The Battle of Stalingrad 1942



8016



OBJECTIVES: The Russians must Control ≥ 7 building/rubble hexes in hexrows A-B OR they must Control \geq 11 building/rubble hexes in hexrows C-E at Game End.

Replace the Russian 9-0 Commissar with a 10-0.

SCENARIO RULES:

1. EC are Moderate with no wind at Start.

2. The Russians are MOL capable (A22.6) and may designate one building Location as Fortified (B23.9).

STALINGRAD, SOVIET UNION, 11 October 1942: As the German Generals pored over their maps, Yeremenko stepped in and ordered a counter-attack against the western outskirts of the Tractor Works, which was launched by the 37th Guards and one regiment of Gorishny's division on the 11th . T-34 tanks from the Russian 84th Tank Brigade carried Soviet soldiers into the fray. For their part, the German infantrymen loathed house-to-house fighting. And their generals, often far outside the city, had no idea what they were sending their men into. Sometimes the enemy was physically unrecognizable, with every man's uniform impregnated by the same dun-colored dust. The Russian commanders moved their men as close to enemy lines as possible, to make it harder to safely bomb and shell the Russian troop concentrations. The battle degraded into countless murderous confrontations, and visibility was never more than 100 meters during much of the battle. Still skilled at the combat arts, the German soldier largely lost his tactical advantage in a battle that became more and more to the liking of his enemy.



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OBJECTIVES: The Russians must Control ≥ 3 of the following building/ rubble hexes (all Locations of multi location hexes) in the German set up area at game end: G10; G11; H10; B6; B7; L7; and L8 OR the entire J1-J7 factory.

2. The Russians are MOL capable (A22.6).

3. The Russian player must chose ONE of the two reinforcement groups to enter play. The other is discarded.

4. The Germans receive Air Support (E7) in the form of two M42 Stukas w/ bombs (as per SSR RB9).

The Germans may designate one building Location as Fortified (B23.9).

STALINGRAD, SOVIET UNION, 12 October 1942: The Russian attack smashed into the soldiers of the 389th Infantry and 14th Panzer Divisions along the southwest side of the factories, and gained but a little ground in an immense blood-letting. The attack was quite a success in Stalingrad terms-Zholudev's men gained 300 yards and Gorishny's 200 after fighting through the 13th. After this attack, another lull settled over the battlefield as both sides regrouped. The Soviets frantically grabbed as many tongues (German prisoners) as possible, and slowly figured out the VI Armee plan. Von Paulus would launch an attack directly against the Tractor Works that would sweep to the Volga and cut Stalingrad in two, threatening Soviet lines of communications.



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bombs (as per SSR RB9)

End. The Russians win immediately if ALL German AFV are eliminated/ immobilized.

STALINGRAD, SOVIET UNION, 7 October 1942: Relatively unscathed by the pre-assault bombardment, the menacing structure which stood at the western edge of the Tractor Works was simply labeled the Administration Building on all of the German maps. It stood as a bulwark against the 389th Infantry Division's first assault, with automatic weapons fire pouring from every window. The Germans threw armored support into the fray and Stukas rained down bombs, smashing into the buildings below. The fighting soon deteriorated into the usual room-by-room affair amid the rubble. Unlike the attack of the 6th, LI Corps artillery and the Luftwaffe helped the Wehrmacht push the Guardsmen out of the Administration Building, and back toward the heart of the factories.





★ The Russians must Control ≥ 10 hexes of the J13-M16 Factory

SCENARIO RULES:

1. EC are Moderate with no wind at Start.

2. The first German MMC that passes a morale check caused by enemy fire/ any form of attack immediately becomes Fanatic (A10.8).

3. The Germans receive one module of 81mm Battalion Mortar OBA.

4. The Russians receive Air Support (E7) from one 1939 'PO-2' FB w/bombs. Use the following capabilities for this aircraft: Bomb HE equivalency is 100; Dogfighting ROF is 0/1 (bombs/no bombs); MG FP: 8.

Note: German and Russian set up areas may result in opposing units setting up adajcent.

