



World War II Wargames Rules

**ACTION**  
SECOND EDITION



# CAMPAIGN STALINGRAD









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**BOLT ACTION**<sup>®</sup>  
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# CAMPAIGN: STALINGRAD



#### **OSPREY GAMES**

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# INTRODUCTION

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This campaign book is a supplement to the tabletop wargame *Bolt Action*. *Bolt Action* is a 28mm scale tabletop wargame depicting World War II combat. This campaign book seeks to help wargamers recreate the incredible struggles between the German *Wehrmacht* and the Soviet Red Army for control of the region between the Don and Volga rivers – ultimately centring on the city of Stalingrad. This six-month-long battle saw some of the fiercest fighting of the war, with each side losing hundreds of thousands of men and culminating in the encirclement and eventual destruction of the German Sixth Army. While this book provides a historical overview of the Stalingrad campaign, its primary purpose is to provide new scenarios, rules, and inspiration to help wargamers bring this bitter struggle to life on the tabletop.

This book covers the southern region of the *Ostfront* from August 1942 to February 1943 including:

- The opposed crossing of the Don River
- The dash to the Volga river by German mobile divisions
- Soviet counter attacks against the German cordon of Stalingrad
- The fighting for control of the city of Stalingrad
- Operation *Uranus* and the subsequent encirclement of the German Sixth Army
- Operation *Winter Tempest*: Manstein's attempt to break the encirclement of the Sixth Army
- The final destruction of the Sixth Army

Soviet Maxim MMG Team



## TIMELINE

August 23, 1942 – The German Sixth army crosses the Don.

August 23, 1942 – Massive bombardment of Stalingrad by the Luftwaffe.

August 23-30, 1942 – Battle for the northern outskirts of Stalingrad.

September 5, 1942 – Zhukov attacks the northern cordon of Stalingrad.

September 13, 1942 – Main assault on Stalingrad begins.

September 16, 1942 – Fight for the Grain Elevator begins.

September 28, 1942 – Pavlov's House is occupied by Soviet forces.

October 2, 1942 – The supposedly empty oil tank farm near General Chuikov's Headquarters is hit by artillery and explodes, sending a cascade of burning oil into the Volga.

October 14, 1942 – The German assault on the factory district begins.

October 14, 1942 – Soviets begin to challenge German air dominance.

November 9, 1942 – Operation *Hubertus* is launched – German Pioneers push through the factories.

November 14, 1942 – The Volga becomes impassable due to flowing ice.

November 19, 1942 – The northern pincer of Operation *Uranus* is launched.

November 20, 1942 – 48th Panzer Korps is sent in as

reserve to stop northern pincer.

November 20, 1942 – The southern pincer of Operation *Uranus* is launched by the Stalingrad Front.

November 22, 1942 – Soviet forces take Kalach bridge, encircling the German Sixth Army.

November 24, 1942 – Airlift to *Der Kessel* begins.

December 3, 1942 – Soviets retake the L-shaped House in Southern Stalingrad.

December 12, 1942 – Operation *Winter Tempest*, the relief attempt of the German Sixth Army, begins.

December 15, 1942 – Fierce tank duels occur at Verkhne-Kumskii between Manstein's relief force and the Soviet 51st Army.

December 16, 1942 – The Volga river freezes over.

December 20–24, 1942 – The decisive moment for the German breakout of the Stalingrad pocket (Operation *Thunderclap*) comes and goes.

December 16, 1942 – Operation *Little Saturn* is launched, crushing the Italian 8th Army.

December 24, 1942 – Operation *Winter Tempest* is suspended.

January 10, 1942 – Operation *Ring*, the plan to destroy the encircled German Sixth Army, is launched.

January 10, 1942 – Mamayev Hill is retaken by Soviet forces.

February 2, 1942 – The German Sixth Army surrenders.



# PRELUDE

As spring 1942 dawned across the Eastern Front, the battered Wehrmacht emerged from their winter dugouts and sought to shake off the nightmares that winter had brought. The Russian winter of 1941 had come as an unpleasant surprise for the German army, who were ill-prepared for the sweeping torrents of wind and snow, for temperatures that could kill man and horse or freeze the components of vehicles solid. By the time the weather turned in October 1941, the German army had already reached the end of their logistical tether. The dramatic victories of the summer meant that most German divisions had been on the march continuously since the launch of Operation *Barbarossa* in June. Infantry divisions were exhausted and understrength from months of marching and fighting. The prized Panzer divisions were in little better shape, with some reduced to only a handful of operational tanks.

When the first snows arrived, the inexorable German advance was reduced to a crawl. Without proper winter equipment, and facing hardening Soviet resistance, the German victory march was finally stopped outside Moscow. What followed for the average German *landser* (enlisted soldier) was months of hell, fighting off determined Soviet attacks in freezing cold conditions.

The Soviets, rightfully understanding the immense advantages provided by the weather and the ragged condition of their enemies, took the opportunity to launch repeated punishing attacks on the German army, driving them back from the gates of Moscow and stretching them to the breaking point. Hitler, mindful of the ruinous flight of Napoleon's *Grande Armée* from Moscow 130 years earlier, ordered all units to hold fast. Those facing the brunt of Soviet counterattacks formed "hedgehog" all-around defences, allowing the Soviets to flow around them.

In this respect, Hitler's instincts were correct. The Red Army did not yet possess the strength to force and exploit a decisive breakthrough that would create an irrecoverable breach in the German lines. Instead, the Soviet army was largely confined to localised advances, pushing the weakest parts of the German line westward while the strong points held their positions. The result was a front line that by 1942 resembled the craggy profile of a Norwegian fjord. Despite not achieving a decisive result, the moderate successes of the Soviet winter campaign greatly bolstered the opinion of the Red Army within Stavka. After months of humiliating defeats, the Red Army had finally bloodied the nose of the heretofore invincible Wehrmacht – although at a ghastly cost to their own forces.

Hitler's forces speed towards Stalingrad



## STATE OF THE BELLIGERENTS

By January 1942, the German army on the *Ostfront* had suffered over 900,000 casualties in their campaign of conquest over Stalin's communist regime. These casualties were not easily replaced, and the total manpower strength of the German army on the eastern front dropped from 3 million to 2.5 million men. Tens of thousands of trucks and hundreds of thousands of horses were also lost. The Luftwaffe wrote off nearly 5,000 planes. Try as they might, the Wehrmacht never truly recovered from the steady attrition of men and equipment suffered during the opening stages of the war with the Soviet Union. Nearly all German infantry divisions were obliged to reduce the number of infantry battalions on their rosters from nine to six. Artillery allocations were reduced 25%. Many Panzer divisions had only enough tanks to equip a single armoured battalion, rather than the three they had prior to the start of Barbarossa.

The Soviet Union had taken a staggering number of casualties in the opening months of the war. By December 1941, much of the original Red Army had been destroyed. Nearly seven million Soviet soldiers had been killed, wounded, or captured. Yet the unprecedented ability of the Soviet Union to replace destroyed divisions and armies confounded German planners. For every formation the Germans destroyed, another immediately stepped forward to take its place. By their calculations, the Soviet Union, having suffered unheard of losses of men and material, should have capitulated long ago. Yet while the losses of 1941 were a major blow to the Soviets, they possessed the reserves and industry to replace losses on a scale that Germany could never match.

To Hitler and the rest of OKH (*Oberkommando des Heeres*. Translation, Upper Command of the German Army), it seemed inconceivable that the USSR could survive another campaign season like that of summer-autumn 1941. Stalin and Stavka, however, saw the weakening conditions of the German army and planned offensives of their own, not realizing how much strength the Wehrmacht could recover once the crippling winter conditions subsided. So it was that by the spring of 1942, both Hitler and Stalin were convinced that they were one knockout blow away from complete victory. With this in mind, Stavka and OKH were each feverishly at work on the spring offensive that would bring their opponent to their knees.

## PLANNING THE OFFENSIVES

In Stalin's mind, the most likely place for a new German offensive in 1942 was a renewed push on Moscow. There were several considerations that made a northern push attractive to the Germans. First, of course, was the idea of taking the Soviet capital and the control apparatus that

operated from it, which had been a primary objective during Barbarossa. Second, the prospect of finally conquering Leningrad and linking up with Finnish forces on the Karelian peninsula was appealing. The obstinate city had already been under siege for months yet continued to hold out, thereby tying down a large number of German units. Finally, the Soviet winter counter-offensives had turned the northern lines into a twisted mess. Straightening the line would significantly shorten the total area of the line, freeing up forces for use elsewhere.

However, despite these potential benefits, the German high command was looking southward for their next offensive. Hitler, with his tendency to think in economic terms, saw an opportunity to seize the immense oil reserves from the Caucasus region and use them to fuel his oil-starved empire (while simultaneously depriving the Soviets of their primary supply). These hopes had been inflated through the prodding of Air Marshal Hermann Goering (who had fingers in many pies throughout the Reich, including the German oil industry). Goering, true to form, greatly exaggerated to Hitler the timeframe in which captured oil wells – even those that had been sabotaged – could be turned around for German use.

Unrealistic expectations for a bounty of oil notwithstanding, there were other considerations that made a southern offensive desirable. Even if the Caucasus oil fields could not be immediately put to use, simply denying Soviet access to them would significantly hurt the Soviet war effort. Despite having demonstrated their ability to continuously generate new formations, German high command still adhered to the idea of defeating the Soviets through the encirclement and destruction of Soviet armies. As such, the open steppe of Ukraine was much more suitable terrain for mobile pincer movements than the forested regions around Moscow and Leningrad. Plus, since Stavka had massed much of their strength near Moscow in anticipation of a renewed German offensive, the southern front did not have the forces necessary to resist a determined German offensive.

