

PLEASE READ STALINGRAD 2006 RULES. CHANGES HAVE BEEN MADE. Thank you, Paul and Chuck
RULES

GAME CONCEPT

The sides are evenly matched for the duration of the game. The RUSSIAN mission is to defend the four sectors of Stalingrad for the entire game. If sectors fall points are lost. RUSSIANS will also transport material supplies into, and out of Stalingrad to capture points. All RUSSIAN supply deliveries go to the SMALL CASTLE (Tractor Factory) to tally points.

The GERMAN mission is to lay siege to Stalingrad. Preventing movement of supplies and intelligence into and out of the city. The GERMANS will also attack the four city sectors and attempt to capture and hold these against the RUSSIANS to win points. There will be two objective missions per hour for each side, and two supply missions. During the final hours of the game the RUSSIANS will attempt to surround the GERMANS in their HQ, and cut off supply convoys. The "Third Entity" for this game will be deserters who will interact with both sides to avoid capture. Finally there will be "Enemies at the Gate", snipers on the field who must be located and captured to win points and prizes. The POW game will be played once for both sides during this scenario.

Medic

Player Medics may heal any wounded soldier, excluding a head shot. Wounded soldier must remain in place and call for help. Wounded soldiers may not transport themselves to the Player Medic. If "treatment" is received within one minute the wounded soldier is returned to active duty. If not, the wounded player is eliminated and proceeds to the dead zone. Soldiers with head shots are immediately eliminated. **Players must remove themselves from the action to utilize a judge medic.**

Demolitions

Stalingrad 2006 will have no demolitions specialist on the field acting at random. ALL demolitions mission will originate at Central Command, and be directed toward the enemy base or special objectives.

ARTILLERY and AIRCRAFT- Artillery may be used for mission objectives, and aerial strikes for anti-aircraft defense at HQ

Engineer

May rebuild any structure destroyed on the field, but NOT machinery. An engineer must contact the judging staff, and assemble a troop of men to rebuild the structure. The more personnel the faster the reconstruction. Judge staff will contact central command with the head count and CC will communicate the reconstruction time. After required reconstruction time has elapsed the demolition tape is removed and the structure is back in play. Engineer may organize troops to fight a fire, even under combat conditions.

Artillery

All pieces in possession of Germans at start of game. RUSSIANS may capture and hold artillery pieces at their discretion. Each side has one artillery officer, who must be in attendance when artillery is fired. The field piece must be manually moved into range with Artillery officer to obtain artillery points. Artillery may be used for anti-aircraft base defense.

Aerial Operations

Troop Insertion- Up to 8 players may be inserted anywhere on the field within the 20 minute flight range. Players assemble at Central Command with required game card. Players must remain attached to the flight rope during the flight. Players must direct the movements of the plane. If player lets go of the rope, they fall to their deaths. Players may not fire from the plane, nor be fired upon except by artillery, and rockets. Flight judge will accompany the mission, and apply rules.

Reconnaissance- Up to 2 players may accompany a Recon flight. Range is 20 minutes, and players may be in radio communication with HQ. Recon flight card must be played. All applicable rules above apply.

Points to remember. This is war. Requested flights may be unavailable, or delayed. Damaged or mechanically unsound aircraft may be placed into service without regard to human safety. Resistance is everywhere and some sabotage may be expected. Finally, gold bullion or crisp dollar bills may assure a successful flight and action. Be creative.

Intelligence

Utilize multiple IDs, and move back and forth between sides. Intelligence men are privy to much privileged information; working behind the scenes to solve or cause Intel Problems before game's end. They may not all be trustworthy, some are extremely valuable. You decide. **No points will be awarded for random HQ assassinations. All HQ assassination attempts must come from Central Command to be valid, and score points.**

Executive Officers

Generals and Executive Officers are chosen for their ability to lead, and make the game more enjoyable. They are experienced players and leaders. They have considerable knowledge of our playing fields. If your general falls in combat 150 points are awarded to the other side. If your XO falls 50 points are awarded to the other side. **No points are awarded for HQ assassinations unapproved by Central Command.**