

DONNERSCHLAG - ESCAPE FROM STALINGRAD AXIS SETUP DISPLAY

O/FC/CD

4622

4622

Some units start on their reduced strength side. They are marked with a '•' next to their setup hex.



REINFORCEMENTS



In Turn 4 these Reinforcements enter on hex 4607 and can travel an unlimited number of hexes by following an unbroken path of roads, without entering any EZOC hex, or a hex occupied by an enemy unit. They must finish respecting stacking limits.

2 GP (5) 4215	2 GP 4 4315	3 GP 6 4516	2 GP 5 4516	2 GP 5 4614	2 GP 5 4614	2 GP 4 4615
90/18/R.VI	92/18/R.VI	Rom. VI.	18/18/R.VI	93/1/R.VI	26/2/R.VI	1/2/R.VI
2 VI (3)	2 VI 3	3 VI 6	2 VI 3	2 VI 3	2 VI 3	2 1 3
4209	4210	4310	4310	4311	4408	4409
31/2/R.VI	5/1/R.VI	85/1/R.VI	5/4/R.VII	20/4/R.VI	Rom. VII.	21/4/R.VI
2 VI (3)	2 VI 3	2 VI 3	2 VII 3	2 VII 3	(3) VII (6)	2 VII (3

4423

4424

1/00/00



4411



With any Axis unit

CARDS & MARKERS

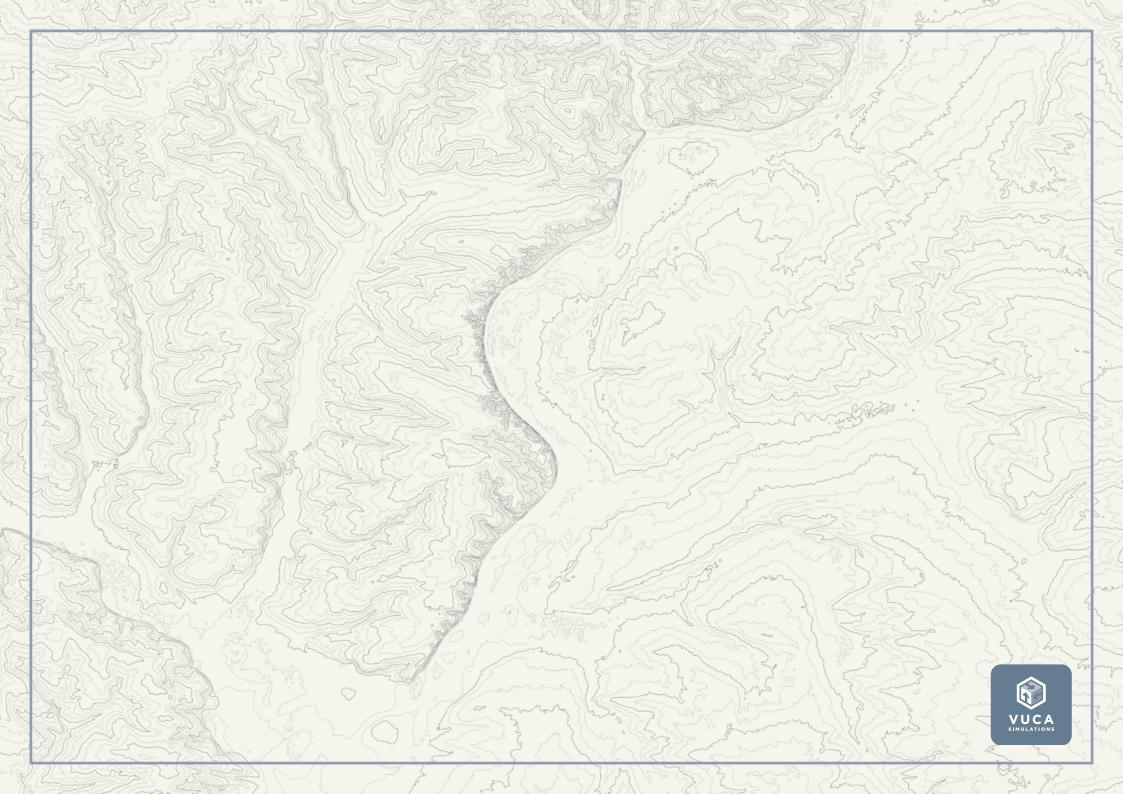
All German Alarmgruppe units and the German Snafu marker are placed in a cup for random drawing during the game.







Shuffle one deck each of early Combat Cards and early Formation Cards. Place late cards aside for later.





DONNERSCHLAG - ESCAPE FROM STALINGRAD SOVIET SETUP DISPLAY

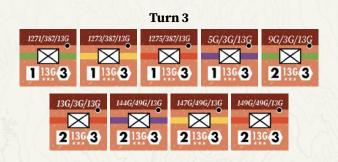
Some units start on their reduced strength side. They are marked with a '•' next to their setup hex.

36/4M 62/13T 44/13T 51st Army 158/4M 59/4M 55/4M 60/4M 17/13T 41/13T 13/13T 200 Ø Ø 151A A X Ø A 2 131 4 2 131 4 3 10 2 4M 4 2 4M 5 2 4M 4 2 4M 4 2 131 4 2 131 5 **2** 13T **5** Card 3223 3324 3424 3523 3524 2111 2112 2112 2211 2212 232/81/4C 227/81/4C 85/4C 216/81/4C 213/61/4C 222/61/4C 219/61/4C 823/302 827/302 825/302 2GA \square \square \boxtimes \bowtie $\overline{}$ 2 302 3 3 10 1 40 5 5 1 40 5 2 302 3 2 302 3 40 1 4(5 40 5 4C 5 Card 3703 3704 3706 3807 4124 4124 4323 3909 3913 4011 613/91 561/91 503/91 1378/87 Ind./76 366/126 Ind./13 Ind./254 \bowtie \boxtimes \boxtimes \bowtie \boxtimes \boxtimes 1 126 3 2 126 3 2 126 3 1 91 3 3 1 91 3 1 🔄 3 1 2 91 4118 4220 4321 3107 3112 3114 4016 4116 4421 2618 71/24G/1G 85/33G/1G 22/2GM X X X X X A \bowtie 2 6M 4 2 6M 4 1 2GM 4 2 2GM 4 1 1G 3 2 2GM 5 2 2GM 4 1 16 3 2 6M 4 1 16 3 0910 • 0910 1412 . 1412 1511 0810 0911 0911 1317 1411 1411 166/98/1G 29/38 48/38 343/38 \bowtie \boxtimes \boxtimes \boxtimes \boxtimes \bowtie \boxtimes \boxtimes \square \bowtie 1 1G 3 1 1G 3 1 1G 3 1 16 3 1 16 3 1 16 3 1 38 3 1 38 3 1 38 3 1 87 3 1 87 3 1417 1418 1510 1813 1913 1914 2224 2416 2516 2224 2323

REINFORCEMENTS

In Turn [see below] Reinforcements enter on hex/es 0810, 0914, or 2124 (any unit can enter through any hex) and can travel an unlimited number of hexes by following an unbroken path of roads, without entering any EZOC hex, or a hex occupied by an enemy unit. They must finish respecting stacking limits.









Soviet Ad-Hoc Reinforcement units are placed in separate cups for random drawing during the game. All tank reinforcements with a single SNAFU marker in one, and all infantry reinforcements with two SNAFU markers in the other one.



