

ESCAPE FROM STALINGRAD Z

BAM! TABLETOP CONVERSION - V 1.0



RAYBOX

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**ZOMBIE
TANGO
OSCAR**
Zombie Theater of Operations Series

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READ ME FIRST

The set of rules you are reading are conversions from the Escape from Stalingrad Z board game. It is necessary to read and understand those rules before proceeding to playing with the ones included in this manual.



INTRODUCTION

Welcome to the quick and dirty conversion from EFSZ the boardgame to EFSZ BAM! the tabletop miniatures Zombie WW2 skirmish game. These rules cover the conversion of Escape from Stalingrad Z rules from a grid system to a tabletop version of the game using 3d terrain and inches for measurement instead of squares. In a nutshell this is it: Wherever you see the word square, change it to inches. For the game system, that's about it, with a few allowances for the 3d element that is introduced with modelled terrain.

Most of you will already be familiar with the EFSZ rules set and since the conversion uses the same mechanics and components that the original game does this conversion assumes you already know the basics. Get your free Escape from Stalingrad Z rules PDF here: <https://www.rayboxgames.com/efszfreestuff>

We will cover the conversion of measurements and then any of the nuances to the original rules that need to be changed for the tabletop version to work properly. This is a work in progress and we are open to suggestions, corrections and questions. Please feel free to contact us at hello@rayboxgames.com

WHAT YOU WILL NEED

The EFSZ rules, character sheets and components from the book set and at least 2 d12 are essential, as is a selection of miniatures or standees and a collection of 3d modelled terrain. Several unique components, easily made and available for download here XXXX are needed. These include the round track and spawn points. A tape measure or measuring sticks or 2-foot ruler is also required. Finally, a playing surface of around 2' x 2' should be available. Larger scenarios will require both more terrain and more miniatures, especially zombies to re create the claustrophobic nature of the board game and real-life urban combat.

SET UP

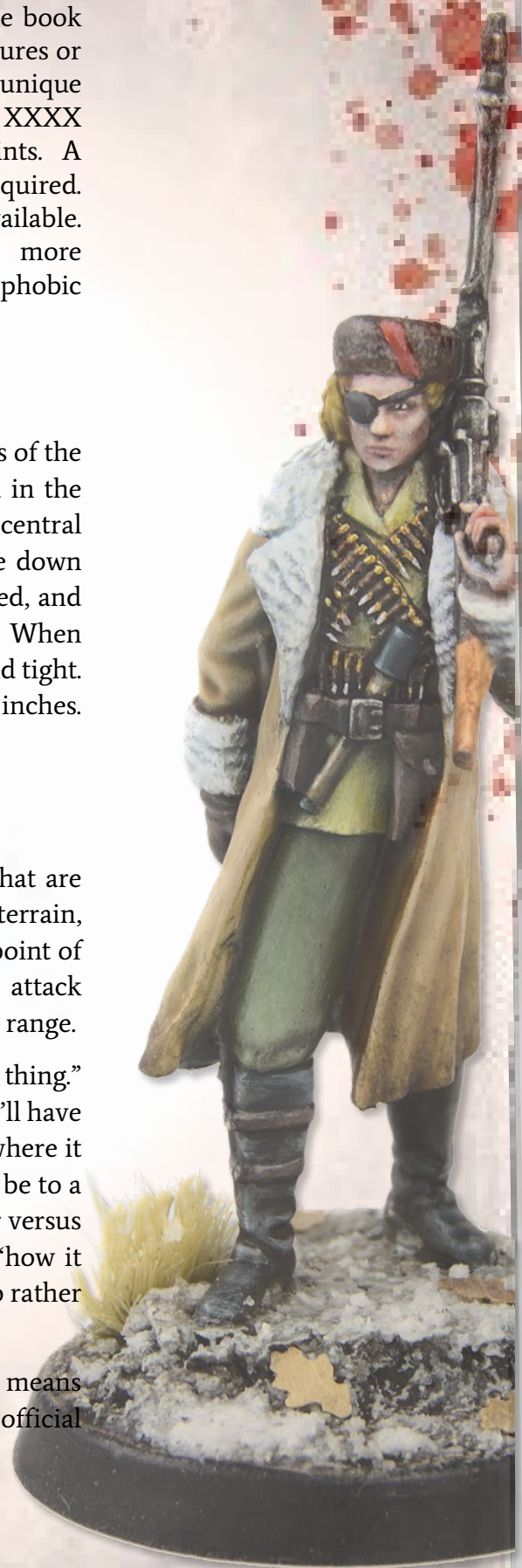
EFSZ BAM! is a small-scale skirmish game, telling the stories of the small groups of survivors trying to break out of Stalingrad in the wake of the city's encirclement, after the dead rose and central control of both the German and Soviet armies there broke down completely. It is primarily a solo game. A scenario is selected, and terrain is set up, along with a decided upon round track. When creating scenarios, it is important to keep terrain plentiful and tight. The maximum spacing between terrain cover should be 4 inches. Sample scenarios will be given at the end of this rules set.

CONCEPTS

There are several concepts, in addition to those of EFSZ, that are essential to the BAM! edition. The first is WYSIWYG for terrain, including vertical scale. This means look and see from the point of view of one miniature to another to determine LOS and attack modifiers. Likewise measure from model to model to check range.

The second, more intangible concept is "The play's the thing." There will be times when rules don't cover something or you'll have to make choices about what an enemy figure has to do, or where it must go, who it will attack and so on. These will not always be to a player's benefit, especially in solo mode, but also in co-op or versus mode, you should move an enemy or uncontrolled figure "how it should move" according to the story or intent of the scenario rather than how it should best affect the heroes.

Another is "Adjacent means touching" or base to base. This means figures should be on 24-28mm bases. Of course, if they are official EFSZ miniatures, that's not a problem.



Declaration of intent or touch move adds a further element of urgency to the game. While this is a solo game and policing this rule is up to the player, once you declare a character to activate, that type of activation, a target, intent to jump or similar things, you should follow through with it.

MEASUREMENTS

Converting the measurements for combat range or movement is very easy. Each square is equivalent to 1 inch. Simply substitute inch for square when reading the Escape from Stalingrad Z rules.

ARCS OF FIRE

The arcs of fire remain the same. You may want to put small marks on the bases of your figures to signify the parameters of each arc.

MOVEMENT

Gain 1 inch of movement for each MP spent. You may move in the direction of your front arc when walking or running and side arc or rear arc when walking. Do not spend MPs for turns during your move. Other MP expenditures as listed in the original rules. You may change the facing of your character in any direction at the beginning of your move by spending 1 MP if walking or 2 if running and freely at the end of your move.

As in the parent game, movement may occur before or after an attack action or some movement may be used, an attack action may be used and then movement may continue.



CHANGING ELEVATION

Changing elevation counts as hindering terrain if using a ladder, rope, or other improvised method. If there is no obvious way up, climbing is a special action, begun when a figure is adjacent to the feature being climbed. Upon completion the figure may be moved up to 4" vertical distance and 1" horizontal distance from its starting position.

Stairs and ramps are considered clear terrain.

JUMPING

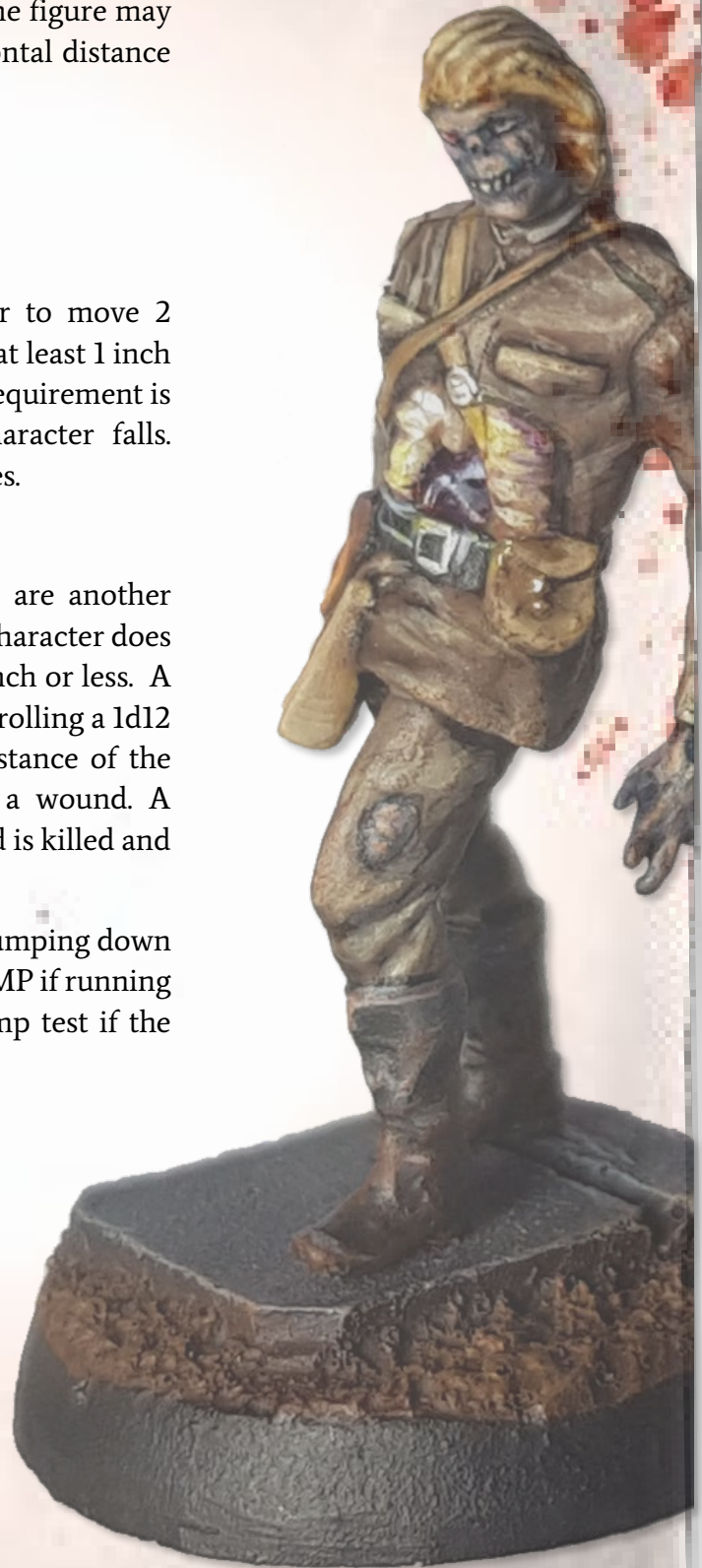
HORIZONTAL JUMPING requires a character to move 2 inches forward in a straight line. They must have at least 1 inch of movement left after they cross the gap. If this requirement is not met after the jump is announced, the character falls. Maximum jumpable horizontal distance is 2 inches.

