

# BATTLE FOR STALINGRAD



## The Epic East Front Battle Game

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# BACKGROUND

This game depicts the grueling battle for the vital city of Stalingrad during the harsh Russian winter of 1942. 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 symbol of national superiority that must be won at all costs.

As the armies fought for control of the city, the Russians built up a huge army in preparation for Operation Uranus. Once the Russians assembled their forces, they would launch their operation, cutting-off the German troops in Stalingrad, and sealing their fate.

# HOW TO WIN

To win, Control all 5 Location cards at the end of any of your turns.

# COMPONENTS

The game contains the following components:

## Location Cards



Location cards represent the areas within the city that were the sites of major battles.

## Special Notes



Some Location cards have Special Notes. These Notes take priority over standard game rules.

Rubble	Rations
0 to 4	3
5 to 7	2
8 to 9	1
10	Destroyed

## Rubble Chart

If you Control the Location, this chart shows you the number of Ration counters the Location provides during your Supply step. As you add Rubble counters to a Location, it provides fewer Ration counters to your Forces.

## Destroyed Locations

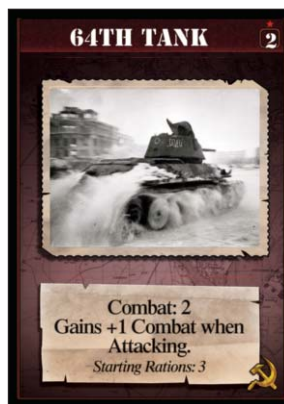


When a Location is Destroyed, flip the card to its backside, discard all of its Rubble counters, and do not place any additional Rubble counters on the card.

*Example: Flip the Mamayev Kurgan card to its Destroyed side when a player places the 10th Rubble counter on it.*

Destroyed Locations do not produce Rations, but Controlling them still counts toward Victory and extra card Draws. Some Locations also retain their Special Notes when Destroyed.

## Force Cards



Force cards represent your combat forces in the game.

## Basic Information

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 counters on it equal to its Starting Rations value.

## Special Notes

Some Forces have Special Notes.

**Gains +1 (or +2) Combat when Attacking** - Gain the bonus to its Combat value when it participates in a battle that you initiated.

**Stops 1 (or 2) extra Hits when Retreating** - When you Retreat the Force from a battle to a Perimeter Area, it absorbs the noted number of extra Hits.

**Can Move Without Paying a Ration cost** - The Force performs Move Actions without paying a Ration cost.

**Ignores the first Hit (or first two Hits) applied to it from every Attack** - The Force freely absorbs the noted number



of Hits applied to it during each battle, or when attacked by an Action card.

## Cost

The number in the upper right corner of a Force card is the Force card's Cost. To purchase a Force card, discard that number of Action cards from your hand.

## Action Cards



Use Action cards to improve your attacks, absorb damage, and perform other valuable game functions. Do not reveal your Action cards to the enemy player until you play them.

### Effect

All Action cards have an effect. Unless a card states otherwise, you can only play it during your own Action step.

*Example: You can only play a Dive Bombers card during your own turn.*

*Example: You can play a Rubble card anytime one of your Forces is suffering Hits, so long as the Force is in a Location with 2 or more Rubble counters.*

*Example: You can play a Big Push during either player's turn. Each of your Forces gains +1 Combat until the end of the Acting Player's turn.*



### Firefight Value

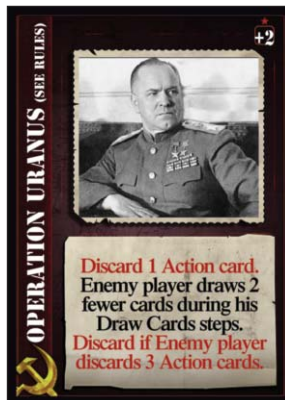
Action cards have a Firefight value in their top right corner. This number increases the Hits you inflict in a battle, or decreases the Hits the enemy inflicts during a battle.

You can play an Action card from your hand to get its Firefight value during an Attack order. If it is a positive number, play it on yourself so your forces inflict more Hits. If it is a negative number, play it on the opposing player to decrease the number of Hits his Forces inflict on your Forces. Firefight values range from -3 to +3.

*Example: You play an Action card with a +2 Firefight value. You will inflict 2 extra Hits at the end of the battle.*

*Example: You play an Action card with a -1 Firefight value. The enemy Forces will inflict 1 less Hit at the end of the battle.*

## Operation Uranus



As the Russian player, you have 6 Operation Uranus Action cards in your deck.

