

**ESCAPE FROM  
STALINGRAD 2**

**SCENARIOS**

Design by:  
Marco Pecota

POWERED by The GRID Engine  
(Solo Adventure Mode)

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ESCAPE FROM

# STALINGRAD Z

MARCO PECOTA

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**THE GRID**  
TACTICAL COMBAT ENGINE

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**PATHS UNKNOWN**  
MOVE YOUR OWN ADVENTURE

# PATHS UNKNOWN

## MOVE YOUR OWN ADVENTURE

Welcome to the Zombie ravaged ruins of war-torn Stalingrad. The spiral bound book you hold contains all of the campaign scenario adventures in a compact footprint. Gameplay is contained within the discrete boundaries of the open book and the playing surface it creates.

The page your figure is standing on is your character's "present moment in time" and exact location in the larger battle to escape Stalingrad. Past locations, and those of its future, are held neatly stacked beneath their feet, ready for you to explore.

Your heroic, battle-hardened characters, available in token or miniature form, are moved and controlled by you within the confines of each newly discovered page location. This creates a unique and engaging hybrid method of play, that combines the strategies of grid based tabletop warfare with branching story arcs. The situations and scenarios you will encounter in the course of play seamlessly weave the battlefield locations together into the total Paths Unknown experience.

Choices made at key locations on each map will physically shift the characters battlefield location to a new page and new challenges propelling the character's story forward. Wounds, weapons, equipment and experience they have acquired from previous locations carry forward with them into the new scenarios.

At each explored location, your chosen character will be confronted with desperate odds in this forsaken place. Strategy, resource management, luck and a little straight-up violence, will be key elements in your hero's survival. Your adventure starts on the next page.

# F.U.B.A.R

First the terrifying sound and then the shock wave. Artillery shells rocket overhead as buildings behind you collapse in clouds of dust and the smell of pulverized concrete. Your comrades and equipment have all been lost to the heavy bombardment. The artillery barrage mindlessly creeps closer. With no choice, you push onwards as the guttural moans of the encroaching dead echo off of the decimated ruins. Gather your wits and steel your nerve soldier. Move out!

## FORCES

### Characters

One

### Zombie Pool

Beta x 4

Your character starts with no weapons but may have some gear found in the previous scenario. Currently, you are well fed and warm.

## SETUP

- Place your Hero at **A**.
- Place doors on blue doorways.
- Place objective markers on squares marked **O**.

## SPAWN

- Zombies SPAWN at **S**.

## OBJECTIVE

Exit the room through the green arrow doorway.

## SECONDARY OBJECTIVE

Search the two objective squares marked with an **O**. Roll 1d12 to determine the result on the table below. Only one search may be made per objective square. Record findings on your character sheet.

ROLL	RESULT
1-2	Nothing
3-6	1x Ammo
7-10	1x Food
11-12	1x Med Kit

## EXIT

You made it! The artillery strike takes out everything to your rear, as you throw yourself through the open door into another abandoned building. Your moment of triumph is short-lived as you crash headfirst into a rusty beam, turning your vision black as you lose consciousness. Proceed to Scenario #7, WAKE UP - TIME TO DIE.

