

OPERATION: HADES

RATTENKRIEG ZVEROGRAD • WINTER 1947

ПЛОЩАДЬ ПОБЕДЫ



OPERATION "HADES"

Welcome to Operation "Hades," the new Dust Tactics campaign expansion!

The term "RattenKrieg" was first used to describe the bitter fighting that took place beneath the city of Stalingrad, where invading Axis forces descended into the sewer system in order to move about the city unimpeded. When the Soviets realized this, their own troops were sent underground to stop the invaders. This was the beginning of the RattenKrieg, or "Rats' War." The confined spaces and narrow sewer tunnels became a hellish battlefield, unlike any before seen in the history of warfare. The claustrophobic environment was perfect for traps and ambushes, and every squad knew that death could be waiting for them around the next corner.

The RattenKrieg may have been born in Stalingrad, but this terrible new form of warfare reached its apex beneath the city of Zverograd. For the Axis, the sewers and metro system provided a route into the city that offered protection from enemy sniper fire and the dreaded SSU artillery barrages. But the Soviets had not forgotten the lessons they had learned in Stalingrad, and this time they were prepared.

It wasn't long before the Allies, too, realized the importance of subterranean warfare. Although they had not yet been exposed to the horrors of RattenKrieg, Allied troops had access to an arsenal of powerful close-range weaponry—shotguns, flamethrowers, grenades—and such weapons would prove extremely effective in the cramped tunnels beneath Zverograd.

The players have arrived. The stage is set. The drama can now begin.

RATTENKRIEG

Operation Hades details the deadly skirmishes that took place in and beneath the city of Zverograd. These battles may have been small in scale but the missions were of critical importance and, for those involved, the experience was brutally real.

This campaign expansion will give you the opportunity to recreate these deadly infantry battles, fought at very close range. You'll discover a new way to play Dust Tactics, and new ways to make use of those brave soldiers that fight for you!

The latest information can be found on our websites:

www.FantasyFlightGames.com

www.Dust-Tactics.com

CONTENT LIST

THIS BOX INCLUDES:

- 31 Double-sided Terrain Tiles
- 1 Zverograd city poster
- 1 Zverograd metro map
- 1 SSU Hero, Winter Child
- This rulebook

GAMING NOTES

New scenarios are an exciting addition to any Dust operation book, and offer challenging new ways to test your armies on the battlefield. In the expansive city of Zverograd, however, the possibilities for staging battles go far beyond the scenarios presented in this book.

Throughout *Operation "Hades"* you will find these gaming notes. They will give you tips on how to use various objectives and game concepts in scenarios of your own design!

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THE BATTLE FOR ZVEROGRAD

For almost 10 years now, the Axis have actively searched the globe for any trace of Vrill settlements. Countless special operations have been mounted, hundreds of missions launched in the hopes of gaining an extra edge in this bloody World War through the use of alien technology.

Very few of these operations have been successful, and nearly all the discoveries that have been made could not be favorably exploited, as Vrill facilities are typically set to explode when non-Vrill attempt to enter them. A few months ago, however, intelligence reports from the Axis' top spy network in the SSU confirmed the existence of a massive alien structure below the city of Zverograd, by far the largest discovery of its kind on the planet.

The orders were relayed over the next few days: the Axis Army was to take the city at any cost. Situated just 20 miles behind SSU lines, on the Caspian Sea, Zverograd seemed a relatively straightforward target. However, Axis High Command did not anticipate the toughness of the Soviet resistance. Neither did they anticipate the reaction of the Allies, who had also learned of the Kremlin's secret "Vrill treasure" beneath the city, and who planned to join the fray once the Axis and the SSU had sufficiently weakened one another.



BREAKDOWN OF KEY FORCE CONCENTRATIONS IN AND AROUND ZVEROGRAD

	AXIS	SSU	ALLIES
Army Group	Army Group "West Asia"	Army Group "Caspian"	Ninth Allied Army
Army	11th Axis Army	13th Red Banner Army	1st Mesopotamian Army
Key Divisions	33rd Panzer Division	10th SSU Rifle Division	4th MAR DIV
	2nd FußPanzer Grenadier Division	1st Guard Motor Rifle Division	3rd Cavalry Division
Spec Ops	4th Blutkreuz Korps Kommando	(No spec ops deployed)	8th Ranger Battalion

The first Battle of Zverograd, codenamed "Operation Hades," began on the 1st of January, 1947. During the night of December 31st, 1946, Sturmpanzer units advanced beyond Axis lines to start clearing a path through the minefields in front of the shock units that would race toward Zverograd. A similar scene was unfolding simultaneously on battlefronts all over the world. As the SSU and the Allies would soon discover, the Axis' global offensive was beginning.

The front 20 kilometers west of Zverograd had been stable for nearly a year, with both sides occupying well-entrenched positions. SSU troops on the front lines were the first to realize that something strange was happening. Their junior officers roused local HQs, who quickly mobilized second and third lines. At 4:00 a.m. on January 1st, hundreds of German Nebelwerfers began firing their rockets into the frozen ground of the

SSU entrenchments. Most of the warheads exploded upon impact, inflicting massive casualties among SSU ranks. The SSU counter-battery started half an hour later, targeting presumed concentrations of Axis troops.

At 5:30 a.m., after Axis engines had been warming up for a good thirty minutes, the assault started. The initial push from the north was made by the solid armored formations of the 33rd Special Duty Panzer Division, "Nachtjäger." At the spearhead were the heavy E-100s of the Schwer Panzer Abteilung 515, each one accompanied by Tiger II tanks or JagdLuther 75 walkers to guard their flanks.

From the south, the 2nd FußPanzer Grenadier Division, "Leibstandarte Erwin Rommel," made its initial thrust using an elite combined force of Sturmpanzer units and Panzer Kampfläufers. After the initial shock, the 4th Blutkreuz Korps Kommando leapt into action, cutting off supplies and communications from behind enemy lines. The morale-eroding effect of squads of Zombies in a frontal assault again proved catastrophic to SSU defenders, and squads of Axis Gorillas crushed SSU strongpoints and destroyed artillery weapons.

Realizing that a full-scale assault was underway, the HQ of the 13th Red Banner Army informed the Stavka of the situation and proceeded to mobilize all of its reserves. The 1st Red Guards Motor Rifle Division was rushed to the front, their tanks carrying most of the soldiers of the 10th SSU Rifle Division. However, to protect them from artillery fire, these elite forces had been placed some 20 kilometers east of Zverograd, and were therefore almost 40 klicks from the action when it started. The hope was to engage Axis forces in open terrain, well beyond the city's outskirts, but they would arrive too late to prevent the attackers from reaching the city.

As Axis forces approached Zverograd, SSU troops guarding its airfield were ordered to detonate explosives



with the intent of crippling the landing strip, rendering it unusable without heavy repairs. Before they could act, however, they were slaughtered in their barracks by several squads of Axis Gorillas that had managed to infiltrate the airfield during the night. Reports of a small, inconspicuous U-Boat lurking near the shoreline during the incident remain unconfirmed.

On the northern flank, the "Nachtjäger" quickly occupied Zverograd's harbor and rushed toward North Bridge. Gaining access to the city's east side, and then its center, was of the utmost importance to the Axis forces, as was taking Red Bridge to the south—without this bridge the assault would be stopped naturally by the Caspian Sea.

At the first light of dawn, the Luftwaffe launched waves of assault aircraft toward the city. Zverograd's defenders were massed west of the city center, most of them routed, waiting for the first units of the 13th Red Army to arrive before launching a counteroffensive. As the first Stukas and Hortens started bombing the city, every SSU soldier looked to the sky: where was the 2nd SSU Air Fleet? At the regional HQ of the Air Fleet, 60 kilometers north of Zverograd, SSU staff had committed one of the worst blunders of the operation. In the chaos following the news of the Axis advance, a miscommunication had sent most of the SSU's air support to another theatre, far from Zverograd. The Luftwaffe had a great day. Flying mostly unopposed, Axis planes had only to worry about the anti-aircraft emplacements within the city.

The heavy IS-5 A "Mao Zedong" tanks were still more than 10 kilometers away, unable to prevent the fire raining down on Zverograd's defenders.

When the SSU elite forces finally reached the city, the damage had been done. Axis forces had gained a strong foothold in the Western part of the city center, the railways to the north had been blocked off, and Axis tanks and walkers had some of the city's largest factories surrounded. This battle would be more difficult than the newly-arrived Soviets had initially expected. With the Axis forces firmly entrenched, gritty, guerrilla-style urban combat ensued, with neither bloc gaining a clear upper hand. By this point, most of the city's population had fled to the east; only the factory workers remained, grimly determined to help their homeland's army.

When news of the attack on Zverograd reached the Ninth Allied Army HQ in Tehran, the Allies quickly set plans in motion. The Allies were also under attack from the Axis' global assault, with most of the offensives occurring in Libya and Northern India, but Tehran was relatively untouched. From their intelligence network, whose reach extended into the upper ranks of SSU leadership, Allied commanders had learned what little was known about the secret below Zverograd. With plenty of forces in the area to launch an operation, the Allies realized that great strides could be made while the Axis and the SSU fought in the streets of Zverograd. Recon missions were set in motion under the supervision of the 4th Marines Division. Along with these tough soldiers, the Ninth Army found another

asset in the form of the newly-assembled 8th Ranger Battalion of the Allied Army. All this elite formation lacked was a proper commander. General McFarland, head of the Ninth Army, had heard that ASOCOM was looking for an excuse to redeploy renowned war hero Joe Brown to some new turf: no good could come from his frequent clashes with Miss Von Thaler in Antarctica. McFarland put in the request, which received a prompt and enthusiastic approval from ASOCOM, and Joe was shipped across the world to his new command.

During this transition, the Marines were busy preparing, and a plan was in place by the first days of February. They were to land on the eastern bank of the Old Town region of Zverograd in the dark of night during the next new moon. The beach itself was quite small, but the nearby caves were easy to defend and impossible to target with artillery. Most importantly, this stretch of coastline wasn't defended by the SSU, as they were too busy fighting the Axis inside Zverograd.

On March 9th, the Allied attack on Zverograd was launched. Though difficult, the early stages of the operation were successful: the 4th MAR DIV infantry and walkers from the 3rd Cavalry Division swiftly occupied a substantial section of the narrow beaches. At the same time, the 8th Ranger Battalion, "Brown's Roughnecks," cleared Zverograd's lighthouse of any resistance, securing an excellent position from which to direct artillery fire toward the city.

Now facing attacks on multiple fronts, Zverograd's embattled SSU forces found themselves in the direst of situations.

ZVEROGRAD UNDERGROUND

The city's Soviet architects knew that Zverograd needed an extensive and efficient system of public transportation in order for the city to thrive. A sprawling metro system, one of the most advanced in the world, was built beneath the city.

In the early days of the attack on Zverograd, its underground became a refuge for the city's civilian population. Zverograd's citizens found protection from the bombings and artillery fire beneath the layers of stone and concrete on which their city was built. The earth trembled as worried families huddled in the darkness, but they were safe in the city's tunnels.

When the fighting spread to the underground, most of the civilians fled. Some groups managed to escape the city entirely, but they suffered heavy losses. A few remained in the SSU-controlled portions of the metro system. These brave citizens helped in the defense of the city to the best of their ability; they even assembled an underground ammunition factory between the Factory 1 and Factory 2 metro stations.

These tunnels were still very deadly, however. Packs of wild animals claimed parts of Zverograd's metro and sewer system as their own territory. Although these beasts would hide from larger groups, they were known to attack anyone who ventured onto their turf alone.

