

Battle for Stalingrad

Background

This game depicts the grueling battle for the vital city of Stalingrad during the harsh Russian winter of 1942-43. Cut-off, and far from home, the German army had to secure the city to receive supplies if they were going to survive the winter. Far away in their German and Russian capitals, Adolf Hitler and Joseph Stalin decided that Stalingrad was not only vital to the war effort, but also a national symbol that must be won at all costs.

How to Win

A player wins if at the end of his turn he is controlling all 5 Locations. The Soviet player also wins at the end of his turn if all Locations have been Destroyed.

Location Cards

Special Notes – Some Location cards have special notes.

Rubble Chart – This chart shows you the number of Ration tokens the Location provides during your Resupply step if you Control the Location. As the Location builds up Rubble tokens, it provides fewer Ration tokens.

Distribute a Location's Ration counters to your Forces in that Location's Control or Perimeter areas.

When the number of Rubble counters equals the Location's "Destroyed" value, turn the Location card over and use its back side information for the remainder of the game.

Backside – Some Locations have special notes on the backside, but most have just the total Rubble needed to flip them. Once a card is flipped, do not place any additional Rubble tokens on it.

Force Cards

Stats – Each Force has a Combat value and a Starting Rations value. The Force inflicts hits in combat equal to its Combat value. When the Force first enters the game, place Ration tokens on it equal to its Starting Rations value.

Special Notes – Some Forces have special notes.

Discard Cost – When the card is selected to enter play, you must discard this many cards.

Action Cards

Effect – All Action cards have an effect. Unless a card states otherwise, it can only be played during your Action step.

Firefight Value – Use this value when resolving a Forces Attack order. You can play a card from your hand to get its Firefight value during an Attack order. If a positive number, play it on yourself so your forces inflict more Hits. If a negative number, play it on the opposing player to decrease the number of Hits he inflicts to you. Some Action cards will also call for a Firefight flip as part of their effect.

Rubble Counters

Used to track the amount of damage inflicted to each Location card.

Ration Counters

Used to record the Ration level of each Force card.

Set Up

- 1) **Select Sides:** Decide which player will be Soviet, and which will be German.
- 2) **Location Cards:** There are 9 Location cards included in the game. Select 5 at random. Do not use the other 4 during the game. Place the 5 Locations faceup (non-Rubble side up) in a line along the center of the table, between you and the opposing player.
- 3) **Starting Forces:** The Soviet player selects Force cards with a total discard cost (located in the top right corner) of 10 or less and places each Force faceup in a Location's perimeter or control area. You may place more than one Force in the same Location. Give each Force its Starting Rations, and then distribute 10 additional Rations to your starting Forces. The remaining Force cards are placed off to the side, forming the Soviet Reserves.

The German player then performs his set-up. The German player selects Force cards with a total discard cost of 15 or less and places each faceup in the Perimeter area of a Location. You may place more than one Force in the same Location. Give each Force its Starting Rations. The remaining Force cards are placed off to the side, forming the German Reserves.

- 4) **Decks:** Separate the remaining cards into a Soviet deck and an German deck. The cards can be separated according to their backs, or the flags on their top-left corners.

Shuffle the Soviet cards and place them facedown on the table by the Soviet player to form a deck. Do the same for the German player.

Each player draws 5 cards from his deck to form his initial hand of cards.

The German player takes the first turn. Players take turns back and forth until there is a winner. When an action deck is depleted, shuffle its discards and continue.

Steps of a Player's Turn

- 1) Rubble (Soviet player only)
- 2) Resupply
- 3) Actions
- 4) Draw cards

Rubble

The Soviet player places a rubble token on any Location that has not been flipped to its Rubble side. This step is only performed during the Soviet player's turns.

Resupply

Distribute the Rations generated by each Location (see the Rubble/Ration chart on each Location card) to any of your Controlling Forces in that Location (use pennies). Rations cannot be saved they must be allocated. Remember to reduce the Rations generated as the Rubble tokens increase on each Location card.

Actions

There are several types of Actions. You can perform them in any order and each can perform each more than once per turn. For each Action: Declare it, Pay for it, and Resolve it. Then perform your next Action.

Play a Card – You can play a card from your hand to gain its affect. Unless noted otherwise, this is when you play action cards.

Force Attack – Move one or more of your forces from a Location's perimeter area to its attack area. Each Force participating in the attack must consume 1 of its Rations. Place one rubble token on the Location if the combined Combat value of your Forces participating in the attack is 3 or higher. Resolve the attack.