VERTICAL JUMPING UP is prohibited.

VERTICAL JUMPING DOWN and **FALLING** are another way to change elevation downward in a hurry. A character does not have to make a jump test if jumping down 1 inch or less. A jumping or falling model makes a jumping test by rolling a 1d12 for every inch (beyond the first inch) of the distance of the jump/fall. For every 7+ rolled, a model takes a wound. A character who takes 5 wounds in a fall or jump and is killed and does not rise.

A character does not have to make a jump test if jumping down 2 inches or less. A character may spend 2 MP or 4MP if running at the start of a jump to automatically pass a jump test if the jump is greater than 3 inches but 4 inches or less.

Upon landing a model ends its activation.



COMBAT

Combat remains unchanged with the following additions for 3-dimensional terrain and the WYSIWYG rule.

Range is determined by measuring directly from one portion of a model or its base to any portion of another model, including its base. Small details like gun barrels, weapon blades or radio antennae don't count for this.

Line of Fire is checked by looking from the point of view of the attacking model to the potential target model. If it is completely covered by hindering terrain the LOF modifier is +2 to the S/W number. If it is partially visible or standing in hindering terrain the LOF Modifier is +1. If a target is completely covered by obstructing terrain, then, obviously no attack is possible but if it is partially covered then the LOF modifier is +2 to the S/W #. Again, small details like gun barrels, weapon blades or radio antennae don't count.

GRENADES

Grenade attacks are changed in a 3d environment as follows. When throwing a grenade from a higher level do not count the vertical distance between the thrower and the target.

Grenade deviation also changes.

- A. On a roll of 1-8 shift the impact area 1 inch in the direction of the top of the number.
- B. If the attacker rolls a 9-12 then the grenade deviates 2 inches instead of 1. Roll the 1d12 again to determine which direction the grenade deviates.
- C. Grenades which deviate to a higher level (Greater than 2 inches height difference) land in the original target area.

AOE Attacks: The distance from figures in an AOE attack are also measured vertically.

HAND to HAND

Hand to Hand (H2H) combat changes include attacking from another elevation. Attacking an opponent below grant a -1 the S/W# while attacking upwards incurs a +1 the S/W#. This applies to unlock rolls as well.

TEAMS

During the campaign, you may collect up to 4 heroes to form your team plus up to 8 troopers. You will be recording all information regarding the teams composition, wounds, fatigue, gear, weapons and supplies on the Team Control Sheet.

In the tabletop version of Escape from Stalingrad Z there is no rearguard.

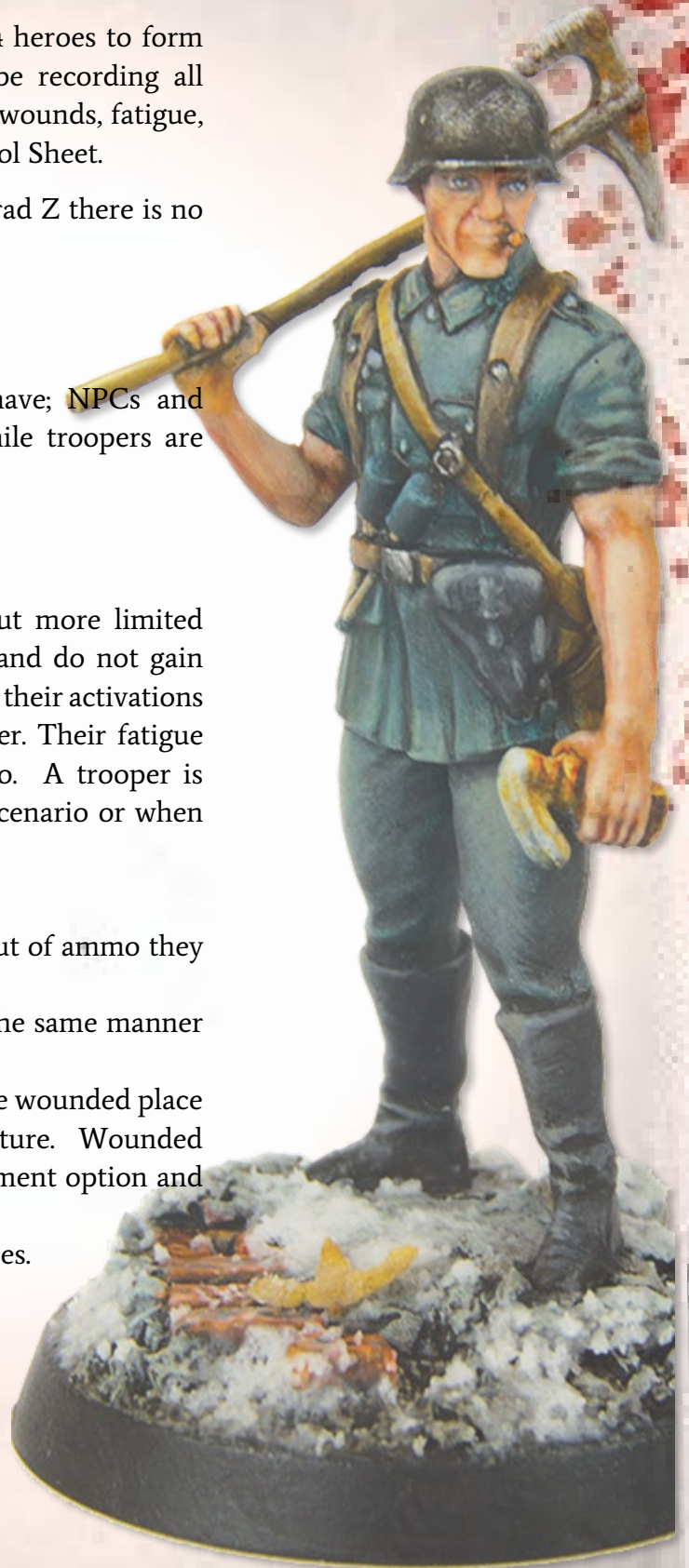
ALLIES

There are two types of allies a hero can have; NPCs and Troopers. NPC rules are scenario specific while troopers are allies that you can add to your team.

TROOPERS

Troopers are player-controlled figures like, but more limited than heroes. They do not have a dashboard and do not gain experience. Troopers are attached to a hero and their activations and actions are controlled by that hero's player. Their fatigue matches that of the hero they are attached to. A trooper is attached to a character at the beginning of a scenario or when they enter play for the first time.

- Troopers are represented miniatures.
- Troopers carry 1 weapon. If they run out of ammo they are treated as having a knife.
- Troopers activate, move and attack in the same manner of heroes.
- Troopers have 2 wounds. When they are wounded place a wound marker beside the miniature. Wounded troopers may not select Run as a movement option and suffer a +2 to all S/W#s.
- Troopers are treated as heroes by zombies.



ZOMBIES in 3D!!!

Zombies undergo a few changes.

ZOMBIE POOL: When the zombie pool runs out simply put all of the discarded zombie markers back into the pool.

REVEALING ZOMBIES: Zombie markers are flipped if any portion of the marker is visible to a character.

ACTIVATION: Zombies activate in the following order: Omega, Tankistka, Grinser, Alpha and finally the rest of the zombies closest to a character. Zombie control markers or other unused counters can be used to denote activated zombies if necessary.