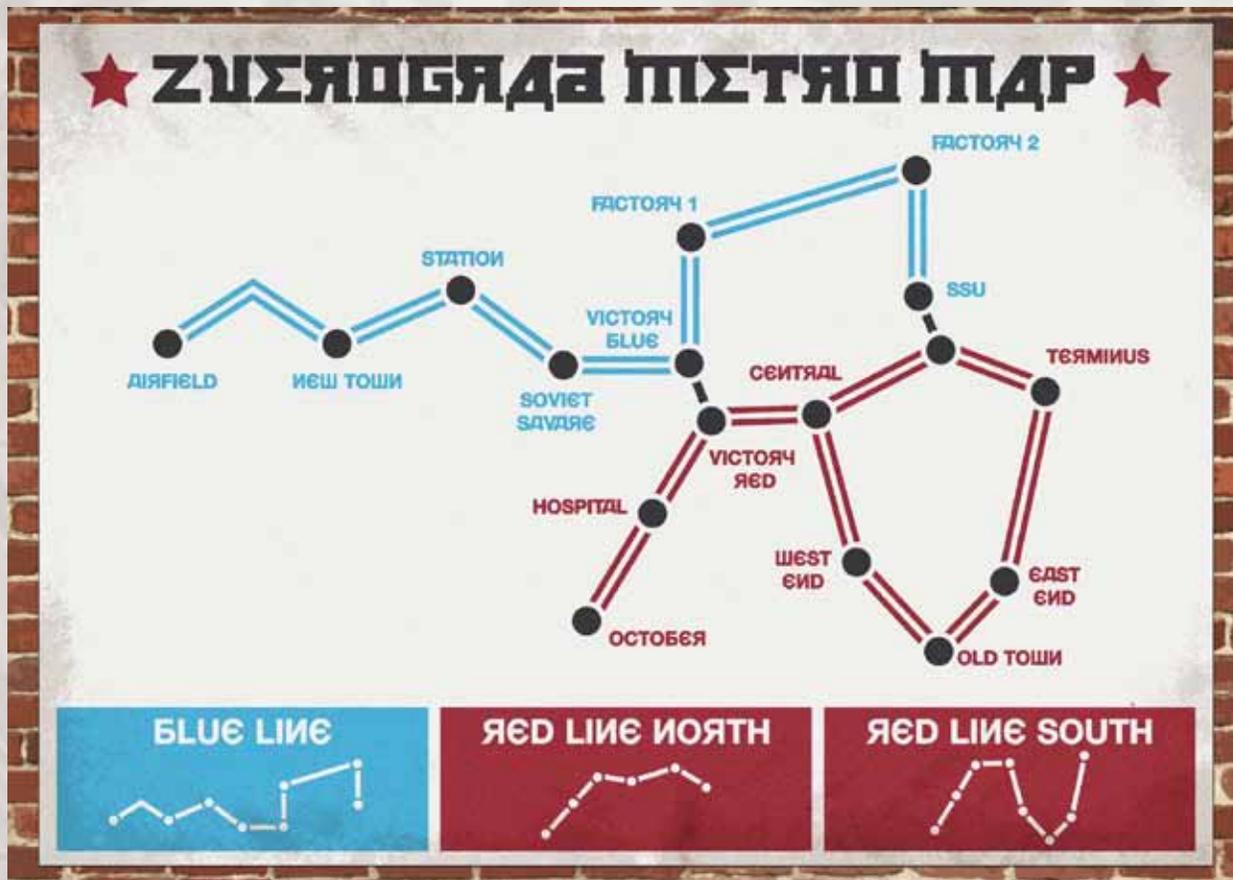
Another threat lurking in the tunnels beneath the city was the result of a Blutkreuz Korps plan gone awry. Some officers decided to release uncontrolled squads of Zombies into the metro and the sewers. The plan backfired to an extent, and the Zombies ended up claiming the lives of many Axis soldiers, but for Allied and SSU troops – many of whom had never faced such terrifying opponents – the results were devastating. These wild Zombies hunted in packs, and, unlike the animals, would attack on sight, even if the odds were not in their favor. There were also a few lone Zombies wandering the tunnels, the abandoned survivors of squads still under Axis control. These individuals posed nearly as much danger as the full packs, as lone Zombies were much harder to see or hear coming in the dark, echoing tunnels. Soldiers from all the blocs—even the Axis—soon began seeking out and destroying the Zombie infestation in an attempt to make the tunnels safe for future missions.

GAMING NOTES

Fighting in the metro and the sewers drastically changes the game, making battles more tense and desperate. You can further increase the tension and desperation by incorporating the Zombies described above.

Zombies could be attacking both sides during an all-out battle. During scenarios in which units need to capture underground workers, some might turn out to be Zombies. The rules for underground combat (page 10) allow for many unexpected situations that can affect how each player plays the game.





ZVEROGRAD METRO SYSTEM

Perhaps the finest metro system in the SSU outside of Moscow, the Zverograd Metro was modern, beautifully decorated, and ingeniously constructed. However, during the attack on Zverograd, it fell into severe disrepair. Electrical lines were severely damaged, plunging most of the tunnels into utter darkness, and many areas became poorly ventilated due to blockages caused by the bombings. Yet many of Zverograd's citizens managed to survive here; unable to flee the city, they found a small measure of security below its surface.

The situation underground was often very different from that in the city above. Some metro stations were controlled by one bloc, while the neighborhood above was controlled by another. Control of the stations was always tenuous at best. Crumbling walls often sealed off once-trusted pathways, or led to the discovery of new passages that troops could use to bypass their foes. The underground was a world where a soldier could be surrounded by enemies in an instant.

A dangerous place for citizens and soldiers alike, the metro is still used for many military operations. The situation above ground is highly chaotic. Countless snipers make it impossible to travel the streets unless part of a major military operation, and so small squads are forced to descend into the underground in order to carry out their missions.

GAMING NOTES

When creating scenarios using the metro station information above, "controlled" means that if a force reaches that station, they will encounter soldiers from that particular bloc. Those labeled "disputed area" are volatile places that are under almost constant attack from one bloc or another. Since soldiers tend to lose track of time after days spent underground, raids can be launched at any time of the day. Only one thing is for certain: Zverograd's metro is a very dangerous place!

BLUE LINE

The Blue Line connects the city from west to east. It intersects with the Red Line at two stations: Victory and SSU.

1. Airfield (Axis-controlled)
2. New Town (Axis-controlled)
3. Station (disputed area)
4. Soviet Square (Axis-controlled)
5. Victory Blue (disputed area)
6. Factory 1 (SSU-controlled)
7. Factory 2 (SSU-controlled)
8. SSU (disputed area)

RED LINE

The Red Line forks at Victory Station. One set of tracks goes north to Terminus station via Central and SSU stations. The other goes south, also ending at Terminus station, but after a roundabout path passing through West End, Old Town, and East End stations. It intersects with the Blue Line at two stations: Victory and SSU.

1. October (Axis controlled)
2. Hospital (disputed area)
3. Victory Red (disputed area)
4. Central (disputed area)
5. SSU (disputed area)
6. West End (Allied controlled)
7. Old Town (SSU controlled)
8. East End (Allied controlled)
9. Terminus (Allied controlled)

ZVEROGRAD SEWER SYSTEM

Thoroughly planned and constructed by some of the best Soviet architects and engineers, the vast webwork of Zverograd's sewer system is too complex to describe in detail. Built concurrently with the metro, many of the sewer's major conduits (those large enough for a man to pass through) followed along the streets and avenues of the city above. Approximately 70% of the sewers were flooded, impassable to all troops save frogmen. These tunnels were also inhabited by escapees from the Municipal Zoo; crocodiles and serpents thrived in the sewers' warm and noxious depths.

The main water treatment plant is located north of the city, near Zverograd's power plant. It is no longer functioning, as it was badly damaged during the first bombing runs, but it serves as a good place for SSU forces to begin underground operations in Zverograd. The other two blocs would love to close it for good, as it would greatly delay any major offensives the Soviets might launch by way of the sewers.

GAMING NOTES

There are many ways in which the sewers can be used to enhance your gaming experience. For example, when playing an aboveground scenario, you could create a situation where reinforcements can only arrive via the sewers. If you add three sewer entrances to a scenario, you can fight smaller preliminary battles on three separate sewer boards. Each section of sewer would be contested, and then only the survivors of each smaller battle would enter the main board as reinforcements. Will they enter the battlefield only to be surrounded by enemies? What shape will they be in after all that underground fighting? If the sewer battles go poorly, you might find yourself facing more enemies instead of reinforcements!

SSU VETERANS

During the infamous battle for Stalingrad, both Axis and SSU armies began designing advanced minefields and other traps to use in urban environments. These "passive" weapons proved extremely deadly in city battles; troops were rarely able to defuse these devices during combat, often "discovering" them only when the trap was triggered. These devices occasionally caused casualties among friendly troops, but this was deemed an acceptable risk by HQs on both sides. By the end of the battle, special units had been organized to deploy these weapons to devastating effect.

As soon as the battle for Zverograd began, these special units were once again sent in to perform their grisly work. Both blocs had come to realize that "wounding" the enemy created a greater hindrance than simply producing another fatality. Wounded soldiers had to be cared for, and were devastating to the morale of those who remained uninjured.

After Stalingrad, SSU officials sought to find a use for the soldiers who had been wounded by these gruesome "passive" weapons. These men were often skilled veterans with extensive combat experience who just couldn't do their jobs anymore. The Axis had already found its answer in the horrifying *Wiederbelebungs serum*. The SSU needed to find a way to return these brave soldiers to the battlefield, and fast.

It took nearly a year, but SSU engineers and top scientists finally managed to create miniature VK engines, which could power robotic, human-sized legs. This was soon put to use, granting renewed mobility to many of the veterans who had been injured during the battle of Stalingrad, and a new type of SSU soldier was born.

Even miniaturized, the VK Engines were still relatively large and bulky. To protect these engines and the soldiers who relied on them, each of these veterans was issued a suit of the SSU's most advanced heavy combat armor.

From this point forward, all Soviet heavy armor squads were composed of these hardened veterans. They used the increased strength and endurance provided by their armor to wield heavy weapons that no other infantry force on the planet could field; the weapons carried by these heavy troops could typically only be carried by vehicles.

As the fighting in Zverograd intensified, wounded SSU soldiers were immediately fitted out with these new suits. These troops could return to the battlefield quicker than the Axis or the Allies could muster new troops of their own.

RISE OF THE SUPERHUMANS

For years, Earth's major powers have been working on different ways to create superhuman soldiers. Many of these research programs began long before the war, but they received considerably more funding when it began.

Axis scientists worked tirelessly to this effect, but their research yielded only frustration and failure. Then they discovered the VK mineral and started their *Untertoten* and *KampfAffe* programs. With these amazing breakthroughs, the programs devoted to transforming a regular human being into something extraordinary were abandoned.

The Allies and the SSU were years late in the discovery and practical applications of VK. In the meantime, however, both blocs had been experimenting with the idea of superhuman creation.

Allied superhuman research was focused on enhancing the power of the body. A soldier with enhanced strength, stamina and reflexes could be a deadly weapon. Such a soldier wouldn't get tired, could shrug off minor wounds, and could carry more gear and weapons to the battlefield.

For the SSU, superhuman research focused on enhancing the power of the mind. Years ago, Rasputin had proven that a trained mind could render a body immune to physical damage, and harness eldritch energy to perform astounding feats.

After many trials, failures and shattered hopes, both Allied and SSU research programs at last bore fruit. As brilliant as these successes were, however, they were unable to be duplicated. This greatly frustrated the military and political powers who were expecting more bountiful results; they still lacked the superhuman army of their dreams.

WINTER CHILD

December, 1946. The night air is extremely cold, and Moscow is blanketed by a layer of heavy snow. The capital of the SSU sleeps peacefully tonight; heavy clouds deter any air raids against the city, so there will be no fires to put out when morning comes. Within the Kremlin, the Sino-Soviet Union's center of political and military power, high-ranking officials have gathered for a ceremony of great importance.

"Ivan Vasiliev, by order of the Chairman of the Presidium of the Supreme Sino-Soviet, I elevate you to Hero of the Sino-Soviet Union. By order of the General Assembly of the Comintern, I promote you to the rank of Colonel in the Red Army. Vasiliev, you are an example for us all. You are the reborn man who will free us from all tyranny. The reborn man who exemplifies our socialist ideals. A new man for a new future. Be proud of yourself Colonel Vasiliev...You are a hero!"

Even standing on his pedestal, Joseph Stalin, the General Secretary of the Communist Party of the Sino-Soviet Union, is dwarfed by the immense figure who leans toward him to receive his medal. The implacable leader stands on his toes and spreads his arms wide to fit the ribbon over Vasiliev's massive head and neck. The great ballroom of the Kremlin is vast and spacious, but it seems as though it can barely contain the giant nicknamed "Winter Child." Vasiliev's incredible size is further enhanced by his armor, which makes him even taller and bulkier. Those who don't know Vasiliev are surprised to hear that he wears it at all times. Many suspect that this is just a rumor he plays up in order to impress his admirers, but the truth is very different. The magnificently crafted armor is more of a protection for the people around him than it is for Vasiliev himself. It was created to contain the inhuman energy that constantly radiates from Winter Child's body.

"Thank you, Comrade Stalin." Vasiliev's voice rolls like thunder, instantly silencing the exuberant applause of the assembled dignitaries. "I am honored to receive this distinction. I swear to live up to your expectations and to be an example to all my fellow soldiers."

