




STALIN'S TRIUMPH

The iron men of the soviet union fight for their homeland in 1943 

NATIONS AT WAR

MODULE BOOKLET v3.0



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STALIN'S TRIUMPH MODULE RULES v3.0

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1.0 INTRODUCTION

In the summer of 1943 the German war machine was fighting a war of attrition against the defending Soviet armies. The unofficial doctrine of the Soviet Union was quantity was quality. Their abundant resources of men and machines seemed endless. Operation Citadel was a last gasp attempt by Germany to reignite Hitler's offensive ambitions. Ultimately these plans were downsized to an effort to merely strike a blow severe enough to shorten the front and withdraw enough panzers to support war efforts in Italy. Either way the attack had to take place.

A Soviet bulge in the lines required 9 valuable Soviet armies to defend the 250-mile front. Layers of trenches and minefields were in place to support the defense, and the Soviets were ready. The German plan was to perform a pincer attack, striking both north and south of the bulge, with the prize being the city of Kursk. The German attackers amassed 777,000 men, 2,451 tanks and assault guns and over 7,400 guns and mortars. Opposing the Germans were 1.9 million troops with 5,128 tanks, 31,415 guns and mortars and over 3,500 aircraft. The devastation would be great, and ultimately led to one of the largest tank battles in history.

Stalin's Triumph is a game designed to refight these bloody battles between Germany and the Soviet Union. This booklet contains scenarios based on actions that took place in the fight for Kursk during July 1943. This scenario booklet also contains special rules unique to the forces that fought in these battles using the **Nations at War** Core Rules Manual.

All rules outlined below are numbered for the place they would occupy in the Core Rules Manual. They should be read as if part of the section designated in the Core Manual.

1.1 Support

If you have any game questions or if you are just looking for other gamers to chat with you can post comments on our forums at: <http://forums.lnlpublishing.com>.

If any parts of this game are damaged or you have any other support needs please open a support ticket on our Support Tickets section at: <http://support.lnlpublishing.com>.

You can also find additional game resources such as scenarios, counters, special rules and other community design resources in our Resource section: <http://forums.lnlpublishing.com/resources>.

2.3 Stalin's Triumph Unit Colors

| | | |
|--|---|------------------------|
|  |  | Soviet Units |
|  |  | |
|  |  | German Units |
|  |  | |
|  |  | German SS Units |
| | | |

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10.7 Nationality Special Abilities

Each country that fought in World War 2 had unique abilities. These abilities are derived through their training or through doctrines developed by their military.

Germans



SS Fanatics - German SS units were fanatical in their beliefs and highly motivated. SS units that fail any Morale Check (MC) or a Command Status Check (3.4.2) can re-roll their MC; they must accept the second result.



Goliath - A Goliath was a remote controlled German-engineered demolition vehicle approximately four feet long and two feet high. They were used against tanks or infantry in fortified positions. They were operated by Panzer and Pioneer units.

Goliath Support Weapons are assigned to platoons as indicated by the scenario.

Goliath counters are placed with units in accordance to the scenario. Goliaths count as a Support Weapon for stacking purposes.

Only one Goliath can be stacked with a platoon. While stacked with a unit, the Goliath can move at the same Movement Factor as the transporting infantry or armor platoon.

A GO unit operating a Goliath can spend one movement point to move the Goliath counter to an adjacent hex containing an enemy unit.

Once placed on the hex, roll 1d6: on a result of a 1 or 2, the Goliath fails to operate and is removed (no Leadership

modifiers affect this result); any other result is a success. On a success, conduct a 2⁴ Assault attack against all enemy units in the hex. There are no saves against the Goliath and apply all hits as if it were an Assault combat. Once the attack is over, remove the Goliath counter from the game.

Goliaths cannot be used in Close Assaults where the transporting unit enters into a Close Assault or is Close Assaulted by an enemy unit.



Flamm Panzer III - The German Flamm Panzer III is a flamethrower tank that was very effective in Close Assaults but was limited in the number of attacks it could make. If a Flamm Panzer engages in a Close Assault apply the following: Once the Close Assault die-roll is made by the Flamm Panzer, automatically reduce the Flamm Panzer unit. This does not count against the German player as a hit to determine the victor of a scenario or as a loss in a Close Assault.



Mobile Assault - German Armored Infantry were highly trained in engaging in close quarters. German Armored Infantry loaded within their vehicle can unload (see 4.3.2) and then on a 1d6 roll of a 3 or higher can move to an adjacent hex (ignoring terrain costs). This is a Mobile Assault. The Armored Infantry can engage in Close Assault using a Mobile Assault. Arm Inf units that are Disrupted cannot conduct a Mobile Assault.