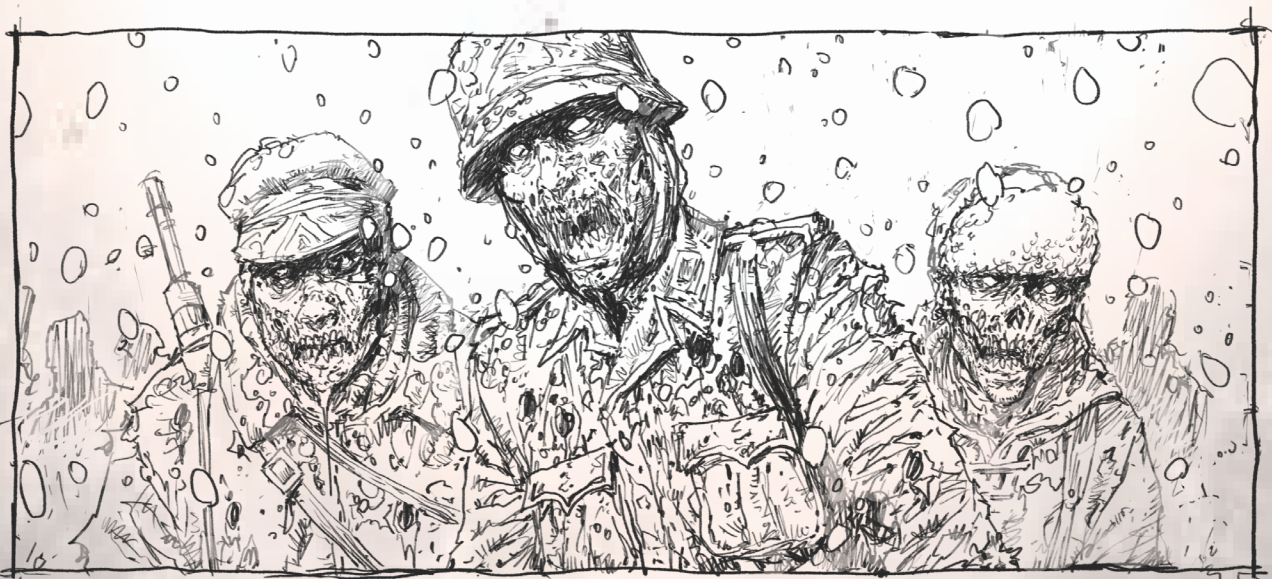
Zombies will jump on a character below and within 6" of them. If the character has a cover attack they may move 1" freely and avoid the attack but lose their covering status. Otherwise, both they and the zombie make a falling test and apply the results. If there is no clear path for the zombie to change levels it will not otherwise activate.

MOVEMENT: Beta zombies have a move of 2", Alphas, Alpha Primes and the Omega have a move of 4". Leader of the Pack grants double movement.

Leap allows an up to 6" downward jump without a test in addition to its listed effects in the main rules.

ZONE OF CONTROL: Zombies exert a 1" radius Zone of Control. If the ZOC touches a heroes base, they must stop movement.

LOCKING: A zombie within 1" of a character will lock them in H2H when it activates. Move the zombie adjacent to the character and place a Locked status marker between them.



SCENARIOS



SCENARIOS

Scenario format is the same as in the board game. Terrain features will be set up according to the scenario map, with players adapting it as faithfully as their own terrain collections allow. Many of the board game's indoor scenarios can be duplicated with a bit of thought. Use the old map boards as a guide as to how the terrain would be laid out. Rooms would generally be replaced by buildings or strong points. Hallways are generally open terrain but with lots of cover.

SPAWN POINTS

There are several features which need to be changed to fit the tabletop format. The first of these is spawn points. Spawn points will be represented by spawn markers. These can be as simple as a cardboard cut out or figure base labelled with the appropriate spawn point designation or as elaborate as an open manhole or pile of body bags. Spawning zombies will be placed within 1 inch of a spawn point when called for by the round marker or scenario condition.

OBJECTIVE MARKERS

Likewise, objective markers may be represented by markers, specific terrain features or a combination of both. To interact with an objective marker a figure must be within 1 inch of it.

Terrain

Terrain type will be clearly shown on the map. Players should know what the terrain type of their scenery is on the table. Stone, brick, heavy machinery, or concrete walls are obstructive terrain while woods, furniture, soft skin vehicles or plywood walls are hindering terrain.

Unbased terrain models or terrain models on bases 28mm or less, such as doors, crates or gear are usually considered drop terrain and may, by scenario design be picked up or otherwise interacted with.

SAMPLE SCENARIO

A sample scenario is shown below. It will serve as an introduction to EFSZ BAM! but is also an example of an Assault scenario set within an industrial district. As an introductory scenario it uses a standard 12 round track with spread-out spawns and mostly Beta zombies in the pool.

Introductory Scenario: Rally Point

You have not seen a live German in two days, but plenty of dead ones, along with the reanimated corpses of most of your streltsi platoon, move about the streets around you. With no new orders, and ammo nearly gone it's time to head for your last designated rally point in the Tractor Factory complex. Hopefully, a supply cache and any other survivors will still be in the small production office.

FORCES

Heroes

Dasha

with Nagant Sniper Rifle

Algyr

with shovel and PPsH-41

Both heroes start with 1 ammo

Zombie Pool

Beta x 8

Armoured x 3

Kugelfisch x 2

SETUP

- Heroes start at point **A**.
- Draw and place 1 zombie markers in each area marked **Z**. Beta zombie markers generate 2 beta zombie figures.
- Place objective markers on points marked **O1** and **O2**.
- Place crate markers on locations marked **C**.
- Place doors on marked locations.

SPAWN

- Zombies spawn on spawn points marked **S1** and **S2**. Beta zombie markers generate 2 beta zombie figures.

OBJECTIVE

- Get to production office **P**.
- Stack 4 crates in the open spots of wall in area **E** to establish perimeter before round track resets for the second time. There are 2 crates in each place marked **C**.

SECONDARY OBJECTIVES

- Kill all zombies in area **E** to secure area.
- Search locker at **O1** to find 2 ammo and 2 grenades.
- Search cabinet at **O2** to obtain 2 x food and a medkit.

SPECIAL RULES

Moving crates:

- Crates are hindering terrain.
- Figures carrying a crate may not choose a Run activation or conduct an attack action.
- Crates may be freely dropped at any time during the carrier's round and are automatically dropped if the carrier get locked by a zombie.

EXIT

You make it into the factory but there are no sentries out. With a sinking feeling you open the doors to the rally point. Clearly you have missed any rendezvous or are the only survivors. You may be safe for the moment, but your brief fight to get here has attracted unwanted attention. Above the background rumble of heavy artillery to the east you can hear the moaning calls of hunting ghouls. This is a temporary refuge at best, you can wait for a little while to see if any more survivors arrive or move on at first light. While it might risk the wrath of a commissar to head farther to the rear, a first aid post on the far side of the factory grounds could hold answers.

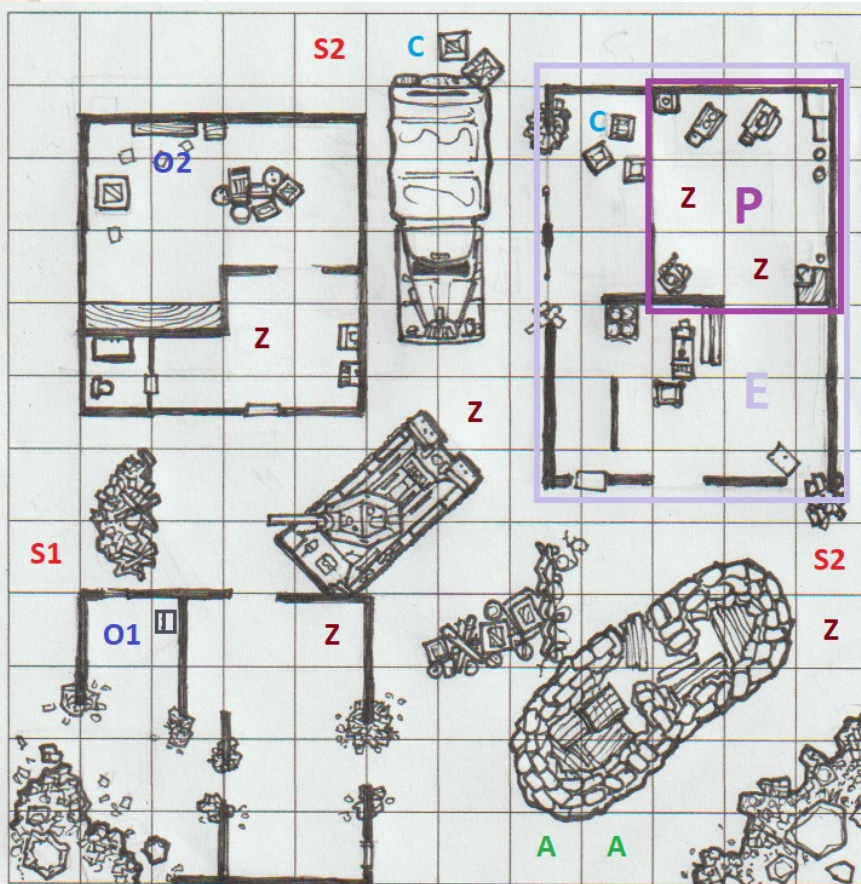
- If you wish to wait for more survivors set up a holding action scenario.
- If you want to make for the aid post set up a patrol scenario.

BETWEEN SCENARIOS

- If you secured the perimeter, you may light a small fire for warmth. Gain 0 fatigue, otherwise, gain 1 fatigue.
- If you cleared the perimeter, you may eat food if you have any. Gain 0 fatigue, otherwise gain 1 fatigue.