"I'm sure you will, my son. You have already impressed us with your feats, but I know the greatest are yet to come." Stalin forces a smile as he replies, acknowledging to himself that there is political gain to be made by honoring such a hero. Indulging this gathering of useless underlings might not be such a waste of time after all. "But for now, vodka for all! We celebrate tonight, for tomorrow you travel to Zverograd to crush our enemies!"

After a tiresome celebration filled with hours of false camaraderie and empty praise, Stalin retires to his office. His right hand man, the disquieting Lavrentiy Beria, meets him there for a late-night discussion and yet another drink.

Stalin taps his fingers restlessly on the arm of his chair. "Things seem pleasant enough for now, but this boy could be trouble down the road. He is immensely popular with the troops; they gawk at him like wonderstruck children. With their endless talk of his accomplishments, it's a wonder that we've managed to keep him secret from the public. The masses could decide to make a politician out of him after the war!"

"Winter Child lives a dangerous life, Comrade Stalin. Who knows what might happen to him in Zverograd?" Beria sips at his ice-cold vodka. "You want my men to watch him?"

“Yes, and closely. If he ever learns what we did to his parents and siblings, we could be in big trouble. You’re sure there weren’t any survivors from the team we sent? You got all of them?”

“I’m positive, Comrade General Secretary. No one could have escaped the attack. The men who carried out the mission wore Axis uniforms and used Axis weapons. After that, the assassins I hired successfully dispatched those troops, and I told them nothing of the men they were sent to kill. There is no one left to tell the tale.”

“There had better not be, or Vasiliev is going to want revenge, and I don’t want to be the target of that vengeance.”

“My men will keep a tight leash on him, Comrade Stalin. If anything should happen, they will take care of Vasiliev.”

“That may be easier said than done! However, the problem might resolve itself. Our friend “Delmar” in Washington tells me that there’s a project even more secret than the one he was working on, and they’ve recently made a breakthrough. Whatever came of that project, it’s on its way to Zverograd as we speak. Either our new hero will have to deal with it, or the Allies’ mysterious breakthrough will deal with him. One way or the other, let’s hope Vasiliev’s actions help us to retake the city once and for all.”

Beria finishes his vodka and smiles. “With the power our Winter Child wields, of that there is no doubt.”



THE NEW RULES

In this rulebook, you will find the following new rules:

- ☠ Rules for underground fighting, including more specific rules for battles which take place in Zverograd's sewers or metro
- ☠ Rules for superhuman units
- ☠ New skills used by units that fought during Operation "Hades"
- ☠ Rules for Tesla weapons

UNDERGROUND FIGHTING

When fighting underground, soldiers have to deal with dim lighting and narrow spaces, but the surroundings can also provide plenty of cover.

The following rules apply to the metro and sewer maps provided in this Campaign Expansion. They can also be applied to any custom scenarios players choose to make that take place in other underground locations, such as caves or mines. Additional rules that apply to the metro or sewers specifically are found further on. These rules affect all units, whether attacking or defending. All units suffer the penalties—and gain the advantages—of underground fighting.

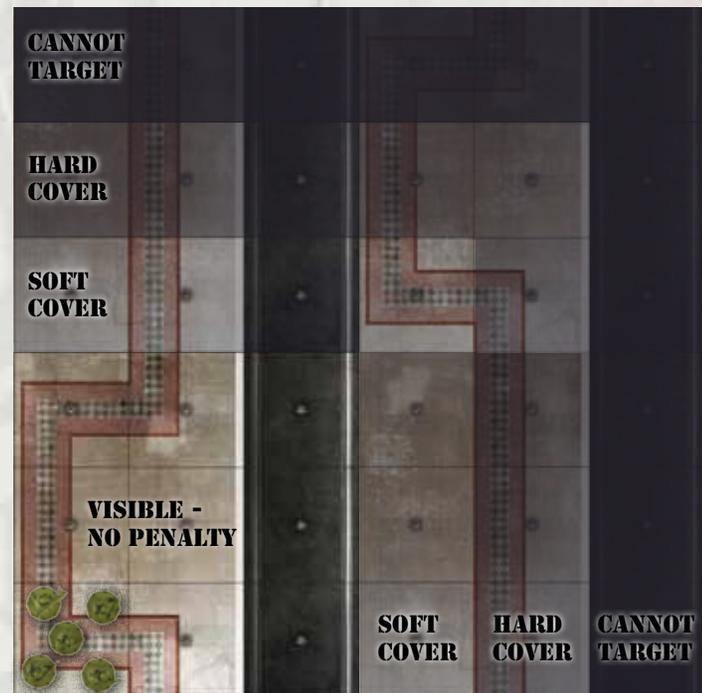
These rules can also be applied to previously-released "indoor" terrain tiles, as a way to breathe new life into old scenarios. For example, a base may have been attacked several times, leaving it in darkness with its power sources completely destroyed, and forcing players to modify their tactics accordingly.

DIM LIGHT

There is very little light beneath the city of Zverograd. Units can hear enemies coming, but they are hard to make out in the darkness. However, the narrow, cramped corridors mean that firing into the shadows up ahead when you hear enemies approaching can sometimes be effective, as there is little room to evade incoming fire. The following rules apply to underground fighting:

- ☠ Units can fight normally with one another when they are in adjacent spaces, or when there is a single space between them (range C, range 1, range 2, range 3 when fully diagonal). There is enough light at this distance for both units to function without special penalties.
- ☠ Target units are considered to be in Soft Cover when there are exactly two spaces between them and the attacking unit (range 3, range 5 when fully diagonal). Targets are harder to make out in the dim light, and it becomes more difficult to aim.
- ☠ Target units are considered to be in Hard Cover when there are exactly three spaces between them and the attacking unit (range 4, range 7 when fully diagonal). Targets are almost completely hidden by the darkness at this range.

- ☠ Units cannot target each other when there are four or more spaces between them (range 5 and up in a straight line, range 9 and up when fully diagonal). At this range the tunnels are completely black; soldiers don't carry enough ammo to waste their fire on targets that might not even be there.



EXAMPLE: The *Gunners* are fighting underground. Enemies within 2 spaces of the *Gunners* do not benefit from the cover granted by dim light. Enemies 3 spaces away will receive Soft Cover. Enemies 4 spaces away will receive Hard Cover. If an enemy is 5 or more spaces away from the *Gunners*, they cannot be targeted by the *Gunners*' attack.

LOW CEILING

There's not much headroom underground. In caves or in the sewers, the ceilings are very low. It's only slightly better in the metro. Because of the low ceilings, **units cannot use the Jump skill while fighting underground.**

Additionally, **only soldier units (squads, heroes, superhumans) can enter the metro and the sewers.** There simply isn't enough space for larger units.

DEPLOYMENT

As stated above, only soldier units can enter the metro and the sewers. Additionally, these units must enter the battlefield by the end of the second round of the game or risk being left behind.

The units that entered the battlefield during the first round must continue their advance so that the rest can join the fray. **Any unit in an underground scenario that has not been deployed by the end of the second round is considered to be eliminated.** Its AP value goes to the opposing player when calculating Victory Points at the end of the game.

FIGHTING IN THE METRO

This section describes the rules for fighting in the metro. These rules are used in addition to the standard underground fighting rules during battles in this particular setting.

EXTRA COVER

In the metro, units can benefit from corner cover as per the normal rules. The effects of corner cover stack with those from dim light when applicable, up to a maximum of Hard Cover.

METRO RAILS

The rails in Zverograd's metro are almost one meter below the floor of the station. These spaces are marked with a star in the center. **Any squad in a space with a star in the center is considered to be in Soft Cover.** This cover can stack with other forms of cover to a maximum of Hard Cover when applicable.

METRO TRAINS

Metro trains are made from metal and glass, and provide Hard Cover for any units that are inside. However, if a unit inside a metro train is attacked by another unit within the same car tile, both units only receive Soft Cover.

ENTERING AND EXITING THE METRO

To enter the metro when playing a scenario with two or more boards, a soldier unit must be on a metro entrance and perform one action. That unit is then moved to the corresponding space in the metro as specified by the scenario. Likewise, if a soldier unit wishes to exit the metro, it must be on that scenario-specified space and perform one action. That unit is then moved to the corresponding metro entrance space on the aboveground board.

When using the aboveground metro tiles included with this expansion, the metro entrance is considered to be the space marked with a single letter. In the case of the tile to the right, the space marked with a "B" is considered to be the metro entrance.



FIGHTING IN THE SEWERS

This section describes the rules for fighting in the sewers. These rules are used in addition to the standard underground fighting rules during battles in this particular setting.

TENSE COMBAT

In the sewers, a single unit is not limited to one Reactive Fire attempt per game round. If the unit has already been activated during the round, or has already made a Reactive Fire attempt, it may make an additional Reactive Fire attempt if the situation presents itself, as per the normal rules. A unit may still only make one Reactive Fire attempt per unit activation. If the attempt is successful, the unit is then activated and can perform one **ATTACK** action. In the sewers, a single unit could therefore attempt Reactive Fire during multiple enemy activations. There is no limit to the number of Reactive Fire attempts a unit may make when fighting in the sewers.

NARROW CORRIDORS

Corridors in the sewers are very narrow. Walls are thick and crossroads are difficult to navigate; there's not much room to move or fight. **When fighting in the sewers, all corners block line of sight.** There is never corner cover when fighting in the sewers (since combat across corners is not possible).

CRAMPED QUARTERS

As mentioned above, corridors in the sewers are very narrow. Soldiers are crowded much closer to one another than they are in other combat situations. In game terms, this means that a unit cannot pass through a square occupied by a friendly unit when fighting in the sewers. This form of movement is not possible in the cramped quarters of the sewers. The same is true for spaces occupied by enemy units: in the sewers, no unit can pass through any other unit.

Note: It is important to remember that the Jump skill cannot be used underground.

ENTERING AND EXITING THE SEWERS

To enter the sewers when playing a scenario with two or more boards, a soldier unit must be on a sewer entrance and perform one action. That unit is then moved to the space on the sewer board with the same number as the sewer entrance used. Likewise, if a soldier unit wishes to exit the sewers, it must be on a numbered sewer space and perform one action. That unit is then moved to the sewer entrance with the same number on the aboveground board.

It is possible to have scenarios where a numbered sewer space does not have a matching sewer entrance space on the aboveground board. If this is the case, a unit cannot use the numbered sewer space to travel between boards.

SUPERHUMANS

Superhumans are a step above the regular heroes of Dust Tactics. Heroes are incredibly gifted individuals, but superhumans are especially unique in the powers they possess. They are governed by their own set of special rules:

- ☞ A superhuman can never join a squad. They are typically loners who fight according to their own set of tactics. Superhumans are constantly throwing themselves into extremely dangerous situations, and won't risk the lives of the ordinary mortals with whom they serve.
- ☞ Some superhumans have sidekicks, longtime companions who stand by them no matter what dangers they might face. Sidekicks are normal heroes who possess the "Sidekick" skill. The skill listing is followed by the name of the superhuman with whom the sidekick is associated. Sidekicks follow all the normal rules for heroes, with the exception that they can form a special squad with the superhuman indicated.

Note: This "squad" is made entirely of heroes, and therefore cannot benefit from squad rules (for example, a superhuman teamed with his sidekick cannot benefit from cover saves).

Other than these two special rules, superhumans function according to the rules for heroes. They never benefit from cover, they can share a space with another unit, and two identical superhumans can never fight on the same side. It is possible, however, for a second identical superhuman to appear in an opponent's army of the same type (such as during tournament play, for example).

NEW SKILLS

COMMAND VEHICLE

A unit with the Command Squad skill or the NCO Command Squad skill can use all its abilities while inside a Command Vehicle. All restrictions to these abilities still apply. For example, if a Command Squad needs line of sight to order an Artillery Strike, this cannot be done while inside the vehicle.

Due to the extra communications tools inside the Command Vehicle, **once per round a Command Squad may re-roll any failed die results when checking to see if it can successfully use one of its special abilities.**

TANK RIDERS

A vehicle with this skill can carry soldiers on top of it. From such a perch, the soldiers can fire their weapons to protect the vehicle from incoming infantry attacks. Unlike the Carry Capacity skill, which allows soldiers to be transported inside the vehicle, the Tank Riders skill allows a vehicle to transport soldiers **outside** the vehicle.