The information in red at the top of the card's text notes a cost you must pay at the time you play the card.

The black text in the middle of the card details the penalty the German player suffers, or the bonus you gain, for as long as the card is in play.

The card remains in play until the German player pays the cost noted in red text at the bottom of the card. The German player may pay this cost during his future turns. Discard the card when he pays the cost.

There can be more than 1 Operation Uranus card in play at the same time.

## Rubble Counters



Use the Rubble counters to track the amount of damage inflicted on each Location card.

## Ration Counters



Use the Ration counters to record the Rations possessed by each Force card.

## SET-UP



Decide which player will command the Russian forces (Hammer and Sickle), and which player will command the German forces (Iron Cross).

## Location Cards

There are 10 Location cards included in the game. Select 5 at random. Place the other 5 off to the side. You will not use them during the game. Place the 5 selected Locations face up in a line along the center of the table between you and the opposing player.



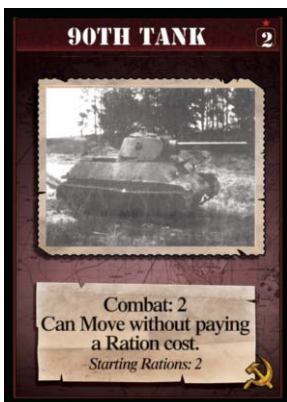
Each Location has a Russian Control Area, a Russian Perimeter Area, a German Control Area, and a German Perimeter Area. Russian Forces will always be in Russian Areas, and German Forces will always be in German Areas.



## Starting Forces

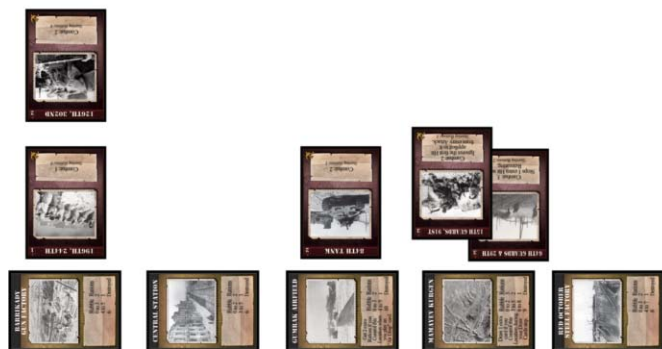


Separate the Force cards into a Russian Forces pile and a German Forces pile, then give each pile to its commanding player.



If you are the Russian player, you set-up first. Select Force cards with a total cost of 11 points. Each Force's cost is shown in its top-right corner.

Place each of your purchased Russian Forces face up in any Location's Perimeter or Control Area. You may place up to 3 Forces in each Perimeter Area and up to 3 Forces in each Control Area.

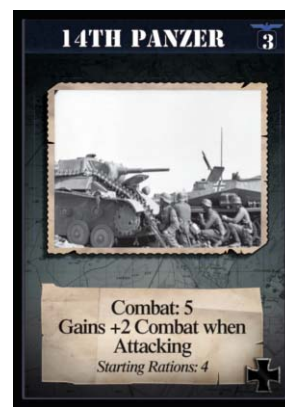


*Example: The Russian player has selected and placed 11 points of Forces.*

Shuffle the remaining Russian Forces and place them off to

the side, face down, to form your Force card deck for later purchase. Turn the top Force card face up.

Place the Starting Ration counters on each Russian Force.



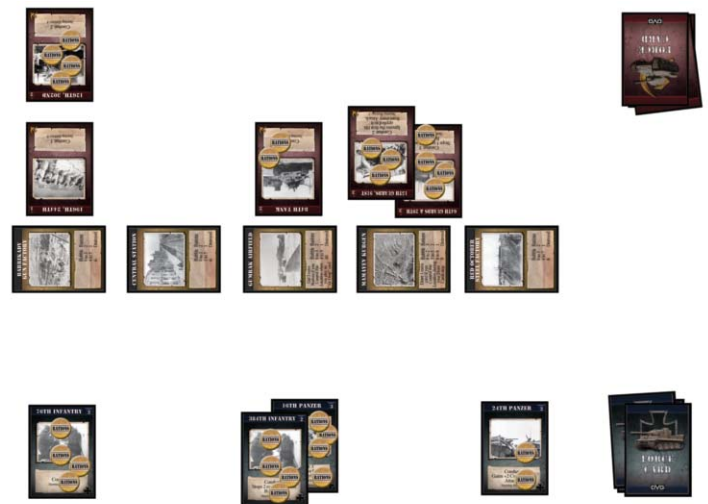
If you are the German player, after you see the Russian Forces placement, select Force cards with a total cost of 9.