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Soviets



Commissar – The Russian Commissar was a political officer who accompanied Soviet units at all levels of formations to fulfill

motivational duties. They were notorious for being ruthless and showed very little pity on any soldier who was not motivated to fight. Additionally Commissars were motivated to bolster a unit's will to fight by the fact that German units had orders to execute any captured Commissar.

Commissars are made available to all Soviet Infantry units. Stack a Commissar counter with any Infantry or attached ST unit within command range of its assigned Formation HQ. Commissars do not count towards stacking. There are several Commissar counters in the game. They are all the same in ability so it does not matter which one you select for an Infantry unit.

Commissars in Stalin's Triumph represent a capability that can improve the chance of an Infantry unit's Morale Check (MC). If a unit fails a MC and is stacked with a Commissar, the unit must reroll one of the two d6s rolled for the MC. All MCs involving Commissars can be changed via Fate Points (9.0).

If a unit fails its Morale Check while using the Commissar ability and still fails the MC after the reroll, the player must eliminate the Commissar from the game, and that unit automatically passes its MC.

If a unit passes its MC by eliminating a Commissar, it must check to see if the unit goes Berserk. On a 1d6 roll of a 1 or 2, the unit is **Berserk** (10.8).

During a unit's Perform Operations Phase of their activation, a Commissar can be relocated and stacked with another assigned ST unit within its assigned Formation. It cannot relocate if it was involved in a MC during the Formation's current activation. The ST unit must be part of the unit in which the Commissar was assigned.

This neither triggers Opportunity Fire nor does it cause an Ops Complete marker to be placed. It is a free action.



SU-152 – This Tank was known as the "Animal Killer" and was put in to service to take out German heavy tanks. Their 152 mm shell was devastating and caused havoc amongst the German tankers.



Clank Shock – When a SU-152 unit fires its AP Firepower (AP only) at an armored target and scores a hit, the target HT must make a Morale Check with a +1 modifier for each hit scored by the attacking SU-152. If the target fails the MC place a Disrupted marker on the unit. The attack from the SU-152 now resolves the hits scored as in a normal attack.



Tank Riders – Tank riders rode on top of Soviet armor to protect a tank platoon from a Close Assault conducted by enemy infantry.

Tank Rider availability is indicated by the scenario and assigned to the designated unit. One Tank Rider can be placed with one tank platoon. The Tank Rider counter negates all special Close Assault bonuses that Infantry platoon would get against an armor unit or against an armor unit within a town.

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The Tank Rider also add +1 Firepower factor to the Armored Platoon's HE Firepower. The +1 Firepower cannot be used at Extended Range.

The Tank Rider adds +1 Firepower factor to the tank's Assault Factor.

Tank Riders do not count for stacking.

If a tank platoon with a Tank Rider is Disrupted, roll 1d6 for the Tank Rider. On a roll of 3+, the Tank Rider can remain with the tank unit; if the result is less than a 3, remove the Tank Rider from play. If the tank unit is reduced from combat, remove the Tank Rider stacked with the reduced unit from play.

Tank Riders must always be stacked with an armor unit. They cannot transfer to another tank platoon.



Rockets – Stalin's Organ!

– Soviet rockets (Katyusha) were developed as a cheap alternative to conventional artillery. These truck mounted rocket launchers could fire dozens of rockets in a single volley.

Rockets are fired as a standard HE barrage in the Fire Mission Phase of an active Formation's Impulse. Place the Rocket Barrage counter on a target hex within LOS of the spotting activated HQ or Recon unit. Roll 1d6 to determine if the Rockets are on target. If the result is a 4-6, the rockets are on target; any other result indicates that the rockets are off target.

On Target – The target hex and each hex surrounding the barrage marker take a 5⁵ HE attack (see 10.2.1).

Off Target – Any unit in the target hex or the surrounding hexes around the target hex must make a Morale Check

DRM of +1. If a unit fails its MC, that unit is Disrupted. Units cannot be reduced by rockets that are off target.



New Command Unit Dice

Modifier Values – Russian HQ units that have a "+" displayed on their die modifier icon work in the following way. Any unit stacked with a HQ unit using its support for a combat can re-roll one failed "to hit" d6 when attacking with HT, ST, or Assault combat factors. Units stacked with an HQ displaying a "+" modifier can re-roll one d6 when conducting a Morale Check.

10.8 Module Specific Rules

Berserk – Infantry units that go Berserk are out of control and frenzied troopers. They turn savage and are enraged with little disregard for their own lives.

When a unit goes Berserk, place a Berserk marker on that platoon.

NOTE: *If a unit goes Berserk from a roll on the Chaos Table, a Leader is placed randomly with it but never from a loss of a Commissar.*

That platoon must immediately perform a movement action towards the nearest enemy hex spending all available Movement Points in order to Close Assault that target enemy.