## SECOND BATTLE OF KHARKOV

Stavka, meanwhile, was at work on a southern offensive of their own. Marshal Timoshenko, cavalry officer and veteran of the Russian Civil War, pushed forth a plan to encircle a large number of German units by utilizing a salient south of Kharkov combined with a northern pincer. The plan was doomed to fail for several reasons. First, assumptions that German forces would remain as understrength and poorly supplied as they had been during the winter were proved incorrect. In fact, the majority of the German reinforcement efforts during the spring of 1942 had been allocated to Army Group South in anticipation of the upcoming offensive. Secondly, the







Soviet units themselves were not nearly ready to undertake such an ambitious operation. Many of units thrust into battle were newly created, half-trained, and missing much of their equipment. Timoshenko admitted that, by his own reckoning, his rifle divisions were missing nearly half their allotted rifles and three-quarters of their machine guns. Nevertheless, the plan went ahead anyway.

Despite the training and equipment shortcomings of the Soviet forces, the beginning stages of the offensive, launched on May 12th, were a surprising success. As a preview of what was to come later, Soviets chose to smash through the weak auxiliary divisions of Germany's allies. In this instance it was the Hungarians who took the brunt of the attack. As the Hungarians collapsed, a yawning hole developed in the German line through which Soviet cavalry and tank brigades poured. The timing of the attack caught the Germans off-guard, as they were still in the midst of planning their own offensive.

The success didn't last long. The northern pincer quickly became bogged down against dug in German defences. The southern salient, meanwhile, continued to grow longer and more stretched-out as Soviet forces advanced westward. Unbeknownst to Soviet commanders, German divisions were massing for a counterattack along the southern flank that threatened to cut off the entire Soviet advance and leave them stranded behind German lines.

On May 17th the Germans struck, quickly punching through the weak Soviet line in the south with 11 divisions, supported by masses of Luftwaffe planes. For two days Soviet leaders did little to counter this dire threat on their flank. On May 19th, Timoshenko belatedly realised the danger his forces were in and began to organise a withdrawal, but communication and control over his forces had broken down. Each division had to act on its own.

In the chaos, three Soviet armies were encircled. A desperate breakout was attempted two days later, but the fate of the men in the salient was sealed. The encircled Soviet troops were battered from all directions in an ever-shrinking pocket. Over the course of three days the pocket was liquidated. 300,000 Soviet soldiers were killed or captured and 1,200 tanks lost. Kharkov had become one of the largest disasters of the war for the Soviets, and left the southern flank of the Soviet line extremely vulnerable to the upcoming German offensive.

German Heer Kradschützen



## CASE BLUE LAUNCHED

The Soviet attack at Kharkov, although unsuccessful, had at least managed to interrupt the intricate plans OKH had laid out for the late spring of 1942. As such, timetables were pushed back to account for the time needed to repel and destroy Soviet forces around Kharkov. Throughout June, small operations were launched to place Army Group South in position for their upcoming offensives. The weakened Soviet forces could do little to oppose them.

Case Blue called for Army Group South to be split into two forces – Army Group A, which would head south to capture the Caucasus oil fields, and Army Group B, which was responsible for the eastern thrust, including Stalingrad. The city, however, did not figure prominently in the overall objectives of Army Group B. In fact, the only mention of it in the initial plan was limited to: "Every effort will be made to reach Stalingrad itself, or at least to bring the city under fire from heavy artillery so that it may no longer be of any use as an industrial or communication centre." During the course of the campaign, however, the city increasingly became the focus of German efforts – to the detriment of the other original objectives.

Case Blue was planned to take place over four stages: Blue I, Blue II, Blue III, and Blue IV.

Blue I was to set up the subsequent stages by pushing east from Kharkov and Kursk, then turning south to Voronezh and the Don River. Opposing this was the battered remains of the Soviet forces that had managed to escape the Kharkov disaster. The first stage of Case Blue was launched on June 28th with a heavy artillery barrage followed by the advance of 68 German divisions. The weakened Soviet formations opposing them were quickly put to flight and several more Soviet armies were cut off and destroyed. In 15 days German forces advanced nearly 200 kilometres, shattering every Soviet defensive line they encountered and encircling a respectable number of Soviet divisions. But German quartermasters struggled to find ways to fill the growing deficit of men and equipment that only increased with every kilometre the army moved into the unending steppe.

## PIVOT SOUTHWARD

After the eastward thrust of Blue I, Blue II called for a turn southward to secure Rostov and fill out the remainder of the Don bend, which was to be the primary defensive line for Army Group B. From Voronezh, the Don flows largely south, but then turns east near Kalach, coming within 45 kilometres of the Volga before turning southward again, and then finally westward where it terminates in the Sea of Azov. This large J shape is known as the Great Bend. The west bank of the Don, as with many Russian rivers, is

1. Timoshenko launches his offensive out of the Barvenkovo Salient just as Army Group South is preparing for Operation *Friedericus*. Bock counterattacks and destroys three Soviet armies and 600 tanks.
2. Operation *Blau* begins on 28 June 1942 with Hoth's 4th Panzer Army advancing towards Voronezh, supported by von Weich's 2nd Army. Voronezh Front is set up on 2 July under Golikov.
3. Army Group South splits into Army Groups A and B (9 July).
4. Führer Directive No. 43 orders Manstein's 11th Army across the Kerch Strait (11 July).
5. German mountain troops plant the national flag on Mount Elbrus, the tallest peak in the Caucasus Mountains (21 August).
6. Paulus' 6th Army approaches Stalingrad (31 August).
7. Transcaucasus Front takes over all remaining Soviet forces in the Caucasus area (1 September).
8. The Stalingrad Front divides and becomes the Southwest Front under Vatutin.
9. The Stalingrad Front becomes the Don Front under Rokossovsky.
10. The remainder of the Stalingrad Front is absorbed by the recently formed Southeast Front which becomes the Stalingrad Front under Yeremenko, with Gordov his deputy (28 September).





much higher than the east bank and the steppe of this area is criss-crossed by many smaller rivers and numerous *balkas* (ravines). There are few roads or rail lines. It was along this large winding front that OKH decided to anchor all their southern offensives.

The second stage of Case Blue began in earnest by mid-July, once again beginning with an encouraging start for the Germans. The weak Soviet defences were quickly driven back. General Timoshenko understood the danger to Soviet forces and ordered a general retreat to better defensive positions. German forces followed hard in pursuit, although fuel was already running low throughout Army Group B. Once again, as in the early days of Barbarossa, the German army swept all before them with their lightning panzer manoeuvres. Time and again, Soviet forces fell back south and east, only to find the Germans had arrived there first. Hitler, excited by the prospect of encircling vast numbers of Soviet troops, redirected German forces from their eastward objectives to concentrate on Rostov in the south. When Field Marshal Bock, commander of Army Group B protested, he was replaced by Field Marshal Weichs. Hitler envisioned entire Soviet armies pressed against the sea of Rostov, clearing the way for an unopposed march into the Caucasus.

By July 22nd, the important rail and sea hub of Rostov – where the Don empties into the Sea of Azov – was surrounded by German armoured units. Despite how promising the situation looked on a map, however, on the ground the encirclements the German army were accomplishing were illusory. The infantry could not keep up, leaving the encirclements porous enough that most Soviet formations were able to escape. Unending supply problems required frequent pauses by the German mobile divisions in order to receive fresh parts and fuel. The net result was that, while they sent two entire Soviet Fronts into headlong retreat, those forces were largely able to escape and reform when they reached friendly lines further to the east.

As stage II of Case Blue came to a close, approximately 150,000 Red Army soldiers had been captured by the advancing German forces and another 350,000 killed or injured. Despite these impressive numbers, they paled in comparison to previous offensives. Increasingly, Red Army soldiers were inclined to conduct fighting retreats rather than surrender.

## DIRECTIVE NUMBER 45

Although the generals of Army Groups A and B were perturbed by the escape of many Soviet forces, Hitler was pleased by the progress of the offensive. Rather than completing the eastward march to Stalingrad and then launching the southward thrust into the Caucasus,

he decided to do both simultaneously. In Directive No. 45, Hitler ordered Army Group B to seize Stalingrad to the east while Army Group A advanced southward to take the oil fields. In this new directive Stalingrad took a larger importance than it had in previous plans. Army Group B was now ordered to “thrust forward to Stalingrad, to smash the enemy forces concentrated there, to seize the city, as well as cutting off the neck of land between the Don and the Volga”.

Despite the upgrading of Stalingrad’s importance, much of the Fourth Panzer Army, which had been slated to work in conjunction with the Sixth Army to take Stalingrad, was transferred over to Army Group A in the south. The directive also ordered Army Group North to complete the conquest of Leningrad by September; to this end, much of 11th Army stationed in the Crimea was shipped north to aid in this task, depriving the southern drive of potential reinforcements. By diluting his available forces over so many distant objectives, Hitler was ensuring the failure of all of them. Army Groups A and B could only field 53 infantry divisions and 16 mobile divisions to cover a thousand-kilometre front. Soviet forces along that same





front totalled over 100 infantry divisions and the equivalent of 25 mobile divisions. The Wehrmacht was no longer powerful enough to be strong everywhere, and rather than consolidating their remaining power into a single axis of advance that the Red Army could not resist, that strength had been parcelled out into several concurrent offensives.

General Friedrich Paulus, in command of Sixth Army, was assigned the task of clearing Soviet forces from the Great Don Bend. Against him were ranged the 62nd and 64th Soviet armies. To eliminate Soviet opposition, Paulus planned to pierce the flanks of the Soviet armies, capture the bridges behind them, and trap them on the German side of the river. With these armies destroyed nothing would stand between his forces and Stalingrad. On July 22nd, he launched his attack.

Unfortunately for the Soviets, chaos reigned in the higher ranks. Stalin had finally lost faith in Timoshenko and dismissed him from command, promoting General Gordov to command the Stalingrad front. However, the change of command happened just as Paulus launched his offensive in the Don Bend. Several pincers of

Paulus's force had pierced the Soviet defences and were making fast progress towards the bridges that would cut off both Soviet armies. By nightfall on July 24th, German forces were less than 10 kilometres away from the primary bridge at Kalach and much of the 62nd Army had been encircled.