- ☞ This vehicle can only carry soldier units (squads, heroes and superhumans). The Tank Riders capacity of the vehicle indicates the maximum number of  **1** and  **2** soldiers that it can carry.  **3** and  **4** soldiers count as two soldiers each when making this determination. Multiple units can board the vehicle as long as the Tank Riders capacity for that vehicle is not exceeded.
- ☞ If this vehicle is attacked while carrying soldiers, its controlling player rolls one additional die for every  that damages the vehicle. If these additional dice score any  results, the soldiers riding the vehicle also suffer damage. The player who controls the vehicle applies the damage generated by the additional  results to soldiers riding the vehicle.
- ☞ If this vehicle is attacked by a soldier unit, even from a distance, the embarked soldiers may attempt Reactive Fire as per the usual rules.
- ☞ If a unit riding this vehicle is directly targeted by an attack, the attacker rolls against the armor value of the targeted unit, not the vehicle.
- ☞ If this vehicle is destroyed while carrying soldiers, the player who controls the vehicle rolls one die at a time for each squad member or hero riding the vehicle. If the die result is a , that squad member is eliminated. If a hero is hit, that hero loses 1 health point.
- ☞ Squads and heroes can begin the game riding this vehicle. A squad can also board the vehicle during the game. To do so, it must be adjacent to the vehicle during a **MOVE** action and spend one movement point to climb aboard. If the squad has more than one movement point available to it during its **MOVE** action (e.g., because it has a movement value higher than 1 or has the Fast skill), it may first move so that it is adjacent to the vehicle, then spend one movement point to board the vehicle.
- ☞ Climbing down from this vehicle requires a **MOVE** action. It costs one movement point to disembark. The disembarking unit is placed on any space that is adjacent to the vehicle; any additional movement points may be spent normally. The unit can perform a second action for the round as long as it only costs one action.
- ☞ A unit cannot both board and disembark from this vehicle during a single activation.
- ☞ When a unit riding a vehicle is activated, it can use any skills or take any actions available to it. When the vehicle is activated, the units riding it are not.

TESLA WEAPONS

Soviet scientists have been experimenting with electrical weapons for decades, but they have always encountered problems with creating an effective power source. With the recent discovery of VK-powered engines, however, the dreams of these scientists are finally coming true.

Inspired by the research of the famed Nikola Tesla, these weapons project a concentrated beam of energy capable of destroying anything in its path. Powered by VK engines, these beams are extremely deadly, but their range is still quite limited.

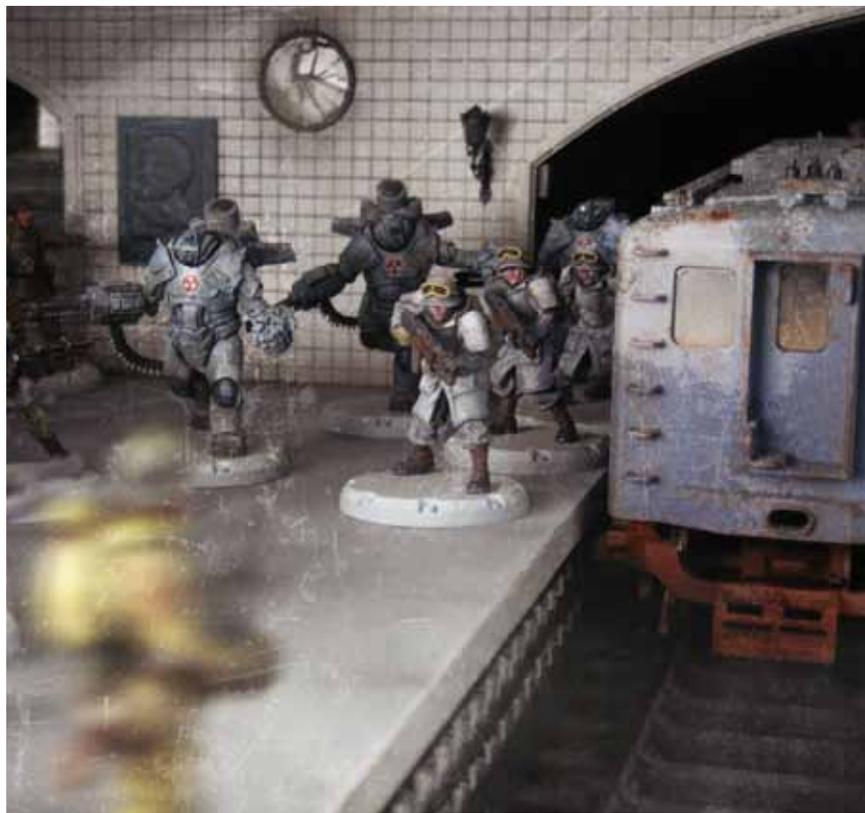
Tesla Weapons work similarly to both Laser Weapons and Flamethrowers. Like a Laser Weapon, every ⊕ rolled with a Tesla Weapon allows for an extra roll of that die. ⊕ results on re-rolls allow further rerolls as long as ⊕ results continue to be rolled.

Like Flamethrowers, Tesla Weapons affect all spaces between the weapon and its target, whether occupied by friendly or enemy units.

Additionally, Tesla Weapons ignore cover.

Tesla Weapons, though extremely powerful, are also highly unstable. If a vehicle equipped with such a weapon is destroyed, all units in adjacent spaces suffer an attack roll as if they had been attacked by the destroyed vehicle's Tesla Weapon.

If a non-vehicle unit equipped with a Tesla Weapon is destroyed, roll a die. If a ⊕ is scored, the weapon explodes and all units in adjacent spaces suffer an attack roll as if they had been attacked by the destroyed unit's Tesla Weapon.



PLANNING YOUR ARMY FOR URBAN WARFARE

Urban and underground warfare demand adaptability from any commanding general. The fighting is brutal and intense, and is often faster-paced than in a typical game of *Dust Tactics*.

You will have to plan your army carefully, centering it around a few solid infantry units. Don't dismiss the Rangers or Grenadiers units from the core set, even if their weaponry doesn't seem ideal. These units can be very resilient. Some have that extra burst of firepower to use on the round you engage the enemy (Panzerfausts or UGLs), but, more importantly, they are cheap! Most heroes work with these cheaper squads perfectly, reinforcing their strengths and reducing their weaknesses.

In addition to these core units, each bloc has some "elite" squads that can change the course of the game if used properly. You already know how powerful many of these units can be (Gorillas, Zombies, Heavy Rangers, or Hellboys with a hero), so we won't discuss them in detail here. The main drawback of using these elite units is that, when you lose one, you lose a huge part of your force. When playing underground scenarios, you have to be more careful than usual. Metro and sewer scenarios are designed to be played with fewer AP. The maps are quite small, so they can become overcrowded if there are dozens of units on each side (one solution to this, of course, is to build a VERY big metro station!).

When building a low AP army, every expensive unit you take will cost you many activations, which can be very painful if you don't delay your offensive. When playing with fewer units than your opponent, it is usually best to wait for the right moment to strike to achieve maximum effect. Every shot must count, because it is likely that you will lose valuable units when attacking a larger force. This is doubly true when fighting in the metro or the sewers. These settings are far deadlier than battles aboveground, so even if you crush one or two of his units in one assault with your Flamethrowers or Panzer Gloves, you can be sure that his revenge will be swift and brutal. You need to make sure that when you lose these elite units, your cheaper core units can still win the game. To ensure victory, you need to be sure that as many units as possible can attack during the same game round. Ultimately, this will be your key to success.

For those of you who rely heavily on walkers to win a game, underground battles will introduce a new challenge: getting the most out of soldier units. If you can achieve victory while relying on infantry instead of walkers, this will surely improve your overall skills as a tactician. You will be able to apply the lessons learned in infantry-only battles to more traditional *Dust Tactics* games.

Ultimately, the best advice we can give you remains the same: *Dust Tactics* is your game! Do whatever you want with it! If you don't like a rule, change it. The most important thing is that you enjoy the game. But remember, your opponent must agree to these changes. And don't forget that the regular rules presented in these books will always be used for tournament play.

OPERATION "HADES" OBJECTIVES

The main focus of *Operation "Hades"* is the underground fighting in Zverograd, but it also addresses the numerous skirmishes that took place around the city. Below is an extensive list of all the places of significant strategic importance. These locations were bitterly contested, some changing hands on a weekly, or even daily basis.

Each of the following location numbers can be used to pinpoint the location of that objective on the General Map of Zverograd:

- 1 – Communist Party Headquarters
- 2 – October Revolution Avenue
- 3 – Victory Plaza (with Victory Obelisk)

- 4 – Orthodoxian Monastery
- 5 – Old Town
- 6 – Central Hospital
- 7 – Airfield
- 8 – Red Bridge
- 9 – North Bridge
- 10 – Soviet Square
- 11 – Great Hotel of the Red Flag
- 12 – Market Square
- 13 – Lighthouse
- 14 – Harbor
- 15 – Old Fisherman Village

- 16 – Zverograd Power Plant
- 17 – Tractor Factory
- 18 – Zverograd Central Station
- 19 – Railway Classification Yard
- 20 – Municipal Zoo
- 21 – Botanical Garden
- 22 – Zverograd Central Park
- 23 – City Stadium
- 24 – Revolution Park
- 25 – Tank Factory
- 26 – GUM
- 27 – Memorial Park





THE RED PENINSULA

The Red Peninsula was the center of political and administrative power in the city. It extends from Communist Party Headquarters (1) in the south to Victory Plaza (3) in the north, following October Revolution Avenue (2). Along this avenue is situated the huge Central Hospital (6), one of the largest buildings in the city.

HEADQUARTERS OF THE COMMUNIST PARTY (1)

Metro Station: October (Red Line North/Red Line South)

Surprisingly, the major center of political power in Zverograd, the Headquarters of the Soviet Communist Party, was spared during the first weeks of the invasion. The three blocs knew that this massive edifice, with its thick walls of reinforced concrete, would be a tough one for artillery to destroy. More importantly, however, it contained everything the SSU had learned about the alien structure beneath the city, and so the invaders were determined to take the building with a ground assault, rather than simply bombarding it with artillery fire.

The location was bitterly defended by SSU forces, who refused to let this ideological symbol fall into enemy hands. It was soon transformed into a redoubt under the command of Senior Sergeant Yakov Pavlov of the 10th SSU Rifle Division. Under his command, the whole structure was fortified with sandbags, barbed wire and traps. Every window housed a machine gun or an antitank gun.

As time passed, this building proved impossible to conquer with only ground troops, and it eventually fell under heavy bombardment from both Axis and Allied forces. Whenever either of these blocs captured a part of the building, they were immediately assaulted by heavy fire from SSU counter batteries.

Despite its constant bombardment, the Headquarters of the Communist Party is still standing. From the outside, it is one of Zverograd's buildings that has suffered the least during the invasion. Inside, however, it has been largely destroyed by the fighting as all three blocs have tried to gain control over the building, each room and hallway bitterly contested.

GAMING NOTES

Think of this building as one of the biggest you can build. Don't try to make it several floors high. Instead, use all of your structures to make it as big as possible on one floor. Try to represent this structure as you would any oversized government building: too large for its own good, with lots of unused space. There are many small rooms (the offices) and a few large corridors. There is only one large staircase on one side of the building—the perfect objective for a scenario—which allows movement between the floors of the building. Once the attackers reach the stairs, play can continue with the same terrain setup on the next floor, but with different enemy forces.

The Headquarters of the Communist Party is the perfect centerpiece for a huge campaign involving many battles. Invading forces could fight their way through the metro up to October station. They would then have to cross the no man's land surrounding the main building, and try to find their way in while under heavy fire.



OLD TOWN

The oldest part of the city is situated around the Monastery of Saint Petrov (4), from which there is a magnificent view of the entire city. Old Town (5) itself has been reduced to cinders, but the Lighthouse (13) still stands proud and tall. This area of Zverograd, the historic center of the city, has suffered extensively in the combat.

MONASTERY OF SAINT PETROV (4)

Metro Station: Old Town (Red Line South)

Any comprehensive archives describing the little city that stood on the site where Zverograd was built have long been lost. However, documents containing brief references to it can be found dating back to the 13th century, thanks largely to the writings of the inhabitants of the large monastery dedicated to Saint Petrov. Built on the cliff above the ravines that lead to the Caspian Sea, the starting date of the monastery's construction has been lost in time, but ancient writings imply that it was finished in 1259, just in time for Easter. At first, the monastery was an isolated place to which only reclusive monks would come to pursue a life of spiritual fulfillment. As time passed, however, a small community of farmers and fishermen settled around its walls.

