core game, but have been designed to match the art of the *Stalingrad* city map boards. There are also new **weakened building/ruins** tokens that indicate building damage and extra cost to movement.



Specialization Tokens

Stalingrad introduces **four** new types of specialization tokens: the **mounted unit**; the **SMG (submachinegun) unit**; the **commissar unit**; and the **assault engineer unit**.



Restriction Tokens

Stalingrad introduces two new restriction tokens that impose a penalty on a unit and forbid that unit from gaining a specialization. Introduced in this expansion are the **unarmed unit** and the **starving unit**.



Immobile Tokens

These new tokens indicate vehicles that are unable to move due to enemy actions or hazardous terrain.



Fire Tokens

These new tokens represent the strengths of the combustible fires that a player can encounter and/or create when playing *Stalingrad* scenarios.



Crowded Building Tiles and Location Markers

These new extra-large building tiles are included for use when a building hex on the map becomes too crowded. A matching location marker is used to reference which game map hex the off-board building tile represents.



Scenario Specific Tokens



Four new tokens used by cards and specific scenarios include: **107th Anti-Aircraft Regiment 37-mm AA guns**; **observation posts**; **flame fougasse**; and **sniper tokens**.

Campaign Objective Markers



The new campaign objective markers indicate hexes that provide players with the various types of campaign command. These markers are (left to right above): **ammunition**; **morale**; and **supply**.

Level Limit and Level Indicator Tokens



Level limit tokens are placed in multi-level buildings to indicate the maximum elevation available in each hex of that building. Level indicators are placed near squads that move up from the ground floor (a "1" indicates the floor **above** the ground floor).

Strategy Cards

Five new decks of Strategy cards are included in this expansion: Soviet Urban Warfare Deck I, German Urban Warfare Deck I, Campaign Ammunition Deck I, Campaign Supply Deck I, and Campaign Morale Deck I. These Strategy cards are used in the new scenarios, the



campaign game, and may also be used in player-made scenarios, adding a wide range of new benefits and abilities to *Tide of Iron*.

Operations Cards

The twelve new Operations cards provide a variety of rules to their assigned scenarios, mostly pertaining to the Eastern Front theatre of war.



Soviet Initiative Card

The Soviet initiative card functions exactly the same as its American and German counterparts in the *Tide of Iron* core game.



Sewer Movement Cards and Entrance Tokens

Sewer tokens mark entrances to the sewers underneath the city, which the Soviets can exploit. Sewer Movement cards are used to track a squad's movement in the sewers. Entrance markers indicate the sewer where a specific squad started its sewer movement.



GAME ADDITIONS

Stalingrad includes many new components which are governed by both new and old rules. All components provided in this expansion follow the core *TOI* rules unless otherwise stated. All new rules for these components are described in the sections that follow.

DENSE URBAN TERRAIN

Stalingrad introduces dense urban terrain map boards that show dense, heavily built-up areas within large cities. Because combat in an urban environment is very different from combat in the open terrain shown on map boards in the core *TOI* game and earlier expansions, the following rules occasionally deviate from previous rules featured in the core rules and expansions. The following rules do **not** supersede those rules. Rather, they are special cases that **only** apply to the dense urban terrain maps featured in *Stalingrad* and possible future expansions set in other cities such as Caen, Arnhem, and Berlin.

All 12 of the boards in this expansion, 40A/B through 51A/B, are considered dense urban terrain. Most of these boards are bordered by roads dividing them into city blocks, and many others have railways passing through them. Players may place any map boards from the *TOI* core game against the *Stalingrad* terrain boards since the dense urban terrain map boards represent bombed/destroyed cities or towns and the *TOI* core game maps represent unscathed areas adjacent to or inside these cities/towns.

Where a *Stalingrad* map board has a road at its edge that connects with a *TOI* core game map, that road is considered a full road hex if it goes through the hex center dot.

Terrain types, overlays, and obstacles that also appear in the *TOI* core game function the same as they do in the core game (consult the Terrain Reference chart on the back cover).

Identifying Terrain

Buildings and other terrain in this expansion can occupy multiple hexes. To determine what kind of terrain a particular hex represents, look at the hex center dot. The terrain underneath this center point represents the terrain of that hex.

Railway

Blocking Terrain: Depends on hex's main terrain type

Movement Cost: It only costs a unit 1 movement point (MP) to enter a railway hex, regardless of the hex's main terrain type, as long as the active unit moved from another hex containing a railway or road contiguous to that of the hex entered. If a unit is not moving contiguously from a railway or road, the cost to enter a railway hex depends on the railway hex's main terrain type.

Cover: Equal to that of the hex's main terrain type.



Special Rules: "Railway" is a terrain type for movement purposes only. Railway hexes are blocking or cover-providing terrain only if the hex's main terrain type (such as building or bombed terrain overlay) is blocking or cover-providing terrain.

Collapsed Building

Blocking Terrain: Yes

Movement Cost: 3 for squads, impassable for vehicles

Cover: 2

Note: Collapsed buildings are treated as elevation 0.



Fountain

Blocking Terrain: No

Movement Cost: 1 to pass through, 2 to end movement on (vehicles may never end their movement on a fountain hex)

Cover: 2



New Terrain Overlay: Bombed Terrain

Bombed terrain indicates a hex so heavily shelled that only craters, rubble, and debris remain. It is no longer considered to be of its original terrain type.



Blocking Terrain: No

Movement Cost: 2 for squads, light vehicles may not enter. For heavy vehicles, see rule below.

Cover: 4 for squads, 1 for other units.

All units entering Bombarded Terrain must immediately end their movement. Squads may move normally during their next activation.

When activating a heavy vehicle for an Advance action or Fire and Movement action in bombarded terrain, a player announces the proposed action and rolls a die. On a result of "1-4," the vehicle may move normally. On a result of "5," the vehicle's movement (MV) is reduced by 4 for this Action Turn. On a result of "6," the vehicle's MV is reduced to 0 for this Action Turn. The rest of the vehicle's action is taken normally.

VEHICULAR BOARD-EDGE ROAD MOVEMENT

On some of the dense urban terrain map boards, hexes sometimes contain a partial depiction of a road. In most cases, if the road terrain does not cross the center point of the hex, the entire hex is considered to be the terrain underneath the center dot. The only exception is the road terrain that runs along the outside edge of a map board. Vehicles may use road or railway movement benefits in those hexes even if the road only

runs along a hex side or if the road is in a normally off-limits half-hex.

A vehicle may move into a half-hex which contains a road from an adjacent hex that contains an adjoining road. If a bombarded terrain overlay is in the hex, it replaces the road terrain and blocks half-hex road movement. A vehicle that moves through a road half-hex must end its movement in a full hex which contains terrain that the tank may enter. If the vehicle must stop due to Op Fire, it must end its movement in the last full hex that it entered.

