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SCOPE STALINGRAD



2-4 10-15' 12+



DRACO IDEAS

The game consists of 60 cards:

- 6 Sniper cards (3 German and 3 Soviet).
- 28 Empty Area cards (14 German and 14 Soviet).
- 20 Unit cards (2x5 German and 2x5 Soviet).
- 4 Decoy cards (2 German and 2 Soviet).
- 2 Shot cards (1 German and 1 Soviet).



Area Cards

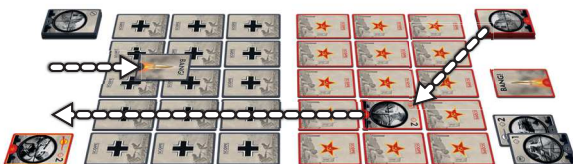
Unit Cards



Shot Card: represents the loud noise of the shot. It is placed on the Quadrant from where the Sniper has Shot. It remains in that position until the start of their next turn.

Sniper/Unit Card: the icon on the left shows the type of unit. The icon on the right indicates the Objective Points received by eliminating this enemy.

where there is at least one Sniper. The removed card is replaced by an Empty Area card of the same Front. If the revealed card is a **Decoy** the player is obliged to Shoot without removing the Decoy from the Front.



GAME SET UP: each player places their Area Cards face down, in a rectangular matrix that forms their Front. You can arrange the cards anywhere. The number and type of cards depends on the chosen Scenario. A player can look at their cards whenever they want during the course of the game. The cards of both fronts are kept face down throughout the game and they will also be placed face down when moved, replaced and after being revealed during the game. The German Player always starts the game.

OBJECTIVE: the player who first eliminates all the Snipers of the rival team or who first reaches the Objective Points of the chosen Scenario wins.

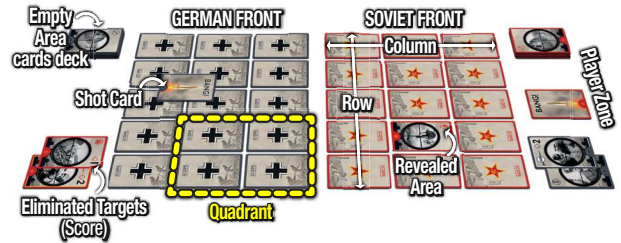


SCOPE STALINGRAD



The year is 1942, World War II. **Germany** and the **Soviet Union** fight fiercely for the control of a ruined **Stalingrad**. In this merciless urban combat, snipers from both sides have a decisive role, spreading chaos and shooting down priority targets in the enemy front.

In **SCOPE** each player controls a sniper team that must eliminate the rival sniper team and other strategic objectives, looking for targets, changing position and shooting wisely to not be discovered and eliminated.

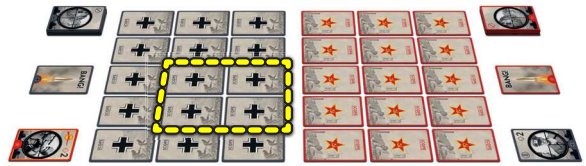


BASIC GAME



Two players alternate turns during the game. In a turn, each player must perform **only one** of the following two actions:

- **MOVE:** the player takes the 4 cards of any **Quadrant** (group of 2x2 Area Cards) from their Front, and rearrange them as they wish in the same Quadrant. Only Quadrants with 4 allied cards can be **Moved**.



- **SEARCH:** the player reveals an enemy Area Card. If the card contains a Sniper or Unit, the player can Shoot and eliminate it.

If you decide to **Shoot**, remove the Area Card and place it in your scoring zone. Then, place your Shot Card in the center of a Quadrant of your Front



BASIC SCENARIOS



When starting a game, players choose which **Scenario** they want to play. This determines the size of the matrix and the number of cards of each Front, as well as the Objective Points necessary to achieve victory.

When preparing the Scenario, the Area Cards indicated in the following table are included in each Front. Both Fronts are symmetrically aligned by their first row to form the battlefield.

SCENARIOS	Front Size*	Number of cards on each Front							Objective Points	
Quick Duel	4x3	2	1	1	1	1	1	1	4	6
Open Front	5x3	3	2	1	1	1	1	1	5	7
Deep Front	4x4	3	2	1	1	1	1	1	6	7
Open Battle	6x3	3	2	2	2	2	2	2	3	9
Deep Battle	5x4	3	2	2	2	2	2	2	5	9

* Columns x Rows.



THEMATIC SCENARIOS



Thematic Scenarios are a version of the Basic Scenarios that add replay value. You can also create your own Thematic Scenarios.