In later centuries, the Monastery of Saint Petrov was famed throughout the region as a place where religious scholars would come to study the scriptures and relics it held. Transcriptions of the area's ancient oral tradition claim that the monastery was built on the remains of much older religious structures of an unearthly architecture. These were destroyed by leaders in the Orthodox faith, who considered them pagan at best, and demonic at worst, but the hidden crypts of the monastery were said to contain something so powerful that even pious faith could not destroy or alter it. The only option left to the builders of the monastery was to bury what they found. The way in to the crypts has long been forgotten, so these stories have not been verified.

Because of its location, standing high on the cliff overlooking all of Zverograd, the monastery of Saint Petrov has been a primary objective for both the invading and defending forces since the first days of the battle. Any bloc controlling the monastery

would have a magnificent view of the whole city, and could direct artillery fire against distant targets with relative ease. When they determined that the monastery would not be able to be conquered without suffering excessive losses, Axis and Allied commanders ordered that it be extensively shelled and bombed.

Despite the constant bombardment, most of the monastery's walls remain standing, and Soviet defenders have turned it into a fortress, applying all the lessons learned during the defense of Moscow in 1941. Long range antitank guns are able to take clear shots against targets more than a kilometer away. Heavy machine gun nests line the walls. Inside the courtyard, 120mm mortars stand ready to launch a hailstorm of steel against any advancing units. Each night, the monastery's few remaining SSU engineers creep out of the fortress to repair barbed wire entanglements and reseed the minefields impeding every path leading to the cliff. It is the deadliest battlefield in all of Zverograd.

None of the blocs know that the coveted Vrill construct lies beneath the monastery. They all suspect that something important is hidden there, but even the SSU doesn't know exactly where to look; preoccupied with staying alive, the monastery's defenders have temporarily postponed their search efforts.

Even if the SSU had known the location of the Vrill compound, there is currently no one alive on the planet capable of accessing its inner chambers. Kvasir, a Vrill himself, was the only being who could have done so, but he has been dead for years. Only a Vrill can open the doors and access the Vrill weaponry and huge VK reactor hidden within. If the Vrill ever return to Earth, Zverograd would certainly draw their full attention...

GAMING NOTES

Consider linking scenarios together to form a campaign. For example, you could begin your campaign with a scenario on the beach, then your troops could have to cross a minefield in order to reach an entrance to the underground, followed by a trip through the sewers to reach an above-ground objective, and, finally, a scenario in which the objective is taken in an all-out assault. All these scenarios can be linked together into one epic campaign! How many of your troops from the initial landing on the beach will still be alive at the end?

ZVEROGRAD'S PARKS AND RECREATIONS

Before the mass evacuation, most of Zverograd's inhabitants lived in the eastern part of the city, which also housed some of its most amazing features: the Municipal Zoo (20), the Botanical Garden (21) and Zverograd's Central Park (22). Families would frequent these locations to rest, relax, enjoy the wildlife, take long walks, and engage in outdoor sports. The Central Park was a green jewel, housing a variety of massive ancient trees. The Botanical Garden boasted an extensive collection of flowers and plants both exotic and native to the region. The Municipal Zoo was among the most famous in the country, second only to Moscow. It once held many great bears, who now roam free in the area.

BOTANICAL GARDEN (21) AND ZVEROGRAD CENTRAL PARK (22)

Metro Stations: Terminus (Red Line North/Red Line South), East End (Red Line South)

These once-proud features of the city have been turned into battlefields. Fighting was particularly fierce in Zverograd Central Park, the only downtown area where airdrops of men and supplies could be conducted with relative safety. Care had to be taken to avoid some of the larger trees, but these were minor inconveniences compared to the hazards posed by buildings. Such a landing area was immensely valuable to all the blocs and control of the Park was bitterly contested.

The thicker vegetation in the Botanical Gardens precluded airdrops, but the dense trees and shrubs provided plenty of cover in which the newly airdropped troops could seek shelter. The Gardens were far from safe, however, as the limited visibility made it ideal territory for ambushes. To make matters worse, the area was inhabited by dangerous wild animals, which were prone to attack at the slightest provocation. Many patrolling soldiers disappeared without ever having encountered a human enemy...

GAMING NOTES

Incorporating interesting terrain with plenty of trees and maybe a few structures will allow you to stage battles in almost any of this area's locations. Feel free to use house rules to represent the dangerous wildlife, which could attack at any time without warning. Some scenarios could involve renegade Gorillas, who attack on sight!

FACTORY DISTRICT

Once the industrial core of Zverograd, where huge factories provided jobs for tens of thousands of citizens, the Factory District has been devastated by the war. Most of the buildings have been severely damaged by gunfire and artillery rounds, and once-majestic edifices have been reduced to ruins. In the earliest days of the Axis invasion, the Factory District was all but overrun. By the time the SSU armies arrived from the north, only a few bastions of determined Soviet defenders had managed to hold out. The fresh Soviet troops were able to capture many of the buildings back, establishing strongpoints in the vast factories that once manufactured tractors and other heavy equipment.

The embattled district stretched from the Zverograd Power Plant (16) in the west to the Tractor Factory (17) to the east, with the massive Tank Factory (25) between them. The Factory District was also famous for housing the City Stadium (23) and Revolution Park (24).

ZVEROGRAD POWER PLANT (16) AND THE TANK FACTORY (25)

Metro Station: Factory 1 (Blue Line)

This part of town boasts some of the largest structures in the city. Zverograd Power Plant provided electrical power to the entire city, and the famed Tank Factory once held the SSU's production record for making the T-34 tanks used on the Eastern Front.

In the early stages of the Axis invasion, these two complexes were the last to fall, and the first to be retaken by the SSU Army. The intense fighting left them looking

more like huge piles of rubble than actual structures. The Axis had wanted to repair them and use these installations for their own benefit, but they never held them long enough to do so. When the SSU retook control, they managed to get both facilities up and running, but the output was far inferior to that of pre-invasion days.

Zverograd's Power Plant was arguably the most strategic asset in the city (apart from the Monastery, of course). It was the only source of power stable enough to reliably provide a measure of light to underground operations. Raids and attacks on this building were countless; the Allies and the Axis tried time and again to seize control of the heavily fortified structure from the SSU, but to no avail.

The Tank Factory's importance to the SSU is now largely symbolic. Due to its vital role in providing for the defense of the city, it was extensively bombed during the invasion and little is left of this once-proud building. However, a small group of workers managed to move some of the machinery to a relatively safe place beneath the structure. The machinery is not capable of making new tanks for the bloc, but it helps provide repairs and maintenance for walkers returning from the "front lines," a term that now applies to all of Zverograd. Although well-defended, the Tank Factory has fallen several times. It is situated near the expansive Factory 1 metro station—one of the largest in the city. This station was designed to accommodate daily worker traffic numbering in the thousands and now provides a corridor of attack for the invading Axis and Allied troops. The SSU can do little to prevent these assaults.

GAMING NOTES

You can easily reenact some battles from the earlier days of the invasion in this part of town. Special objectives within the structures could allow you to repair your damaged or destroyed walkers. The factory workers themselves can also be used as objectives, with one side having to capture or save the workers from the other.

The Factory District is of great strategic value to all sides, and the battles fought in this area should always involve massive deployments of regular troops and walkers. Elite troops find better use below the city where there's much less room to maneuver.

Although they are mostly in ruins, remember that the factories themselves are large enough to accommodate walkers and tanks. The gates to the factories are huge, and there is more than enough room inside to engage in close-range tank battles. Make sure to use any Hangar tiles you might have—they work perfectly for setting up battles in this part of town.



DOWNTOWN ZVEROGRAD

One of the city's most pleasant features before the war, the houses in Downtown Zverograd were of little strategic importance themselves. However, the area's location at the heart of the city—along with its wide roads and an east-west metro line—made it pivotal to any conquest plan. This was the part of Zverograd where the three blocs were in closest proximity. It was rare for any structure in the area to be held exclusively by a single bloc. Downtown Zverograd was dangerous ground indeed.

Downtown Zverograd spans the area from Zverograd Central Station (18) and Memorial Park (27), in the west, down through Soviet Square (10) and the Great Hotel of the Red Flag (11), and then east past the GUM (26) toward Victory Plaza (3).

ZVEROGRAD CENTRAL STATION (18)

Metro Station: Station (Blue Line)

A major transit hub, Zverograd Central Station was built to connect the city with the rest of Russia and, ultimately, the SSU as a whole. Of modern design, it was one of the most advanced rail buildings in the world before the fighting began. The Station featured multiple entrances to both the metro and the sewers, but it was bombed heavily during the invasion, the blasts creating gaping new access points in the building's façade, while blocking old entrances with rubble. In the battles that followed, these jagged openings were used to launch surprise assaults on the defenders inside the Station.

Zverograd Central Station was divided between Axis troops holding the building's west side and SSU troops holding the east. The fighting was tense, but both sides have managed to entrench themselves in the ruins, each waiting for the other to make the first move.

GAMING NOTES

This is a perfect area to mount battles using structures and game tiles with metro rails on them. As mentioned above, both sides are in close proximity with each other—and a third bloc could easily come in through the sewers or metro to join the fray. Battlefields could be quite small, with each scenario depicting a fight over a specific part of the station, but if you have a large table and plenty of trains and metro tiles on hand, go for a huge all-out battle!

SUBURBS

This section describes the various places outside of Zverograd that were strategically important to what was happening inside the city. Although the bulk of the heavy fighting occurred in Zverograd proper, major battles were also fought in the outskirts. These battles mostly involved regular troops and tanks, as elite forces and walkers were typically assigned to areas inside the city, where they could make a greater difference.

There were three major zones outside Zverograd: the Harbor (14) and North Bridge (9) in the northwest, the Airfield (7) and Red Bridge (8) in the west, and the Railway Classification Yard (19) just north of the city.

RED BRIDGE (8)

Metro Station: New Town (Blue Line)

Zverograd's Red Bridge was a marvel of engineering that inspired pride in every SSU citizen who looked upon it. Its two-tier construction (roads for motor vehicles and pedestrians above, and metro tracks below) proved that the architects and construction teams of the Soviet Union were among the finest in the world.

Control of Red Bridge was crucial to the Axis invaders, as they had to cross the bridge to reach Zverograd. The SSU and the Allies turned each crossing into a deadly gamble, firing machine guns, sniper rifles, antitank weaponry and other ordnance at anything they saw moving over the bridge.

Despite taking heavy damage, Red Bridge remained structurally sound and the Axis continued to use it throughout the invasion, even using the few metro trains still in operation to ferry troops across the bridge; however, crossing this bridge was a harrowing experience that no Axis soldier would soon forget.

GAMING NOTES

Red Bridge can easily be integrated into your own original scenarios. Some Allied or SSU troops could have slipped past Axis guards, crossing Red Bridge in an attempt to infiltrate the Airfield to the west. The defenders could have to stop them before they make it to the other side. Don't forget, you can easily build Red Bridge using the posters included in the Revised Core Set!





OPERATION "HADES": SAMPLE SCENARIOS

As you are now well aware, the possibilities are all but endless when it comes to the scenarios that can be generated within the besieged city of Zverograd. Key objectives are scattered throughout the city, each with its own special properties and tactical advantages, and many are linked to each other by Zverograd's metro tunnels and sewer lines, creating unique combat situations both above and below ground.

With so many possibilities, it would be impossible to map out scenarios for every objective in this book. It is recommended that players use the wealth of information provided to create scenarios of their own, but scenarios are still provided for those who wish to get started straight away. The following "sample" scenarios are fully

SCENARIO MAP LEGEND



**ATTACKER
DEPLOYMENT**



**DEFENDER
DEPLOYMENT**



**GLOBAL
OBJECTIVE**

realized, and can be played in any order. They serve as excellent examples for linking scenarios together to form a campaign and for creating scenarios that use multiple boards.

GETTING STARTED

Decide with your opponent who will play as the defender and who will play as the attacker. Each player can be designated as an attacker or defender and still choose to field an army from any bloc. Although certain objectives were held primarily by one bloc or another, each objective changed hands on more than one occasion in the chaos that ensued during the siege of Zverograd.

COVER AVAILABLE

Each scenario shows the available cover elements:

☠ ammo crates:  ☠ anti-tank traps: 

FORCES AVAILABLE

Each scenario shows the available Army Points for both the Attacker (A) and the Defender (D). These scenarios are designed to be played with the listed Army Points for each side. You can play with more or less, but make sure that each side uses the same number of points (unless the scenario specifies otherwise).

TIME LIMIT

The time limit (⌚) in rounds for each scenario is shown under the scenario map. If there is a "--", then there is no time limit for that scenario and one player must fulfill his objective.

1 – ATTACK ON RED BRIDGE!