There are also situations in which a hex will contain both a building and a depiction of board-edge road. In some cases, a road may run along a hex side between two building hexes. A vehicle may use the road as stated above, paying the normal movement cost for roads, but may not end its movement in either building hex. This only applies to the roads that run along the edges of dense urban terrain map boards.

MULTI-FLOOR BUILDINGS

To further simulate the intense urban combat in cities such as Stalingrad, buildings have now been assigned maximum elevations. The elevation of a building can be 0 (one floor), 1 (two floors), or 2 (three floors).

Assigning Building Level Limits

To indicate a building's maximum elevation, level limit tokens are placed on the board according to a scenario's set up map. See the Multi-Level Buildings example on page 7.

Buildings that have a maximum elevation of 0 do not have a level limit assigned to them. Multi-floor buildings have one level limit token assigned to them that applies to all contiguous building hexes in that particular building. This shows the maximum elevation a squad may attain in that building's hexes.

Collapsed buildings are always level 0.

Assigning Squad Level Indicators

A squad that moves into a building with a level limit token is not automatically considered to be at the maximum level. Instead, a squad is always considered to be at elevation 0 when it first enters a building.

After moving a squad from one floor to another, the player places a level indicator token on that squad to indicate its change in elevation. It is important to note that level indicator tokens always represent the current elevation of a squad, **not** the floor that the squad is on. Squads at elevation 0 do not need a token.

BOARD-EDGE ROADS



The German player activates his Pz III and moves it along the road, paying 1 MP per half-hex and ending its movement in a full clear hex. The Soviet T-34 makes an Op Fire attack when the Pz III enters Hex A. If the Pz III receives heavy damage from the attack, it must return to its starting position, since that was the last legal hex that it occupied.

Next, the German player activates the StuG III. It is able to pass between the buildings along the road hexside, but may not stop in either building hex. If it were to receive heavy damage from Op Fire in one of those hexes, it would also have to return to its starting position.

MULTI-LEVEL BUILDINGS



The German player has a squad next to a multi-level building. The level limit token shows that all hexes in this building can be at a maximum of elevation 1. He wishes to advance the squad into the building (2 MP), possibly incurring Op Fire from the Soviet squad in Hex A, and then up one floor (1 MP). After finishing its move, the German squad has a "1" level indicator token placed next to it. If the German squad had moved into Hex A on level 1, it would have LOS to the enemy squad on the floor below.

A level indicator token whose number is greater than the floor limit token in a building may not be placed next to a squad in the same building.

City Building Movement and Combat

A single hex in a multi-level building can have up to three floors (elevations 0, 1, and 2) of building hexes. The following rules apply to movement and combat within buildings when playing the *Stalingrad* expansion.

- To enter a building costs a squad 2 movement points (MP). However, this only applies to movement into the first hex of a new building.
- Subsequent moves within the same building only cost a squad 1 MP per hex.
- Changing elevation (floors) costs 1 MP. To do this, a player declares that his squad is changing floors and places a level indicator token on that squad to reflect the new elevation. The squad remains in the same hex. If a squad is returning to elevation 0 (ground floor), its elevation 1 level indicator token is simply removed.
- A squad may only exit a building from elevation 0.
- A squad that moves one hex inside a building and up one level in that hex would use 2 MP.
- The maximum number of squads in a hex at a single elevation remains 3. However, since squads at multiple elevations can be in the same hex, the maximum number of squads in a hex is 9 (three at elevation 0,

three at elevation 1, and three at elevation 2). Use the Crowded Building Tiles and location markers provided to show multiple squads on the same hex inside a building.

- Opposing squads may be in the same building hex as long as they are at different elevations.
- A squad has line of sight (LOS) to any adjacent hex at the same elevation in that building (see LOS Example, pg. 8). A squad also has LOS to any squad in the same hex whose elevation level is one higher or one lower than that of the squad from which LOS is being traced. However, a squad may not trace its LOS through an adjacent hex of the same building to any hexes outside of the building. It may only trace LOS outside of the building through adjacent hexes that are not part of the building (see Multi-Level Buildings example).
- Building levels are equal in height to all other levels of elevation in the game (such as hills) and all other rules for LOS apply to any LOS traced into or out of multi-level buildings.
- Assault combat is modified slightly when assaulting in a multi-level building. Due to the difficulties of assaulting up or down stairs, the assaulting squad loses one die from its total attack strength.
- Both sides spent a great deal of effort to fortify buildings in Stalingrad, turning them into formidable strong points. Therefore, Engineer and Assault Engineer squads may place Entrenchment tokens in each level of building hexes.

DESTRUCTIBLE BUILDINGS

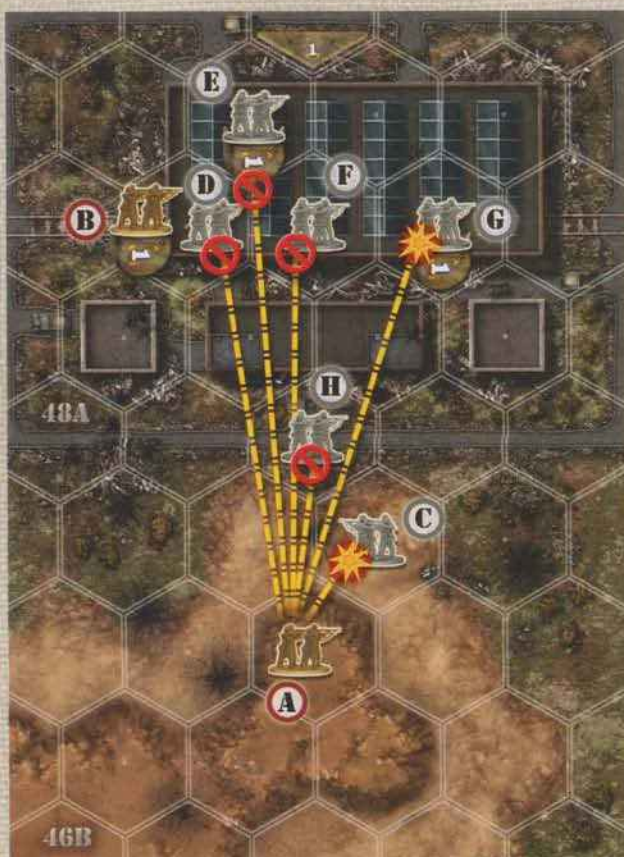
Most of the city of Stalingrad was reduced to rubble during the battle. The following rules simulate the effect of intense, continuous combat on buildings. Rules for destroying buildings were previously presented in the *Normandy* campaign expansion, but the dense urban terrain in the *Stalingrad* expansion represents larger and usually more strongly built structures of steel and reinforced concrete. Thus, these rules are slightly modified and apply only to Stalingrad dense urban terrain map boards.

Collapsed Buildings printed on some of the dense urban terrain map boards are major structures repeatedly hit by artillery and air bombardment and therefore impassable to vehicles, and require an extra movement cost by infantry, but do not provide as much cover benefit as a building that is not destroyed (see Terrain Reference chart on the back cover of this guide book).