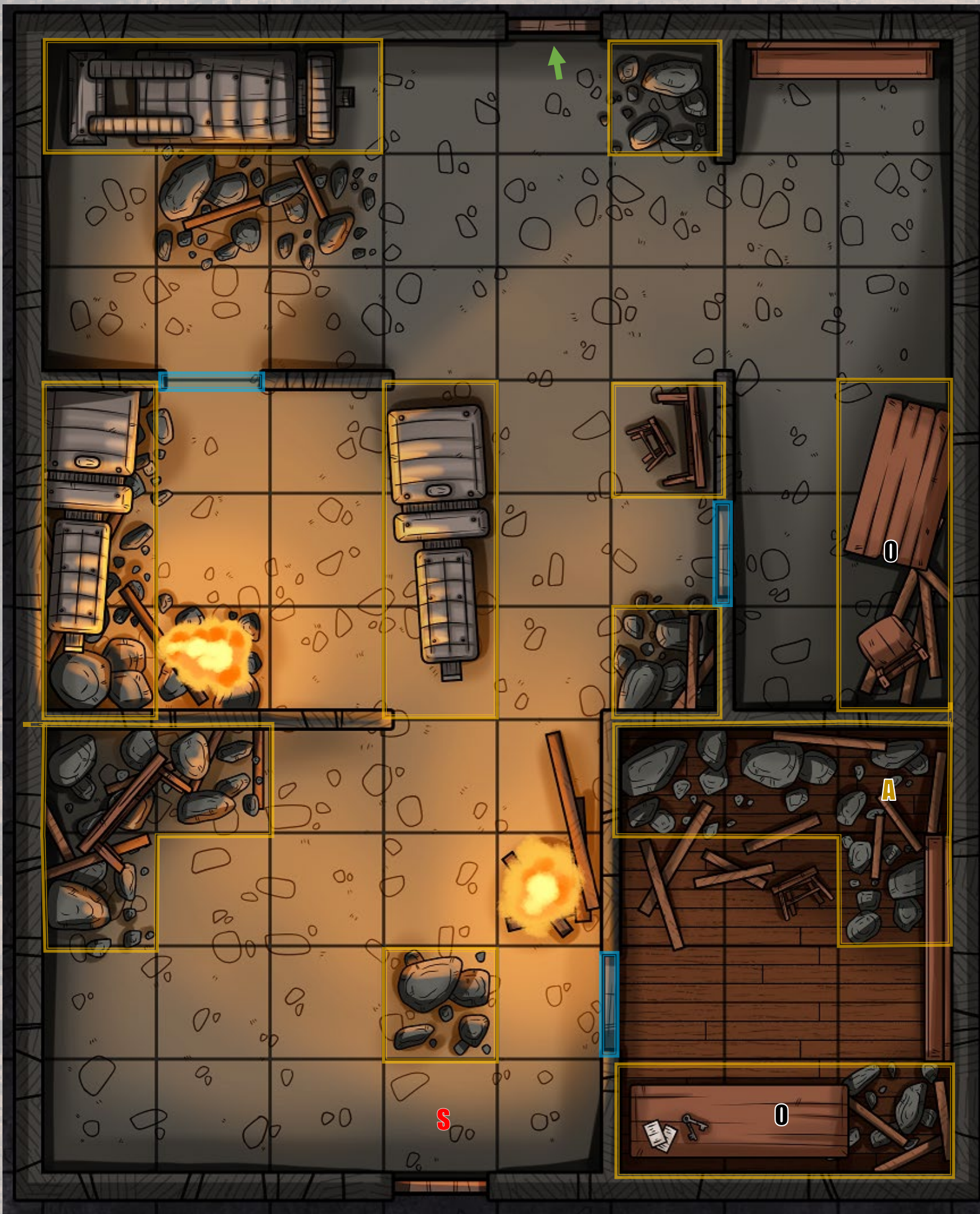
## THINGS TO REMEMBER

- Yellow boxes denote obstacles that cost +1 MPs to move onto.
- You can not move onto fire squares.
- If you search, the character cannot move or attack that activation. You must be beside or on the square being searched.

## WHAT YOU CAN FIND

Add these to your character sheet if you pick them up.





ROUND TRACK

/	/	/	S	S	S	S
---	---	---	---	---	---	---

# A FRIEND WILL BLEED

*You venture through the broken landscape seeking the source of the cries. They seem to echo through the shattered buildings as danger looms behind every corner. As dusk falls you narrow your search, entering a dusty stable.*

## FORCES

### Characters

Two

### Zombies

Beta x 6

Armoured x 1

Kugelfisch x 1

Your original Character carries what they had from the last scenario. If you are performing this scenario after completing the Stash scenario the rescued Character starts with 1 wound inflicted. Mark their Health track appropriately.