You have gained possession of detailed information regarding enemy troop positions throughout Zverograd. It is critical that you relay this information to Command Headquarters, but the enemy has you surrounded and is jamming all radio communications. Your troops will have to deliver the information directly, but escaping Zverograd will be no easy task. Your only hope is to launch an attack on Red Bridge!

SPECIAL RULES:

This scenario uses two boards at the same time.

Board 2 uses rules for Underground Fighting.

Metro entrances A and B on Board 1 correspond with the spaces labeled A and B, respectively, on Board 2.

Sewer entrances 1 and 2 on Board 1 correspond with the spaces labeled 1 and 2, respectively, on Board 2.

The top section of Board 2 represents the metro tracks that run beneath the bridge. Rules for Fighting in the Metro apply to this area.

The bottom section of Board 2 represents narrow maintenance corridors that run along the underside of the bridge. Rules for Fighting in the Sewers apply to this area.

Cover may only be placed on Board 1. No cover may be placed on the bridge itself.

OBJECTIVES:

Attacker: You must make a run for the other side of the bridge! If you have at least one unit within the defender's deployment zone at the end of any round, you win the game.

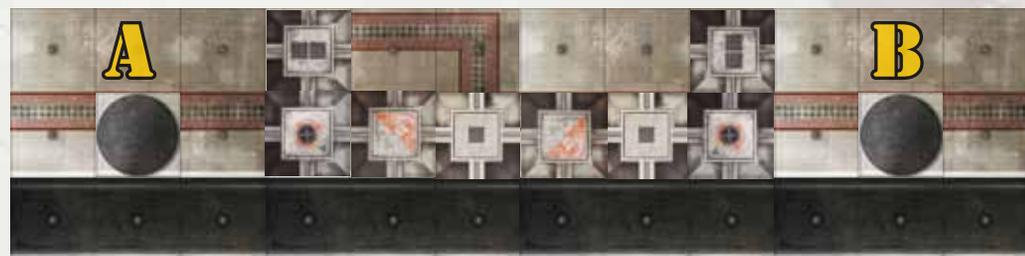
Defender: You must hold off the attacker's advance! If the attacker fails to meet his objective by the end of round 8, you win the game.

BOARD 1: RED BRIDGE



2	2	300	400	8

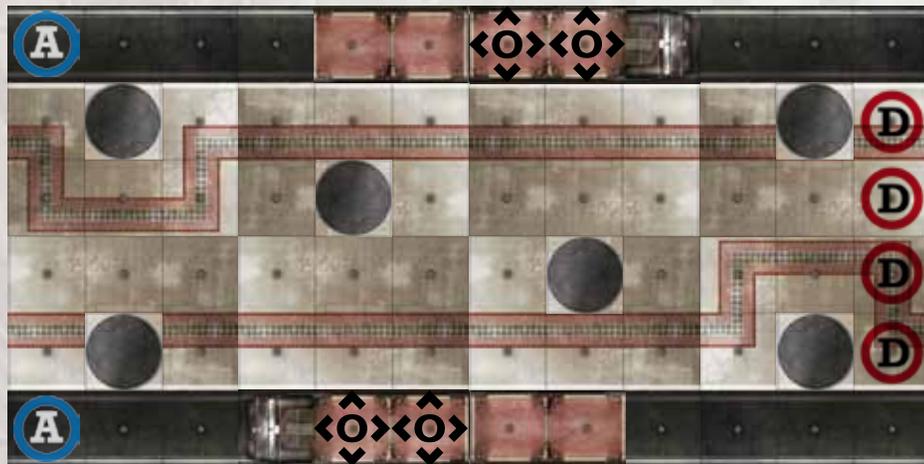
BOARD 2: BENEATH RED BRIDGE



2 – ENEMY AT THE GATE, PART I: BATTLE FOR OCTOBER STATION

Intelligence has discovered that an enemy force is currently holed up inside the Headquarters of the Communist Party. They are reportedly in possession of top secret documents that may contain the key to accessing the Vrill structure beneath the city. Orders from above are to assault the building, destroy the enemy, and get that information at any cost!

The land surrounding the Headquarters of the Communist Party doesn't offer much cover for attacking forces. Luckily for the attackers, October Station is nearby, and a safer approach can be made through Zverograd's metro.



0	0	250	250	8

SPECIAL RULES:

Players may only field soldier units in this scenario.

Rules for Underground Fighting and Fighting in the Metro apply.

OBJECTIVES:

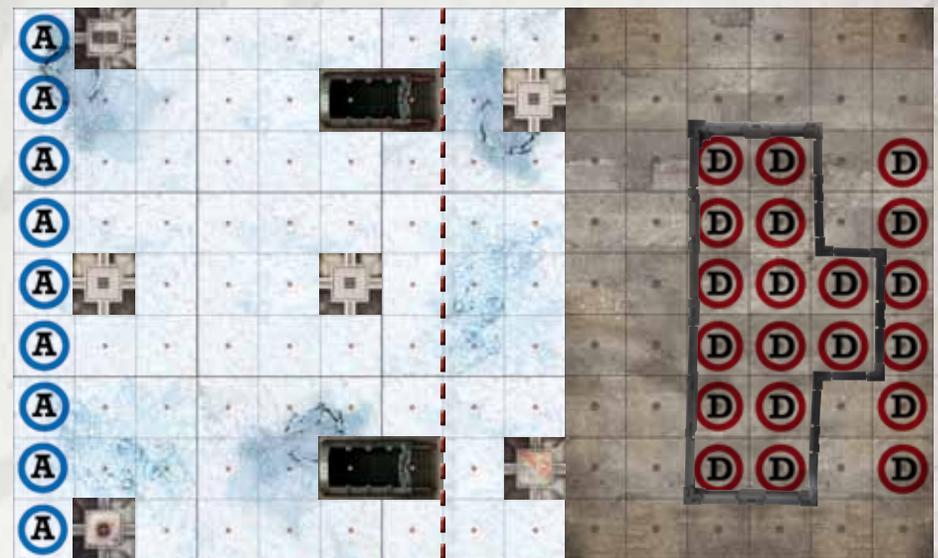
The outcome of this battle will affect the next one.

Attacker and Defender: The player controlling the two objectives on the upper train at the end of round 8 will be able to deploy his soldier units through metro entrance A during the next battle.

The player controlling the two objectives on the lower train at the end of round 8 will be able to deploy his soldier units through metro entrance B during the next battle.

3 – ENEMY AT THE GATE, PART II: BATTLE FOR THE COMMUNIST PARTY HQ

Gathering forces prepare to launch a major offensive against Communist Party Headquarters. The building has been heavily fortified and the enemy is prepared to weather any assault. The attackers have rested all their hopes on the elite infantry squads tasked with securing the nearby metro entrances as deployment zones, the control of which could make all the difference in the upcoming battle. As they charge forward, attacking troops can only hope that their brothers-in-arms have succeeded in their mission.



4	4	300	300	8

SPECIAL RULES:

The structure is one story tall. Construct it as shown on the next page.

Players may deploy soldier units through metro entrances A & B, if they controlled the corresponding objectives at the end of the previous battle (see "Enemy at the Gate, Part I: Battle for October Station").

The defender places all cover, which can be placed anywhere on the board to the right of the red dotted line.

OBJECTIVES:

Attacker: You must breach the defenses of the Headquarters of the Communist Party! If you have at least one surviving unit within the structure at the end of round 8, you win the game.

Defender: You must repel the invaders! If, at the end of round 8, the attacker has no surviving units within the structure, you win the game.



This structure requires the following components (structures sold separately):



6 Support Walls



4 Narrow Windows



4 Wide Windows



1 Support Window



1 Doorway



6 Outside Corners



2 3x1 Floors



8 Walls

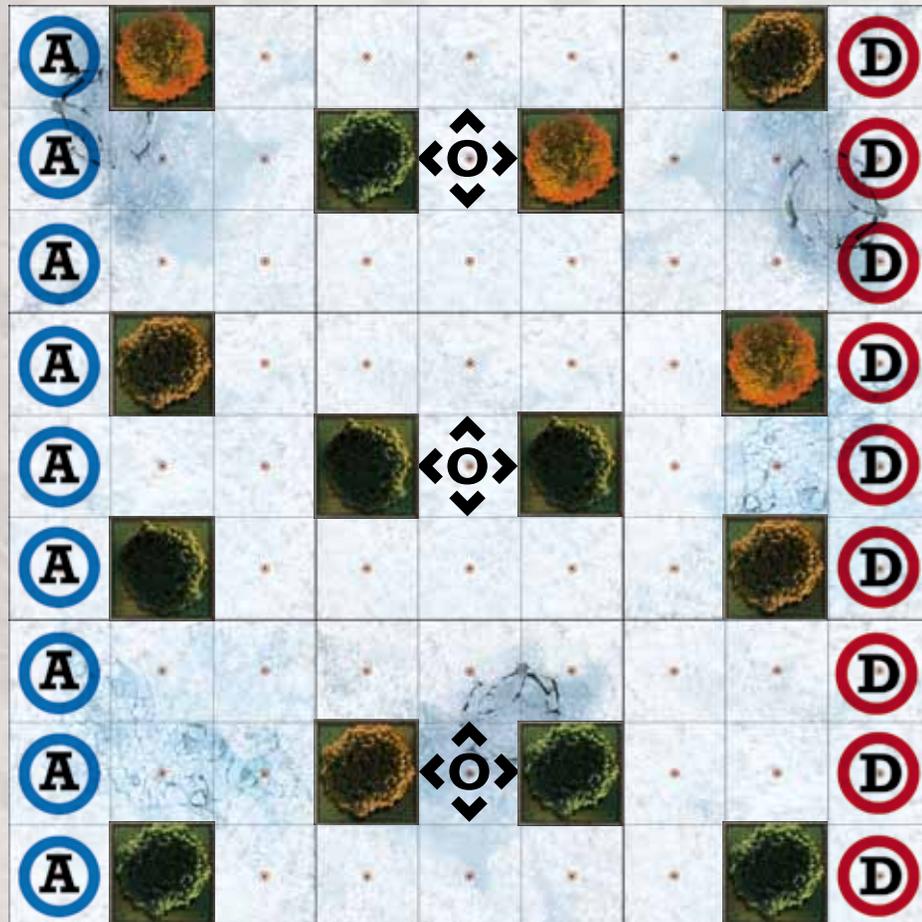


3 2x1 Floors



4 – SUPPLY RUN, PART I: THE PARK

The fighting in Zverograd has taken its toll on all three blocs. This has been compounded by shortages of food, ammo, and medical supplies. Luckily, there's been an airdrop and some badly needed supplies are in Zverograd's Central Park. Don't let them fall into enemy hands!



2	2	250	250	8

SPECIAL RULES:

Cover can be placed anywhere on the board.

OBJECTIVES:

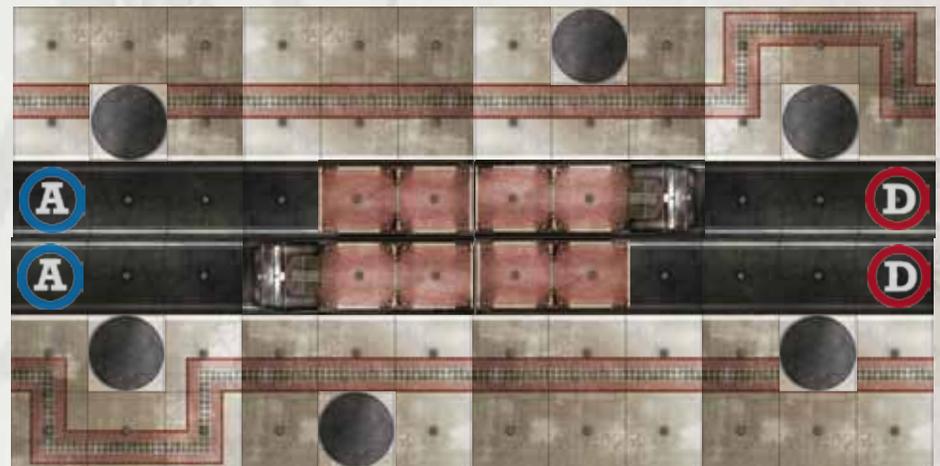
The outcome of this battle will affect the next one.

Attacker and Defender: To win, a player must control at least two objectives at the end of round 8 by having a unit on the objective space. A draw is possible.

If a player wins this scenario, they will earn additional AP to spend in the following mission.

5 – SUPPLY RUN, PART II: RETURNING THE GOODS

Both sides have managed to pick up some supplies, but must fight their way through enemy forces if they want to get them back to base. Fight the other side to the death!



