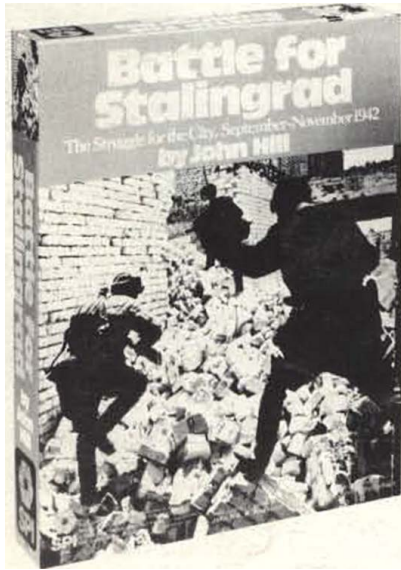


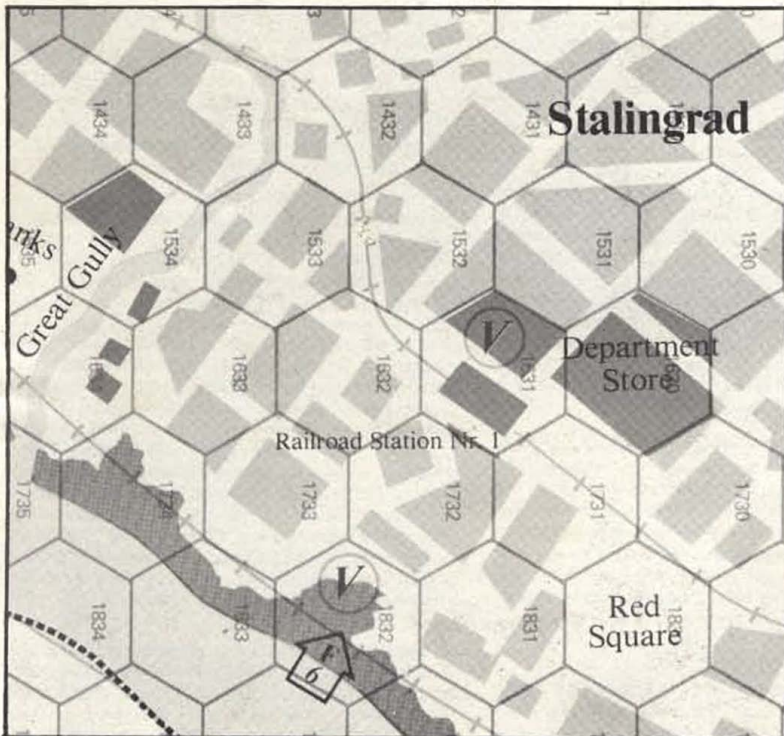
Battle for Stalingrad



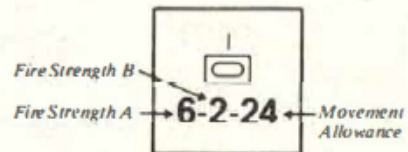
Available now from SPI
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for \$15.

Battle for Stalingrad captures the intense back-and-forth struggle between German and Soviet forces for control of the vital Volga River city in the fall of 1942. Using an innovative game-system in which the German player moves and attacks at will until a Soviet reaction is sparked, *Battle for Stalingrad* gives players a simulation in which no two games will ever play the same, thus continually challenging their generalship. The game includes a 22" x 34" detailed map of Stalingrad and the surrounding terrain, 600 counters, and a 32-page booklet of rules, with various playing aids and an historical analysis.

		German Reinforcements				Soviet Reinforcements			
Turn	Phase	Infantry	Engineers	Workers	Recon	Infantry	Engineers	Workers	Recon
1	1	1	1	1	1	1	1	1	1
2	2	1	1	1	1	1	1	1	1
3	3	1	1	1	1	1	1	1	1
4	4	1	1	1	1	1	1	1	1
5	5	1	1	1	1	1	1	1	1
6	6	1	1	1	1	1	1	1	1
7	7	1	1	1	1	1	1	1	1



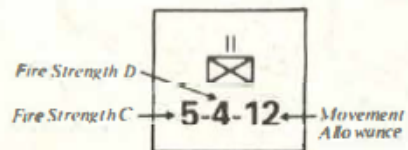
2. ARMOR AND ANTI-TANK UNITS (Front and Back)



Fire Strength A is used when attacking into a clear terrain hex *or* when stacked with at least one participating infantry, engineer, worker, or reconnaissance unit (see 14.1).

Fire Strength B is used when attacking into any terrain hex *except* clear when *not* stacked with one of the unit types listed in A.

93. GERMAN INFANTRY UNITS (Front and Back)



Fire Strength C is used when firing into any hex *except* a heavy structure or fortified terrain hex (see 14.2).

Fire Strength D is used when firing into a heavy structure or fortified structure terrain hex.