A makeshift relief force consisting of several partially formed Tank Armies were thrown into the fray to try and break through to the encircled 62nd Army. Using the massed power of hundreds of tanks, the Soviets managed to stem the tide of German advance. The Luftwaffe arrived in force, launching over 1,000 sorties on July 27th alone. Though scores of Soviet tanks were destroyed, the Germans could not withstand the onslaught. Slowly, through day after day of grinding attrition, the Soviet tank forces pushed their way to link up with the surrounded forces on July 28th. Over the next three days these forces fought their way back towards the safety of the Don, taking heavy casualties from repeated German attacks. Paulus's gambit to destroy the Soviet armies against the Don had failed. The German pincers had not reached the bridgeheads, and had lost half their tanks in the attempt.

A Propagandakompanie cameraman captures the action for the news reels





## NOT A STEP BACK

As Stalin watched his forces being once again forced to retreat before the enemy, he decided it was necessary to issue a special order to all Red Army units. On July 28th, Stalin transmitted the directive, officially titled "Order No. 227 by the People's Commissar of Defence of the USSR". It is remembered in history by one of its infamous

lines – "Not one step back!". In the directive, Stalin frankly laid out the devastating economic, military, and population losses the Soviet Union had sustained in the war with the Germans. He bluntly declared that unless the Red Army could take a stand against the fascist invaders, the war would be lost. There could be no further retreat.

The results of this directive were several fold: officers

Soviet infantry ambush a column of Germans in the Caucasus Mountains by Peter Dennis © Osprey Publishing.

Taken from Campaign 184: Stalingrad 1942





who retreated without orders were to be removed from command. Soldiers who ran from combat or displayed cowardice were to be formed into special penal battalions, to be sent to the most dangerous parts of the front. Blocking detachments (units placed behind combat units to prevent unauthorised retreat) were once again employed. Zhukov, who later commanded forces north of Stalingrad,

went so far as to place tanks within the blocking detachments to further discourage unauthorised retreats. The efficacy of the order is hotly debated. Some claim it only hindered the combat operations of the Red Army, while others cite it as a factor in the determined defence of Stalingrad. Either way, the soldiers of the Red Army were increasingly coming to agree that further retreat was not possible. The enemy had to be stopped at Stalingrad.



#### TOP SECRET

### NOT A STEP BACK! ORDER

"The enemy throws new forces to the front without regard to heavy losses and penetrates deep into the Soviet Union, seizing new regions, destroying our cities and villages, and violating, plundering and killing the Soviet population. The population of our country, who love and respect the Red Army, start to be discouraged in her, and lose faith in the Red Army, and many curse the Red Army for leaving our people under the yoke of the German oppressors, and itself running east.

Some stupid people at the front calm themselves with talk that we can retreat further to the east, as we have a lot of territory, a lot of ground, a lot of population and that there will always be much bread for us...Such talk is false and parasitic, it weakens us and benefits the enemy, if we do not stop retreating we will be without bread, without fuel, without metal, without raw material, without factories and plants, without railroads.

This leads to the conclusion, it is time to finish retreating. Not one step back! Such should now be our main slogan. It is necessary to defend each position, each meter of our territory, up to the last drop of blood, to cling for each plot of Soviet land and to defend it as long as possible."

This order is to be read in all companies, cavalry squadrons, batteries, squadrons, commands and headquarters.

*The national commissar for defence: J. Stalin.*



Komsomolets Tractor

# THE APPROACH TO STALINGRAD





# FIGHT FOR THE DON BRIDGEHEADS

Only a week after issuing Fuhrer Order. No 45, Hitler changed his mind, reattaching the Fourth Panzer Army to Army Group B and ordering it to pivot north to join the Sixth Army in the drive to Stalingrad. Hoth's weary Fourth Panzer Army had to change course and head north after having driven hundreds of kilometres in the opposite direction. Hitler also attached the Italian Eighth Army to Army Group B, which freed up Paulus to replace many of his valuable Sixth Army divisions guarding the Don with Italian units.

While Paulus was reorganizing his forces, Hoth's Fourth Panzer Army was making swift progress to the south, ploughing through the weak screen of Soviet forces arrayed against him. Advancing outside the bend of the Don, Hoth's panzers had good tank country in which to operate. Stalin, alarmed at news of this second pincer heading

towards Stalingrad, split the Stalingrad Front in two, creating a Southeastern Front to face the Fourth Panzer Army, commanded by General Eremenko, while the truncated Stalingrad Front opposed the Sixth Army under the command of Gordo. Unfortunately, the boundary of the two fronts was the city of Stalingrad itself, which greatly complicated efforts to defend the city later.

Chuikov, commanding the 64th Army against Hoth's Fourth Panzer, finally managed to stall the German advance in the south, tying the enemy down for twelve days by continuously interrupting Hoth's attacks and then withdrawing to strong defensive positions. Paulus was forced to wait to initiate his attack on the last of the Don bridgeheads until his forces could be resupplied and his infantry divisions, relieved by Italian 8th Army units, arrived from further along the northern Don.

Paulus's forces thunder across a vital bridge over the Don river



# SCENARIO 1: LAST BRIDGE OVER THE RIVER DON, 12 AUGUST 1942

On August 7th, Paulus, now possessing adequate armour and infantry forces, launched a classic blitzkrieg assault on the 62nd Soviet Army, which had jammed eight divisions into the small bridgehead at Kalach on the western side of the Don river. The weakened 62nd Army could not withstand the hammer blows, and the line was pierced by pincers in both the north and south. As the line collapsed Soviet survivors streamed eastward to cross the river before the Germans could capture the vital bridge over the Don River.

## OBJECTIVE

The Sixth Army has shattered the Soviet line and is racing to capture the bridges behind the masses of retreating Soviet forces. The main crossing at Kalach is in danger of being taken. The Soviets must hold the bridge as long as possible to allow their forces to reach the safety of the eastern bank. The bridge, however, cannot fall into German hands. The Germans seek to seize the bridge and cut off as many of the Soviet forces as possible.

## SET-UP

The battle is played on a 6' x 4' gaming surface with the short edges representing east and west. Place a river running north-to-south 2' from the eastern edge to represent the Don. The river is impassable. At the mid-way point place a small bridge across the river. On the eastern side place a small village to represent Kalach. Stretching from the bridge westward, place a road to meet the western table edge. Place hills and *balkas* (dry riverbeds) throughout the rest of the board to break up the flat terrain.

## SPECIAL RULES RIGGED TO BLOW

Any Soviet infantry unit within 3" of the bridge that has not already acted during the turn may elect to light the fuse to the charges placed on the bridge. A unit that lights the fuse may not take any other actions this turn. At the end of the turn roll a D6:

- On a 1–4 the fuse is still burning towards the charges. At the end of the next turn roll again and add +1 to the result. This is cumulative, so if the fuse still hasn't blown, at the end of the next turn roll again, then add +2 to the result.
- On a 5–6 the lit fuse reaches the charges and the bridge is destroyed. See the rules for the Destroyed Bridge below.

## DEFUSING THE CHARGES

If the fuse has been lit, a unit within 3" of the bridge may attempt to defuse the charges and prevent the explosion. A unit may only do this if they have not already acted this turn and there are no enemy units within 3" of the bridge. Roll a D6: on a 6 the charges are defused. Engineer units (such as Pioneers) add +2 to their roll. Once the charges are defused they may not be lit again.

## DESTROYED BRIDGE

If the charges detonate, the bridge is destroyed and becomes impassable by all units. Remove the bridge or replace it with a destroyed version. Any model on the bridge during the turn it explodes is considered destroyed.

## FORCES

The German player is the attacker and selects a force from the *Gates of Stalingrad* Theatre Selector on page 145 of this book, with the following additions: *Jäger* squads and *Croatian Legion* squads may be taken as infantry options. The Soviet player selects an equally sized force from the Soviet *Don-Volga* Theatre Selector on page 135 of this book.

## DEPLOYMENT

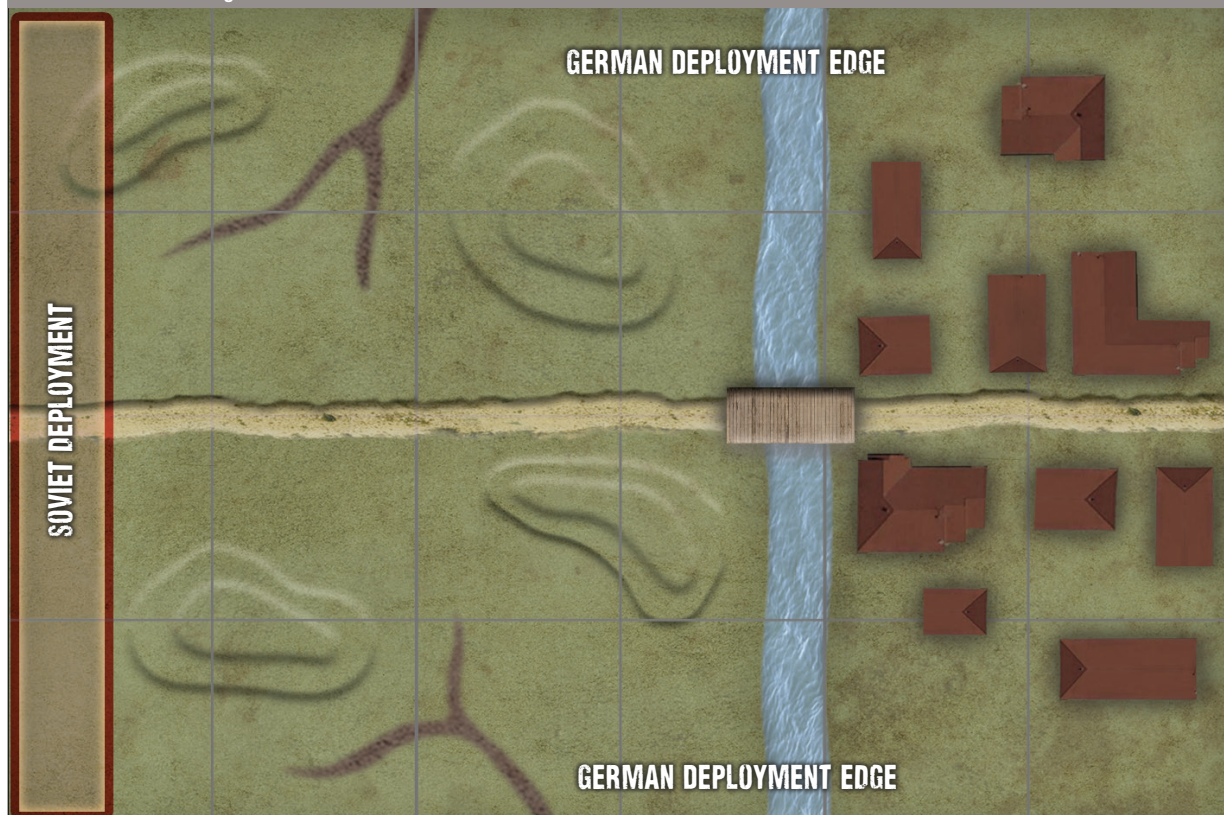
The Soviet player may deploy up to two units on the eastern side of the Don river to represent the garrison for the bridge. The rest of the Soviet units should deploy within 6" of the western table edge – these are the forces trying to fight their way east to avoid encirclement by the Germans.