TERRAIN NOTES

- All buildings should have windows and blast holes throughout.
- Rubble, barricades, crates, furniture, and sandbags count as hindering terrain.
- T-34 and truck count as obstructing terrain.
- Scale: 1 square equals 2".



Round Track // S1 / S2 / S1 / S2 / S1 /



CONSTRUCTING SCENARIOS

A scenario is constructed of a mission type, primary and secondary objectives, opposing forces (including spawn locations), round track and potentially special rules. A group of scenarios strung together with a plot thread would be a campaign which has additional components including between scenario effects, exit options and experience.

SETTING

A particular setting or location in the doomed city may affect the scenario and accommodate the player's terrain collection. Stalingrad was much more than just room to room and building to building street fighting, although it certainly was that. Scenarios might take place totally within a section of a giant factory, amidst rows of giant machines, or in the wards of an overfilled aid post. A nightmare passage through a maze of dark sewers, a true Rattenkrieg, or between the hulks of shattered train cars in a massive switchyard are all potential settings, but so are the more open environments of the wood lots and parks around the Mamayev Kurgan and the steep streambeds and gullies close to the Volga. Just remember that the more open the terrain, the more zombies and faster spawning that will be required to keep the pressure on. Likewise, the time frame of the scenario and potential campaign may influence the types of enemies encountered by the heroes.

Early on the heroes might encounter human opposition, or allies, although not nearly as often as they battled the undead. As organized fighting forces broke down, the number of survivors both soldier and civilian steadily dwindled. Those that did manage to survive in larger groups were well armed and in fortified areas. Even for these bands, supplies were a problem, as they had been before the dead rose and they did not welcome new, possibly infected arrivals. As the campaign progresses, the characters should encounter more and more specialized and evolved zombie types, not just armoured zombies, but the so called Kugelfisch and Alpha types culminating in the Alpha Primes and Omega (Kommissars). These will not just increase the challenge level as player characters develop their skills, but also mirror the realities of existence in the cauldron at that time.

As the few small groups of survivors, or in rare cases, lone individuals, got free of the city and made their way into the frozen wastes of the west they did begin to see humans again. Soviet partisan bands, stranded remnants of the Red Army and Hoth's relief forces, German garrisons, and of course the infamous Ahnenerbe Special Groups provided as much danger as they did relief to Stalingrad survivors. Once the cold weather broke and the worst of the spring muddy season was over the waves of ravenous ghouls spreading out to the west would again become the main antagonists.



PLOT

The plot is the reason or story behind what the characters are trying to achieve in the scenario. Overall, the scenario type determines the main objective. It is refined by primary objectives, secondary objectives, conditions on objectives, opposing forces (the Zombie Pool), and special rules to cover any unique situations. The round track is also useful to control the advancement of the plot as it determines when some in game events occur, and opposition forces are deployed.

A scenario is constructed by setting an achievable objective or two and assigning opposition forces. It may be as simple as "Avoid all the zombies and exit the board." Primary objectives must be completed for the player to win the game and or advance to another scenario.

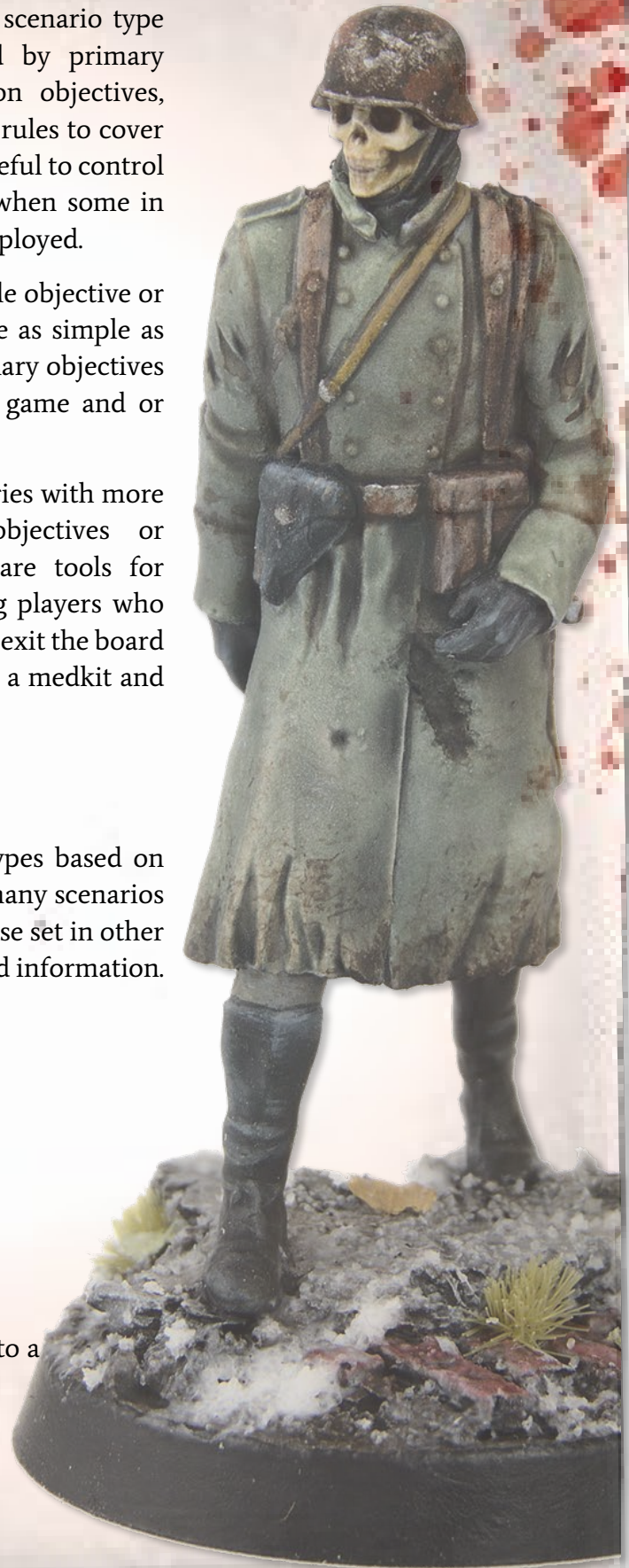
Before long you will want to game out your stories with more challenges and complexities. Secondary objectives or conditions on achieving primary objectives are tools for adding these challenges and also for rewarding players who can complete them. "Avoid all the zombies and exit the board before the round track resets. You may pick up a medkit and 1x food from the storage box at area O".

SCENARIO TYPES

This is a suggested list of common scenario types based on typical military action. Of course, there are as many scenarios as you can think of. Movies and books, even those set in other time periods, can act as sources of inspiration and information.

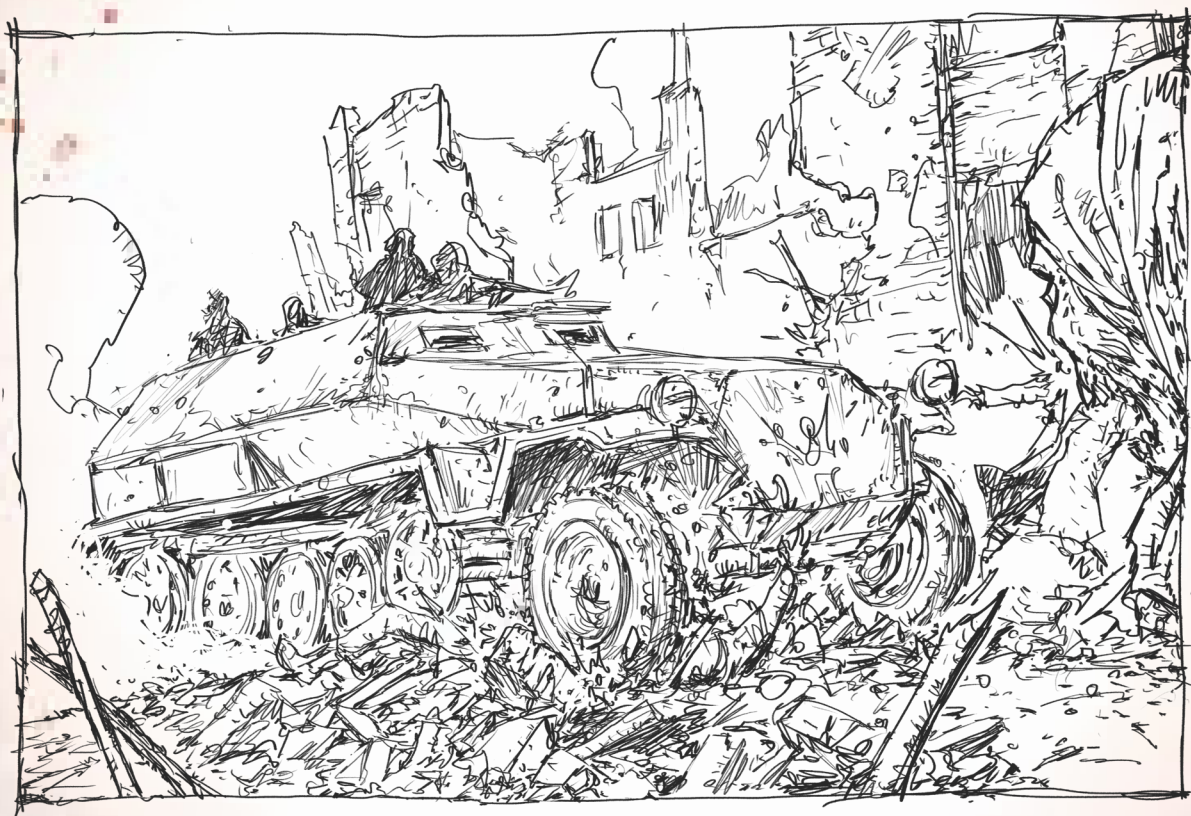
- Patrol
- Sweep
- Meeting Engagement
- Assault
- Holding Action
- Fighting Withdrawal
- Scavenge
- Holing Up

Scenarios can be played as one offs or linked, into a campaign.



