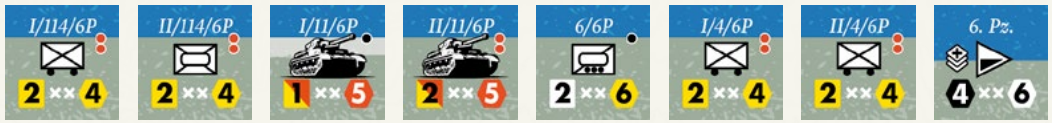
DONNERSCHLAG - ESCAPE FROM STALINGRAD
AXIS SETUP DISPLAY

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



4105 4106 4108 • 4108 4110 4207 4207 4307

4112 4112 4112 4113 4113 4213• 4213 4214 4214

4215 4315 4516 4516 4614 4614 4615

4209 4210 4310 4310 4311 4408 4409

4409 4410 4411 4423 4424 4622 4622

With any Axis unit

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.

CARDS & MARKERS

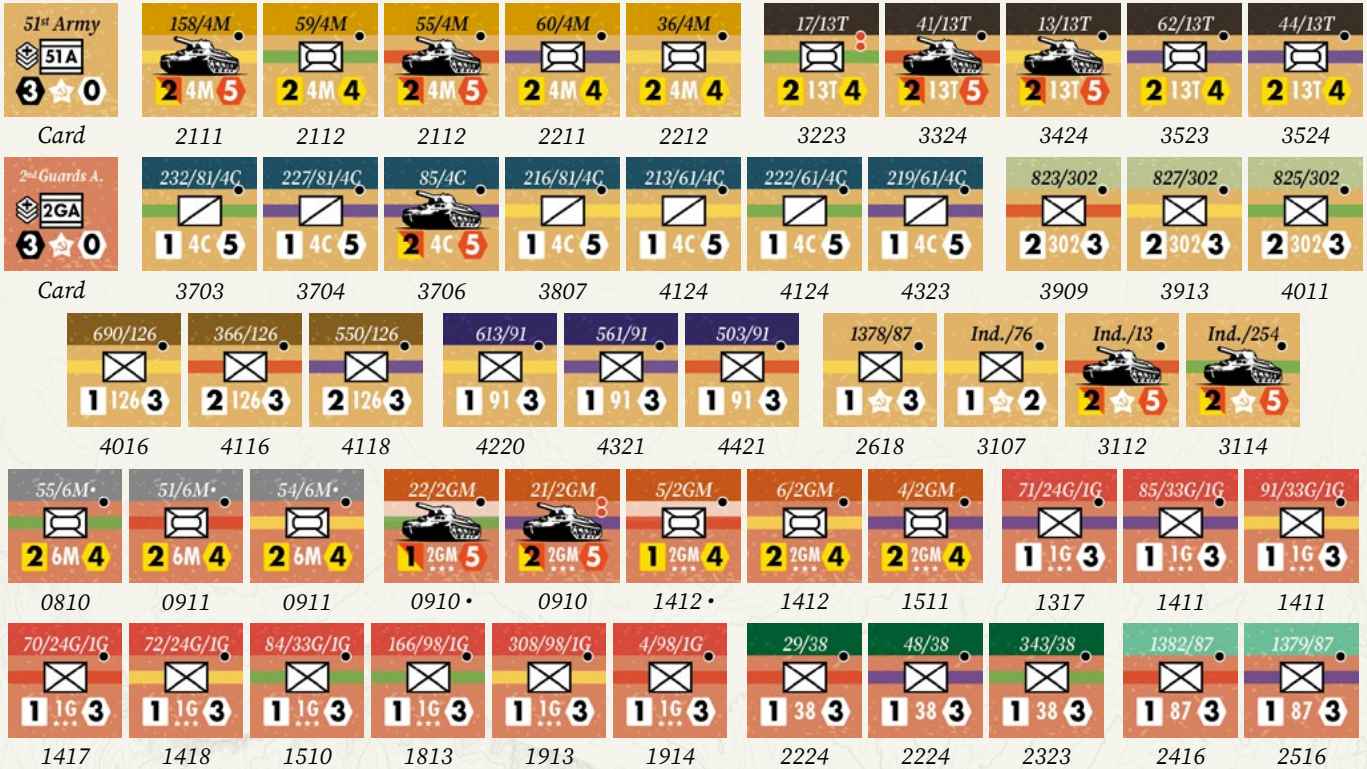
All German Alarmgruppe units and the German Snafu marker are placed in a cup for random drawing during the game.

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


VUCA
SIMULATIONS

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.



CARDS & MARKERS

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.

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

REINFORCEMENTS

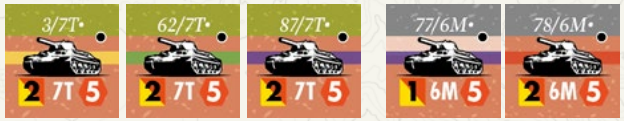
In Turn [see below] Reinforcements enter on hex/es 0810, 0914, or 2124 (any unit can enter through any hex) and can travel an unlimited number of hexes by following an unbroken path of roads, without entering any EZOC hex, or a hex occupied by an enemy unit. They must finish respecting stacking limits.

Turn 2

Turn 3

Turn 6

Turn 7



77/6M starts with reduced strength.


VUCA
SIMULATIONS