STALINGRAD, SOVIET UNION, 2 December 1942: Operation Uranus took the German High Command completely by surprise. Attacking in great strength far from Stalingrad, the Russians managed in just a few days to not only trap the German units in the city itself, but also most of the German and Axis units on both flanks. The Germans reacted slowly, and those units in the path of the encircling attack were smashed. Not a narrow breakthrough but a huge link-up of Russian forces resulted. After another day of fruitless attacks in the city, the German command under General von Paulus called off offensive action and went over to the defensive as the German perimeter was gradually squeezed back. By early December, the Tractor Works was again in the front lines, this time full of miserable remnants of many German units facing fresh and confident Russian troops. The Russian 62nd Army, still clinging to life and a thin thread of land along the Volga, began to push back against the Germans, mostly using small storm groups. By this point, the Germans had a hard defense line in depth-rows of wire, pillboxes, earthworks, mines and fortified buildings. German soldiers mostly sat in their underground warrens, trying to stay warm and only firing back when attacked. Fighting was mostly limited to small areas, but was as vicious as always. Little ground was gained and progress was measured not by yards, but by corpses.

OBJECTIVES: The Russians must Control ≥ 12 hexes of the J13-M16

Factory (B23.74) at Game End.







OBJECTIVES: The Germans must Control \geq 3 multi-hex buildings in the Russian set up area at Game End.

EC are Moderate with no wind at Start.
The Russians may designate one building Location as Fortified (B23.9).

STALINGRAD, SOVIET UNION, 14 October 1942: By dusk on the 14th the Germans had surrounded the tractor Works on three sides. The victorious Sixth Corps would soon be reporting the destruction of twenty enemy tanks and the capture of 1,028 prisoners along with scores of mortars and artillery pieces. Hitler would boast to his cronies in the *Burgerbraukellar* that all Germany controlled all but small pockets of the city. But the fighting raged on in the complex on the Volga as small groups of soldiers hunted one another down with flamethrowers facing down Soviet 76mm 'Stalingrad Street Fighter' howitzers at point-blank range.





Add a 9-1 leader and a .50 cal. HMG to the Russian OB.

SCENARIO RULES:

1. EC are Moderate with no wind at Start.

2. The Russians are MOL capable (A22.6).

3. One Russian OT-34 sets up Immobilized (D8.1). The exact location of this immobile AFV is concealed from the opponent by setting up FOUR OT-34 (or any T-34 counter) tanks. A side note is made of which one of the four is the immobile OT-34. Once it is revealed via firing (or any Concealment Loss [A12.14] activity), the dummy AFVs are flipped to their wreck sides. Any dummy AFV may be revealed as such by any Concealment Loss result against it-flip it to its wreck side once revealed.

STALINGRAD, SOVIET UNION, 15 October 1942: In reality, the battle for the Tractor Works devolved into countless deadly firefights between small groups of men, or even individuals, as they fought for stairways and rooms in the smashed buildings. Brutal handto-hand duels with bayonet, knife, and shovel raged amid the debris. Neither side took many prisoners. The fighting all over Stalingrad had developed into what the German infantry nicknamed Rattenkrieg-the war of the rats.

OBJECTIVES: The Germans must Control ≥4 of the following buildings at Game End: B6/B7; E4/E5; E6/E7; L4/L5 and L7/L8. If the Germans also Control buildings C1-E2 and/or J1-J7, they count as TWO buildings EACH towards victory.

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OBJECTIVES: The Germans must have ≥ 2 AFVs (not half-track) *AND* ≥ 2 Good Order squads/equivalents in any hex on/between hexrows H-M at Game End. The Russians win immediately upon eliminating/immobilizing ≥ 7 German AFVs (including half-tracks).

SCENARIO RULES:

EC are Moderate with no wind at Start.
The Russians are MOL capable (A22.6).

STALINGRAD, SOVIET UNION, 14 October 1942: The attack on the 14th featured more than 200 German tanks directly assaulting the Tractor Works. As the fighting moved through the factories the Russians showed off their new anti-tank techniques, creating 'killing zones' by mining streets and preparing ambushes using camouflaged anti-tank and dug-in T-34 tanks. Channeling the panzers into these zones amongst the shattered buildings slowed the German rush repeatedly as the fighting wore on.



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lents in Factory (B23.74) Locations at Game End.