PATROL: Player forces move cautiously into the unknown. The scenario will feature multiple objectives that must be searched and probably some closed off areas that must be opened to reach those objectives. Spawn points may be activated, or individual zombies may be found because of a roll on a search chart. A round track of 10 or more with spread out spawns and a medium number of zombies starting on the board will allow the searches to take place as ghoul reinforcements gradually build. Examples of patrol type scenarios from the board game include Stash and Scavenging 1 and 2.

SWEEP: A sweep or search and destroy scenario has a specific target to find or objective to achieve. This could involve destroying a certain number or type of ghouls or finding someone or something whose location is known. Large numbers of starting zombies and a long round track with spread out spawns will put the pressure on the heroes and punish them if they waste too much time getting the job done. A Friend will Bleed, Kalinka, The Light Above and the Cellar are of this type.



MEETING ENGAGEMENT: Equal forces meet as they both advance. By this stage of the Battle of Stalingrad, meeting engagements were rather uncommon as few survivor bands were capable of meeting the zombie hordes on equal terms. A medium number of starting zombies with special zombies and an Alpha in the mix with a fairly short, dense spawn concentration on the round track create a high-pitched battle that settles into waves between which victory can be found. Sewer Rats and der Kommissar fit this bill.

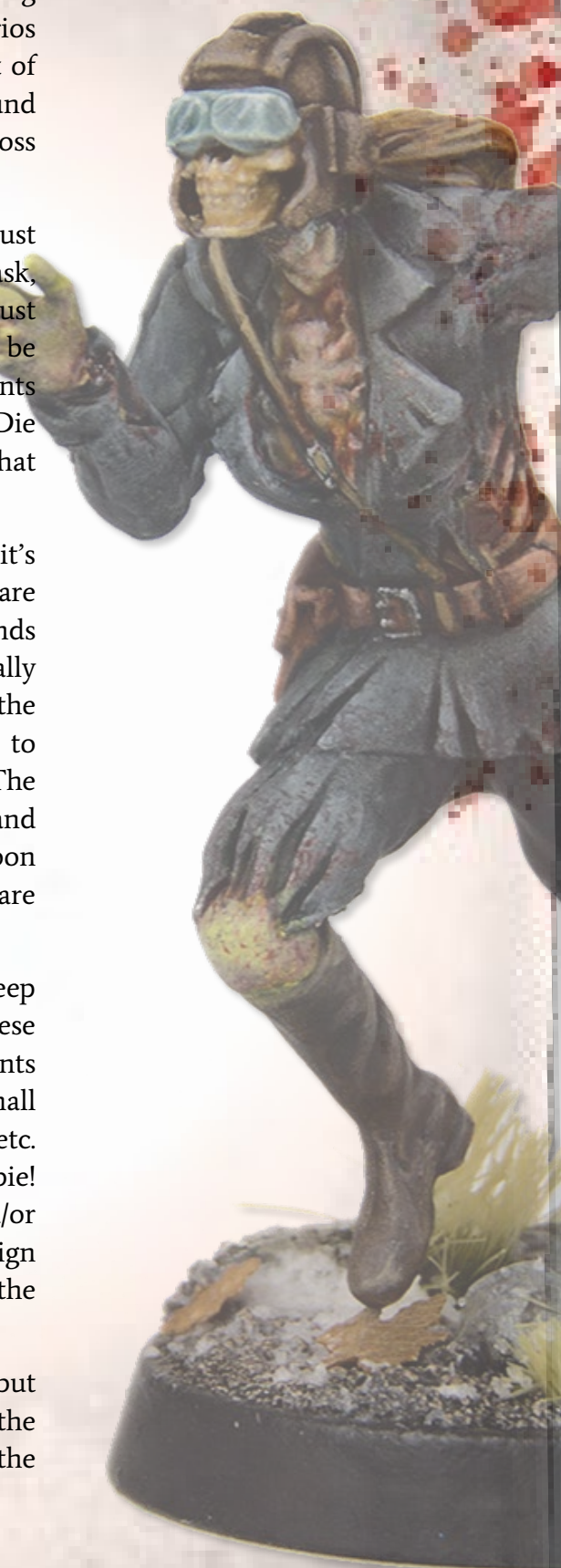
ASSAULT: Getting into the enemy's face and taking an objective by blowing them away is the assault in a nutshell. Barriers must be breached; paths must be made, and areas must be cleared of all enemies or maybe just one really big bad enemy to achieve the objective and victory. Scenarios such as Not One Step Back and 251 are examples. Most of the enemies will start in position on the board and the round track will be sparse at first with more spawns later and a boss or two to stiffen the defence at the end.

HOLDING ACTION: The characters, or some of them must hold off the zombies long enough for others to finish a task, whether it be escaping, setting charges, siphoning fuel or just holding on until all the attackers are dead. There may not be many ghouls on the board at first, but multiple spawn points will ensure that the attack waves increase rapidly. See Die Brucke, Holing Up, Einzelhaft and Lili Marlene for how that works.

FIGHTING WITHDRAWAL: It's all gone bad and now it's time to go. The heroes have to escape before they are swamped. This is the general situation everyone finds themselves in at this time in the battle, but more specifically in particular scenarios zombies will be spawning behind the characters faster than they can be killed, forcing them to always keep moving towards the scenario exit points. The round track will be short and full of multiple spawns and there will not be many z's on the table at first, but it will soon fill in. Move Along, Badehaus, Devil's Garden and Feuer are examples.

SCAVENGING: A scavenging scenario is a patrol or sweep scenario with multiple pick up or search locations. These locations provide supplies in randomly generated amounts (food, medkits, ammo and grenades) and possibly a small chance to find other gear like alarm clocks, oiled coats etc. There may also be the chance of discovering a hidden zombie! To reflect the fog of war spawn locations for zombies and/or player entries are randomized as well. As the campaign progresses, the level of opposition increases, as do the rewards.

The round track should be lengthy enough to allow most, but probably not all, search locations to be reached before the game end. There will only be a few starting zombies and the



spawns are spread out during the first part of the track but occur more and more often as the rounds count down and more zombies are drawn to the heroes' activities. The scenario is terminated when all locations have been searched, the turn track ends, or zombie weight of numbers forces the heroes to retreat off the board... or if they die...

HOLING UP: For the tabletop version of Escape from Stalingrad Z, holing up is handled a little differently. This scenario represents the heroes finding or creating a defensible position for the night. It is a kind of holding action or if things go really badly, a fighting withdrawal. The heroes will start at or near the centre of the board and the zombies on the edges (most of them on the board) and some on predetermined spawn points. Set spawning early on the round track to allow the players enough time to destroy them all by the end of the game. If the zombies are all wiped out, or maybe just kept out of a certain area, before the round track ends, the heroes win and can cook and eat food and warm themselves, reducing fatigue as detailed in the main rules. If the above conditions are not met, or the players must retreat to avoid being overrun, no opportunity presents itself. The player still conducts a Between Scenario phase but does not get the bonuses.

A FINAL THOUGHT: Of course, there are story specific scenarios that defy classification and scenarios that combine elements of several types. These may be some of the most interesting.

SELECTING SCENARIO TYPE

Choose or roll a scenario type, and then, determine the objectives. The scenario type will modify the die roll on the Primary Objective Charts. As a rule of thumb, roll once for a primary objective and twice for secondary objectives.

Scenario Type Chart (Roll d12)

Die Roll	Mission Type	Modifier
1-2	Patrol	-2
3-4	Sweep	-1
5-6	Meeting Engagement	0
7-8	Assault	+1
9-10	Holding Action	0
11-12	Fighting Withdrawal	+1