## SETUP

- Place your original Character on **A**.
- Place doors on blue doorways.
- Place objective marker on squares marked **O**.
- Choose a new character and place them on C.
- Draw 3 zombie POGs and place one on each of the squares marked with a **Z**.

## SPAWN

- Zombies SPAWN at **S**.

## OBJECTIVE

Rescue Character at **C** and exit room. Move adjacent to the Character and spend your Attack to free them. Draft their character sheet. They start with no weapons, but you may pass them one of yours. Then exit the room using doors at the green arrow.

## SECONDARY OBJECTIVE

Recover new Characters Primary Weapon at **O**. You also find 1 Ammo.

## SPECIAL RULES

Zombies will not move towards the new Character until freed. New character may not be activated until freed.

## EXIT

*Breaking out from the back door you barely have time to catch your breath before the sound of zombie cries reach your ears. Ahead is a stretch of rubble road that seems clear of the dead. If you choose this path go to Scenario #11, MOVE ALONG.*

*Alternatively, your stash, containing a spare weapon and ammo, is still nearby. If you have not searched there yet, you may go to Scenario #9, STASH.*

## THINGS TO REMEMBER

- Kugelfisch pop if they do not take an instant kill. More on them in the rulebook.
- It costs 2 MPs to pass a weapon to another Character. They must be beside each other.