- To play a Thematic Scenario, you start from the **configuration** of a Basic Scenario and add or remove cards or rules as indicated.
- In thematic scenarios, the **victory condition** by points is replaced by the one indicated in the scenario. Eliminating all enemy Snipers remains as a victory condition.

DUEL OF ACES

- Use only one Sniper card in each Front. All remaining Sniper cards are placed in their own Player Zone. Each time a Sniper in game receives a Shot, the attacked player hands over one of the allied Sniper cards from his zone, instead of removing the Sniper in game. The Sniper in game is eliminated when he receives the third shot. The Sniper cards deliver a score normally. In Advanced Mode, an ASSAULT directly eliminates the Sniper in game.
- Same Basic Game conditions (eliminate Sniper and points).



ADVANCED MODE



Advanced Mode adds rules to the Basic Game, making it a more complete and challenging game experience.

This mode can be played in any Basic or Thematic Scenario.

In this game mode, Unit Cards provide more actions to choose from in turn, so that the player has more options depending on the allied units present in the Front. Similar to the Basic Game, players can only use **only one** action per turn (or 2 with the extra DEPLOYMENT action).

MOVE action is always available, regardless of the player's units present in the Front.

SNIPER

SEARCH: in Advanced Mode, the Sniper is the unit that provides the SEARCH (and Shoot) action of the Basic Game.

OFFICER

DEPLOYMENT: reveal an Allied Officer card to gain an extra MOVE action, which can be used before or after the normal turn action.

DEFENSIVE FIRE (passive): if a Machine Gun is revealed in an ASSAULT, the assaulting Infantry unit is eliminated and the ASSAULT is interrupted without further effect.

INFANTRY

ASSAULT: reveal an allied Infantry unit to choose a Quadrant that includes this Infantry and other cards from any Front. All enemy cards in the Quadrant are revealed.



You may place the Infantry card in the position of any other enemy card in the Quadrant. If this card is a Sniper or Unit, it is eliminated. If it's an Empty Area or a Decoy, it is removed from the Front. The gap left by the Infantry is filled with an Empty Area on the same Front.



REINFORCEMENTS: if any of your Infantry units has been eliminated, you can choose a Quadrant adjacent to your Player Zone, change an Empty Area card from this Quadrant for the eliminated Infantry card (return to the game) and then MOVE the same Quadrant.



BREAK THE CHAIN OF COMMAND

- Use the 2 Officer cards of each side.
- All enemy Officers are eliminated.

NEUTRALIZE THE ARTILLERY

- Use the 2 Scout and 2 Mortar cards on each side.
- All enemy Scouts and Mortars are eliminated.

STOP THE ADVANCE (Advanced Mode)

- Use the 2 Machine Gun and 2 Infantry cards on each side.
- One of your Infantry units reaches the last row of the enemy Front.

OFFENSIVE WITHOUT SNIPERS (Advanced Mode)

- Play without the Sniper cards on each side. In the REINFORCEMENT action you can retrieve 1 Mortar and 1 Infantry card (2 at a time), or just 1 Infantry card as usual.
- All enemy Officers, Machine Guns, and Rangers are eliminated.

SCOUT

RECOGNITION: if there is an allied Scout in the Front, reveal up to two horizontally adjacent cards (same row) without Shooting. The allied Scout is not revealed.



MORTAR

HOWITZER: reveals the position of an allied Mortar unit and Shoot directly (without first revealing) at an enemy Area Card that is not adjacent, orthogonal or diagonal, to the Mortar unit. The Shot card is not used. If the attacked card is a Decoy it is removed from the Front and replaced by an Empty Area.

MACHINE GUN

OFFENSIVE FIRE: reveal a card adjacent, orthogonal or diagonal, to an allied Machine Gun, without revealing the Machine Gun's position. Also, you can Shoot that card by revealing the Machine Gun. The Shot Card is not used. If the card is a Decoy you must reveal the Machine Gun.



3-4 PLAYERS (Advanced mode)



In **4 Player Games** each side is divided into Snipers and Units. So that each player controls one of this Divisions. It is played by teams.

Turn 1	Player 1	Units	+
Turn 2	Player 2	Units	★
Turn 3	Player 3	Snipers	+
Turn 4	Player 4	Snipers	★

The round is divided into 4 turns, in which the corresponding player can only MOVE (in his entire Front) or use an action from the cards of their Division.

In **3 Player Games** a player leads the two Divisions on the same side. The previous action limitation must be maintained in each turn.

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