Move – You can move one of your Forces to any Location's Perimeter. If you control the Location it is moving to, or it is uncontrolled, the Force can be placed in control of the Location. The moving Force must consume 1 of its Rations.

Supply – Discard a card to distribute 2 Rations to your Forces.

Reinforce – Discard a number of cards equal to a Force's discard cost and move it from your Reserves to any Location's Perimeter. If you control the Location it is being placed in, or it is uncontrolled, the Force can be placed in control of the Location. Place its Starting Rations on the card.

Reconstitute – Discard a number of cards equal to a Force's discard cost and move it from your Dead Pile to your Reserves.

You can perform as many actions during your turn as you can pay for.

Resolving an Attack Order

Place one Rubble token on the Location.

Starting with the attacker, players can play one Firefight card at a time from their hands until both players refuse to play a card in succession. A Firefight card can either be played for your forces, or against the opposing player's forces. Do not flip Firefight cards for attacks produced by Action cards, such as Dive Bombers.

Once both players decline to play a card, both players flip the top card from their decks and apply its Firefight value to either side's Forces.

Both players total the Combat values of their committed Forces, and then adjust by the Firefight cards. Each player's total is the number of Hits inflicted to the enemy Forces. The owners suffering the Hits allocate the Hits.

You can stop a Hit allocated to a Force by discarding one of its Rations.

Any time a Force is absorbing Hits it can absorb 2 Hits by retreating from a Location's control or attack area to its perimeter.

If a Force cannot stop a Hit allocated to it, move the Force to your Disrupted pile.

The attacking player must absorb hits first.

Once all hits are absorbed, if any defending Forces remain in the Location's control area, all attackers must retreat to the Location's perimeter.

A Force can participate in multiple actions each turn, but each must be paid for as normal.

Draw Cards

Draw five cards from your draw deck. There is no limit to the number of cards you can hold. If your deck is depleted, shuffle the discards and form a new deck.

Costs and Effects

Some cards require a Ration to be removed, or a card to be discarded, to play the card. You must pay all costs to be able to play a card.

Some cards have the effect of removing enemy Rations. If an enemy card does not have Rations, it does not have to remove one.

3 Forces per Area

You cannot move or place a Force in a Perimeter or Control area if you already have 3 Forces in that area.

Example of a Player Turn

It is part way through a game and the start of the Soviet player's turn.

He then looks through his Forces in play and sees the 1st Guards Infantry gets a ration at the start of his turns, and places it now.

He first places a rubble token on one Location of his choosing. He sees the Barrikady Gun Factory already has 3 Rubble tokens, and places the 4th token. This flips the card to its Rubble side. That Location no longer produces Rations.

He next collects rations for his forces. He controls the Red October Steel Factory with 0 rubble, and gets 4 rations to distribute to his forces in that Location's Control and Perimeter areas. He also controls the Central Station with 7 rubble, and gets 1 ration for that Location. The third Location under his control is the Gumrak Airfield. It was previously flipped due to rubble, but even on its rubble side, it still produces 3 rations.

He now starts performing actions.

Order #1 - He issues the 66th Infantry a Move order, takes 1 ration off them, and moves them from the Gumrak control area

to the Mamayev Kurgen's perimeter area. The Germans control that Location, so he cannot move directly to its control area.

Order #2 - He plays a Fresh Supplies card and distributes 4 rations to his forces.

Order #3 - He gives the 66th Infantry and 21st Tank and Attack order. He removes 1 ration from the 66th and 2 from the 21st (due to its special note). He places one ration on the Location card and it is now treated as a rubble token for that Location. Defending the Location is the German 6th Panzer. He plays a Firefight card from his hand to give his forces +3 attack. The German player plays a +2 to give his forces +2 attack. The Soviet player plays a -1 to give the German player a -1 attack. Both players then pass playing any more cards. Each player then flips a Firefight card from his deck. The Soviet gets -2, the German +1. The German player inflicts Hits first, and inflicts 4 for the 6th Panzer, +2, -1, +1, -2 for Firefight card gives him a total of 4. The Soviet player retreats the 66th Infantry to stop 3 Hits (2 normal, +1 for its ability), then removes 1 ration from the 21st Tank. The Soviet player inflicts 3 Hits, +3, for 6 Hits. The German player removes all 3 of the 66th Panzer's rations to stop 3 Hits, and then retreats it to stop 2 more. This leaves 1 Hit that cannot be stopped, so the force is moved to the German Disrupted pile. The Soviets end the battle in control of the Location.

Order #4 - He issues a Resupply order by discarding a card and distributing 2 rations to his forces.

He decides not to perform any more Orders and draws 5 cards, ending his turn.

Game Credits

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