Place each Force face up in any Location's Perimeter Area. You may place up to 3 Forces in each Perimeter Area. During this step, you cannot place Forces in a Control Area, even if there are no Russian Forces in the Location's

Russian Control Area.

Shuffle the remaining German Forces and place them off to the side, face down, to form your Force card deck for later purchase. Turn the top Force card face up.

Give each German Force its Starting Rations.



*Example: You and the Russian player have finished setting up Forces and gathering their Starting Rations.*

## Action Cards



Separate the Action cards into a Russian Action deck and a German Action deck.

Shuffle the Russian Action cards and place them face down on the table next to the Russian player to form a deck. Do the same for the German player with his Action cards.

If you are the Russian player, draw 10 Russian Action cards into your hand.

If you are the German player, draw 5 German Action cards into your hand.

The German player takes the first turn.

When you take your turn, you are the Acting Player. Once you have finished your turn, the other player takes his turn, and he becomes the Acting Player. Take turns back and forth until there is a winner. When you deplete your Action card deck, shuffle its discards, form a new deck, and continue.

## LOCATION CONTROL

If you have Forces in your Control Area for a Location, and the enemy does not have Forces in his Control Area, you Control the Location.

If both players have Forces in the Location's Control Areas, the Location is Uncontrolled. Likewise, if neither player has Forces in the Location's Control Areas, the Location is Uncontrolled.



*Example: Neither player Controls the Barrikady Gun Factory or the Central Station. The Russian player Controls the Gumrak Airfield.*

## SEQUENCE OF PLAY

Steps of the Acting Player's Turn:

- 1 - Supply
- 2 - Actions
- 3 - Draw Cards

You only perform these steps when you are the Acting Player.

### Supply Step

Rubble	Rations
0 to 2	2
3 to 5	1
6	Destroyed

Distribute the Rations generated by each Location you Control to any of your Forces in that Location's Control or Perimeter Areas. A chart on each Location card specifies how many Rations it produces based on the number of Rubble counters on its card.

*Example: You Control the Location above and it has suffered 1 Rubble. It generates 2 Rations. You can place the 2 Ration counters on any of your Forces in that Location's Control or Perimeter Areas.*

### Perimeter



Also distribute 1 Ration to each of your Perimeter Forces even if you do not Control their Locations.

### Actions Step

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

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

### Canceling an Action

If you declare an Action, and the enemy player cancels it, you do not pay the costs of the Action.

*Example: You declare a Move Action to Move one of your Forces and pay 1 Ration. The enemy plays a Sniper card to cancel your Action. Return the spent Ration to the Force.*

*Example: You play an Artillery Barrage on an enemy Force. He plays a Fog of War card to cancel your Artillery Barrage. The Location does not suffer a Rubble and his Force is not attacked.*

*Example: You Move a Force. He plays a Scout card and gets a*





## Attack Action

Declare an Attack for one Location. To declare the Attack, you and the opposing player must have Forces in each of that Location's Control Areas.

Discard 1 Ration from each of your Forces that you want to participate in the Attack.

Defending Forces do not pay Rations to participate in the battle.

*Example: You move 2 Forces in a Location's Control Area. You pay 1 Ration from each Force. The enemy player has 1 Force in his Control Area. You then declare an Attack, using 1 of your Forces. You spend another Ration from that Force to perform an Attack Action.*

## Resupply Action



Discard an Action card from your hand to distribute a total of 2 Rations to your Forces.

## Buy Forces Action



You may purchase the top card from your Force card deck with each Buy Forces Action.

Discard a number of Action cards equal to the costs of the Force and move the Force from your Force card deck to any Location's Perimeter. You must commit to purchasing a Force, and place it, before you take it from the deck and turn the next Force card face up.