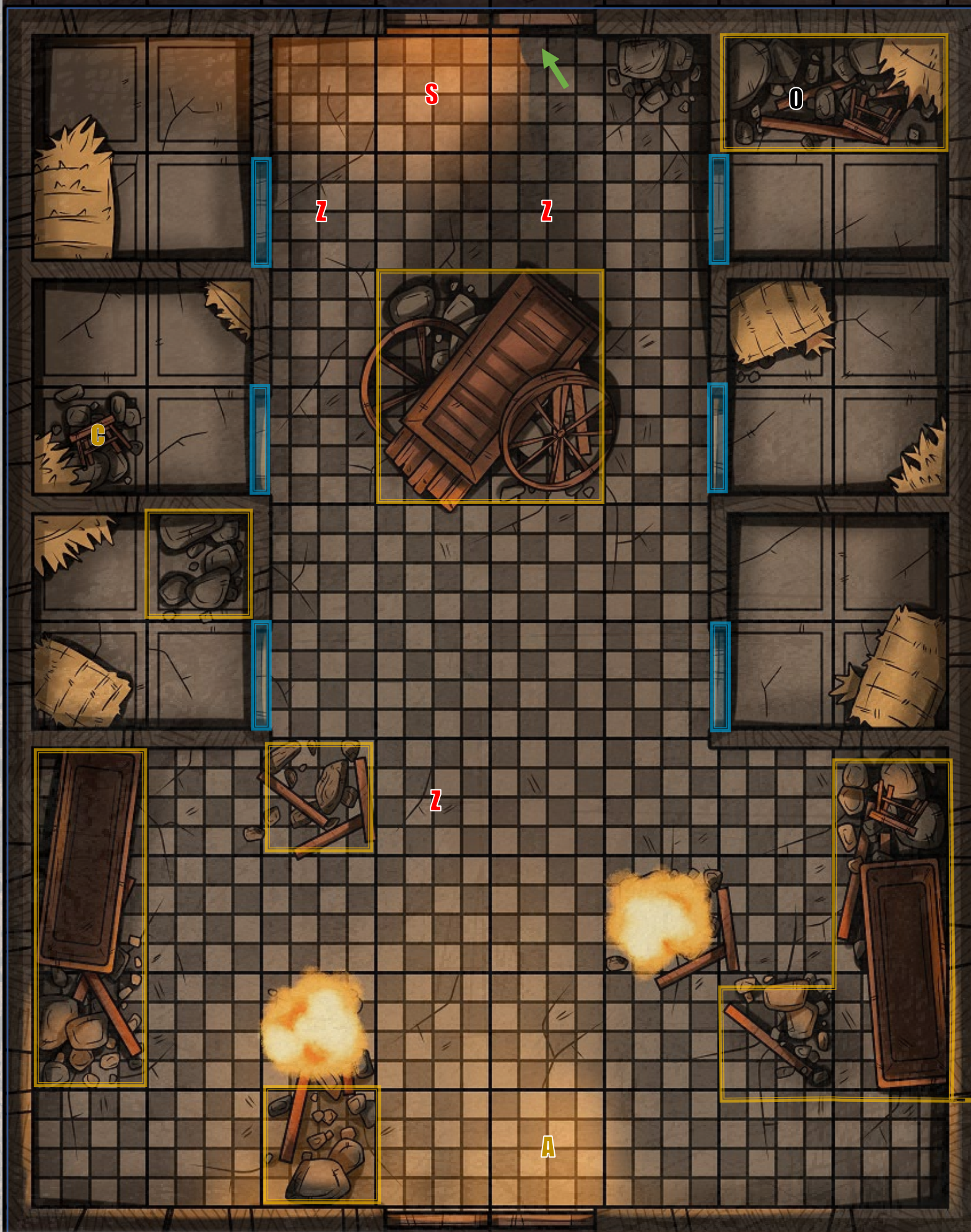
## WHAT YOU CAN FIND

Add these to your character sheet once you pick them up.



Character's Preferred Weapon





ROUND TRACK

/	S	/	S	/	S	/	S	/	S	/	S
---	---	---	---	---	---	---	---	---	---	---	---

# WAKE UP — TIME TO DIE

You wake up, the nightmare of yesterday resurgent. You are unsure how long you have been unconscious. The groans of the dead reach your ears, pushing you to action. You have no weapons but a knife lies close by. Your body aches as you try to stand, steady yourself and take a deep breath. "Wake up!" you tell yourself, "This is no time to die."

## FORCES

### Characters

One

### Zombies

Beta x 8

Armoured x 1

Your character starts with no weapons but may have some gear found in the previous scenario. Currently, you are well fed and warm.

## SETUP

- Place Character at **A**.
- Place objective markers on squares marked **O** and **O2**.
- Draw 3 zombie POGs and place one on each of the squares marked with a **Z**.

## SPAWN

- Zombies SPAWN at **S1** and **S2**.

## OBJECTIVE

Pick up the knife at **O** and exit the through a door with a green arrow.

## SECONDARY OBJECTIVE

There is a **LUGER** lying out in the open at **O2**. You may pick it up along with **1 AMMO**.

## EXIT

There are many choices one has to make in their life. The choice to fight, the choice to flee. The choice to persevere, the choice to concede. These choices lead us down different paths. Today you chose to fight. Today you chose to persevere. Let us see where its path takes you. Please read on and choose to go left or right.

Did you choose **right**? You recognize the surroundings. Close by here is a stash you hid a month ago. Hopefully, it is still intact. Head to Scenario #9, STASH.

Did you choose **left**? You spill out into the dusty daylight. Cries for help can be heard in the not too distant buildings and you decide to head in that direction. The air is brisk, and with anxiety mounting you pick up the pace. Perhaps two is better than one. Head to Scenario # 5, A FRIEND WILL BLEED.