0	0	250-300	250-300	-

SPECIAL RULES:

Players can spend up to 250 AP on units in this scenario. If a player won the previous scenario, he can spend up to 300 AP instead.

Players may only field soldier units in this scenario.

Rules for Underground Fighting and Fighting in the Metro apply.

OBJECTIVES:

Attacker and Defender: There is no time limit in this scenario. A player wins when all enemy forces are eliminated.

6 – BATTLE FOR THE MONASTERY

The assault on Zverograd's coveted monastery begins! While tanks and walkers press the attack over open ground, can attacking soldiers find their way through the darkness of the sewers? Will defending soldiers battle underground to stop invading forces, or will they hole up on the surface and wait for the enemy to emerge from the darkness below?

SPECIAL RULES:

The structure is one story tall. Construct it as shown on page 23.

This scenario uses two boards at the same time.

Rules for Underground Fighting and Fighting in the Sewers apply to Board 2.

The defending player places all cover. Cover may only be placed on Board 1 to the right of the dotted line.

The sewer entrances on Board 1 (numbered from 1 to 7) are linked to their corresponding spaces (also numbered from 1 to 7) on Board 2.

At the end of each round, the attacker rolls 3 dice for each of his units in the sewer. If a triple (⊕) is rolled, the unit is immediately ambushed by a rogue squad of Zombies. Do not add any Zombie units to the board. Instead, use the weapon line below to roll a single attack against the unit. The Zombies then disappear back into the darkness. The defender doesn't make this roll for his units; it is assumed that they know where the Zombies are and are able to steer well clear of them.

	1	2	3	4
Zombie Attack	C	40/1	20/1	10/1 10/1

OBJECTIVES:

Starting with round 12, at the end of each round, each player rolls a number of dice equal to the number of units they have in play. The player who rolls the fewest (⊕) results chooses to either end the game immediately, or extend the game for an additional round.

Attacker: Break through the monastery's defenses! If you have at least one unit inside the structure at the end of the final round, you win the game.

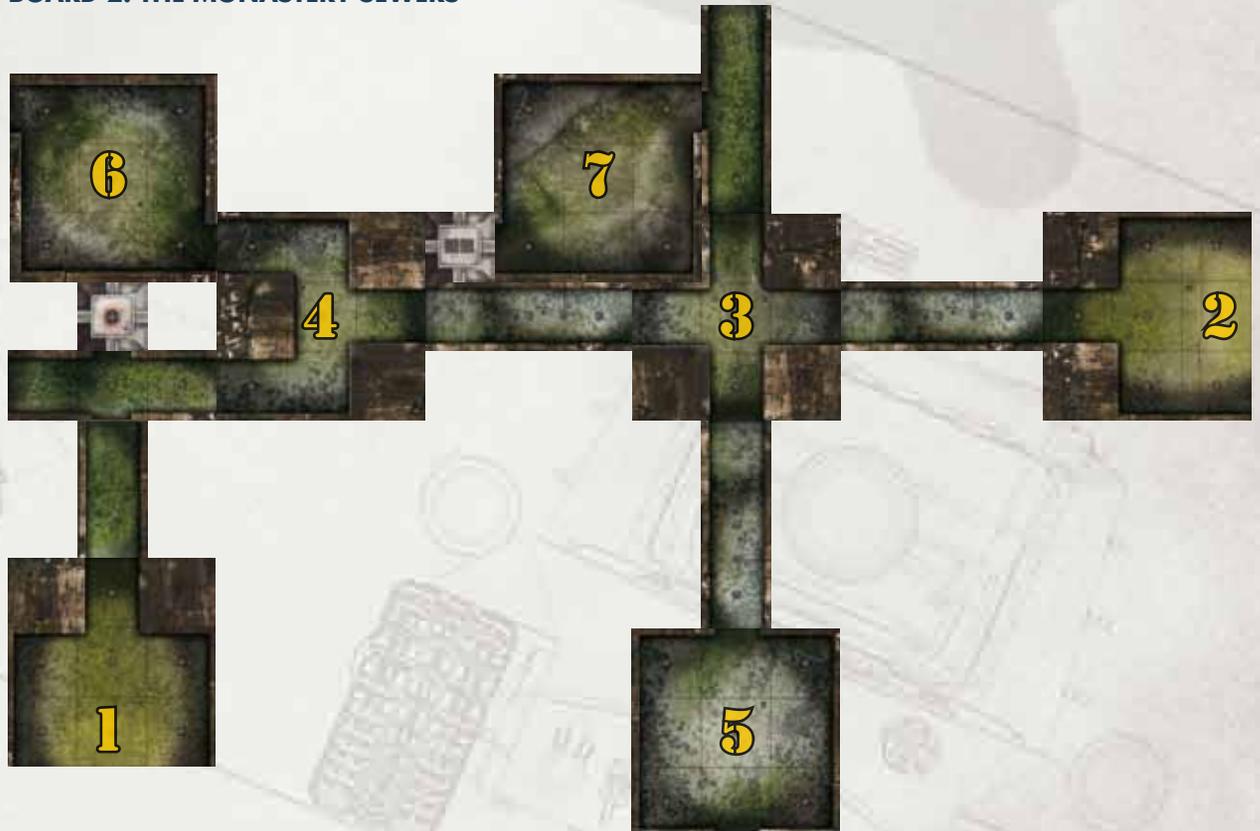
Defender: Defend the monastery at all costs! If the attacker has no units inside the structure at the end of the final round, you win the game.

BOARD 1: THE MONASTERY



4	4	800	600	12+

BOARD 2: THE MONASTERY SEWERS



NEW UNITS

Here you will find reports from various intelligence services regarding new units that have recently seen action on the battlefield. Study them carefully; a skilled general must know his enemy well.

The units described in this section are not included in this expansion box, with the exception of "Winter Child."

IS-5 HEAVY TANK

MAO ZEDONG

The Luftwaffe has been a serious threat for SSU armies for years, and the Allies possess planes that are more dangerous than those of any other bloc. When the war started, Soviet armies had no dedicated armored anti-aircraft vehicles. The closest they came were trucks affixed with multiple machine gun turrets. Faced with an ever-increasing threat from the air, SSU ground troops have long been asking for a suitable weapon system capable of dealing with attack aircraft. Their requests have been granted with the recent deployment of the Mao Zedong. Its rapid-firing quad 85mm guns are deadly to aircraft units, and can be used effectively against ground targets as well.

The Mao Zedong is a powerful weapon and has good armor for a tank, but you shouldn't be careless when fielding it. Losing this vehicle can become a major setback, since the SSU has very few AA ground weapon systems. The Mao Zedong's firepower is impressive, but its weapons systems are somewhat cumbersome. This unit does not possess the Advanced or Superior Reactive Fire skills, giving it a slower reaction time than its Allied or Axis counterparts. Against enemy aircraft, however, it can be devastatingly effective.



VLADIMIR LENIN

For years now, the SSU has considered artillery to be the most important weapon on a modern battlefield. Since the beginning of the war, fielding these huge guns has been a successful tactic for the Soviets, and they see no reason to stop now.

The Vladimir Lenin is the second weapon variant to be mounted on the heavy IS-5 chassis. It can deliver death at ranges of more than ten kilometers away with its 252mm field mortar, but at a slow pace. Despite the tank's massive size, it is not overly spacious on the inside, and the close quarters makes reloading its weapon a difficult process. Although reloading can be a ponderous task, the Lenin itself moves fast enough to avoid any counter-battery fire an enemy might launch. By the time the enemy fires their big guns, the Lenin is long gone.

With its monstrous damage output, the Vladimir Lenin is a king on the battlefield. Although it's quite resilient, you should try not to place it in front of your opponents' armor units. It can certainly withstand some damage, but its artillery weapon doesn't need LOS to be effective. If you decide to use it for a frontal assault, make sure you maneuver it into a position where it will have plenty of targets; the massive damage it does will be even more insane when using a **SUSTAINED ATTACK** action.

When fielding the Lenin, you should be sure to include a few observer units in your army as well. Without plenty of "eyes" on the battlefield, the tank can lose a lot of its appeal. You will also want to try reactivating the tank as often as possible during the course of the game to cut down on reload time. This should definitely be taken into consideration when crafting your strategy.



IS-48 SUPER-HEAVY TANK

KARL MARX

The first heavy tank produced with the IS-48 chassis, the Karl Marx is perhaps the most powerful ground vehicle in the world. Mounting the brand new Heavy Tesla Gun, this tank is a dire threat to both infantry and vehicle units.

The Karl Marx is the centerpiece to any army. Its AP cost is extremely high but as soon as this baby is on the board it can destroy virtually anything. This tank should always be carefully placed: each round that it doesn't fire becomes a real waste of its time (apart from the first round of the game, of course). It can also be a useful deterrent during deployment. Should you wish to dissuade your opponent from having his troops enter the battlefield from a particular section of the board, the Karl Marx is perfect for the job. In open terrain, there's not much that can withstand its firepower.

Unlike other large units, the Karl Marx doesn't really need other units to accompany it. The Karl Marx can take care of itself just fine.



LAVRENTIY BERIA

This was the second tank to be developed using the new IS-48 heavy chassis, built as a response to the heavy walkers used by both the Allied and the Axis armies. Conceived to be a well rounded battle tank, the Beria is capable of dealing with almost any threat. Recently issued to the Red Guards heavy tank regiments around Zverograd, the Lavrentiy Beria tanks proved their combat value within just a few hours of their arrival on the battlefield.

Like the Karl Marx, the Beria is a centerpiece to any army. Like all other SSU tanks, it is an expensive unit, but its deadly firepower makes it well worth the extra Army Points. Its ATO-45 flame cannon has a shorter range than most SSU tank weapons, so it will serve you best as

you close in on the enemy. When using all of its weapon lines, the Beria can destroy several units in a single activation, making this tank a major threat to enemy forces.

As you can expect, the Lavrentiy Beria will quickly become one of your opponent's primary targets. Make sure to support it with other units as it makes its way into range. A couple of KV47s can be useful for laying down covering fire, and squads of infantry should be kept nearby to head off close-range attacks. If the Beria can reach the center of the board, it can single-handedly destroy all opposition.



RED GUARDS COMMAND SQUAD

No other army has suffered as much as the SSU since the beginning of the war. The years following the Axis invasion of the Motherland have seen devastating losses in both men and equipment. Soviet field officers have been no strangers to this suffering, which is why the elite Red Guards Corps have decided to upgrade their weaponry to better combat any direct threat they might encounter.

A variant of the Command Squad with which you are already familiar, the Red Guards Command Squad also includes UGLs and a PTRS-47, resulting in a higher Army Point cost. Depending on how many AP are available to you, choosing this highly offensive command squad may greatly increase its survivability. Always remember, these guys are more than just a group of tough officers and specialists: they are First Red Guards. Their skills on the battlefield will surely exceed your expectations.



RED GUARDS ASSAULT SQUAD

The core of the famous Red Guards Infantry Regiments, the Red Guards Assault Squad consists of some of the best soldiers on the planet. Joining a unit of the Red Guards is an honor for any SSU soldier; it means that he has made it through the selection process and survived one of the world's toughest training programs. Used only in major assaults or special operations, Guards units are usually found where their skills make the most difference: on the front line.

The Red Guards Assault Squad is formed of very solid infantry, capable of dealing with any opponent. They are equipped with enough firepower to deal with Soldier 2 and Soldier 3 squads, they can destroy armored targets at close range with their Molotov cocktails, and they can expend their UGLs for that extra burst of damage when facing a truly dangerous foe. This is certainly one of the best squads for a Commissar to join. The low AP cost of an individual Commissar makes this a very affordable option. If a hero is also added, they will quickly become a very resilient unit.



RED GUARDS ANTITANK SQUAD

Another core element of the famed Red Guards Infantry Regiments, the Red Guards Antitank Squad has spent countless hours perfecting their use of heavy weapons. These men are veteran soldiers who are not afraid to get up close and personal with the world's biggest war machines. If they get into range, there's nothing they can't destroy.

Antitank squads are an essential element of modern infantry formations. The Red Guards Antitank Squad is equipped with enough firepower to deal with other infantry squads, and can easily destroy vehicles with their two PTRS-47s. This is another excellent squad for a Commissar to join, greatly increasing its firepower and offensive capacity.



KV-3 HEAVY WALKER

BABUSHKA

Tirelessly expanding their mastery of VK and walker technology, Soviet engineers have been working hard to provide the Red Army with increasingly better weapons systems. The latest development is derived from the captured "Luther" chassis, and takes the form of the KV-3. Proud heir to the long line of heavy tanks that have plagued the Axis invaders since the beginning of Operation "Barbarossa," the KV-3 M "Babushka" was designed to break up infantry assaults with its brand new rapid-fire guns. It is still a rare sight for the enemies of the SSU, but they will quickly learn to fear this powerful walker!