*Example: There is a 1 cost Force card on top of your deck. You play a Reinforcements card that is worth 2 cards toward Force costs. You spend 1 point to buy the top card, place it, and then turn the next card face up. It costs 2. You must either lose the second point gained from the Reinforcements card, or discard 1 card to finish paying the cost of the second Force card.*

If you Control a Location or it is Uncontrolled, you can place the Force in the Location's Control Area.

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

Place the Force's Starting Rations on its card.

## Draw Cards Step

Draw 5 Action cards from your Action deck, plus 1 additional Action card for each Location you Control.

*Example: You Control 3 Locations. You draw 8 cards.*

There is no limit to the number of cards you can hold. If you deplete your Action deck, shuffle the discards, and form a new deck.

# RESOLVING AN ATTACK

## Rubble



When you declare an Attack, place one Rubble counter on the Location card.

*Example: You and the enemy have Forces in the Control Areas of a Location. You declare an Attack with one or more of your Forces in that Location. Place 1 Rubble counter on the Location card.*

## Firefight



Starting with the attacker, you can play one Action card from your hand to gain its Firefight value. The defender may then play an Action card from his hand, to gain its Firefight value. This continues until both players decline to play a card in succession.

If a card has a Firefight value of +1, +2, or +3, play it on your own Forces to increase the number of Hits you inflict.

If a card has a Firefight value of -1, -2, or -3, play it on the enemy Forces to decrease the number of Hits they inflict.

Once both players decline to play a card in succession, both players flip the top card from their Action decks and apply its Firefight value as normal.

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 on the enemy Forces. The player suffering the Hits allocates the Hits to his own Forces.

*Example: You are Attacking and your Force cards have a total Combat value of 5. The defender's Forces have a total Combat value of 3.*

*You begin by playing an Action card with a +2 Firefight value. The card's actual game text is ignored. The other player plays an Action card with a -1 value. Your Combat value is now 6 (5 + 2 - 1 = 6). You then play a -2, he plays a -3. You now have 3 and he has 1. You then decide not to play a card, and he plays a +1. You now have 3 and he has 2. You again do not play, and he plays a -1. You now have 2 and he has 2. You then play a +3. He does not play. You have 5 and he has 2. You then do not play. Since both of you passed in succession, neither player can continue to play Firefight cards.*

*You both then flip the top Action cards from your decks. You get a +1 and he gets a +2. You inflict 6 Hits on his Forces and then he inflicts 4 Hits on your Forces.*

## Absorb Hits

You may only allocate Hits to your Forces that participated in the battle.

You can stop Hits allocated to a Force by discarding its Rations. Discard 1 Ration for each Hit you wish to stop.

Any time a Force is absorbing Hits it can absorb 2 Hits by Retreating from a Location's Control Area to its Perimeter. If there are already 3 Forces in that Perimeter Area, Forces cannot Retreat.

If a Force cannot stop a Hit allocated to it, it is Destroyed.

The defending player must absorb Hits first.

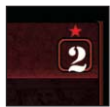
*Example: You inflict 6 Hits on the enemy Forces. He has two Forces that participated in the battle. He discards a total of 3 Rations from the two Forces to absorb 3 Hits. He then Retreats one Force to the Perimeter Area to absorb 2 more Hits. He then chooses to Destroy the Retreated Force to absorb the final Hit.*

As the attacking player, you then absorb the Hits inflicted by the defender.

*In the same battle, he inflicts 4 Hits on your Forces. You have three Forces in the battle. You choose to keep all your Rations and Retreat two Forces to your Perimeter to absorb the 4 Hits.*

Do not play or flip Firefight cards for attacks produced by Action cards, such as Dive Bombers.

*Example: You play a Dive Bombers card. You place 2 Rubble on the Location, and select an enemy Force in that Location's enemy Control Area. Neither player can play Firefight cards or flip Firefight cards. The enemy Force suffers 4 Hits.*



When one of your Forces is Destroyed, place it face down at the bottom of your Force card's deck.

As you purchase Forces, and they are Destroyed in battle, previously Destroyed Forces will become available for repurchase. Purchase them as normal.

## Heroic Service



Your Forces can earn Heroic Service medals. To earn one, they must meet the following conditions:

- You Destroyed all the enemy Forces in the battle.
- At the end of the battle, you Control the Location.

If the conditions are met, place 1 Heroic Service counter on

any one of your Forces still in the Control Area.

A Force may have more than one Heroic Service counter.

For each Heroic Service counter on a Force, that Force gains +1 Combat and absorbs 1 extra Hit when Retreating from a Control Area to the Perimeter Area.