## THINGS TO REMEMBER

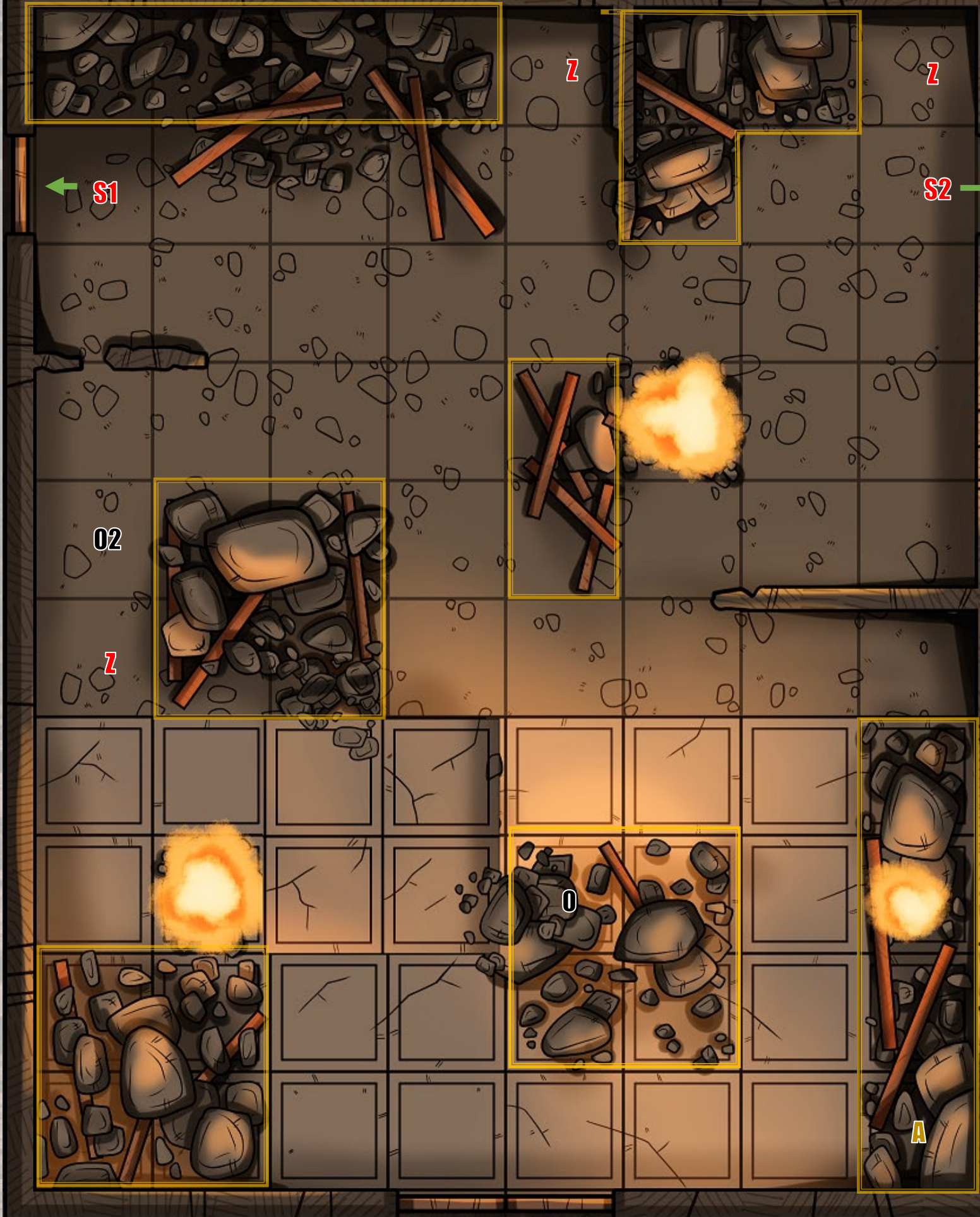
- Don't forget about Covering. You can use it at any time.
- Record your kills for experience.
- Stunned zombies are easier to hit. Apply the -3 to the Hit# when attacking one.
- A second weapon is in off-hand if equipped.

## WHAT YOU CAN FIND

Add these to your character sheet once you pick them up.







ROUND TRACK

/	S1	/	S2	/	S1	/	S2	/	S1	/	S2	/	/
---	----	---	----	---	----	---	----	---	----	---	----	---	---

# STASH

"I hid it here somewhere." There is a lot of shuffling noises coming from just beyond the doors. Carefully creeping in you find a ghoul staring vacantly, it's teeth chattering. Pieces of its face drip around a rotted flesh framed permanent grin. It gives a disgusting sniff, smelling your presence. Looks like this is going to be harder than expected.