The German force does not start on the field. Instead they enter from table edges beginning on Turn 1. The German player divides their forces into three waves, each consisting of 1/3rd of their units (as close as possible), designated as Wave 1, 2, and 3. Wave 1 enters from the western 24" of the north and south table edges on turn 1. Wave 2 enters from the western 36" of the north and south table edges on turn 2. Wave 3 enters from the western 48" of the north and south table edges on turn 3.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6 the game ends unless the fuse for the charges on the bridge are still burning. If so, continue to play additional turns until the charges either detonate or are defused.





## VICTORY!

The Soviet player scores 2 VP for each unit of theirs on the eastern side of the river at game end.

The German player scores 1 VP for each enemy unit

they destroy and 5 VPs if they control an intact bridge at the end of the game.

The winner is the player with the most VP at the end of the game.

## AFTERMATH

By August 13th, German forces had carved a corridor along the river and captured the river crossings, leaving many Soviet formations trapped on the western side of the Don river. Over the next four days the Germans compressed this pocket until the majority of 62nd Army

had been destroyed. Paulus then turned on the Soviet 4th Tank Army, forcing it across the river too, and destroying most of its armoured forces. It had taken several weeks, but Paulus had finally managed to clear the Don bend of enemy forces.

German Heer Light Infantry Gun Team



# CROSSING THE DON





Following the disastrous fighting on the western bank of the Don, the Soviet forces left facing Paulus were understrength and nearly bereft of armoured forces. Stalin reinforced the badly damaged 62nd Army with five additional rifles divisions and ordered three tank corps to the area, however, the armoured forces were not scheduled to arrive until August 24th. In an attempt to delay the German advance on Stalingrad, Gordov and Eremenko organised several concentric defensive rings across the Don-Volga region, radiating westward from the city. Scores of civilians were pressed into service digging trenches and anti-tank ditches.

Paulus was well aware of the damage he had inflicted on the forces facing him and saw an opportunity to break through and seize the city from the north, rather than slog through layers of Soviet defences. His plan called for pontoon bridges to be constructed at Vertyachi, allowing his mobile forces to cross the Don, race through the northern steppe, and seal off Stalingrad. Meanwhile, the Fourth Panzer Army would sweep north along a broad front to reach the city and cut off Soviet forces west of the city.

## SCENARIO 2: DAWN CROSSING, 21 AUGUST 1942

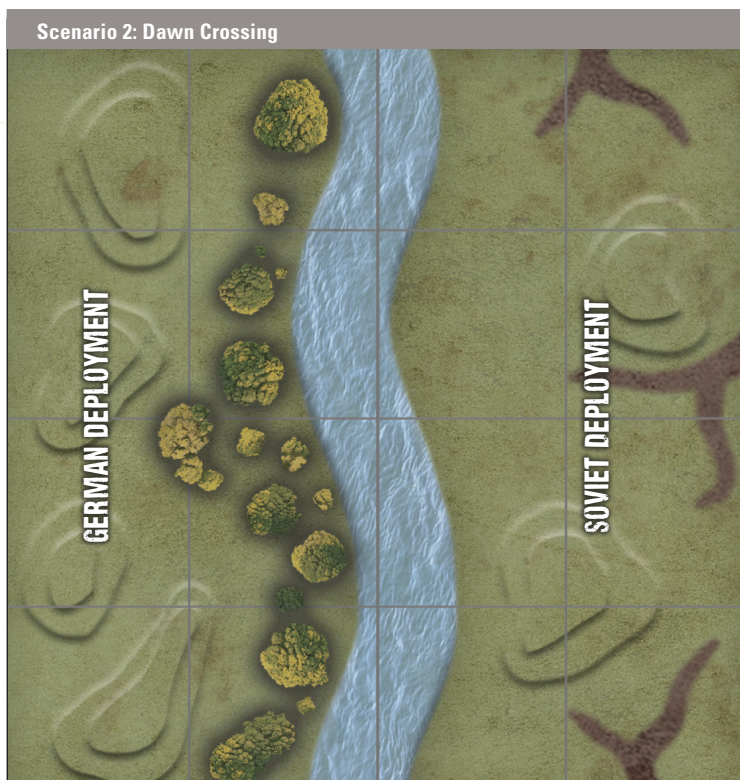
In the early hours of August 21st, German infantry began crossing the Don river. The Germans had several advantages. For one, the western bank of the Don was much higher than the eastern bank. For another, it was wooded, allowing German forces to creep right up to the river without being spotted. The Soviets, however, had prepared for the inevitable attack by carefully camouflaging their defensive positions to prevent the ever-present Luftwaffe from bombing them into oblivion. These well-hidden earthworks provided a bloody surprise for several German crossing parties, who were suddenly subjected to a hail of fire as they paddled across the river. These positions had to be eliminated before the Pioneers could construct the pontoon bridges needed to transport the rest of the Sixth Army across.

### OBJECTIVE

The German player is attacking and must cross the river, eliminating the Soviet defensive positions so that Pioneers can erect the pontoon bridges necessary for the Sixth Army to cross the Don. The Soviet defenders are trying to repel the German crossing, or at least buy time so that reinforcements can arrive and crush the German bridgehead.

### SET-UP

The battle is played on a 4'x4' gaming surface. Running north to south, place a river at the halfway point so that it runs the entire length of the table. The river, if possible, should be 6–9" wide and contain some gentle turns. On the western side of the river place hills and extensive wooded terrain sections within 3" of the river. The eastern side of the river should contain a few hills and *balkas* and not much else.





## SPECIAL RULES

### DUG IN

Any Soviet unit can start the battle Dug In and Hidden.

### PREPARATORY BOMBARDMENT

The German player may elect to start the game with a preparatory bombardment (see *Bolt Action* rulebook, page 131).

### AMBUSH

If the German player elects to use a preparatory bombardment, then the Soviets are alerted to the incoming attack and any unit may start the game with an *Ambush* order.



## ASSAULT CRAFT

The German assault craft (river crossing boats), while essentially operating as waterborne transports, are not removed from the game if empty and closer to an enemy unit than a friendly one, unless the enemy unit makes base contact with the boat.

### ABANDON SHIP!

If an infantry unit is forced to dismount from their boat because it has been immobilised or destroyed, place the unit on the closest shoreline. Roll D6 hits per unit using the transport destroyed rule, even if the boat was only immobilised, as the men have had to swim to shore under fire. If an artillery unit or MMG team are forced to dismount, the heavy equipment is lost to the river and the unit is removed from play.

German infantry crossing the Don by Steve Noon © Osprey Publishing. Taken from Campaign 281: *The Caucasus 1942-43*





## FORCES

The Soviet player is defending the river and selects a force from the Soviet *Don-Volga* Theatre Selector on page 135 of this book. Between 500 to 700 points is recommended for the Soviet force. The German player gets twice the number of points of the Soviet force (e.g. 1,000pts against 500pts.) from the *Gates of Stalingrad* Theatre Selector on page 145 of this book. The German player must also purchase river crossing equipment for at least a quarter of their units. See page 129 of this book for river craft options.

## DEPLOYMENT

The German player sets up their entire force anywhere on the western side of the river, at least 3" from the river's edge. Any purchased boats are placed at the water's edge on the western side of the river.



Once the German player has set up, the Soviet player may place their force anywhere on the eastern side of the river, at least 3" from the river's edge. Since Soviet units may start the battle dug in, place appropriate defensive works for each Soviet unit: trenches, log bunkers, foxholes, sandbag emplacements, etc.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1–3 the game ends, on a roll of 4–6 play one further turn.

## VICTORY!

Both players score 1 VP for each enemy unit destroyed and 1 VP for each of their units that remain on the eastern side of the river at game's end. Whichever player has more VPs is the victor; if both players have the same number of VPs then the game is a draw.

## AFTERMATH

As the German assault craft entered the slow-moving water of the Don, they relied on surprise and support from their comrades on the embankment above them to stand a chance of crossing safely. In some areas the Germans were able to cross nearly undetected, rushing up the bank and into Soviet positions before they could react. Other units, however, were not so lucky. One regiment discovered the extent of Soviet defences when, halfway across the river, a murderous fire erupted from the Soviet side of the bank onto the hapless soldiers paddling across. Many of the rafts and launches were sunk, with only a handful of the first wave surviving. The covering forces had to systematically identify and destroy each strongpoint with heavy artillery before attempting a second crossing.

Once the predetermined crossing points had been seized by the first wave, reinforcements were ferried across to help secure the footholds – particularly *Panzerjäger* units to fend off Soviet tanks. As expected, furious Soviet counterattacks arrived to crush the nascent bridgeheads. One after the other these broke against the ring of German defenders while Pioneers worked feverishly to construct the pontoon bridges that would allow the rest of the Sixth Army to cross. Calling in all available artillery, rocket artillery, and air forces the Soviets subjected the pontoon bridges to heavy shelling, yet were not able to score a direct hit. Pioneers repaired the minor damage sustained, and the masses of men and machines crossed to the eastern side of the Don.