*Example: You have two Forces in a Location's Control Area. The other player moves in 2 Forces and declares that both will Attack. After resolving the battle, you have Retreated 1 of your Forces and your other Force is still in the Control Area. Both of His Forces were Destroyed. Your Force in the Control Area gains 1 Heroic Service counter.*

## GAME CREDITS

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Rulebook Edits	Hans Korting
Playtesting	Nika Dare, Chris Richardson, Holly Verssen, and Kira Verssen



# SAMPLE GAME

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## Set-Up

I will be commanding the German Army for this sample game, and my opponent will be commanding the Russian Army.

I shuffle the Location cards and draw 5. I get: Gumrak Airfield, Grain Elevator, Dzerzhinskiy Tractor Factory, The Docks, and Pavlov's House.

To start, the Russian player chooses 11 points worth of Forces. He places the "169th Rifle" in the Gumrak Airfield's Control Area (with its 2 Starting Rations), the "248th Rifle" in the Grain Elevator's Control Area (1 Starting Ration), the "6th Guards" in the Grain Elevator's Perimeter (0 Starting Rations), the "15th Guards" in Pavlov's House's Control Area (3 Starting Rations), and the "84th Tank" and "90th Tank" in the Dzerzhinskiy Tractor Factory's Control Area (placing 2 Starting Rations on each).

After I see his starting Forces and where they start, I choose 9 points of Forces. I place my "16th Panzer" at the Gumrak Airfield's Perimeter Area (with 4 Starting Rations), my "384th Infantry" and "14th Panzer" in the Grain Elevator's Perimeter Area (with 4 Starting Rations each), and my "100th Jager" in the The Docks' Perimeter (with 1 Starting Ration).

Now, he draws his 10 Action cards. I draw 5 Action cards. We are now ready to start playing.

## German 1st Turn

Looking at my 5 cards, I see some strategic possibilities for my first turn. First, I give each of my Forces a single Ration counter for being in the Perimeter. I want to move my "16th Panzer" into the Gumrak Airfield's Control Area to gain its Location ability of giving me an extra Ration for Resupply Actions. Normally I would need to spend a Ration to move him in, but this Force's ability allows me to move him anywhere for free, so I Move him into Gumrak Airfield's Control Area.

Because we both have Forces in the Gumrak Airfield's Control Areas, the Location is Uncontrolled. This means no one gets the Location's ability, no one gets the Rations generated by the Location at the beginning of their turns, and no one can count it as a 5 Location for the win. Just because I move a Force into a Location's Control Area, doesn't mean I have to immediately perform an Attack Action.

Wanting to push the advantage, I play a Supply Raid to steal 2 of the "169th" Ration counters, and give them to the "16th

Panzer". I could have stolen 2 Rations from any of his Forces, and given them to any one of my Forces.

Feeling confident now, I initiate an Attack Action. I now drop a Ration counter from the "16th Panzer" to pay for this, I also place a Rubble counter on this Location. With my Combat value of 5 and his 1, this will be a cakewalk! Seeing that he has 10 cards is daunting, and my fears are correct, he plays a Reserve Forces Action card to bring his "6th Guards" into the battle! Since an Attack Action was declared, it doesn't matter who initiated it, he can play the Reserve Forces. Now my 5 vs. 1 advantage is taken down to 5 for me vs. 2 for him. A very important advantage for me though is, I have 6 Rations to stop possible Hits, all he can do is Retreat each of his Forces to stop 2 Hits each. Still, he has a lot of cards, with a lot of Firefight values.

Since I initiated the Attack, I have the choice of playing a card for its Firefight value first, I feel though that my Combat value is more than enough, and I pass. He then gets a choice, and I see a gleam in his eye, as he places down a +3! Now it's 5 vs. 5, so I look through my cards, and play a -2 to negate some of his Hits. 5 vs. 3. It's his turn, he places a -2 also. Now it's 3 vs. 3 and I have to do something, or this Attack will be for nothing. I bring out my big guns with a +3 bringing it up to 6 vs. 3! Having only 2 cards is risky at anytime, especially for the rest of my Attacks, but I want to win this one. He plays a -1, I pass, and then he plays another -1. I don't want to spend my cards, so I pass again. 4 vs. 3 not great odds, but it's the best I can do. I pass, and thankfully, he passes as well. My 2 cards feel sad against his 5, but I have better Forces per Reinforcement cost. After both of us have passed, we flip the top card from our Action decks for the Firefight flip. I get a +2 and he gets a -1, so with all of that said and done, the final Combat values are 5 vs. 3.