In addition to collapsed buildings already on the dense urban terrain map boards, other buildings may be destroyed by combat from an eligible unit or from a normal area attack. A scenario states whether it allows for destructible buildings in the terrain features section. When attacking a building, all rules of range and LOS apply. Note that suppressive attacks **never** affect buildings in any way, regardless of their effect on the units occupying that building.

The procedure for attacking a building is as follows:

STALINGRAD LINE OF SIGHT EXAMPLE



These diagrams illustrate how LOS works with multi-level buildings and other terrain. Remember that building levels and hill levels of elevation are of equal height. All other LOS rules from TOI apply, including the creation of blind hexes and the plateau rule.

Soviet Squad A can see German Squads C and G. It can see Squad C because LOS is never blocked between units in adjacent hexes unless they are on different levels in a multi-level building. It can see Squad G because the only possible blocking terrain between the two hexes is at a lower elevation than either of the two units.

Soviet Squad A cannot see German Squads D, E, F or H. It cannot see Squad D or E because they are on level zero and are in a blind hex created by the adjacent building hexes. It cannot see Squad D because LOS is blocked by first hex of the multi-hex building. It cannot see Squad H because the intervening level 1 hill hex creates a blind hex.



Soviet Squad B can see German Squads C, D and E. It can see Squad C because the only possible blocking terrain is at a lower elevation than either of the two units. It can see Squad D because LOS can be traced between levels of the same hex as long as the two units are only one level apart. It can see Squad E because units in a multi-level building can see adjacent units on the same level of the building.

Soviet Squad B cannot see German Squads F, G or H. It cannot see Squad F because units cannot trace LOS to units in adjacent hexes if those units are at different levels. It cannot see Squad G because units can trace LOS into an adjacent building-hex, but not through it, even at the same level. It cannot see Squad H because the intervening building hex creates a blind hex.

1. Determine if the attacking unit is eligible to attack the building. The attacking unit does not count the firepower of regular infantry, elite infantry, officers, or machine gun crews. The only exceptions to this are squads with anti-tank specializations, which contribute firepower when attacking a building within 3 hexes.

Targeting an unoccupied building. If there is no squad in the target building hex, the attacking unit uses its firepower and range for when it attacks vehicles.

Targeting an occupied building. If there is a squad in the target building hex, the attacking player must declare whether his attack will target the squad or the building. If he selects the squad, the building will be unaffected, and the attacking units use their firepower and range against infantry (including Concussive Fire if applicable). If the attacking player targets the building, the squad inside will be unaffected, unless the building is destroyed. When attacking the building, the attacking unit uses its firepower and range for when it attacks vehicles.

Targeting a building with a normal area attack. If a building hex is targeted by a normal area attack, the building automatically has a chance to be destroyed (along with other possible targets inside). If it is a multi-floor building, only the topmost floor and squads occupying the topmost floor may be affected unless the building is destroyed.

The attacker rolls for the attack against the building separately after rolling for damage against any squads within the building.

Example: James directs a normal area attack at a building hex containing two squads (one on the bottom floor and the other on the topmost floor). The attack does eight dice of damage and this is applied against the squad on the topmost floor in the hex. Next, James makes a separate attack roll against the building, since the scenario specified that buildings are destructible, and rolls three dice of damage against the building.

2. Roll for possible building destruction. After determining how many dice the attacker is rolling in the attack against a given building (attack strength), he rolls to see if the building is destroyed. Note that when rolling, the attacker should be sure to include three defense dice for the defense strength of the building hex.

Note that units with concussive firepower also increase their firepower by three when targeting a building.

3. Assess whether the building has been destroyed.

In order to destroy a building, the attack must get six hits, plus three hits for each floor (other than the ground floor) at one time. If, after determining hits, the building did not sustain the required number of hits, the building remains intact and sustains no damage. However, if at least half of the required hits are rolled (round up), a weakened token (see right) is placed on the building hex. Note that some buildings take up more than one hex. In this case, a successful attack only destroys the one targeted building hex.

Example: Six hits against a building hex would destroy a level 0 building hex (3 hits weakens it). Nine hits destroys a level 1 building hex (5 hits weakens it).

Building hexes with a weakened token only require half the number of hits (round up) to successfully destroy the building (5 hits for a level 1 building hex).

Squads that are in a building hex when it is destroyed take four dice of damage per floor of the destroyed hex. When rolling this

DESTRUCTIBLE BUILDINGS



The Operations card "sIG 33b" is in play on the German side. The German player activates the sIG 33b for a Concentrated Fire action against the building that Soviet Squad B occupies. He decides to support the attack with the Pz III.

*The sIG 33b has a total attack strength of 14 (its 8 firepower vs. vehicles, plus the +6 bonus granted by the Stielgranate 42 ability), while the Pz III adds an additional 5 firepower (including its Concussive Firepower ability). The sIG 33b's Concussive Firepower ability does **not** count for the attack, since its Stielgranate 42 ability already includes the Concussive Firepower bonus. The German player rolls a whopping 19 dice for the attack, versus the building's defense strength of 3. Since the building has two floors, he must roll 9 hits in order to destroy the building.*

If the building is destroyed, Squad B suffers an attack of 8 firepower (4 firepower for each floor). No terrain bonus will apply to that attack. In addition, a +1 Collapsed Building overlay will be placed in the hex.

Next, the German player activates the mortar squad. It does not have enough firepower to destroy either hex of the building, but it may attack Squad A with either a normal or suppressive attack, since Squad A is on the top level of the building.

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damage, dice roll results of “4,” “5,” or “6” are treated as hits. Surviving squads are pinned and remain on that hex, along with any tokens that were on that hex.

After a building is destroyed, a Collapsed Building overlay is placed on the building hex to indicate that specific building hex has been destroyed. Elevation 0 buildings receive a “+1” movement cost token (on the back of the weakened building token), elevation 1 buildings receive a “+2” movement cost token, and elevation 2 buildings receive a “+3” movement cost token.



Hexes with a Collapsed Building overlay are the same as a collapsed building hex: impassable by vehicles, and squads must pay the additional movement cost on the token in order to enter that hex. Regardless of the movement cost token, the Collapsed Building overlay is now considered elevation 0.

Note that if a scenario relies on control of a building hex for victory, the hex(es) that the objective building occupies still remain the objective even if it is destroyed and gets a Collapsed Building overlay.

THE SOVIET FORCES

The *Stalingrad* expansion includes Soviet army forces (first introduced in the *Fury of the Bear* expansion). Soviet infantry and tank units move and fight similar to their American and German counterparts in the core *TOI* game. A new Soviet light tank, the T-70, is introduced in the *Stalingrad* expansion.

In addition to their plastic pieces, the Soviets also receive nation-specific tokens and Strategy cards. All Soviet pieces can be identified by their brown national color. Unit movement, range, and firepower values, and additional attributes for all Soviet units are detailed on the Unit Reference sheet.

