

THE HELL OF STALINGRAD: WAR IS HELL SERIES CARD GAME



GAME SUBJECT: The Siege of Stalingrad
EXPECTED PUBLISH DATE: July 2009
DESIGNER: Steven Cunliffe
BUSINESS DEVELOPMENT: Alex Aimette
TYPE: War is Hell Card Game: Volume I
SCALE: Strategic & tactical
PLAYERS: 2 or 4
POSSIBILITIES: 2 introductory scenarios, 4 siege scenarios and 2 campaign games
GAME TIME: 30 min. (basic game), 1 hour (siege game), 2 hours (campaign game) and 3 hours (4-player campaign game)
PRICE: \$65 plus postage

DESCRIPTION:

The Hell of Stalingrad is an historical card driven game simulating the massive urban battle that changed the course of WWII. **The Hell of Stalingrad** uses revolutionary mechanics to place players directly in the action as they control both large scale formations and individual units.

The centerpiece of the game are the full color buildings representing historical Stalingrad buildings and neighborhoods including the Grain Elevator, the Traktor Factory and Pavlov's House.

The German player will use his disciplined and organized soldiers to batter their way through the nest of fortified strongholds and capture the city. Assisting him will be Panzer Divisions, Kampfgruppen and the elite Pioneer assault teams.

The Soviet player must hold the city with his battered army of fanatical defenders. Reinforcements must brave constant Luftwaffe attacks as they struggle to cross the

Samples of Game Cards & counters



Volga River. Those lucky enough to survive are thrown into the carnage. The Soviets must hold out and prevent the invaders from capturing the city at all costs. The outcome of the war depends on the bravery of the few.

The Hell of Stalingrad card game focuses on some key points:

- The use of historical formations, including Kampf Stahl and the 10th NKVD
- Bombardment fire aids the German player and gradually turns Stalingrad into a massive inferno of ruins and vicious fighting
- Cards are divided into Basic, Expert and Advanced, allowing for player experience and the specific scenarios
- Historic commanders lead your army in the Campaign game. General Paulus commands the German 6th Army and General Lopatin the Soviet 62nd. However, Hitler and Stalin want immediate victory and will replace your leaders if you do not triumph
- Legendary heroes including Panzer ace Von Loringhoven and Soviet sniper Vasily Zaitsev are included

COMPONENTS:

- 200 Combat, Formation and Campaign Cards
- 36 Large Stalingrad Building Deck Cards
- 196 1x1" and 1 x .5" Game Counters
- 32-Page Rule Book, 3 8.5 x 11" Play Mats