The Babushka can level an incredible amount of firepower against troops and lightly armored targets. When facing an infantry-heavy army, this will be your weapon of choice. However, this unit lacks reliable antitank weapons, so you'll need to protect it with other walkers or keep it away from the lines of sight of units with damaging ranged attacks. The Babushka has enough health to weather a few shots, but won't last forever against an enemy's big guns. Luckily, enemy infantry last an even shorter time against the Babushka's weapons.



MATRIOSHKA

The 152mm gun is considered by many in the SSU to be the best caliber antitank weapon ever designed. Adapting this weapon to the first captured “Luther” gave birth to the famed KV-152 series. Afterwards, Soviet engineers went further, adapting it to the newly-developed KV-3 chassis. The model “K” was born. It quickly proved itself to be a deadly machine—ammunition was abundant, and the pilots were already familiar with the weapon and knew what to expect of it. The KV-3 K “Matrioshka” is now requested by nearly all SSU armored divisions.

The Matrioshka is a solid antitank unit, designed to go head-to-head against enemy armor. Paired with a Babushka, you can create a deadly combination of firepower that few enemy units can withstand; together they are capable of ripping apart troops and vehicles alike.

Like all walkers armed with antitank guns, this vehicle needs close range support. Most infantry squads will work just fine to this effect.



BRITISH COMMANDOS KILL SQUAD

An elite unit in the Allied Army, the British Commandos have one of the world’s toughest selection programs, which is precluded by rigorous training that produces deadly and resilient soldiers. Armed with the latest technology the bloc can offer, these soldiers are capable of succeeding against impossible odds.

When facing the British Commandos Kill Squad, no soldier is safe. Their 50W Phaser Rifles, which ignore any type of cover, make this fearsome anti-infantry squad deadly even to entrenched enemies. Make sure, however, that they receive sufficient support from antitank units; their rapidly firing weapons are ineffective against most vehicle armor.



FRENCH FOREIGN LEGION KILL SQUAD

Members of the French Foreign Legion Kill Squad are selected from among the veterans of the Legion’s infantry regiments. Though they come from many different nations, all have chosen to fight for freedom. Like other Legionnaires, each Kill Squad member considers his white Kepi to be his most precious belonging, and will even wear it into the thick of battle.

The French Foreign Legion Kill Squad replaces the Scout skill of their British counterparts with the Assault skill. The tactical advantage of choosing one over the other will depend mostly on how you plan to use the extra burst of movement granted by these abilities. Choose the Legion if you are looking to gain ground in the middle of the game, but stick with Scout and the British Commandos if you want to be guaranteed some extra movement on round one.



JAGDGRENADIERE

As soon as heavy body armor became available to the Axis, the soldiers wearing it were sent into the most difficult combat situations. Often deployed well before any kind of support could be made available to them, the Sturmgranadiere would complain that they lacked necessary long-range firepower. Their cries were heard, and Axis engineers managed to improve upon one of the bloc's most trusted weapons, creating the Caseless Panzerabwehrkanone 7.5 cm (Caseless PaK 7.5 cm). This formidable weapon is now issued to these elite Grenadiers, making them deadlier than ever.



The Jagdgranadiere are the only Heavy Grenadiers with access to a weapon with unlimited range. Their survival must be ensured at all costs. Like any squad, they will benefit greatly from being in cover. When possible, place them on top of structures as if they were Snipers; from these positions, their guns will be especially deadly.

Note: Since the 3 soldiers in this squad are on the same base, it's not possible to remove them from the squad when there are casualties. They come with a special card that has three health boxes, like on a hero card. Mark one box for each casualty. If this squad loses two members, you must choose to either use their machine gun or their anti-tank gun. The latter can be manned by just one soldier, but he can't use both weapons on the same round.

LASER JAGDGRENADIERE

If three guys can carry a large anti-tank gun, would it be possible to equip them with a similar laser weapon? The answer from Axis engineers: absolutely! The Axis' technological superiority has been a cornerstone of battlefield success, and this particular squad is one of the best examples of this doctrine.

This squad is quite similar to the Jagdgranadiere. Whether you use a regular anti-tank gun or a laser depends on whom you'll be facing. Against an opponent who prefers units with long range, you're better off with the anti-tank gun, but when facing armor that might move into range, the laser is often the more effective.

Note: Since the 3 soldiers in this squad are on the same base, it's not possible to remove them from the squad when there are casualties. They come with a special card that has three health boxes, like on a hero card. Mark one box for each casualty. If this squad loses two members, you must choose to either use their machine gun or their anti-tank gun. The latter can be manned by just one soldier, but he can't use both weapons on the same round.



TRANSPORT PANZER WALKER

PRINZLUTHER

The latest evolution in command vehicles, the Sonderkraftfahrzeug 451/1 Ausf. A "Prinzluther", is a new sight on battlefields around the world. Issued only to the heaviest Panzer regiments, they carry modern communication arrays, antennas, and radars. Within this vehicle, Axis officers can manage their troops as efficiently as ever and still be protected from any type of attack.

Able to carry any type of Command Squad, the Prinzluther is an incredible asset to the Axis Army. Its anti-aircraft gun can provide fire against infantry, light vehicles and, of course, low-flying airplanes. A powerful asset, this vehicle will become a choice target for your opponents, so make sure to give it plenty of armored support. Commonly used Command Squad skills, such as reactivating a unit or calling down an artillery strike, can be used easily from within the Prinzluther. Should the need arise, however, don't hesitate to use this vehicle as a regular transport. Like any vehicle with the Carry Capacity skill, it can transport any type of troop, not just Command Squads.



STURMPRINZ

This new troop transport vehicle, based on the command variant, is becoming ever more popular among Axis officers fighting in rough terrain. Its mobility and large transport capacity has caused the Sd.Kfz. 451/1 Ausf. B "Sturmprinz" to be requested by Axis battle groups worldwide. Axis production can't keep up with so much demand, but high command does its best to send these vehicles to wherever they are needed most.

More heavily armed than the Command variant, the Sturmprinz can transport six soldiers on the inside (Carry Capacity), and six more on the outside (Tank Riders). Soldiers riding on the inside receive increased protection, but those on the outside can use their weapons!

With such a large troop transport capacity, the Sturmprinz can be useful in many situations. Providing armored protection to two full squads with heroes can force your opponent to mobilize some of his anti-armor weaponry against this target, which can be used to great tactical advantage. If he doesn't address the problem, he might soon find his troops swarmed by tough infantry units at full health.



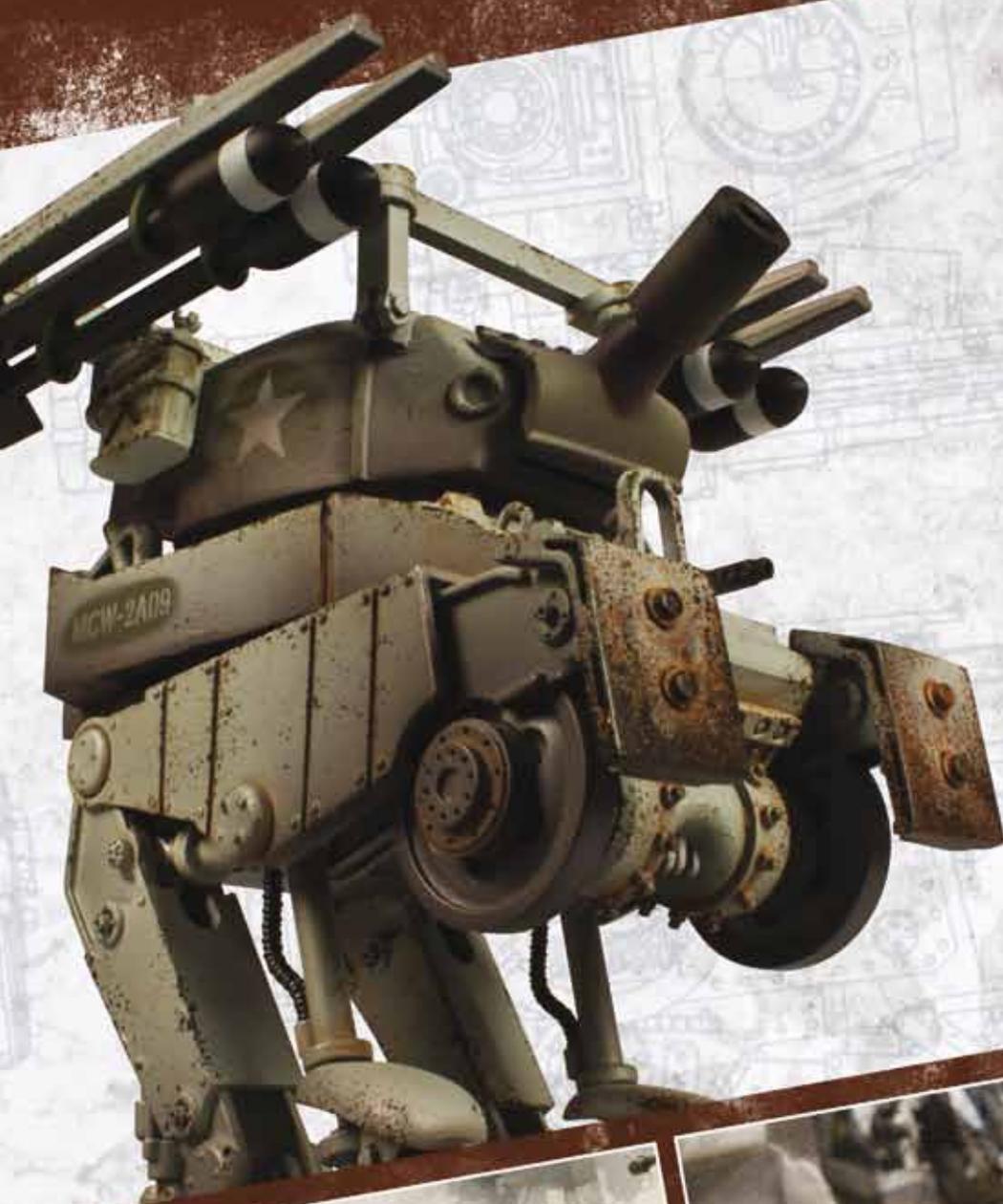
WINTER CHILD

For more information about Winter Child, please refer to the "Superhumans" section of this booklet (page 12).

A real beast, Winter Child can be tricky to play. He has some amazing weapon lines, but try to resist the temptation to just throw him into the middle of your enemy's forces; you'll lose him too quickly to get the most out of him. His biggest weakness lies in the fact that he never receives the benefit of cover. Don't forget, this guy is a hero, he's not here to hide! His six health and Damage Resilient skill certainly help to keep him alive, but only to a point. Make sure you don't place him on the front line without support, or he will quickly become a bullet magnet!

When played properly, Winter Child can destroy or badly cripple several powerful infantry squads in a single round; there is no other unit in the game that can accomplish this quite so effectively. Winter Child is best kept in reserve, on the second line. From there, he can use his tremendous speed to deliver a lightning fast attack when the moment is right. When fielding this superhuman, make sure to always try to reactivate him with your Command Squad.

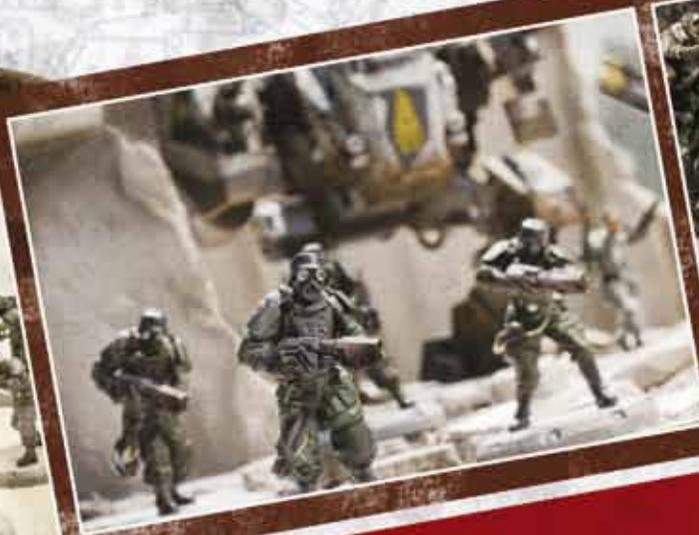




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