NEW GERMAN UNITS

This expansion includes the Panzer III tank (first introduced in the *Days of the Fox* expansion) and the StuG III assault gun (first introduced in the *Normandy* expansion). However, for some of the scenarios in this *Stalingrad* expansion, the StuG III is considered either the earlier E model with a short barrel 75-mm gun or the sIG 33b self-propelled gun with a 150-mm howitzer (see the Unit Reference sheet and Operations cards for their values and attributes).

Note that when attacking a building, the sIG 33b may use either the Concussive Firepower ability or the Stielgranate 42 ability, never both since the Stielgranate 42 ability includes the Concussive Firepower bonus. The sIG 33b Concussive Firepower is the same as the StuG III assault gun: It receives +3 range and +3 firepower when attacking a squad in a building or pillbox.

NEW STRATEGY CARDS AND KEYWORDS

Five new Strategy decks are included in this expansion: Soviet Urban Warfare Deck I, German Urban Warfare Deck I, Campaign Ammunition Deck I, Campaign Supply Deck I, and Campaign Morale Deck I. Each scenario describes which Strategy decks are available to each nation. Players should also feel free to use these new decks when creating their own scenarios.

One new Strategy card, “**Fliegerkorps VIII**” in German Urban Warfare Deck I, includes the keywords “**target line**” in its text.

Keyword: “Target Line”

Designating a target line is similar to designating a target hex. The player places a target token on a target hex, then chooses two more hexes that extend from the target hex in a straight line as illustrated. When determining drift, move the target token as normal, then apply the attack to the target hexes, making sure that the other two hexes remain in the same position relative to the target hexes. All three hexes should drift in the same distance and direction. Every unit in those three hexes (including friendly units) are targeted by the full strength of the attack. (Also see Strategy Cards section of the *TOI* core rules.)



Campaign Strategy Decks

Stalingrad introduces three new Campaign Strategy decks. These decks are fully described in the separate *Stalingrad* Campaign Rules and Scenario Guide.

NEW SPECIALIZATION TOKENS

Four new types of specialization tokens are included in this expansion. The rules for using these new tokens are as follows.

Mounted Unit

Some reconnaissance units used horses as transportation, which allowed them to move quickly throughout the battlefield.



Riding: This squad gains 2 additional MP when advancing. When using this additional movement, this squad may not fire and move and the additional MP may only be used to move across clear terrain, roads, and railways. Mounted units may “dismount” by fatiguing the squad and removing the specialization token. Thereafter it follows the standard rules for infantry movement.

SMG Unit

The Soviets often issued PPSH-41 submachineguns to entire units for close combat. A squad with the SMG specialization receives an additional two firepower against infantry targets, regardless of the number of figures remaining in the squad. However, its range is reduced by two against infantry.



Commissar Unit

A squad with the commissar specialization is charged with keeping other squads in the frontline “motivated” by any means necessary.



Motivate: A commissar squad never retreats from its hex and never routs, fighting to the death. In addition, if a friendly squad in the same hex as the commissar would retreat after an assault or rout due to suppressive fire, the Soviet player may remove a figure from the affected squad in order to cancel the retreat or rout (in the case of a potential rout, the squad would remain disrupted as it attempts to regroup). If the commissar squad includes an officer, this ability may be used with friendly squads in adjacent hexes as well.

Assault Engineer Unit

Soviet assault engineers were assigned the SN-42 body armor that, while impractical in the open field due to its weight, offered protection in dense urban battles like Stalingrad. Assault engineers also have the “Dig Entrenchment” ability described in the *TOI* core rules.



SN-42: When Soviet assault engineers are used to assault, the defending Germans must roll one less cover die for every

two figures in the assault engineer squad. In addition, whether attacking or defending, friendly cover dice are successful on results of “4,” “5,” and “6” when assaulted or attacked at close range.

Note that cards and rules that affect engineers apply to assault engineers as well. However, cards and rules that affect assault engineers do not affect other engineers.

RESTRICTION TOKENS

Restriction tokens are placed in the specialization slot of a squad base. The rules for using these two new tokens are as follows:

- If a squad has a restriction, it may not have a specialization.
- A squad may only have one restriction.
- A squad with a restriction **is able** to perform squad transfers.

Unarmed Unit

Many Soviet soldiers were sent into battle unarmed and forced to scavenge weapons from the dead and wounded.



Shortage: This squad may only attack using hand-to-hand assaults (see optional rule at end of this guide).

Scavenge: If at least one squad has this restriction or you are playing with the campaign rules, do not remove squad bases from the map when squads are eliminated (unless reinforcements require it). If a squad with the unarmed restriction is in the same hex as an empty base, it may salvage arms and ammo from the eliminated squad, and this restriction and the empty base are removed. Note: when a unit with the unarmed restriction is eliminated, remove its base from the board, since it has no arms or ammunition to salvage. In addition, squad bases that are removed as a result of squad transfers during the Status Phase do not count as eliminated, and are removed from the board after each transfer is completed.

Starving Unit

Soldiers on both sides often went without food for days.



Hungry: This squad has its movement (MV) and firepower reduced by 1 (minimum 1) and may not assault.

Resupply: If a unit with the starving restriction ends its movement on a supply command objective, this restriction is removed.

SNIPER TOKENS

The *Stalingrad* expansion contains two sets of four sniper tokens, each numbered from one to four. When a player is given the ability to place sniper tokens by an Operations card,

Strategy card, or scenario special rule, the player takes one set of sniper tokens and places them with the number side down in unoccupied hexes. Once per Game Round, the player may select one sniper token as a special action to attack an enemy squad in LOS of the sniper token, turning it face up to reveal the number on the token. The attacker rolls a number of dice equal to the number on the revealed sniper token. For each "6" rolled, he may eliminate a figure from the target squad of his choice. Then the sniper token is discarded.



When an enemy unit enters a hex containing an unrevealed sniper token, the sniper token is removed. Certain cards may also give a player the ability to "kill" snipers or remove sniper tokens (see cards for how this is done).

OBSERVATION POSTS



Some Strategy cards give one or both players the ability to place observation post tokens. These tokens allow the owning player to trace LOS as if a fresh friendly officer were in the hex. This LOS may only be used for mortars and off-board artillery attacks.

Observation post tokens may only be placed in a building or collapsed building hex/overlay that is not occupied by the enemy. Observation post tokens may also be granted by scenario special rules.

If an enemy unit enters the hex, the observation post token is immediately removed.

IMMOBILE TOKEN



The "Turret Salvage" Strategy card allows a heavily damaged friendly vehicle to possibly be upgraded to immobile status. If a squad with an engineer token in the hex with the vehicle rolls a "5" or "6" the heavily damaged token is replaced with an immobile token: The vehicle may not move and still receives -1 to its armor value, but now has its full firepower value.

FIRE RULES

The flame fougasse and Molotov cocktails can cause combustible fire tokens to be placed on the map (see next rules sections). The following are the rules that govern such fires.