## FORCES

### Characters

One or Two

### Zombies

Beta x 9

Armoured x 2

Kugelfisch x 1

## SETUP

- Place Characters at points **A**.
- Place Objective markers on the squares marked **O**.
- Place doors on blue doorways.
- Draw 5 POGs and place zombies on the **Z** squares.

## SPAWN

- Zombies SPAWN at **S1** and **S2**.

## OBJECTIVE

You may exit through either door with a green arrow.

## SECONDARY OBJECTIVE

Find your stash. Search the squares marked with an **O** for gear. When searching, roll 1D12, apply the modifiers & effects listed below, and check the chart below.

- On the natural roll of a 1 or 2 you discover a zombie. Draw and place a POG in the Objective square. If your character is in the square then move your Character 1 square away.
- If this is the last Objective square to be searched then no roll is necessary. Automatically resolve the 11-12 result in the table below.
- Otherwise, add 1 to your roll for each square already searched and consult the table below to see what you find.

### ROLL RESULT

3-8	Nothing
9	1x Food
10	1x Ammo
11-12	Your stash, which consists of the original Character's preferred weapon plus 1x Food, 1x Med Kit and 2x Ammo

## EXIT

You spill out into the dusty daylight. Cries for help can be heard in the not too distant buildings to the right. To the left you can keep moving through the city bringing you closer to escape.

If you go **right** you head to the buildings. The air is brisk and with anxiety mounting you pick up the pace. Perhaps two is better than one. Head to Scenario # 5, **A FRIEND WILL BLEED**.

If you chose **left**, you exit into the morning sunlight. You must press on. Go to Scenario #11, **MOVE ALONG**.

## THINGS TO REMEMBER

- If you use up all of the zombie POGs simply add all the discards back into the Zombie Pool.
- Do not flip the POG until you have LOF to the zombie.

## WHAT YOU CAN FIND



Heroes' preferred weapon





ROUND TRACK

/	S1	/	S2	/	S1	/	S2	/	S1	/	S2	/	/
---	----	---	----	---	----	---	----	---	----	---	----	---	---

# MOVE ALONG

Your heart is pounding as you race down one alley after another. Every turn brings you face to face with the dead and their cries. You search desperately for an escape. Up ahead; an intact building. The door is ajar. You make a break for it as the zombies close in. Smashing your way in you find three decrepit zombies twisting their necks to get a good look at you.

## FORCES

### Characters

One or Two

### Zombies

Beta x 9

Armoured x 3

Kugelfisch x 2

Alpha x 1

## SETUP

- Place Characters at points **A**.
- Place doors on blue doorways.
- Draw 8 POGS and place zombies on squares marked **Z**.

## SPAWN

- Zombies SPAWN at **S**.

## OBJECTIVE

Exit room at green arrow door.

## SECONDARY OBJECTIVE

Search the Alpha Zombie body. Roll 1d12 and check the chart below.

ROLL	RESULT
1-2	1x Food
3-9	1x Ammo
10	2x Food
11	2x Ammo
12	1x Med Kit

## SPECIAL RULES

When the Alpha Zombie is killed, flip and place the Alpha Zombie POG on the square it was killed on to represent its body. See Secondary Objective for further details.

## EXIT

You have made it out of the building and race through more rubble buildings and alleys. Up ahead there seems to be an opening onto a public square. Zombies behind you, you press forward. Go to Scenario #13, THE FOUNTAIN.

## THINGS TO REMEMBER

- Place zombie POGs face down, so you do not know what kind of zombie it is until revealed.
- The Alpha zombie grants all zombies on the board 2 MPs once it is revealed.
- The first kill on an Alpha zombie turns it into a Beta zombie.
- A character doing a search cannot move or attack during that activation.

## WHAT YOU CAN FIND

Add these to your character sheet once you pick them up.