# DASH TO THE VOLGA



In the early hours of the morning of August 23rd, the 16th Panzer Division crossed the pontoon bridges over the Don amidst intermittent Soviet shelling. Forming a wedge, and backed by close air support, the division quickly burst through Soviet lines. In column formation, 120 tanks and 200 half-tracks raced across the steppe towards the Volga River. When Soviet defensive positions were encountered, the fast-moving *Kampfgruppe* simply went around them. The stunned Soviets had nothing on hand with which to counter this armoured spearhead that, hour-after-hour, advanced further behind their defensive positions. For the mobile troops this was a return to the heady days of the blitzkrieg, and they cheered as they raced towards Stalingrad.

All the while, Stukas circled like vultures, swooping down to bomb any Soviet soldiers unfortunate enough to be caught in the open. A large formation of planes approached Stalingrad itself. Although it had a respectable allotment of anti-aircraft equipment, the sprawling layout of the city ensured that no concentration of AA firepower could be amassed at any point that was powerful enough to disrupt a determined air assault. Facing only scattered AA fire, the German attack planes were able to bomb the city indiscriminately.

The suburbs of Stalingrad consisted primarily of wooden houses, which burst into flames when hit by explosive shells. The water lines did not last long under the bombardment. They were soon shattered beyond repair, leaving fire-fighting teams nothing with which to fight the infernos raging across the city. Firestorms enveloped entire blocks, destroying everything in their path. Storage tanks, full of oil, were directly hit, scattering the flaming liquid in every direction and creating an enormous plume of black smoke that enveloped much of the city. The glass ceilings of the factories, designed to provide light and comfort for the workers within, shattered, raining down a cascade of broken glass on everything below.

Stalin had ordered the civilian population to remain within the city, and these civilians now stampeded their way to the river, seeking to escape the burning city. The Stukas found easy targets for strafing at the crowded docks, aiming for the masses of bodies and the slow-moving river traffic. The toll was horrific, with up to 40,000 residents of Stalingrad perishing in the initial bombardment and evacuation. All in all, the Luftwaffe launched over 1,600 sorties on August 23rd alone. In one day the 4th *Luftflotte* had turned a vibrant city into a wasteland of fire and rubble. Little did they know they had only complicated

## TOP SECRET

### LEGENDS OF STALINGRAD: OLGA KOVALYOVA

Among the thousands of ordinary citizens of Stalingrad who picked up a rifle and marched to confront the invading Germans, one of the most colourful was Olga Kovalyova. Olga had arrived in Stalingrad in the early 1920s as a political organiser, and upon visiting the Red October Factory, became interested in learning how to cast steel. Before long she was a veteran steel worker – one of only a handful of women in the Soviet Union to succeed in such a physically demanding profession.

As German forces neared the city, NKVD officers were sent around to each factory to seek volunteers to join worker's battalions.

When they arrived at Olga's workplace, her co-workers hesitated to volunteer; with no training and only rifles for armament, the militia's stood little chance in a pitched battle. But when Olga stepped forward to join the battalion, the tide turned and many of the workers followed suit.

Olga was later seen on the battlefield, barking encouragement to her fellow factory workers, her head adorned in a colourful bandana. Those who fought alongside her credit her with inspiring them to continue fighting. Alas, Olga Kovalyova was cut down by machine gun fire while leading her comrades in an advance on an enemy position.

### OLGA'S PEOPLE MILITIA SQUAD

<b>Cost</b>	45pts (Inexperienced)
<b>Team</b>	1 NCO (Olga) and 4 men (or women)
<b>Weapons</b>	Rifles
<b>Options</b>	Add up to 7 additional unarmed men (or women) at 6pts each Any unarmed man or woman may be given rifles at +3pts each The entire squad may have anti-tank grenades (Molotov cocktails) for +2pts per model
<b>Special Rules</b>	- Inspired Followers: As long as Olga is present in the squad, the unit counts as <i>Fanatics</i> . - Green - Tank hunters (if anti-tank grenades are taken) - Unarmed men or women neither shoot nor attack in close quarters: their only value is as casualties.

the task that lay before the Sixth Army.

The 16th Panzer Division, meanwhile, had reached the northern suburbs of Rynok and Spartanovka, putting them in sight of the Volga river. To the German soldiers, who had spent weeks among the endless rolling steppe, the quaint suburbs with their well-manicured lawns and rows of trees were like a mirage. Some Landsers wept at the sight of the carefully maintained orchards. After the day's mad dash, many soldiers spent the evening reclined under walnut and oak trees. Their orders were to reach the Volga, then, if possible, turn south and enter Stalingrad.

Eremenko, informed of the breakthrough of the German panzers, scrambled to cobble together some sort of force with which to repel the incoming Germans. The vast majority of his forces were now nearly 40 km away, defending the east bank of the Don against the rest of the German Sixth Army. At his disposal within the city were a lightly armed division of NKVD security forces, some anti-aircraft batteries, and a smattering of militia units formed

from local factory workers. This force was assembled just north of the Tractor Factory, where they dug earthworks across the river from the Germans at Spartanovka. This motley collection was soon reinforced with hastily built T-34s from the Tractor Factory and AT guns from the Barrikady Factory, many manned by the factory workers who had just built them.

In the 16th Panzer's wake were the 3rd and 60th Motorised Divisions who, unable to keep up with the racing Panzer Division, stopped and entrenched themselves for the night in hedgehog defences. The northern corridor between the Don and Volga was now occupied by German forces, however the defensive line was not complete. The three mobile divisions of the Sixth Army were alone, forming a small chain of islands that were supposed to prevent reinforcements from reaching Stalingrad from the north. To the west, the infantry divisions of the Sixth Army slogged their way through Soviet defences to join them.

## SCENARIO 3: SPARTANOVKA, 24 AUGUST 1942

The next morning, August 24th, both sides went on the attack. First, the Panzergrenadiers attempted to force their way over the Mokraia Mechetka river and seize the Tractor Factory. There they ran into unexpectedly heavy resistance at the trench-works the Soviet militias had constructed. Despite heavy losses, the factory workers fought on, firing AA guns over open sights at the advancing tanks. The Soviet line was bolstered by the arrival of a Naval Brigade and several units of student officers formed from the Stalingrad Political-Military School. Running low on ammunition, the Germans stopped the attack. The Soviets went on the offensive in turn, seeking to push the Germans away from the city and buy more time to organise a defence of the city.

### OBJECTIVE

The Germans are seeking to push their way into the Tractor Factory outskirts and take Stalingrad before additional defenders arrive. The Soviets wish to reclaim Spartanovka to buy the time and space needed to construct a credible defence of the city.

### SET-UP

The battle is played on a 6' x 4' gaming surface. The very eastern edge of the gaming area is the Volga river. No units may enter from this table edge. Place a narrow

river to represent the Mokraia Mechetka river roughly across the middle of the table, from west-southwest to east-northeast. Both the Volga and the river are considered impassable.

A railroad track runs north-south along the bank of the Volga. Place a one-track railroad bridge where it crosses the Mokraia Mechetka river. Place a medium-sized bridge across the river at the centre of the table, with roads running north-south to the table edges. Place a small bridge at the southwest edge of the river.

The half of the board north of the river is the suburb of Spartanovka. On either side of the road place small wooden houses in rows with wooden fences and other suburban accoutrement.

The half of the board south of the river is the outskirts of the Tractor Factory. It should be largely open ground, with a few small industrial buildings near the southern map edge.

### SPECIAL RULES PREPARATORY BOMBARDMENT

The Germans launch a bombardment on the Soviets before the battle begins.

### DUG IN

Soviet units may start the battle Dug In.





## FORCES

The recommended army size for this battle is 1,500 points per side.

The German player selects a force from the *Stalingrad Armoured Kampfgruppe* Theatre Selector on page 146 of this book. The Soviet player selects an equally sized force from the *Tractor Factory* Theatre Selector on page 136 of this book. The Soviets are entrenched and receive 24" worth of trenches (in whatever configuration, so long as the total length is 24" or less) and three small sandbag gun emplacements.

## DEPLOYMENT

Add an order die to a bag for each unit not being held in reserve. Draw a die; the player whose die has been drawn deploys one of their units within their deployment zone. Continue this until all units that are not in reserve have been set up. Outflanking is allowed in this scenario (although not from the river Volga side of the table obviously!).

The Soviet player can deploy anywhere south of the river so long as they are at least 6" away from the river. The same restrictions apply to their fortifications.

The German player can deploy anywhere north of the river so long as they are at least 6" away from the river.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1–3 the game ends, on a roll of 4–6 play one further turn.

## VICTORY!

Each unit on the opposing side of the river at the end of the game is worth 1 VP. Players receive 1 VP for each enemy unit destroyed. The player with the most VPs is considered the victor. If each player has the same number of VPs the match is a tie.

German Heer Light Mortar Team



# AFTERMATH

By nightfall on August 24th a Soviet Naval Brigade, supported by unpainted Tractor Factory T-34s, had managed to eject the Germans from Spartanovka, who fell back northwest to Rynok and a series of small hills.

Aside from the unexpectedly fierce resistance at the Tractor Factory, the 16th Panzer Division was also experiencing supply problems. In their blitz to the Volga, General Hube's division had far outrun their supply train and were running low on fuel, water, and ammunition.

## TOP SECRET

### WOMEN IN THE RED ARMY

While the Third Reich barred women from participating in military roles, or indeed much of the workforce in general, the Soviet Union's communist ideology stressed the total mobilization of its population, including women. Prior to Operation *Barbarossa*, many departments and industries within the Soviet Union were experiencing an influx of female workers as the first generations of highly educated women began entering the workforce. However, despite being the equal of their male counterparts on paper, women were excluded from political and military circles. Advancement to leadership roles was a long and difficult process, as women continued to face discrimination from their male comrades.

The German invasion in 1941 greatly accelerated the integration of women into almost every field. The manpower needed to replace the incredible losses sustained while fighting the Germans necessitated stripping men from every occupation to be sent to the front. The resultant gaps in the home front were filled by patriotic women eager to help defend the Motherland. For some young women, toiling in a field or factory was not enough, so they joined the Red Army's efforts to repel the German invaders. In all, 1 million women served in the Red Army during the war – half in combat roles such as pilots, tankers, or snipers; the rest as nurses or in clerical positions. By the time German forces reached Stalingrad, hundreds of women were serving in the 62nd Army as medical personnel; carrying wounded Soviet soldiers to safety and caring for them the best they could in such dire circumstances.