PRIMARY AND SECONDARY OBJECTIVES

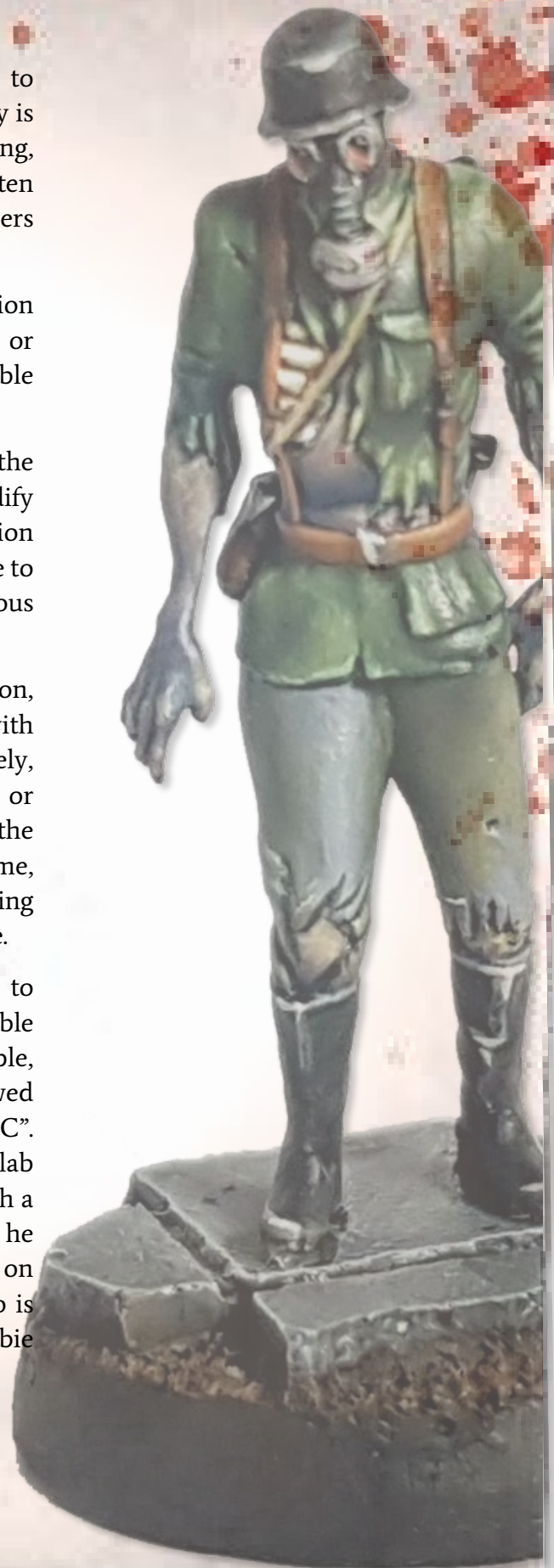
Primary objectives are those that must be completed to win the scenario. If playing a campaign, unless a replay is available, or the scenario has special provisions for losing, that's it. The campaign is over. In addition, they often reward heroes with weapons and gear, new team members as well as allowing progress in a campaign.

Secondary objectives are optional. Successful completion may reward players with bonus gear, supplies or information. They may determine the choice, or a possible choice for the next scenario so are very important too.

Players constructing their own scenarios might find the following charts helpful. Of course, feel free to modify them to fit ongoing themes in a campaign, not to mention terrain and figure collections. Sometimes, you just have to use that new emplacement you've built or that monstrous Omega you just finished painting!

You can set up terrain first to adapt a historical location, specific movie or book. This forces players to deal with existing conditions to achieve their goals. Alternatively, you can take the fiction writer approach and roll up or choose primary and secondary objectives and design the playing surface around them. Because this is a solo game, the terrain should be placed to make for a challenging adventure, not to give a player a competitive advantage.

Of necessity, the below charts are somewhat vague, to reflect player's different model collections, and to enable them room to develop their own storylines. For example, you rolled a 12 on the Secondary Objective Chart, followed by a 3. This gives a result of "Eliminate a specific NPC". You happen to have a figure of a deranged doctor in a lab coat. Obviously, this madman has infected himself with a homebrew inoculation and must be eliminated before he morphs into something way more dangerous, while I, on the other hand, have a zealous Kommissar figure who is refusing to let a group of civilians flee from the zombie hordes. Same result rolled, different stories to tell.



Primary Objective Chart 1; Patrol, Sweep, Meeting Engagement (Roll d12)

Die Roll	Objective
1-2	Exit map at the location marked by the green arrow.
3-4	Exit map at the location marked by the green arrow before the round track resets.
5-6	Find (object) and exit map at entry point.
7-8	Rescue {roll d12; [(1-4: New Hero) (5-8: 1-6 Civilians) (9-12: 1-2 Troopers)]} *
9-10	Destroy {roll d12; [(1-4: 10 zombies) (5-6: Alpha) (7-8: Grinser) (9-10: Tankistka) (11-12: Omega)]}* As 9-10 result above plus search Alpha, Grinser, Tankistka body for an (object).
11	Eliminate all enemy figures. The game ends when no enemy figures are on the map, or all heroes are destroyed.
12	Eliminate all enemy figures. The game ends when no enemy figures are on the map, or all heroes are destroyed.
*	Exit map at {roll d12; [(1-6: entry point) (7-12: the location marked by the green arrow).

Primary Objective Chart 2; Holding Action, Fighting Withdrawal (Roll d12)

Die Roll	Objective
1-2	Eliminate all enemy figures. The game ends when no enemy figures are on the map, or all heroes are eliminated.
3-4	Hold the line. Game ends when round track ends. There is no exit point.
5-6	Destroy {roll d12; [(1-4: 10 zombies) (5-6: Alpha) (7-8: Grinser) (9-10: Tankistka) (11-12: Omega). Exit map at the location marked by the green arrow.
7-8	Place charges at chokepoint and detonate them, then exit from entry point.
9-10	Fuel or start the transport and wait for everyone to board, then exit map at the location marked by the green arrow.
11-12	Exit the map at the location marked by the green arrow before the round track ends.

Secondary Objective Chart (Roll d12)

Die Roll	Secondary Objective
1-2	Search the crate for supplies.
3-4	Pick up (weapon or gear).
5-6	Find rare item which is in one of 4 possible locations.
7	Start/shut down a piece of equipment...
8	...to allow another piece of equipment to {(1-4: access an area) (5-8: give a reward) (9-12: Remove a spawn point)}
9	Move crates to create barricades or block openings.
10	Rescue {roll d12; [(1-4: Specific NPC) (5-8: 1-6 Civilians) (9-12: 1-2 Troopers)]}
11	Find a key or information which allows the party to bypass the next scenario.
12	Eliminate {roll d12; [(1-4: a specific NPC) (5-6: Alpha) (7-8: Grinser) (9-10: Tankistka) (11-12: Omega)]}

SEARCHES

Searching actions are used in the game to obtain weapons, gear, supplies or information. A specific item can be placed on the board, probably inaccessible and requiring a special action to pick up, or it could possibly be in one of several potential locations. If the latter is true then a roll on a search chart will be needed at each location until the item is found, or until all areas are searched, at which time the object is found, at least if that is a primary objective. Examples of a supply search chart and an objective search chart are given below but feel free to make up your own.

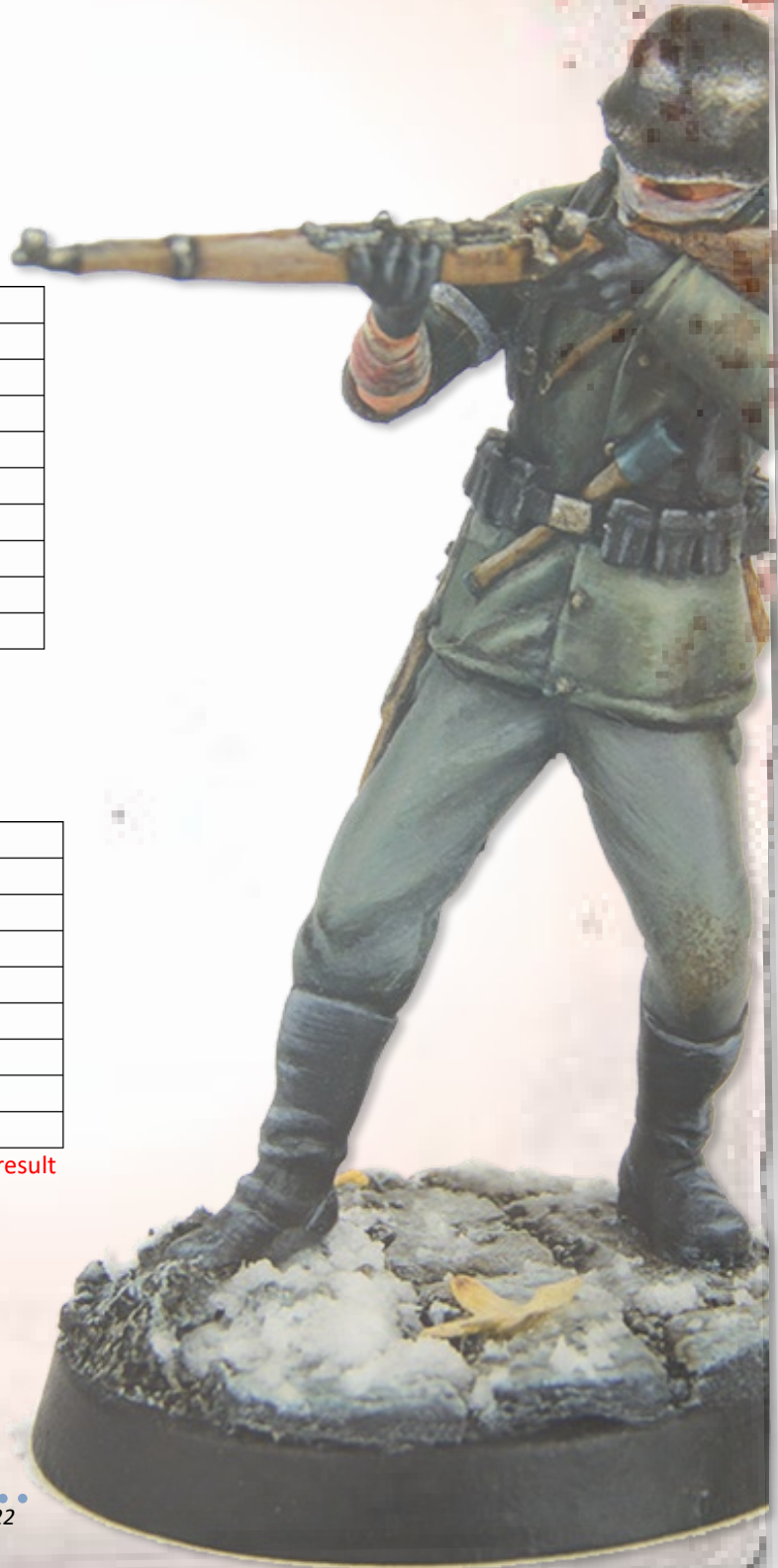
Scavenge Search Chart (Roll d12)