Being the Attacker, I inflict my 5 Hits first. He Retreats his "6th Guards" to negate 2 of the Hits, he also pulls back his "169th" to negate another 2. Now he has a difficult choice, he still has 1 Hit to allocate, so someone is going to die. He makes the best choice he can, and kills his "169th". Before he puts his Forces into the bottom of his Force pile though, he inflicts 3 Hits on my Force.

Thinking strategically, I know that my 16th Panzer card can Move for free, so I Move it back to absorb 2 of the Hits. I also take off 1 Ration counter to absorb the 3rd Hit. He slams down a Victory Action card. Not much of a Victory in my opinion, but he draws 3 cards from his Action deck bringing his hand size up to 7. Now though, I Move my "16th Panzer" back into Gumrak Airfield's Control Area for free because of this Force's special ability. Net outcome: I Control the Location, one of his cheap Forces died, and the

other is in the Perimeter Area. If I had done 1 more Hit, I would have killed them both.

With only 2 cards against his 7, it's risky to Attack, but I need a better foothold on the Locations. I play a Dive Bombers card on the "248th Rifle" in the Grain Elevator, I place down 2 Rubble and he takes 4 Hits. Looking at his situation, his Force has an ability of negating an extra Hit when Retreating, plus the Force's one Ration, he could survive this. He acts just as I predicted, Retreating, and losing a Ration. If his Force didn't have that ability, he'd be dead.

Now, the Location is Uncontrolled, so I Move my "384th Infantry" into the Grain Elevator Control Area for one Ration. As I Move him forward though, he plays a Sniper card. Now my Force Moves back to the Perimeter, keeps his Ration counter, and cannot Move again until the end of my turn. I now Move my "14th Panzer" into the Control Area of the Grain Elevator by spending a Ration. Seeing my "384th Infantry" and "100th Jager" in the Perimeter, I play my last card, Fresh Supplies to give them each 2 Ration counters. My "100th Jager" can Move for free, so I Move him into the Control Area of The Docks without having to pay.

I end my turn, confident that I will hold these Locations with little difficulty. I draw 5 cards, plus an additional 3 for the Locations I Control. As I'm drawing though, he plays Propaganda War. This means I don't draw 3 cards for the Locations I Control. I only draw 5 cards. He then discards his Sniper card ending its effect on my "384th Infantry". Now we're even at least in cards, with 5 each.

## **Russian First Turn**

He collects Ration counters for his Forces in the Perimeter Areas as well as for the Forces in the Control Areas of the Locations he Controls. He places 2 Rations on the "15th Guards", 1 on the "6th Guards" and 1 on the "248th Rifle". He has a choice with giving the "84th Tank" and "90th Tank" in the Dzerzhinskiy Tractor Factory a total of 2 rations. 1 Ration on each, or 2 Rations on a single Force? He plays it safe, and puts 1 Ration on each Force.

He searches through his cards, and plays Reinforcements to gain 2 Reinforcement points, but he actually gains 3 Reinforcement points of Reinforcements because he owns the Dzerzhinskiy Tractor Factory, and the Location's ability gives his Reinforcements cards an extra point of Reinforcement. He brings in his "126th Rifle" and places them in the Perimeter Area of The Docks for 2 Reinforcement points, gives it 4 Rations, and flips over the next card in his Force pile. Thankfully, the next Force card he flips over costs 3. He only has 1 point of Reinforcement left. He can either let the extra point go to waste, or play another Reinforcement card for another 3 points of

Reinforcement, or he can discard 2 of his Action cards. He decides to let the 3rd Reinforcement point go to waste.

He plays Scouts. After ruffling through his Action deck, he grabs a card and plays it, a High Morale, to give himself 4 free Move Actions. First, he Moves "126th Rifle" into The Docks Control Area as his first free Move Action. He then Moves his "248th Rifle" into The Docks Control Area as his second Move because the Location's Control Area is Uncontrolled, and his "6th Guards" as his third free Movement into The Docks Control Area. He decides not to use his 4th free move.