The annals of the 62nd Army detail innumerable tales of courage from these women who braved enemy artillery fire to retrieve injured soldiers. Scores died during the battle. Fearsome and dedicated to the cause, these women were not to be trifled with. Mark Slavin, a soldier of the 45th Rifle Division, recalls a moment at a Volga crossing point during which a young nurse named Katya Shustova was inspecting the wounded being loaded into a barge for transportation across the river. When an officer with a bandaged head pushed his way to the front and tried to board the craft, Katya removed his bandage to discover the man was completely uninjured. Without hesitation, Katya reached into her boot, produced a pistol, and shot the deserter dead.

Facing Soviet women in battle was a facet of the Ostfront with which German soldiers increasingly had to contend. Outside the Tractor Factory, the 16th Panzer Division was brought under fire by anti-aircraft batteries operated by female factory workers. Indeed, in the early days of the battle, many female factory workers picked up rifles and joined the ad-hoc People's Militias; and as the battle raged on, women were inducted into the Soviet sniper program. These sharpshooters learned their craft at the makeshift sniper schools within Stalingrad and were then unleashed to terrorise the German lines. Several female snipers went on to rack up hundreds of confirmed enemy kills; making them some of the deadliest soldiers the Red Army fielded during the course of the war.

Panzergraders clash on the banks of the Mokraia Mechetka river





## SCENARIO 4: "DO NOT RETREAT.", 26 AUGUST 1942

By August 25th, the supply situation was becoming so critical for 16th Panzer Division that General Hube was considering defying his orders to hold position and instead organizing a breakout attempt back to the west. The 16th Panzer was suffering up to 500 casualties a day in their fight to keep their toehold on the Volga at Rynok. At the same time, punishing Soviet attacks on their northern border were also taking their toll. Hemmed in by Soviet forces on three sides and the Volga on the fourth, Soviet commanders saw an opportunity to crush the isolated Panzer division. Wietersheim, Hube's commander, radioed Paulus to inform him that their position on the Volga was impossible to hold. Paulus's response was a curt "Do not retreat."

### OBJECTIVE

The 16th Panzer Division has managed to cross from the Don to the Volga and entrench itself at the riverside village of Rynok, just north of Stalingrad. The rest of the German Sixth Army is still miles away. For now, the *Panzertruppen*

are on their own, bound in on three sides by Soviet forces and their backs to the Volga. With fuel and ammunition running low, General Hube ordered his forces to form a hedgehog defence as Soviet forces close in. The Luftwaffe has promised to air lift in supplies, but actually collecting the supply drops may be difficult. The Soviet forces are seeking to smash the isolated 16th Panzer, over-run their HQ, and force them to fall back.

### SET-UP

The battle is played on a 6' x 4' gaming surface with the long edges representing east and west. The eastern edge of the table is the Volga river and completely impassable. Place the village of Rynok halfway across the table, stretching from the river westward. Rynok should consist of a smattering of small buildings, hills, and orchards.

Place various small hills and *balkas* (ravines) outside of the village.



## SPECIAL RULES

### FUEL SHORTAGE

The Germans are suffering from low fuel. See the rules for Fuel Shortages on page 159 of this book.

### AMMUNITION SHORTAGE

The Germans are short on ammunition. See the rules for Ammunition Shortages on page 159 of this book.

### SUPPLY DROP

The Luftwaffe will drop supply canisters to the beleaguered 16th Panzer Division starting on Turn 3 using the Supply Drop rules on page 159.

If a German unit moves into base contact with a supply canister, check the German Supply Drop table to see what is inside:

GERMAN SUPPLY DROP TABLE	
D6 Roll	Result
1–3	<b>Fuel:</b> The German player receives three units of fuel to be distributed to any of their vehicles.
4–6	<b>Ammunition:</b> The Ammunition Shortage rule doesn't apply to the German player's forces for the remainder of this turn and the next. So, if a German unit recovers an ammunition supply canister on Turn 4, they don't suffer from Ammunition Shortages until Turn 6 begins.

Panzer II Light Tank



## FORCES

The German player is the defender and selects a force from the *Stalingrad Armoured Kampfgruppe* Theatre Selector on page 146 of this book. The Soviet player enjoys a 50%-point advantage over the German player (e.g. 1,500pts against 1,000pts). The Soviet player can select up to two platoons from the *Tractor Factory* or “*Not a Step Back!*” Theatre Selectors on pages 136 and 137 of this book.

## DEPLOYMENT

The German player sets up their entire force anywhere on the table so long as they are at least 18" away from the north and south table edges. The German player places a marker anywhere within their deployment zone to mark their HQ.

The Soviet player does not place any of their forces on the table. Instead they enter from the north and south table edges on Turn 1.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1–3 the game ends, on a roll of 4–6 play one further turn.

## VICTORY!

The Soviets gain control of the HQ by having a unit within 3" of it. Otherwise it is assumed to default to German control. Whoever controls the HQ at the end of the game receives 3 VPs. The German player receives 1 VP for each supply canister recovered. The Soviet player receives 1 VP for each German unit destroyed.

The player with the most VPs is considered the victor. If each side earns an equal number of VPs the game is considered a draw.

## AFTERMATH

On August 26th Soviet forces managed to push German forces out of Rynok, even briefly overrunning the 16th Panzer Division's headquarters. The battered German forces were forced to pull back north, away from the city, to regroup and await reinforcement. Finally the rest of the Sixth Army caught up, and a caravan of supply trucks arrived at 16th Panzer Division's location to resupply the exhausted *Panzertruppen*.

# FOURTH ARMY'S SOUTHERN THRUST





South of the advancing Sixth Army, the Fourth Panzer Army under Hoth struggled to penetrate the defences of the Soviet 64th Army. The Fourth Panzer was significantly smaller than Paulus's Sixth Army and was chronically short of the tanks and infantry needed to affect a decisive breakthrough. Up against much larger Soviet formations, the Fourth Army had taken nearly 30% casualties by August 26th.

After being fought to a standstill at several locations, Hoth finally located a weak point in the Soviet lines held by the Soviet 126th Rifle Division, which was missing almost its entire complement of artillery. Amassing near the poorly armed Soviet division, Hoth unleashed his forces on the morning of August 29th. Within hours he punched a hole right through the surprised Soviet division and his mobile units raced through, ending the day 20 km to the rear of the Soviet line. The breakthrough completely disrupted the Soviet outer defensive line. With no reserves available, Eremenko had no choice but to begin to pull

both the 62nd and 64th armies east to the city.

Hoth quickly realised the opportunity the Soviet withdrawal had provided. If he struck northward while Paulus sent forces south, the dual pincers could trap much of the 62nd and 64th Armies far west of Stalingrad where they could be destroyed in the open. He immediately ordered his dwindling tank force north. Sensing the closing trap, Eremenko urged his forces to withdraw east with all possible haste. However, Paulus hesitated. Heavy fighting along the northern cordon caused him to hang onto his reserve forces, believing they might be required in the event of a Soviet breakthrough. On September 2nd, he finally authorised forces to march south to link up with Hoth. By then, however, the opportunity had been missed; the Soviets had escaped. Much equipment had been lost, but the 62nd and 64th Soviet armies had managed to avoid the snare and were now positioned to defend Stalingrad itself.

## BREAKTHROUGH ATTEMPT

Stalin, alarmed at developments in the Stalingrad region, dispatched his top general to the scene. Zhukov, recently promoted to Deputy Supreme Commander, was now second only to Stalin himself within the Red Army leadership. He arrived in the region on August 29th and immediately set to work organizing an offensive against the northern German cordon. Stalin assigned elements of four armies for Zhukov's counterattack, but many of the units had not yet arrived. Those that were on hand were largely divisions straight out of the reserve, whose training had been cut short by the emergency deployment.

With his units arriving piecemeal, Zhukov pressed for more time to organise and prepare his forces for the counterattack north of Stalingrad. However, increasingly desperate messages from within the city prompted Stalin

to force Zhukov's hand. On September 3rd he sent Zhukov the following message:

*"The situation at Stalingrad has deteriorated further. The enemy stands two miles from the city. Stalingrad may fall today or tomorrow if the northern group of forces does not give immediate assistance. See to it that the commanders of the forces north and northwest of Stalingrad strike the enemy at once . . . No delay can be tolerated. To delay now is paramount to a crime."*

Zhukov held out two days longer, arguing that he had insufficient ammunition to launch an attack, but by September 5th he could put off the attack no longer.

## SCENARIO 5: HILL 154.2, 10 SEPTEMBER 1942

Despite the fact that many units had not yet arrived, and those that were present were extremely short of equipment, the offensive was launched. Soviet divisions were forced to launch "human-wave" style attacks due to a lack of artillery and the absence of air support. Some units were sent directly into battle as they arrived at the railheads. In

the gently rolling hills of the steppe the cost was frightful. The Soviet infantrymen, with no cover and enemy planes continuously strafing them, had to charge across open terrain at dug-in German defences. In spite of the many disadvantages the Soviets faced, through determination and weight of numbers some units managed to make



headway into the five-mile-wide German cordon. The 308th Siberian Rifle Division was able to seize several key hills and dig in, forcing the Germans to attack repeatedly throughout September to attempt to retake the positions.

## OBJECTIVE

Stalingrad is in danger of falling if the German cordon is not broken. Stalin has allotted strong forces to Zhukov to affect the breakthrough, but some formations have not arrived yet, and many others are missing much of their equipment. Those on hand are thrown into battle and, lacking any heavy artillery, must conduct human wave attacks against the dug in German formations. Vital to the success of the breakthrough is the capture of Hill 154.2, one of the few areas of high ground along the rolling steppe.

