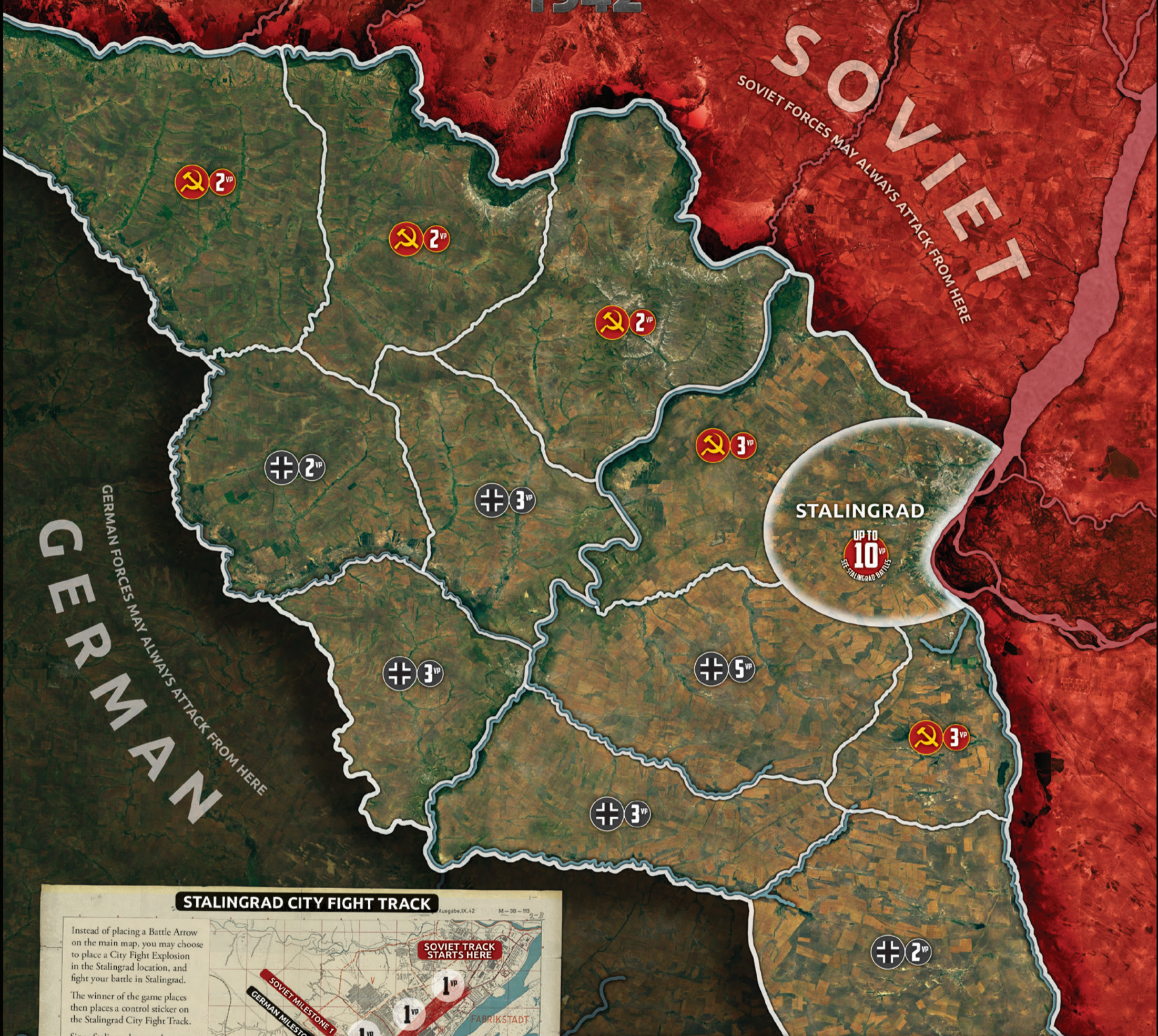


# FIRESTORM STALINGRAD

1942



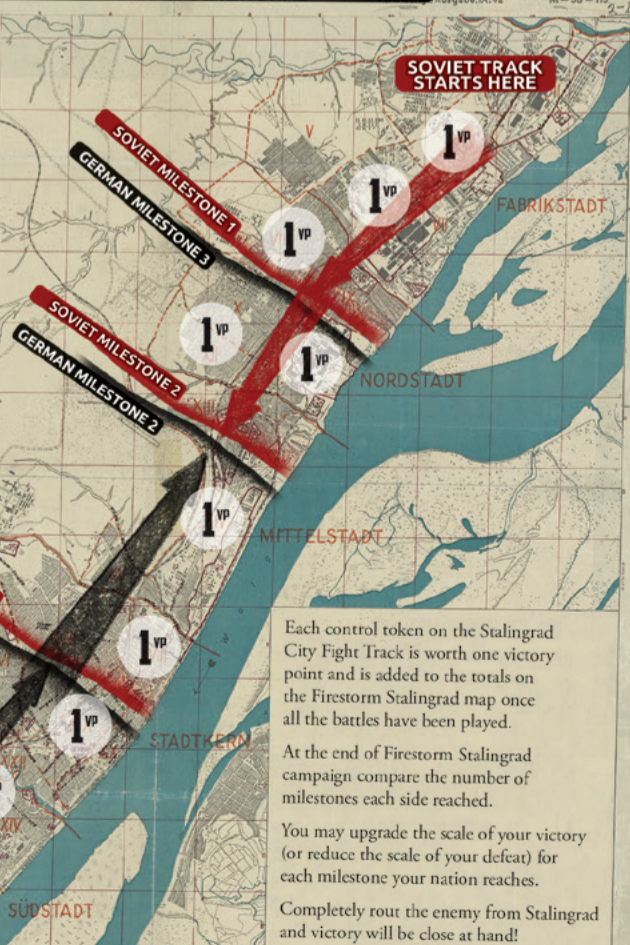
## STALINGRAD CITY FIGHT TRACK

Instead of placing a Battle Arrow on the main map, you may choose to place a City Fight Explosion in the Stalingrad location, and fight your battle in Stalingrad.

The winner of the game places then places a control sticker on the Stalingrad City Fight Track.

Since Stalingrad never changes hands, you may have multiple battles occurring at the same time inside the city.

Once the Stalingrad City Fight Track is complete no more battles can be fought at the Stalingrad location.



Each control token on the Stalingrad City Fight Track is worth one victory point and is added to the totals on the Firestorm Stalingrad map once all the battles have been played.

At the end of Firestorm Stalingrad campaign compare the number of milestones each side reached.

You may upgrade the scale of your victory (or reduce the scale of your defeat) for each milestone your nation reaches.

Completely rout the enemy from Stalingrad and victory will be close at hand!

### KEY



German Control



Soviet Control



Battle Arrow



City Fight Explosion



Area Border



Victory Points

### GAMES 1-5: OPERATION URANUS

The Soviets have launched a massive assault with the aim of cutting off German forces in Stalingrad, putting the Germans on the back foot.

- For the first five Battle Markers, the Soviet player rolls a die.
- On a roll of 3+, the Soviet player places the Battle Marker.
  - Otherwise, the German player places the Battle Marker.

### GAMES 6-10: GERMAN COUNTERATTACK

The German High Command commits all reserves available to the fighting around Stalingrad. A victory here will turn the tide of the war.

- For the second five Battle Markers, the German player rolls a die.
- On a roll of 3+, the German player places the Battle Marker.
  - Otherwise, the Soviet player places the Battle Marker.

### GAMES 11-15: ALL AROUND DEFENCE

The Soviet advance has been blunted, but now German forces must fight in the city ruins, waiting for the armoured forces to break them out.

- For the final five Battle Markers, the Soviet player rolls a die.
- On a roll of 3+, the Soviet player places the Battle Marker.
  - Otherwise, the German player places the Battle Marker.