Types of Fires

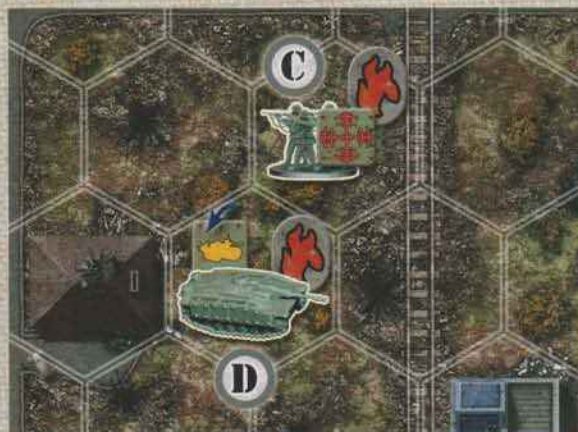
A fire can be one of two types: weak fire (yellow) or strong fire (red).



FIRE EFFECTS EXAMPLE



The German player has two squads in fire hexes along with two squads nearby during the Action Phase. The German squad in the weak fire hex (A) is pinned, so it will not take damage. The German squad in the strong fire hex (B) is pinned as well. It will take a damage if nothing is done before the Status Phase. Since the two remaining German squads are both adjacent to the strong fire hex, they could be fatigued to replace the strong fire token with a weak fire token. A third fresh squad in the hex is required to extinguish the fire.



Squads in a hex with strong fire during the same phase (C) immediately remove a figure of the owner's choice and are pinned. If a vehicle is in a hex with a strong fire during the beginning of the status phase (D) it immediately takes light damage, with no defense dice roll.

A weak fire token indicates a hex that contains fire but does not forbid movement. A weak fire only damages disrupted squads that are in its hex.

A strong fire token indicates a hex that contains fire so strong that the hex has become impassable to all units. Strong fire damages any units in the hex.

Placing Fire

When placing a fire token, a weak fire token is placed first. Squads in a hex with a newly placed weak fire token are pinned automatically.

If a fire token would be placed on a hex that already contains a weak fire token, the existing yellow token is flipped to its strong (red) fire side (unless it is already on that side). Squads in a hex where a strong fire token is placed or revealed are disrupted.

Damage from Fire

At the beginning of the Status Phase, disrupted squads in a hex with weak fire must remove one figure of the owner's choice. Any squads in a hex with a strong fire must remove a figure of the owner's choice and any vehicles suffer one hit of damage, ignoring defense dice.

Extinguishing Fire

A squad in a hex with a weak fire token may be fatigued to remove the token. To remove a strong fire token, two squads on or adjacent to the hex with a strong fire token may be fatigued as a special action to flip the token to its weak fire side.

Flame Fougasse

When a flame fougasse token is brought into play using the Strategy card, the Soviet player selects a hex without an enemy unit in it and places a flame fougasse token with a number of his choice facedown. The number refers the adjacent hex in the direction of the number as designated by the north directional marker.



If an enemy unit enters the hex with the flame fougasse token or the designated adjacent hex, the Soviet player rolls an area attack on both the flame fougasse hex and the hex designated by the flame fougasse number. He rolls four dice, reducing the cover of each target by two. Hits are scored on results of "4," "5," or "6." (including friendly units). Each unit rolls cover separately. If at least one hit occurs in a hex, a strong fire is placed in the hex. Evaluate each hex individually. The token is removed after the attack is resolved. (See Fire rules above for effects.)

Molotov Cocktails

A Molotov cocktails token is brought into play using the Strategy card. Instead of a normal attack, a squad using Molotov cocktails may make a special area attack on an adjacent hex. The squad does not receive a range bonus for



being at a higher elevation, and may only attack hexes no more than one elevation level higher than its hex. The squad rolls an area attack on the chosen hex with two dice, reducing the cover of each target by two. Hits are scored on results of "4," "5," or "6." As long as at least one hit is rolled after applying defense, a fire token is placed in the hex. No enemy figures are removed.

If at least one "6" is rolled, a strong fire token is placed. Otherwise, a weak fire token is placed in that hex. (See Fire rules above for effects.)

CONVERTING UNITS

The "**Reich Propaganda**" Strategy card enables the German player to convert enemy units. This represents Soviet soldiers who surrendered and were then used in German rear areas in order to free German soldiers for combat.

To convert a Soviet squad, replace that squad with a German base with the exact same number of figures. However, only regular German infantry figures may be used regardless of the types of Soviet figures that are being converted. (A Soviet machinegun crew would be replaced with two regular German infantry figures in a German base.) The converted German squad is now a reinforcement that arrives in the Status Phase of the **next** Round.

SEWER MOVEMENT

Soviet forces were able to use their knowledge of the sewers underneath the city to infiltrate behind German lines and surprise the enemy. The following rules describe Soviet sewer movement.

If the Sewer special rule is printed in a scenario, it will list a number. The Soviet player takes that number of Sewer cards and the entrance markers matching the color of these Sewer cards.

A Soviet squad may spend 1 MP in a hex with a sewer token to enter the sewer. If the squad is in a building, it must be at elevation 0 to do so. Remove the squad that is entering the sewer and place it on any empty Sewer movement card (only one squad per card). Then, place the sewer entrance marker matching the sewer movement card on the hex where the squad entered the sewer. Finally, place an activation token on the first open square on the sewer movement card with the fatigue side up. During the Status Phase, flip all activation tokens on the sewer movement cards to their Op Fire side. Like any other unit, the activation token marks this unit as being activated.

Units in the sewer may take one of the following two actions when activated:

First, they may advance their position in the sewers. To do this, place another activation token on the next open square on the sewer movement card with the fatigue side up. The distance the unit has travelled is represented by the lowest number on the sewer movement card that is not covered by an activation token. This is called the **exit range**.

SEWER MOVEMENT EXAMPLE



The Soviet player has two squads in the sewers. He decides to activate the squad on the red Sewer card since it has not yet been fatigued this turn. He may place an activation token on the Sewer card to increase the squad's movement. Alternatively, he may emerge from the sewers and use an action to emerge up to 4 hexes away from its red entrance token. The squad may either assault the enemy squad on hex A or be placed on hex B and select an action as normal. Then the squad is fatigued.

Second, a unit may be placed on any hex with a sewer token that is within exit range from the sewer entrance marker that matches their sewer movement card and take a normal action. This placement does not incur Op Fire.

If that hex contains an enemy unit, the unit in the sewers may attempt an assault from the sewer. To do so, move the sewer entrance marker to the hex that the unit is assaulting and remove all activation tokens from the sewer movement card. Due to the inherent difficulty of exiting the sewers under fire, the assaulting Soviet unit's attack strength is reduced by 1. If the assault is successful, move the unit from the sewer movement card to the hex that it assaulted. If the assault fails and the Soviet unit is still alive, place an activation token back on the sewer movement card with the fatigue side up.