## SET-UP

The battle is played on a 6' x 4' gaming surface with the long surfaces facing north and south. Place a ridge of hills running east to west at least 12" away from the southern table edge, roughly covering the entire length of the table. North of the hills, place a handful of small hills, *balkas* (ravines), and other small terrain pieces to fill out this side of the board.

The Soviet player may select any hill within the southern half of the table to be Hill 154.2, their objective. Place some sort of marker on or near this hill to represent this. The German player may then select two additional hills in the southern half of the board to be bonus objectives. Place different markers on these hills.

## SPECIAL RULES

### DUG IN

Any German unit can start the battle Dug In.

German Heer MMG Team





## FORCES

The German player is the defender and selects a force up to an agreed size from the *Gates of Stalingrad* Theatre Selector on page 145 of this book. The Soviet player gets twice the points of the German player (e.g. 2,000pts against 1,000pts) from the *Don-Volga* Theatre Selector on page 145 of this book with the following modifications:

Siberian squads can be taken as the compulsory or optional infantry choices.

No heavy artillery pieces or Forward Artillery Observers may be taken.

## DEPLOYMENT

The German player sets up their entire force on the southern half of the table.

The Soviet player does not place any of their forces on

the table; instead they enter from the north table edge on Turn 1.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1–3 the game ends, on a roll of 4–6 play one further turn.

## VICTORY!

Control of Hill 154.2 is determined by whichever player has the only units on the hill at the end of the game. If both players have units on the hill then control is contested and neither side can claim the points for it. Control of Hill 154.2 is worth 4 VPs, the bonus hills are worth 2 VPs each. Each side scores 1 VP for each enemy unit destroyed.

# AFTERMATH

After ten days of nonstop attacks, nearly one-third of the 250,000 soldiers under Zhukov's command had been wounded or killed. New units were thrown into the fray on September 18th to the same results. Although the attacks did not achieve the hoped-for breakthrough, they

did seriously slow Paulus's progress towards Stalingrad and forced him to commit troops to defending his left flank rather than completing the encirclement of the 62nd and 64th Soviet armies, which fought their way back towards the city.

The Soviets deploy desperate human wave assaults up Hill 154.2

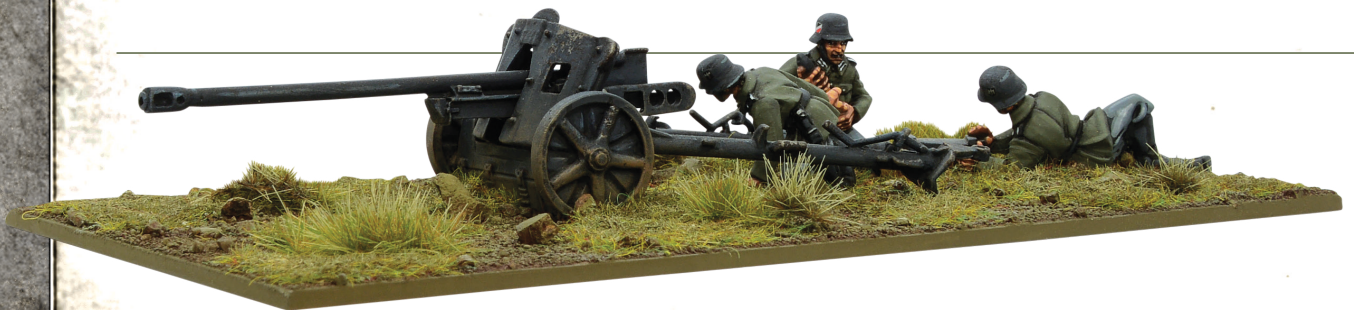








# THE INITIAL ASSAULT



# STALINGRAD BESIEGED

By September 13th, the German Sixth Army and Fourth Panzer Army had completed their cordon to the north and south of Stalingrad, sealing it off from any reinforcements, save those which could be shipped across the Volga. The desperate Soviet counterattacks to break the thin German lines across the northern Don-Volga region were finally halted once their futility became apparent. However, despite the enormous loss of men and material to the Soviet divisions involved, the attacks against the northern German flank had bought precious time for the Soviet forces within the cordon. Only the unceasing attacks on the German mobile divisions from north had allowed those trapped between the German pincers to escape eastward into the city.

The northern attacks gave Eremenko and Nikita Khrushchev – a special commissar assigned by Stalin – time to account for the forces at their disposal. What was available was a hodgepodge of tattered units: civilian militias, a handful of Naval Brigades, one NKVD division, plus the severely understrength Rifle and Tank formations that had fought their way eastward from the Don. Some units had less than 20% of their assigned personnel left upon reaching Stalingrad. An armoured brigade reported having only a single operational tank. The 35th Guards Division had been reduced to a mere 250 infantrymen with which to defend the entire southernmost sector of Stalingrad. As these reports reached General Lopatin, commander of the 62nd Soviet Army within Stalingrad, he began to despair. He confessed to Eremenko that he did not think his weakened forces could hold the city. Eremenko responded by removing him from command. Lopatin was replaced by the deputy-commander of the 64th Army, General Vasily Chuikov.

Chuikov came from a peasant background –

before the revolution he worked as a bellhop. He joined the Reds during the Civil War and worked his way up to command forces during the Revolution and the Winter War against the Finns. He was aggressive – bordering on belligerent – with no patience for timidity or cowardice. More than once he was mistaken for a common soldier because of his apathy towards his dress and appearance. His most valuable quality, in the eyes of Khrushchev and Eremenko, was his immunity to defeatism. He was a man who would continue to fight, no matter the odds, and that was precisely what was needed.

Paulus was the opposite of Chuikov in many ways. Immaculately groomed, well-mannered, and cautious, he had prepared his plan to seize Stalingrad meticulously. It had taken several weeks, but now the bulk of the Sixth Army and Fourth Panzer Army were in position to strike a series of hammer blows across the entire width of the city. Hoth's Fourth Panzer Army was tasked with seizing the southern reaches of the city beyond the Tsaritsa river. Paulus' Sixth Army would advance on the centre and downtown areas. Once German infantry had captured the city centre from the west, the Sixth Army's mobile divisions would strike southward from their positions outside the northern suburbs.

Attacked from three directions, he believed that the battered Soviet forces would break, allowing the city to be seized in one fell swoop. However, no one within the Sixth Army understood the alien environment they were about to enter. Through the merciless bombing of the Luftwaffe, Stalingrad had been reduced to an incomprehensible pile of fire, rubble, and torn-up earth. Where once stood neat rows of houses and apartments was now a maze of craters, debris, and walls from which the enemy



## TOP SECRET

### CHUIKOV'S TACTICS

General Chuikov, commander of the Soviet 62nd Army, was determined to defeat the Germans by watching their tactics and experimenting with ways to counter them. He noticed that German attacks often followed a predictable pattern: a preparatory artillery bombardment, followed by a carefully planned combined-arms assault utilizing infantry, tanks, and air support. Chuikov realised that the finely tuned machine of German tactics could be disrupted by seizing the initiative and acting unexpectedly.

During his battles with the Fourth Panzer Army south of the Don bend, Chuikov developed techniques to throw the Germans off-

guard. When an imminent German attack was detected Chuikov would order a surprise artillery strike to scatter the massing German forces, or withdraw his units a short distance so that the enemy bombardment landed on empty trenches. This unpredictable behaviour confounded German planners, who would spend days painstakingly planning an attack, only to have their preparations ruined when Chuikov launched a raid or changed his position. These innovative tactics served Chuikov well when he was handed command of the defence of Stalingrad – an environment where traditional military thinking could often lead to costly failures.



could position themselves. While many of the suburbs had been levelled, the concrete industrial buildings of Stalingrad, though fire-damaged, remained standing. Rubble filled the streets and everywhere the ground was broken by shell-holes. This was poor country for armoured

forces to operate in, and infantry were in danger from every quarter. Little did Paulus know, he was about to feed his army into a meat-grinder the likes of which the German army had never seen before.

## DOWNTOWN STALINGRAD

The capture of the downtown sector of Stalingrad was assigned to the German 71st and 295th Infantry Divisions. On the first day of the offensive, September 13th, they advanced three kilometres into the heart of the city. The battered remains of Soviet units arrayed against them crumbled under the combined artillery and air strikes. The

next day, the 71st seized the Stalingrad Central Rail Station, only blocks away from the main docks. Meanwhile, the 295th marched on Mamayev Kurgan, the massive hill that dominates the centre of Stalingrad.

Mamayev Kurgan had, in centuries past, been a Tartar burial mound. The city, over the centuries, grew up

Soviet infantry street fighting in the ruins of Stalingrad by Steve Noon © Osprey Publishing.  
Taken from Campaign 318: *The Kuban 1943*





around it. By the 1940s it served as a favourite park and picnic area for the residents of Stalingrad. At its peak, 100 meters above the river-line, the hill provides an unobstructed view of the entire city. If the Germans could take control of this vital point they could direct accurate artillery fire down onto the city and the river traffic beyond. Realizing the importance of maintaining control of this area, the Soviets fought bitterly to contain the German advance. However, by September 14th the Germans had made their way to the summit, where large concrete tanks once held the city's water supply. These concrete tanks were the perfect observation points and became natural bunkers for whoever could claim them.

With his defences in southern and central Stalingrad crumbling, Chuikov had only one ace up his sleeve that could possibly stabilise the situation: the 13th Guards.



The 13th Guards Rifle Division had arrived on the eastern bank of the Volga two days ago and were currently waiting for equipment. The well-trained and motivated soldiers of this unit had been recently transferred from the now defunct 3rd Airborne Corps to form a Guards Rifle Division on Stalin's orders. Stalin had rightfully concluded that the Soviet Union was unlikely to need airborne units for the immediate future and moved these elite soldiers to where they were needed most: the defence of Stalingrad.

Chuikov scraped up all the available equipment and ammunition he could, armed the division, and ordered them across. At dusk on September 14th, the paratroopers-turned-infantrymen of the 13th Guards crossed the Volga. Almost immediately, they were thrown into the fighting to protect the docks from a German incursion only a block away. The next day the commander of the 13th Guards, Alexander Rodimtsev, met with Chuikov to receive his orders. He was given two critical objectives. The first: to expel the Germans from Downtown Stalingrad, securing the docks and retaking the central rail station. The second: to deny Mamayev Kurgan to the Germans. He set to both tasks immediately, dispatching most of the 13th Guards to Mamayev Kurgan and assigning a battalion of infantry to Anton Dragan to retake downtown Stalingrad.