Die Roll	Result
1	Beta Zombie
2	Nothing
3-4	2 x Food
4-6	1 x Ammo
7	3 x Food
8	2 x Ammo
9-10	1 x Medkit + 1 x Food
11	2 x Grenades
12	1 x Medkit, Food, Ammo, Grenade

Objective Search Chart (Roll d12)*

Die Roll	Result
1	Beta Zombie
2-4	Nothing
5-6	3 x Food
7	1 x Ammo
8	1 x Medkit + 1 x Food
9-10	2 x Ammo, 2 x Food
11	Medkit, Food, Ammo, Grenade
12	Preferred Weapon, 2 x Ammo

*If this is the last objective remaining, then treat any result as a roll of 12.



OPPOSING FORCES

Once you know what the task at hand is, and further risks and rewards have been included it's time to add the opposition. As a rough rule of thumb, there should be 1 spawn point for each hero in the scenario, plus one more.

The more zombies that start on the board, and the number of special actions called for to complete objectives, the less spawn occasions there should be on the round track.

If creating a campaign, advanced zombies should be lesser in number for the first few scenarios. The first Alpha maybe around the time heroes get their first skill advancement.

ZOMBIE MARKER VALUES: On the more wide-open environment of the tabletop, it becomes necessary to assemble massive hordes of zombies to counter the heroes' increased mobility. Beta zombie markers should be assigned a value of betas that each marker represents. Typically, this will be two, but whatever the value is, all the beta zombie markers in a given scenario will have the same value. When a beta zombie marker representing two or more zombies is revealed replace it with that many beta zombie miniatures (place one on the marker and the remaining within an inch). Specialized zombies such as Kugelfisch, Armoured and Alpha zombies, and the Alpha primes and Omega are not given increased values, their markers signify 1 figure. Of course, scenario creators can assign whatever value they desire to a marker.

Players seeking an increased challenge, those with large zombie collections and particularly sadistic scenario creators with access to six-sided dice may consider rolling a six sider when a beta marker is flipped. This will provide an exciting, if probably short-lived experience.

TEAMS

During the campaign, you may collect up to 4 heroes to form your team plus up to 8 troopers. You will be recording all information regarding the teams composition, wounds, fatigue, gear, weapons and supplies on the Team Control Sheet.

In the tabletop version of Escape from Stalingrad Z there is no rearguard.

ALLIES

Allies, either NPC or troopers can be added to scenarios to reinforce the player's heroes. Surviving troopers may accompany the heroes off of the map depending on the scenario conditions.

FATIGUE

If you choose you can fatigue your heroes before the start of a scenario. In scenarios set shortly after the dead rise fatigue would be 0-3 fatigue (d12 roll/3-1). For periods where

organization is breaking down 1-4 fatigue and finally those set in the last stages of the breakout 1-6 fatigue. Add 1 fatigue for scenarios set outside the city.

THE ROUND TRACK

The round track indicates the passage of time in a scenario and queues spawning, grenade detonation and special scenario events.

It is used to set the pace of a scenario, allowing for the slow buildup of a zombie wave, a blitz of action, a tense search before a boss zombie erupts from the sewer or innumerable variations of these. Where you choose to set events and spawns and how long you determine the track to be, will shape how the drama unfolds.

Short round tracks recycle the zombie pool faster. Kugelfisch and armoured zombies, as well as the bosses will recycle sooner and the player's window for getting experience points will be shortened. Longer round tracks allow for special events and control the tempo of a scenario.

See some example round track below.

ROUND TRACK											
-------------	--	--	--	--	--	--	--	--	--	--	--

Standard round track

ROUND TRACK	/	/	S	/	S	/	S	/	S	/
-------------	---	---	---	---	---	---	---	---	---	---

Blitz round track

ROUND TRACK	/	S	S	/	S	S			
-------------	---	---	---	---	---	---	--	--	--

Double spawn with boss zombie

ROUND TRACK	/	S1	/	/	S2	/	S2	/	S1	/	0	/
-------------	---	----	---	---	----	---	----	---	----	---	---	---

Double spawn semi blitz round track

ROUND TRACK	/	S1	S2	/	S1	/	S2	/	S1	/
-------------	---	----	----	---	----	---	----	---	----	---



CAMPAIGN



CAMPAIGN

Scenarios can be played as one offs or linked into a campaign. Adding a little bit of a story links the scenarios together and gives the heroes a reason for why they fight. Different scenario outcomes could influence the choice of the next scenario, or it could be as straight forward as surviving a set number of scenarios.

Escape from Stalingrad Z is designed as a long campaign game and already has mechanisms for that built in, such as skill progression and fatigue effects. Even a short mini campaign of 3-5 linked scenarios will find these rules useful.

The same considerations for the Setting apply in a campaign. Due to the scarcity of fast ground transportation and the destruction of infrastructure prior to the dead awakening, much of a mini-campaign, and even a longer campaign will take place in a similar setting, such as the Factory District or the Grain Elevator. This puts less of a strain on a player's terrain collection as well.

Campaigns may be of a simple linear progression with a specified number of scenarios, or a series of scenarios where choices made, or secondary conditions met determine the scenario path. The whole campaign need not be mapped out at once, but for a nonlinear campaign a matrix of a structure will be helpful. The scope of a campaign is limited only by a player's imagination.

THE TEAM

In a campaign, circumstances carry on from scenario to scenario, unlike a one-off game. A player's roster of heroes, their inventory, health, fatigue, allies, and experience are kept track of on the Team Control Sheet, available at the end of the document.

Recruitment and Starting Forces: The first scenario of a campaign will either allow a player to select a starting heroes or direct them on which ones to take and how they are equipped. These characters are entered onto the team control sheet. From this point on these heroes and their gear, weapons, supplies and allies, are all they may select when starting a new scenario in the campaign.

The team may never have more than 12 members of which 4 are heroes. No more than 8 team members can participate in any particular scenario.

In a campaign setting you must allow players the means to replenish their supplies, heal their wounds and rest their team. This can be done partly in the main campaign scenarios by placing gear and supplies as search objectives or as rewards for finishing scenarios. This will probably not be enough for all but the shortest campaigns so every two or three campaign scenarios, players should be given the opportunity to perform a scavenge scenario (obtain necessary supplies) and/or a hole up scenario to rest and warm themselves.

BETWEEN SCENARIOS

This is an opportunity for player's teams to heal, rest up and scavenge for more supplies. In game terms it also functions as a bookkeeping phase.

FATIGUE

Fatigue is of greatest importance in campaign scenarios. It adds suspense and tactical choices to players as they struggle to overcome its effects upon their characters. Fatigue is also important for campaign balance as it counters the effects of players leveling up.

Fatigue is usually accrued at a rate of one per indoor scenario or two per outdoor scenario when characters are subject not just to hunger, but also to the cold. A campaign designer should include an opportunity to do a scrounging or holing up type of scenario at least every two or three scenarios, or provide supply drops in the form of objectives, searches or rewards within scenarios to give players an option to slow the ravages of starvation and exposure upon the player's combat capabilities.

HEALING

As in the main game, healing is done in the Between Scenarios phase. One medkit heals one health and only one medkit may be used on each character.

SCAVENGING

Your characters may decide to go on scavenging missions in the hopes of finding ammo, food and other essential supplies. Refer to scenario type page 18.

RECRUITING

A recruitment scenario is a modified scavenging scenario. The player declares their intent to search for survivors and plays a scavenging scenario as written but with one important change. Subtract 3 from all searching die rolls. If the result is below 1, then a trooper is rescued. The player may choose the nationality of the trooper. Trooper start with a fatigue level of 1. Refer to scenario type page 18.

Trooper Rescue Chart (Roll d12)

Die Roll	Mission Type
1-4	with knife
5-7	with pistol and 1 ammo
7-10	with rifle and 1 ammo
11-12	with SMG and 2 ammo

HOLING UP

Once a scenario is completed, you may choose to find a protected space and hole up for the night. It's great to eat hot food and warm yourself by the fire, but you may attract more zombies. Refer to scenario type page 19.



CAMPAIGN EXAMPLE

STRANGE BEDFELLOWS

MINI CAMPAIGN

LENGTH: 6 SCENARIOS --- SETTING: FACTORY DISTRICT

Scenario 1: Rally Point (see Scenarios page 13)

Type: Assault

Plot: 2 heroes must take objective building and secure perimeter. There are 2 areas to search to obtain supplies. Game ends when round track resets.

Opposition: 16 x Beta (8 Beta markers), 3 x Armoured, 2 x Kugelfisch

Special: Heroes must stack crates to secure perimeter.

Campaign Progression: Team may play Scenario 2 or Scenario 3.