A Word of Advice: Keep in mind that sewer movement is slower than regular movement. In shorter scenarios, make

sure that you begin your sewer movement early enough in the scenario so that your squads can reach their objectives before the scenario ends.

VETERAN ACTIONS (OPTIONAL)

If both players agree, the following three types of actions may be used to provide more variety of tactics in Stalingrad.

Group Movement

Similar to a combined attack, a group movement is an advance action taken by more than one unit in the same hex.

After declaring that the active unit is advancing, the player may activate one or more units in the same hex to have them advance as a group.

The unit with the lowest MV is considered the lead unit and all other units in the group movement may only move as far as the lead unit's MV allows.

Op Fire against units in a group movement is slightly different since only one of the moving units may be fired upon per hex, and each unit may only be fired upon once per turn by each enemy unit. However, a machinegun (MG) unit using its Rapid Op Fire ability may fire at units using group movement multiple times.

If a unit is suppressed, it must stop. However, other units using group movement may continue moving as normal. If the lead unit is suppressed, a new lead unit is determined from the remaining units.

Unless suppressed, all units must move together for the duration of the turn.

When moving both infantry and vehicles, movement restrictions are handled separately.

If any unit is forced to stop due to terrain restrictions, all units must stop.

Cautious Advance

The Cautious Advance action represents soldiers moving slowly and carefully, taking advantage of all available cover. A unit that uses a Cautious Advance action may not fire and receives 2 fewer movement points during the activation, but gains +1 cover throughout its activation, regardless of terrain. **Note:** This is a separate action and may not be combined with any other actions that allow movement.

Hand-to-Hand Combat

Close combat in Stalingrad was particularly brutal as squads often used hand-to-hand fighting in close quarters. Players have the option to declare that an assault is hand-to-hand. Rules for hand-to-hand assaults are as follows:

- Immediately before resolving combat in an assault action in the same hex with enemy units, the assaulting player may declare it a hand-to-hand assault.
- During a hand-to-hand assault, the attacking squad rolls an additional attack die.
- Other friendly units may not provide support in a hand-to-hand assault, although all defending squads and light vehicles in the hex still contribute to the defense total.
- The defenders also now roll black attack dice equal to their attack strength, but are only successful on “5” and “6” results.

For more details on Assault Attacks, see the core *TOI* rulebook.

STALINGRAD SCENARIOS

INTRODUCTION

This expansion includes eight scenarios for *Stalingrad*. Four are in this booklet and four are in the *Campaign Rules and Scenario Guide*. Additional scenarios will be made available in the future; feel free to create your own!

ADDITIONS

Some new components appear in the *Stalingrad* expansion scenarios. Soviet command objectives and starting hexes are represented in dark red.



Tokens in Multi-level Buildings

Objectives, sewer markers, and other tokens are considered to be at elevation 0 unless otherwise noted. Sniper tokens and observation post tokens are always considered to be at the topmost elevation of a building.

Divisions Set Up

Some scenarios specify where each nation's units are allowed to set up on the game map. If this restriction is not specified, units may be set up in any starting hexes for their side.

EXPANSION SYMBOL

The front of each card in this expansion, as well as previous expansions, has a symbol in the lower right corner. The expansion symbol distinguishes the expansion cards from the cards in the *TOI* core game cards and other expansions.



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IRON HORSEMEN

The reconnaissance elements of the Soviet 10th Replacement Rifle Brigade, 4th Rifle Regiment, are moving through Sadovaya Station along the rail line to establish the location of the Germans, when they encounter lead reconnaissance elements of the German 94th Infantry Division, 267th Infantry Regiment.

OBJECTIVE:

The Soviets win if they control two of the three command objective hexes at the end of round 5.

The Germans win if the Soviets are unable to fulfill their objectives at the end of round 5.

"We are putting everything that can fight into the places under threat. I think there's still a chance that we won't lose the city."

—General Vasilevsky, Chief of Staff

SOVIET SETUP

DIVISION 1

- 5 Squad Bases
 - 12 Regular Infantry
 - 4 Elite Infantry
 - 2 Officers
 - 1 Machine Gun Crew



x1



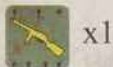
x1

DIVISION 2

- 5 Squad Bases
 - 12 Regular Infantry
 - 4 Elite Infantry
 - 2 Officers
 - 1 Mortar Crew



x1



x1

- Starting Strategy Cards: 1

• Strategy Decks

- Soviet Urban Warfare I

• Operations Cards

- Zaichata

• Deployment Zone

- Division 1: Any hexes on map 42B.
- Division 2: Arrives as reinforcements during the status phase of round 1.

GERMAN SETUP

DIVISION 1

- 5 Squad Bases
 - 14 Regular Infantry
 - 4 Elite Infantry
 - 2 Officers

DIVISION 2

- 5 Squad Bases
 - 10 Regular Infantry
 - 4 Elite Infantry
 - 2 Officers
 - 1 Machine Gun Crew
 - 1 Mortar Crew

- Starting Strategy Cards: 1

• Strategy Decks

- German Urban Warfare I

• Operations Card

- Sniper Hunters

• Deployment Zone

- Division 1: Any hexes on map 51B.
- Division 2: Arrives as reinforcements during the status phase of round 1.



SCENARIO DETAILS

- Rounds: 5
- Starting Initiative:
Soviets
- Actions per Turn:
2 actions per nation

REINFORCEMENTS

- See Soviet and German set-up
instructions

SHOT FOR SHOT

The 16th Panzer Division approached the Volga River with little opposition. However, AA guns of the 1077th AA Regiment, manned primarily by young women barely out of high school, depressed their gun barrels in order to fire on the oncoming tank division. After their initial shock, it was clear to the Germans that the Soviet defenders would fight to the last.

OBJECTIVE:

The player with the most victory points at the end of round 6 wins. Victory points are earned as follows:

- 1 VP for each occupied neutral command objective marker
- 1 VP for each destroyed German unit (Soviet only)
- 1 VP for each German squad in the Soviet tank factory at the end of round 6 (German only)

- 1 VP for each remaining AA gun at the end of round 6 (Soviet only)

"...we had to fight, shot for shot, against 37 enemy anti-aircraft positions, manned by tenacious fighting women, until they were all destroyed."

—16th Panzer Division Officer's Report

SOVIET SETUP

DIVISION 1

- 4 Squad Bases
 - 6 Regular Infantry
 - 4 Elite Infantry
 - 2 Officers
- 1 T-34



x1



x1

DIVISION 2

- 4 Squad Bases
 - 6 Regular Infantry
 - 4 Elite Infantry
 - 2 Officers
 - 2 Machine Gun Crews



x1



x1

- Starting Strategy Cards: 2

Strategy Decks

- Command I
- Soviet Urban Warfare I

Operations Cards

- 1077th Anti-Aircraft Regiment
- Rushed Tank Repair

Deployment Zone

- Division 1: Any hex with a red border on map 40A.
- Division 2: Any hex with a red border on map 41A.