Berserk units add +1 (to their Movement Factor) while Berserk. If the platoon does not reach an enemy hex this turn it remains Berserk and becomes Ops Complete for that turn (Berserk marker remains on affected unit). Once they reach an enemy hex they can battle with a +1 Assault Factor.

The Berserk platoon can be fired at with Opportunity Fire.

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If they do not reach an enemy hex this turn, in subsequent turns roll for a Morale Check during the Rally Phase: if passed, they are no longer Berserk and can operate normally; if they remain Berserk, they must continue on to the nearest enemy hex. Enemy units can Op Fire. If the unit is Disrupted during their movement they are unaffected by the effects of disruption. If the unit suffers a hit while Berserk and Disrupted it is reduced.

Berserk units are always In Command.



Trenches – Trenches are contiguous defensive positions that were used to protect infantry from artillery and gunfire. The trenches in

Stalin's Triumph are represented by counters and placed on the board in accordance to specific scenario rules.

Trenches add a +2 defensive save for Infantry and AT Guns only.

Trenches can only be placed in Clear, Hill, and Depression hexes.

Trenches offers a +2 Firepower Assault Combat bonus to each unit that is defending (only) within a Trench hex. Trench counters remain in place if a unit in a Trench hex exits the Trench.

AFVs and vehicles of any type cannot claim the benefits of a Trench but can be in a hex containing a Trench marker.



Support Weapons: A unit can carry any combination of Support Weapons (SWs) but cannot benefit from two SWs that are of the same type.

Example: A unit cannot use two machine guns to enhance their attack.



Light Machine Guns – These SWs assist Infantry units only and allow a unit to reroll one HE attack and/or a Close Assault attack. They cannot be used in combination with a Heavy Machine Gun.



Fighters – Fighter aircraft operate the same way bombers do within the game. They are unique in that they can perform ground attacks just like bombers or be used for air interdiction to protect ground units from enemy fighters or bombers.

Fighters are determined by the scenario. When included in a scenario place them in the cup to be selected during the game (10.3).

When a fighter is pulled from the cup during a turn a player must decide what the role of the fighter is to be (fighter role or bomber role). If the bomber role is selected by the player, the fighter unit may conduct a ground attack like bombers. If a fighter is selected as a fighter role, it may conduct air interdiction—not both.

The fighter in the bomber role uses the gold Firepower value in the lower left corner. Conduct a Close Air Support combat (10.3)

To conduct air interdiction place the fighter unit on the Map. The owning player selects the hex. For the rest of that turn a fighter can conduct one anti-air attack against any enemy air unit providing it is within the fighter's anti-aircraft attack range (use the values in the upper left corner of the aircraft (blue number). An enemy bomber that survives all anti-air attacks can then conduct its bombing attack see (10.3).

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If the fighter conducts an anti-aircraft attack, mark that unit Ops Complete.

If an aircraft such as a recon or fighter exist on the Map when a fighter enters play, that fighter can immediately conduct an anti-aircraft attack against it. If the target of the attack is a fighter, the fighter targeted can simultaneously attack the incoming fighter providing it is in range and not Ops Complete. If the incoming fighter does not wish to attack an aircraft already on the Map the enemy fighter can attack the aircraft per the air-interdiction rules.

Apply the results of the attack simultaneously to each aircraft. Mark any attacking aircraft Ops Complete.

After the turn is over determine if the aircraft is available for later turns. Roll 1d6: if German, the fighter returns on a result of a 4-6; if Russian, the fighter returns on 1d6 result of a 5-6. If the fighter is available again, return it to the cup for the next turn.

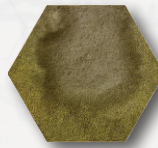


Recon Airplanes – A scenario dictates if a Recon aircraft is to be used. Recon aircraft follow the same rules as the placement of other aircraft.

Place the aircraft in the cup; when it is drawn the owning player can place it on any hex on the Map. Once placed, the opponent can conduct any available anti-aircraft attacks against it.

All enemy units that are Concealed lose Concealment for the remainder of the turn while the Recon plane is in play. If the Recon plane leaves the Map (is shot down), all units regain Concealment. Recon planes roll to see if they return the following turn before they are placed in the cup.

German Recon planes return on 1d6 result of a 4-6; Russian Recon planes return on a 1d6 result of a 5-6.



Depressions – Depressions are low points on the map board surrounded by higher ground in all directions. In other words, a hole. Depressions can be contiguous to each other. Line of Sight into a Depression can only be obtained within hexes that are adjacent to the Depression. LOS can also be obtained into a Depression from any Hill unless there is LOS blocking terrain intervening between the Hill and the Depression hex.