Scenario 2: Lost Brothers

Type: Holding Action

Plot: 2 heroes must hold perimeter area while 3 troopers try to get to them. Game ends after round track resets if at least 1 trooper has entered perimeter, or second round track reset if not. 1 Trooper is armed with a PPsH-41 and 1 ammo and 2 are armed with Nagants and 1 ammo.

Opposition: 20 x Beta (10 Beta markers), 3 x Armoured, 2 x Kugelfisch. Add Alpha to zombie pool after round track resets.

Special: Heroes must check wounded troopers for infection. Up to 2 uninfected troopers may join the team. At the end of the scenario roll a d12 for any wounded troopers before undertaking the Between Scenarios phase. On an 1-4 they have been infected and wander into the darkening red shadows, leaving the team to try to take as many zombies as possible with them before they turn...

Campaign Progression: Team must play Scenario 3.

Scenario 3: Fever Dreams

Type: Patrol

Plot: Team of up to 4 must find a safe passage through the defensive line to the first aid post. 5 choke points must be bypassed with special actions or searches. Game ends when party has exited board.

Opposition: 20 x Beta (10 Beta markers), 3 x Armoured, 2 x Kugelfisch. Add Alpha to zombie pool after round track resets.

Special: 5 choke points must be overcome.

Campaign Progression: All team members receive one health up to maximum. Team must play Scenario 4.

Scenario 4: Of Bullets and Bandages (Scavenge)

Type: Sweep

Plot: Team of up to 3 must obtain food and supplies for the aid post while the remainder guard the aid post. Team members who play Scenario 4 may not play Scenario 5. Game ends when round track resets.

Opposition: 20 x Beta, 3 x Armoured, 2 x Kugelfisch, Tankistka. Tankistka, 1 Kugelfisch, 1 Armoured zombie and 10 Betas do not start on the board.

Special: 4 locations must (and up to 8 may) be searched for supplies. Use sample Supply Search Chart. For this campaign only, heroes may add +1 to the result and troopers are allowed to search without the bonus.

Campaign Progression: The team is available for Scenario 6.



Scenario 5: Red Twilight (Hole Up)

Type: Holding Action

Plot: Lydia and a team of up to 2 must guard the aid post. Game ends when round track resets.

Opposition: 20 x Beta, 3 x Armoured, 2 x Kugelfisch, Grinser. Keep 1 Kugelfisch, 1 Armoured and 1 Beta zombie marker aside. If a patient rises as a zombie draw from these markers and if a beta is drawn, return it to this pile. Grinser will fire his MG-42 until wounded. Then he will start screaming and move to attack the player team in H2H.

Special: 4 wounded patients are in the aid post. Starting on round 2, before rolling initiative, check the status of each wounded patient by rolling a d12. The patient {(1-3: Rises as a zombie) (3-9: Moans in restless sleep. Check again next round.) (10-11: Stumbles to his feet, picks up a Nagant and 1 ammo and joins the team as a wounded trooper) (12: Swears profusely, leaps to his feet, grabs a spear and joins the team as a fully recovered trooper.)

Campaign Progression: The team is available for Scenario 6. At the end of the scenario roll a d12 for any wounded troopers before undertaking the Between Scenarios phase. On an 1-4 they have been infected and wander into the darkening red shadows, leaving the team to try to take as many zombies as possible with them before they turn...

Scenario 6: Strange Bedfellows

Type: Fighting Retreat

Plot: Team must hold perimeter area until at least 1 German Hero {[Pick two from Til, Steiner, Reiser, Warder or substitute two Troopers (Werner, Schmidt)]for 1 hero] communicates with a Soviet team member and then makes it into the perimeter and the round track resets, in that order.

Opposition: 20 x Beta, 3 x Armoured, 2 x Kugelfisch, Alpha, Tankistka, Grinser, Omega. Grinser will fire his MG-42 until wounded. Then he will start screaming and move to attack the player team in H2H.

Special: Germans each start with Preferred Weapon and 1 ammo. German troopers start with 98k and 1 ammo. Germans may not enter the perimeter until they get within 3 inches of a Soviet team member and perform a special action.

Campaign Progression: Congratulations, you have won this campaign. The feeble sun climbs into the cold, grey sky. Ash and snow sift down to cover your tracks and mask the treacherous ground you must cross. More skeletal buildings loom ahead, but moaning shapes move within them. There is no shelter here, no hope of safety. Grimly, you all share glances. This is not the end, only the end of the beginning. Your escape from Stalingrad starts now.

Soviet Ranged Weapon Chart

Weapon	ROF	S/W#	PBR	RM	H2H S/W#	1 Hand	Ammo	Notes	Bayonet	Auto Fire
TT-33 pistol	1	6/8	4	1	6/8	Yes	1			
Moisin Nagant Rifle	1	6/9	10	3	7/10	No	1		Yes	
Scoped Nagant Rifle	1	5/8	10	10	7/10	No	1		Yes	
SVT 40 Rifle	1*	7/9	7	2	7/10	No	1	Semi Auto	Yes	
PPsH-41 SMG	2	6/9	3	2	5/8	No	1			
DP 28 LMG	2	6/9	5	3	11/12	No	1			
Maxim Gun	2	5/7	10	3	NA	No	1	Carriage Mount, #		Yes
PTRD Anti Tank Rifle	1	5/7	10	5	11/12	No	1-3	@,^		

Auto Fire: May double ROF but adds +2 to S/W number.

*Semi Automatic: May re-roll a S/W roll of 3+ but must keep that result.

@Recoil: User may only select stationary if conducting attack action

^Armour Piercing: Will inflict stuns on armoured and thick-skinned zombies. Attack roll of 9+ inflicts 2 wounds.

Hand to Hand Weapon Chart

Weapon	ROF	S/W#	PBR	RM	H2H S/W#	1 Hand	Notes
Knife	1	4/7	1	H	4/7	Yes	
Shovel	1	3/6	1	H	3/6	Yes	
Cavalry Sabre	1	3/5	1	H	3/5	Yes	Parry
Club	1	4/8	1	H	4/8		+
Spear	1	5/8	2	H	6/9		
Til's Axe	1	5/8	2	H	5/8		
Bayonet (Fixed)	1	5/8	2	h	5/8		!

Parry: Ignores wound taken in H2H on d12 roll of 9+

+see club listing in armoury

!Bayonet: +2 to S/W# of rifle it is fixed on.

German Ranged Weapon Chart

Weapon	ROF	S/W#	PBR	RM	H2H S/W#	1 Hand	Ammo	Notes	Bayonet	Auto Fire
Luger P-O8 pistol	1	6/9	4	1	6/9	Yes	1			
Kar 98 Rifle	1	6/9	10	3	6/9	No	1		Yes	
Scoped Kar 98 Rifle	1	5/8	10	10	5/8	No	1		Yes	
MP-40 SMG	2	6/9	4	2	6/9	No	1			
MG-34 LMG	3	6/9	5	3	6/9	No	1			
MG-42 LMG	3	5/7	6	3	5/7	No	1			
MG-42 MMG	3	5/7	10	9	5/7	No	1	Tripod Mount		Yes
PzB 41 Anti Tank Rifle	1	5/7	10	5	5/7	No	1-3	@,^		

Auto Fire: May double ROF but adds +2 to S/W number.

@Recoil: User may only select stationary if conducting attack action

^Armour Piercing: Will inflict stuns on armoured and thick-skinned zombies. Attack roll of 9+ inflicts 2 wounds.

Tripod Mount: See Armoury

AoE and Thrown Weapons Chart


Weapon	ROF	S/W#	PBR	RM	Thrown	Ammo	Notes
Grenade	AOE	6/9	1	1	Yes		See Armoury
Cluster Grenade	AOE	1/4	2	1	Yes		See Armoury
Molotov Cocktail	AOE	5/6	1	1	Yes		See Armoury
Satchel Charge	AOE	6/9	4	2	Yes		See Armoury
Anti Personnel Mine	AOE	6/9	5	3			See Armoury
Flamethrower: ROKS-2/FmW- 41	AOE	Auto Wound				2 Attacks	See Armoury

TEAM CONTROL SHEET

SCENARIO #

HERO #1


EXPERIENCE


Trooper #1			
WEAPONS AND GEAR		SUPPLIES	
1		A	G / F / M
2		/	/ /
NOTES			

Trooper #2			
WEAPONS AND GEAR		SUPPLIES	
1		A	G / F / M
2		/	/ /
NOTES			

HERO #1


EXPERIENCE


Trooper #1			
WEAPONS AND GEAR		SUPPLIES	
1		A	G / F / M
2		/	/ /
NOTES			

Trooper #2			
WEAPONS AND GEAR		SUPPLIES	
1		A	G / F / M
2		/	/ /
NOTES			

HERO #1


EXPERIENCE


Trooper #1			
WEAPONS AND GEAR		SUPPLIES	
1		A	G / F / M
2		/	/ /
NOTES			

Trooper #2			
WEAPONS AND GEAR		SUPPLIES	
1		A	G / F / M
2		/	/ /
NOTES			

HERO #1

EXPERIENCE

Trooper #1			
WEAPONS AND GEAR		SUPPLIES	
1		A	G / F / M
2		/	/ /
NOTES			

Trooper #2			
WEAPONS AND GEAR		SUPPLIES	
1		A	G / F / M
2		/	/ /
NOTES			