GERMAN SETUP

DIVISION 1

- 6 Squad Bases
 - 10 Regular Infantry
 - 8 Elite Infantry
 - 2 Officers
 - 2 Mortar Crews



x1

DIVISION 2

- 2 Squad Bases
 - 4 Regular Infantry
 - 2 Elite Infantry
 - 2 Officers
- 4 Panzer IIIs



x1

- Starting Strategy Cards: 2

Strategy Decks

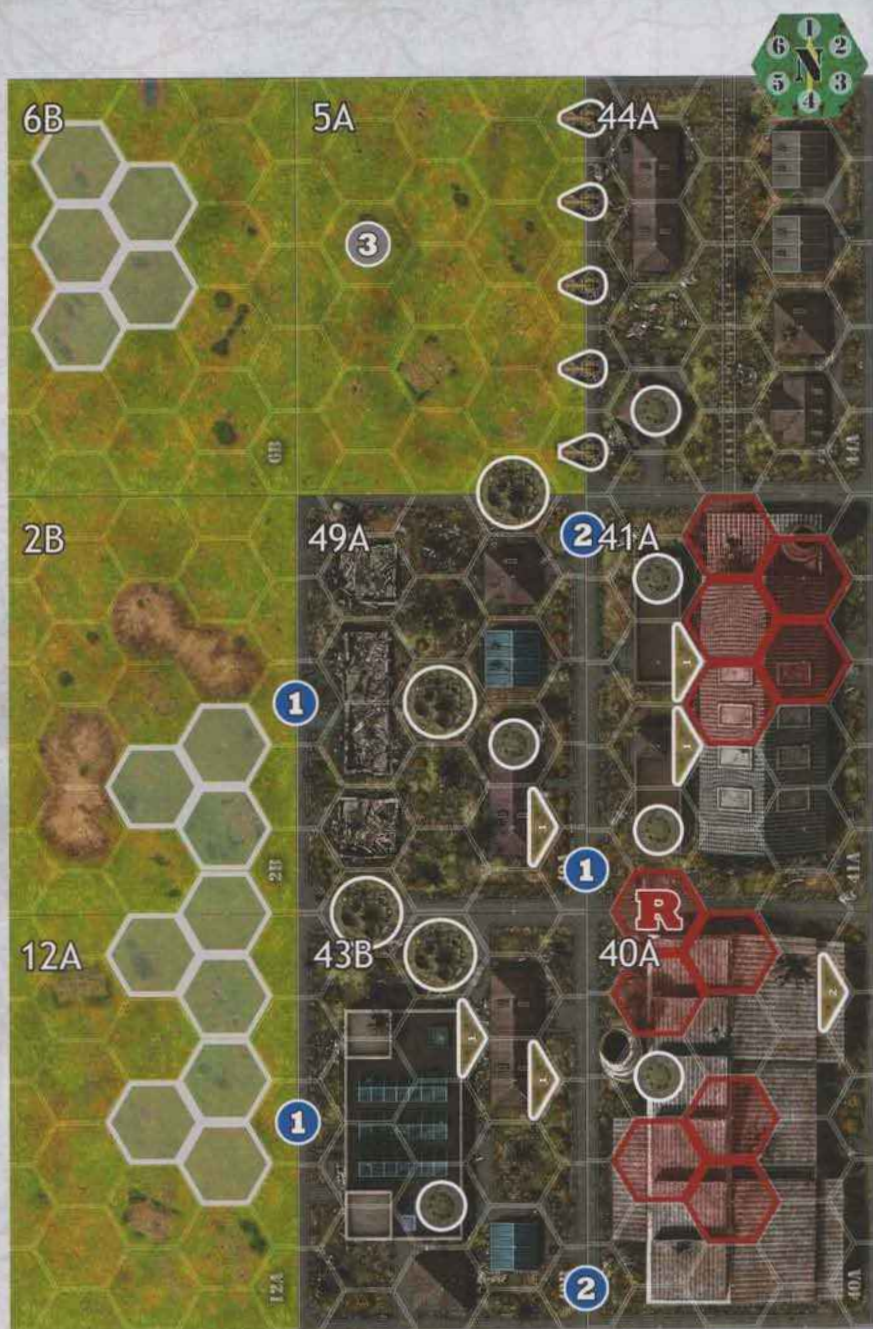
- Morale I
- German Urban Warfare I

Operations Card

- Nebelwerfer Support
- Shield of Armor

Deployment Zone

- Division 1: Any hex with a grey border on map 12A or 2B.
- Division 2: Any hex with a grey border on map 6B.



SCENARIO DETAILS

- **Rounds:** 6
- **Starting Initiative:** Soviets
- **Actions per Turn:** 3 actions per nation

REINFORCEMENTS

The Soviets may choose to purchase a tank each Status Phase for X command, starting with Phase 2, where X equals the current round number.

Each Status Phase:

Soviet Division 1 receives:

- 1 T-34/76 (if cost is paid)

SPECIAL RULES

- Sewer 2
- If the number of German squads within the factory on board 40A is greater than the number of Soviet squads, the Soviets may not receive reinforcements.
- Panzer III units may leave board 6B and 5A before all AA guns are destroyed, but for each unit that leaves before this is accomplished award the Soviets 1VP.

TERRAIN FEATURES

- 6 Sewer Tokens
- 4 Bombarded Terrain Tokens
- 5 1077th AA Gun Tokens

KEY TO THE CITY

The German ground onslaught continued with an assault on the burial mound Mamayev Kurgan. This strategic position would offer the Germans an unmatched view of the city and the Volga River if they could install artillery observation posts atop it. The Soviet 95th Rifle Division was committed to hold the position.

OBJECTIVE:

The Germans win if they control all neutral objective hexes by the end of round 6.

The Soviets win if the Germans are unable to fulfill their objectives by the end of round 6.

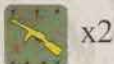
"A mass of Stukas came over us and after their attack, one could not believe that even a mouse was left alive."

—Corporal, German 389th Infantry Division

SOVIET SETUP

DIVISION 1

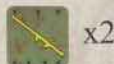
- 6 Squad Bases
- 18 Regular Infantry
- 2 Officers
- 1 Machine Gun Crew
- 1 Mortar Crew



x2

DIVISION 2

- 6 Squad Bases
- 18 Regular Infantry
- 2 Officers
- 2 Machine Gun Crews



x2

- Starting Strategy Cards: 2
- Strategy Decks
 - Artillery I
 - Morale I (remove "Go to Ground" cards)
- Operations Card
 - Desperate Defenders
 - No Surrender
- Deployment Zone
 - Division 1: Any hex on map 47B or 50B.
 - Division 2: Any hex on map 46B or 49B.

