

New Mission

by Billy Payne(Tisander)

This is an attack on a city block in Stalingrad. The Russians use the same stats as the Americans.

This is a short game, taking maybe 20 minutes after setup.

OBJECTIVE:

The Germans must reach the objective hex by the end of turn 4, and must hold the hex until the end of any turn in which the objective is taken.

The Russians must prevent German victory.

'Men are born for games. Nothing else. Every child knows that play is nobler than work. He knows.' - Cormac McCarthy

Rounds: 4

Starting Initiative

Germans

Actions

3

Reinforcements

The russians recieve 2 squads of regulars who must enter the board through the purple hex durring their

activation on turn 2.

The Russians also recieve 2 squads of regulars who must enter the board through the yellow hex durring their activation on turn 2.

Special Rules

The Germans begin the game with 2 command points.

Side 1

Division One

- 2 Squad Bases
- 8 Regular Infantry

Division Two

- 1 Squad Bases
- 4 Regular Infantry

Starting Strategy Cards: 2 Strategy Decks

- Morale I

Deployment Zone

The Allies may deploy anywhere within

the green hexes.

Side 2

Division One

- 2 Squad Bases
- 2 Regular Infantry
- 3 Elite Infantry
- 1 Officer
- 1 Machine Gun Crew



x 1

Division Two

- 2 Squad Bases
- 2 Regular Infantry
- 3 Elite Infantry
- 1 Officer
- 1 Machine Gun Crew



x 1

Starting Strategy Cards: 2

Strategy Decks

- Command I

Operations Cards

- Lay Smoke

Deployment Zone

The Germans may setup in any grey hex.