3. The Russians are MOL capable (A22.6).

STALINGRAD, SOVIET UNION, 14 October 1942: Over the course of October 14 and 15, the 84th Tank Brigade claimed to have destroyed thirty German medium and heavy tanks at a cost of eighteen of their own. Lieutenant Gonychar of the 37th Guards was credited with dispersing an attack with only four soldiers and a captured machine gun under his command. Nonetheless, these heroic efforts would not save the Tractor Works. By the end of 15 October, only small pockets of Russian resistance remained in the complex. These last hold-outs were all winkled out over the next few days. Once captured, the Dzerhezinsky Tractor Works became a backwater in the Battle of Stalingrad. But for only a short time. As the fighting for the factories to the south raged, German units arrayed themselves on the west bank of the Volga to interdict the movement of Russian supplies and reinforcements on the river. Several headquarters set up shop in the Tractor Works, since they still provided good cover and extensive space underground.





SCENARIO RULES:

1. EC are Moderate with no wind at Start.

2. The Russians are MOL capable (A22.6).

3. The Germans receive two OBA modules, one of 150mm (HE only) and one of 105mm (HE and Smoke). Both have Plentiful Ammunition.

4. Hexes J1-J7 are considered ONE Factory for set up purposes.

STALINGRAD, SOVIET UNION, 7 October 1942: The first stage of the battle, through September, left the factory district off lightly, though the Germans made some efforts in the factory area on September 27th. The Tractor Works area saw only sporadic fighting for the next few days, and the 115th Special Brigade of workers was heavily reinforced by the 37th Guards Rifle Division and elements of the 84th Tank Brigade. The Sixth Army was quiet until 6 October, when the Germans attacked the Tractor Works directly with the 14th Panzer Division coming from the southwest and the 60th Motorized Infantry from the west. The masses of tanks with accompanying infantry pressed Zholudev's 37th Guards Riflemen pressed slowly back, but not without a heavy toll being exacted from the attackers. A lull settled over the area after a fantastic success by a rapid-firing Soviet Katyusha rocket battery—it wiped out an entire German battalion (some 600 men) of the 60th west of the railway bridge over the Mechetka. In the heat of the action, the German 103rd Panzer Grenadier Regiment cut straight through to the Volga bank on the south side of the Tractor Works. Radioing their success to headquarters, the Germans were able to achieve their aim of reaching the Volga and cutting the

OBJECTIVES: The Germans win at the end of any Game Turn that they

Control all ground level hexes of ≥ 6 multi-hex buildings/factories. The

Russians win immediately if ALL German AFVs are eliminated/immobi-

lized.

Russian defenses in two, albeit at a high cost. But they must have been puzzled by the continued strength of the defense. No longer could the Russians be bullied into surrender just by being surrounded. In Stalingrad the rules were different.



2. The Russians are MOL capable (A22.6).

The Germans may designate three building Locations as Fortified (B23.9).
The German player may designate two 8-3-8 squads/equivalents as Assault Engineers (H1.22).

SOUTH OF THE BARRIKADY, STALINGRAD, 15 November 1942: Just south of the Red Barricades factory complex lay the battered remains of the Soviet 95th and 138th Rifle Divisions, clinging amid the former workers housing. The Germans, reinforced in recent days with 150mm assault-guns and Pioneer units specialized in city fighting, launched yet another attack to break through to the Volga. It was not to be. The Russians had quietly been building up local fortifications and the German assault was met by withering fire. Nevertheless, the heavy assault-guns clanked into position, engaging the enemy at point-blank range. Their support allowed friendly troops to enter the complex to initiate what devolved into a savage room-by-room engagement. Russian lines were on the verge of collapse when tank support arrived, quickly stabilizing the front. Both sides continued to feed more men into the maelstrom. The arrival of German pioneers tipped the balance in their favor. While opposing tanks engaged one another muzzle-to-muzzle, casualties increased dramatically amidst the hiss of

OBJECTIVES: The Germans must Control \geq 4 factories in the Russian

set up area at Game End.



flamethrowers and ground-shaking blasts of TNT. The Germans fought their way to the east end of the complex. At the last moment, hastily gathered scratchunits from the Soviet 1053rd Rifle Regiment arrived at the scene of the slaughter. Bled white, German soldiers went to ground. The high-water mark of the German offensive in the east had been reached.