He then discards a Ration counter from all three of his Forces in The Docks to Attack my "100th Jager". He places a Rubble counter on The Docks. He's hitting me for 8 vs. my 1 Hit. He also plays a Sewer Warfare preventing both of us from being able to play Firefight cards and no Firefight flip. I then play Tanks for its card effect, so my 1 Hit can't be absorbed by Retreating. With no Firefight values and no flip, he completely overwhelms me. I Retreat to absorb 2 Hits, drop 4 Rations to soak up some more, but the 7th point kills my Force. My 1 point Attack is absorbed when he discards a Ration from the "126th Rifle".

Since he Destroyed all of the Forces in a Location, he gets a Heroic Service Medal on any of his Forces that participated in the Attack, and is still in the Control Area. He places it on his "126th Rifle" to bolster up the Force's Attack by 1 and absorb an extra Hit when it Retreats.

He plays an Operation: Uranus card, this can be a game changer. This card's cost means that he needs to Destroy one of his Forces, but now all of my Forces cost one extra to bring into the game. He Destroys his "6th Guards" and also plays a Recover Wounded card. He gets to play a Recover Wounded card because he just had a Force Destroyed. He now places 1 of the Ration counters on the "248th Rifle" the second Ration on the "15th Guards" and the 3rd Ration counter on his "126th Rifle". He now ends his turn, and draws a total of 8 cards, 5 for normal, and 3 additional cards for the Locations he Controls.

## **German Second Turn**

Back to me. Unfortunately, I don't have many Forces, but the Forces I do have are pretty powerful.

First, I distribute Rations to my forces, 1 for the "16th Panzer", 2 for the "14th Panzer", and 1 for the "384th Infantry". I play a Desperation card to draw 3 cards, one of those three is an Air Supply card. I play the card and it allows me to gain an additional 5 Ration counters! I put 4 of them on the "14th Panzer" and the 5th on my "16th Panzer".

I play a Big Push card to get +1 on all of my Combat values this turn.

I then play an Attack! card to Move my "14th Panzer" from the Grain Elevator to The Docks Control Area without having to pay a Ration for Movement, or a Ration for Attacking. I put down a Rubble counter for Attacking.

I'm coming in with 7 vs. 5, but I have a card that changes this battle. I play Heavy Weapons, which doubles the Combat value of a single Force. Because I have Big Push, the 7 Combat value of my "14th Panzers" is now 8. So I now inflict 16 Hits vs. his 5. He knows that he won't be able to stop that kind of firepower, all he wants is to cause as much damage as possible to Destroy my Force. I decide not to play a Firefight card, so he plays a +3, I pass, he plays a +2, bringing his attack up to a 10! I should be able to take that much damage, but if the flip goes against me, I may lose one of my best Forces. We both pass in succession, and the Firefight flip comes up +1 for me, and -2 for him. Well, I'm already obliterating him, so adding one, and then subtracting 2 won't affect this battle. I kill both of his Forces, and I take damage, I play 2 Rubble cards. Both of these take off 2 Hits, totaling 4, now I'm only taking 6 Hits. I take all 6 to my Ration counters. This Attack put a significant dent on my Ration pile, but I have enough to get by.

I spend a Ration counter to Move my "384th Infantry" up to the Control Area of the Grain Elevator.

I then freely Move my "16th Panzer" to the Dzerzhinskiy Tractor Factory. I spend a Ration to initiate an Attack, and place down a Rubble. It's my 5 vs. his 4. I don't have any more cards, so I pass, but he plays a card for a +2. My Force does however get +1 Combat from the Big Push I played earlier in my turn. We then each draw Firefight cards, and our Firefight cards cancel each other out with a +2 and -2. With the total being me hitting for 6 vs. his 6. He Retreats his "90th Tank" to absorb 2 Hits and removes 3 Rations. To absorb the 6th Hit, he removes 1 Rations from his "84th Tank" and keeps that Force in the Control Area. I Retreat my "16th Panzer" to absorb 2 of the Hits, and take the other 4 Hits to Rations. I am far too low on Rations to want to re-enter my "16th Panzer" for him to possibly Attack.

I freely Move my "16th Panzer" into the Control Area of Gumrak Airfield.

I then end my turn, and collect 5 cards as normal, plus 3 more for the Locations I Control.

Him Controlling Pavlov's House is a problem, especially with his Force building up Rations, I'll need another Dive

Bombers card, and maybe a Heavy Weapons card to get him out of there.

This concludes my turn, the game then continues from here.



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