Depression hexes have LOS to each other if they are contiguous and do not have intervening LOS blocking terrain between them.

For more information, see the TEC for Stalin's Triumph.



Motorcycle Dismounting – Motorcycle units have an asterisk (*) next to their Movement Factor. This indicates that they can dismount at a cost of 1 MP instead of 3 MPs.

NATIONS AT WAR 3.0 READY TO DEPLOY:



NATIONS AT WAR **STALIN'S TRIUMPH**

This board game cover features a hexagonal grid map with a desert landscape. On the left, a tank is shown in a combat scene. On the right, a military jeep is depicted. The title "STALIN'S TRIUMPH" is written in large, bold, red letters. Several game cards are scattered across the map, including "SOPKZ 251" (15), "TIGER" (34), "SWG INT" (34), "CHURCHILL" (35), "STORKA" (26), "PIONEER" (34), and "RE-2" (35).



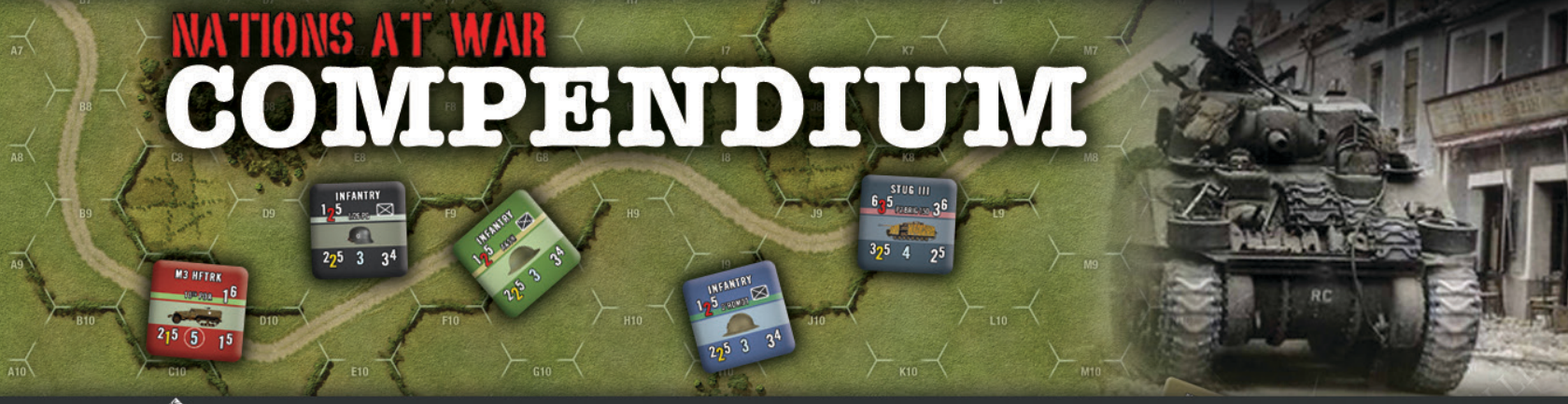
NATIONS AT WAR **WHITE STAR RISING**
SECOND EDITION

This board game cover features a hexagonal grid map with a snowy, mountainous terrain. The title "WHITE STAR RISING" is written in large, bold, green letters, with "SECOND EDITION" in smaller red letters below it. The word "HUBERMONT" is written across the map. On the right, a military jeep is shown in a street scene. Game cards include "CROWMELL" (24), "HQ" (5), "SOPKZ 251" (15), and "INFANTRY" (34).



NATIONS AT WAR **DESERT HEAT**
SECOND EDITION

This board game cover features a hexagonal grid map with a desert landscape. On the left, a tank is shown in a combat scene. On the right, a military jeep is depicted. The title "DESERT HEAT" is written in large, bold, yellow letters, with "SECOND EDITION" in smaller red letters below it. Game cards include "HQ" (7), "PIONEER" (34), "HQ" (6), and "3POR ATC" (15).



NATIONS AT WAR **COMPENDIUM**

This board game cover features a hexagonal grid map with a green, hilly landscape. On the right, a tank is shown in a street scene. The title "COMPENDIUM" is written in large, bold, white letters. Game cards include "M3 MTRK" (15), "INFANTRY" (34), "INFANTRY" (34), "INFANTRY" (34), and "STUG III" (25).

LOCK 'N LOAD TACTICAL WW2 ERA READY TO DEPLOY:



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WHY WE DO WHAT WE DO

We love playing games, as well as designing and developing them. We give praise and thanks to God for blessing us so we can follow our dreams and passions. We also thank you our fans, friends and family for making this possible for us.



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