GERMAN SETUP

DIVISION 1

- 5 Squad Bases
- 11 Regular Infantry
- 4 Elite Infantry
- 3 Officers
- 1 Mortar Crew
- 2 StuG III



x2

DIVISION 2

- 5 Squad Bases
- 11 Regular Infantry
- 4 Elite Infantry
- 3 Officers
- 1 Mortar Crew
- 2 StuG III



x2

- Starting Strategy Cards: 2
- Strategy Decks
 - Artillery II
 - German Reinforcements I
- Operations Card
 - Lay Smoke
 - Double Time
 - Shield of Armor
- Deployment Zone
 - Division 1: Westernmost full row of edge hexes on map 2B.
 - Division 2: Westernmost full row of edge hexes on map 6B.



- **Rounds:** 6
- **Starting Initiative:** Germans
- **Actions per Turn:** 2 actions per nation

The Soviets receive reinforcements as noted below.

Soviet Division 2 receives:

- 2 T-70s from the 137th Tank Brigade, which may arrive at the Soviet Command objective marker if the Reinforcement hexes are occupied by enemy troops.

- The Soviet player must set up before the German player, even though the German player has initiative.

- At the beginning of the game, the Soviet player declares which units are on Op Fire, before the German player.
- When placing the razor wire tokens on the map, the Soviet player can choose to flip any of them to their Tank Trap side.

- 8 Entrenchments
- 12 Razor Wire/Tank Traps
(see Special Rules)
- 6 Minefields

TERMINAL STATION

Although the rail station was in German hands, the Soviets counter-attacked daily. In order to eliminate the Soviet forces left behind, the Germans had to commit fresh units to clear the area around the station.

OBJECTIVE:

The Germans win if they control 2 of the marked one story buildings and 2 of the victory objective markers at the end of round 6.

The Soviets win if the Germans are unable to fulfill their objectives by the end of round 6.

"There is no land for us behind the Volga [River]."

—Promise of the Soviet 13th Guards Division

SOVIET SETUP

DIVISION 1

- 8 Squad Bases
 - 20 Regular Infantry
 - 4 Elite Infantry
 - 2 Officers
 - 1 Machine Gun Crew
 - 2 Mortar Crew
- 1 T-70



x2



x1

DIVISION 2

- 8 Squad Bases
 - 20 Regular Infantry
 - 4 Elite Infantry
 - 2 Officers
 - 1 Machine Gun Crew
 - 2 Mortar Crew
- 1 T-70



x1



x1



x1

- Starting Strategy Cards: 4

Strategy Decks

- Soviet Urban Warfare Deck I
- Supply Deck I
- Ground Support Deck I

Operations Cards

- Dangerous Debris
- Desperate Defenders
- Lay Mines

Deployment Zone

- Division 1: Any hexes on maps 42A, 46A, and 47A
- Division 2: Any hexes on maps 43A, 44A, and map 50A

GERMAN SETUP

DIVISION 1

- 7 Squad Bases
 - 18 Regular Infantry
 - 6 Elite Infantry
 - 2 Officers
 - 1 Mortar Crew
- 2 Panzer IIIs



x2



x1

DIVISION 2

- 8 Squad Bases
 - 18 Regular Infantry
 - 6 Elite Infantry
 - 2 Officers
 - 2 Mortar Crews
- 1 StuG III



x2



x1

- Starting Strategy Cards: 4

Strategy Decks

- German Urban Warfare Deck I
- Artillery II
- Command Deck I

Operations Cards

- Clear Mines
- Lay smoke

Deployment Zone

- Division 1: Any hexes on map 48A
- Division 2: Any hexes on map 51A



SCENARIO DETAILS

- **Rounds:** 6
- **Starting Initiative:** Germans
- **Actions per Turn:** 2 actions per nation

REINFORCEMENTS

None

SPECIAL RULES

- Sewer 2
- For command objectives located within buildings, a player receives double the printed command if no enemy units are inside the building where the objective is located.
- During the Status Phase, a player may remove one victory objective under his control to draw a card or gain 2 command.
- The six collapsed buildings in this scenario are treated as normal buildings where the topmost floor provides no cover. For buildings without multiple floors, the first floor (elevation 0) is the topmost floor.

TERRAIN FEATURES

- 7 Sewer Tokens
- 6 Bombarded Terrain Tokens
- 6 Victory Objective Tokens

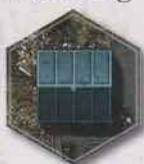
TERRAIN REFERENCE

Bombarded Terrain



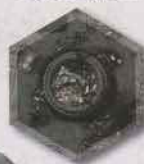
Movement Cost: 2
Cover: 4 for squads, 1 for other units
 Light vehicles cannot enter bombarded terrain.
 Other units must stop when entering. Heavy vehicles roll a die when exiting. A "5" reduces MV by 4. A "6" reduces MV to 0. The rest of the vehicle's action is taken normally.

Building



Blocking Terrain
Movement Cost: 2 (Infantry)
 Vehicles may not enter.
Cover: 3

Fountain



Movement Cost: 1 or 2 (if a squad ends on this space)
 Vehicles may enter but may not stop.
Cover: 2

Clear



Movement Cost: 1
Cover: 0

Collapsed Building



Blocking Terrain
Movement Cost: 3 (Infantry)
 Vehicles may not enter
Cover: 2
 Note: Collapsed Buildings are treated as elevation 0.

Road



Movement Cost: 1*
Cover: Depends on main terrain type
 *Movement costs 1 if moving along a contiguous road. Otherwise, use main terrain type.

Railway



Movement Cost: 1*
Cover: Depends on main terrain type
 *Movement costs 1 if moving along a contiguous railway. Otherwise, use main terrain type.

SPECIALIZATIONS

ASSAULT ENGINEER



SN-42: During an assault, each defending German squad reduces its cover by 1 for every two figures in the attacking Soviet assault engineer unit. Within close range, assault engineer cover dice succeed on a "4," "5," or "6."
 Soviet assault engineers also function like normal engineers and have the ability to dig entrenchments.

COMMISSAR



Motivate: Commissar units never retreat and never rout. If an officer is in the squad, the commissar may give its ability to any friendly squad up to one hex away by removing a figure from the friendly squad.

SMG



PPSh: A Soviet squad with the SMG specialization receives an additional two firepower against infantry targets, regardless of the number of figures remaining in the squad. However, its range is reduced by two against infantry.

MOUNTED



Riding: This Soviet squad receives 2 additional movement points when advancing across clear terrain, roads, and railways.

RESTRICTIONS

STARVING



Hungry: This squad has its MV and firepower reduced by 1 (minimum 1) and may not assault.
Resupply: If a starving unit ends its movement on a supply command objective, this restriction is removed.

UNARMED



Shortage: This Soviet squad may only attack using hand-to-hand assaults (if that rule is being used).
Scavenge: If an unarmed unit enters a hex with an empty Soviet base, its restriction is removed.
 If playing the campaign, or if at least one squad has this restriction, squad bases should not be removed from the map when a squad is eliminated unless reinforcements require it. Instead, empty bases mark the dead.