#### TOP SECRET

### GENERAL ALEXANDER RODIMTSEV

While many careers were made during the course of the battle for Stalingrad, 36-year-old Rodimtsev entered the scene with an already impressive record. In 1936 he fought in the Spanish Civil War under the pseudonym "Pavlo Geshos". Nominally on the scene as an advisor for Loyalist forces resisting Franco, he found himself in the thick of the fighting on several occasions. At the battle of Guadalajara he fought against Mussolini's Blackshirts as a machine-gunner. When he returned home he was named Hero of the Soviet Union for his role in combating fascism abroad.

Rodimtsev then returned home to participate in the Soviet invasion of Poland and the Winter War against Finland. Right before the launch of Barbarossa, Rodimtsev was assigned to the 5th Parachute Brigade in Odessa. Stavka had not yet quite worked out how to employ paratroopers effectively on a strategic scale, and Rodimtsev's unit in particular was not fully trained. Nevertheless, Soviet paratroopers proved their worth, fighting with élan wherever they were sent.

Subordinates reported that Rodimtsev's demeanour was professional and intellectual, and he was well-liked by his men. Rodimtsev was tall and slim, with grey hair, providing a striking contrast to the squat, dark-haired Chuikov. While Chuikov was known for his explosive temper, Rodimtsev always sought to maintain a calm demeanour. However, in stubborn determination the two men were a good match. Rodimtsev accepted his difficult task of pushing the Germans off Mamayev Hill and the rail station without complaint. When Chuikov asked his opinion of the situation in the city Rodimtsev replied *"I am a Communist. I have no intention of abandoning the city."*



# SCENARIO 6: RAIL STATION NO. 1, 15 SEPTEMBER 1942

Although Dragan's objective was less than a mile away, between the docks and the central rail station were the Germans of the 71st Infantry Division, who had hunkered down wherever they could after the last couple days of fighting. Dragan's battalion battled their way through the scattered strongpoints and reached the rail station by the evening of September 15th. As the sun set, Dragan directed a company of men around to the side of the large three-story rail station. In the darkness, the Soviet paratroopers burst into the building, tossing grenades and letting off streams of automatic fire. Little did they know that this initial assault would escalate into a three-day battle for control of the Rail Station.

## OBJECTIVE

Each side is seeking to maintain control of the imposing Rail Station No. 1, which dominates the terrain around it. Surrounding the station is a nightmarish maze of tracks, destroyed trains, footbridges, and machinery.

## SET-UP

The battle is played on a 4' x 4' gaming surface. Place the rail station in the dead centre of the map. In reality the rail station was a three-story building with two side annexes, forming a large U-shape. As most gamers are unlikely to possess such a building, any other large building will suffice, so long as it's rectangular and at least 12" long, preferably with two or more

stories. The western, northern, and southern sides of the station are surrounded by several rail tracks (running north-south), trains (both intact and destroyed), sheds, walkways, and other debris. The eastern side of the station is an open square containing Barmaley Fountain which featured the infamous sculpture of children dancing around a crocodile. The square should be littered with shell craters.

## SPECIAL RULES NIGHT FIGHTING

The first two turns are fought using Night Fighting rules in Appendix III of the *Bolt Action* rules.

## FORCES

The German player defends, and selects a force from the *Rattenkrieg* Theatre Selector on page 147 of this book. The Soviet player selects an equally sized force from the "*Not a Step Back!*" Theatre Selector on page 137 of this book, with the following modifications: the two compulsory infantry squads must be Airborne squads.

## DEPLOYMENT

The German player selects up to one quarter of their units (rounding down) and may deploy them inside or within 6" of the central rail station. The rest of their units remain in reserve and may enter the table from the northwest corner (24" in each direction) starting on Turn 2.

German troops counter-attack at the rail station



## DEBUNKING TWO MEN, ONE RIFLE

An enduring myth about the battle of Stalingrad is that many Soviet soldiers were sent into battle unarmed. While at many points the supply situation in Stalingrad was dire and ammunition often ran extremely low, the idea that half of a division or more of Soviet soldiers went into action without so much as a rifle does not hold up to a close inspection. The origin of this myth can be traced to a letter from Rodimtsev to Chuikov reporting that the 13th Guards Rifle Division was missing half of its allotment of weapons. As the division was soon afterwards committed to the fighting within Stalingrad, it has been assumed that the division therefore went into action without 50% of its weaponry. This myth was popularised in the film, *Enemy at the Gates*, in which only every other soldier received a rifle, with the unfortunate alternating man only receiving a handful of ammunition.

In fact, records show that Rodimtsev's division did receive their

allotted weaponry in the twenty-four hours preceding their transport into the city. Interviews with survivors of the division, likewise, do not mention any lack of weapons as they entered the fighting on September 14th. The confusion over this is understandable. Many Soviet records were sealed away for decades after the war, only becoming available after the fall of the Soviet Union. Therefore, most early literature on the subject of Stalingrad was gathered from German sources and the few available Soviet documents. It is easy to see how a horde of ill-equipped conscripts being forced into battle at gunpoint fit well into the German conception of Soviet methods. The reality was that the 13th Guards were one of the best trained and highly motivated units the Soviets possessed, and Chuikov did all he could to make sure this elite unit had the equipment necessary to stop the German onslaught.

The Soviet player does not deploy any units prior to the start of the game; instead their entire force may enter the table from the southeast corner (24" in each direction). Outflanking is not allowed in this scenario.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, if both players still have forces within the Rail Station, play one additional turn – afterwards the game ends.

## VICTORY!

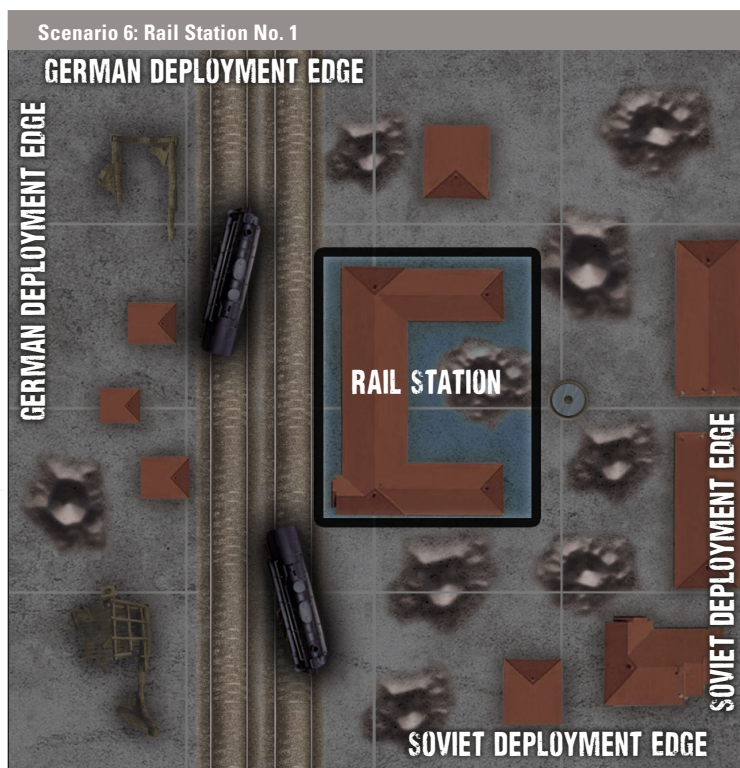
The player who maintains control of the Rail Station receives 3 VPs. Control of the Rail Station is determined by whichever player has more models inside the station at the game's end.

Each destroyed enemy unit is worth 1 VP. The player with the most VPs is considered the victor. If each side earns an equal number of VPs, the game is considered a draw.

# AFTERMATH

The Germans, startled by the ferocity Dragan's night-time assault, quickly retreated from the Rail Station, leaving the building in Soviet hands. However, once they realised that the building was held by only a single company of Soviet infantry, a counterattack was organised. What followed was three days of back-and-forth fighting for the Rail

Station and the surrounding buildings. Several times the Soviets were driven out of the building, but each time rallied to charge back in to retake it. Finally, a concentration of German planes reduced the building to a pile of fire and debris, forcing Dragan's men to pull back to the next block and take up defensive positions there.





# SCENARIO 7: VERDUN REVISITED, 15 SEPTEMBER 1942

While Dragan's battalion fought for the railway station, the rest of the 13th Guards were sent to push the Germans off the peak of the vital hill that dominated central Stalingrad – Mamayev Kurgan. As the Soviet reinforcements arrived, they discovered that while the Germans had secured the summit, they had not yet dug in and organised themselves. The paratroopers immediately threw themselves into the attack, pushing the Germans back and preventing them from bringing their guns forward to where they could fire on the river crossings. Heavy artillery pounded the hill from both sides, quickly turning the idyllic picnic grounds into a cratered moonscape. One Soviet soldier compared the din of fighting on Mamayev Kurgan to having steel needles pressed into his ears. The cost was horrific: 3,000 Soviets died fighting for the hill on the first day alone. But losing the strategic position to the Germans was not an option. If German guns were able to sight river traffic from the summit of Mamayev Kurgan, bringing reinforcements across the river would quickly become impossible.

## OBJECTIVE

Both sides want to seize the water cistern area at the summit of the hill and dig or capture earthworks to use in the defence of the summit. While pushing the enemy off the hill completely is likely not possible, gaining the summit and the cisterns is an important objective.

## SET-UP

The battle is played on a 6' x 4' board with the long edges facing east and west. Although the entire battle is on a hill, the slope is gentle enough that a flat surface can be used to represent the area near the summit. Place two large concrete water cisterns in the centre of the table so that they are slightly higher than the rest of the terrain. Appropriate alternate models for the cisterns would be oil/water storage tanks or concrete bunkers. Liberally sprinkle shell craters and small ridges across the table.

Units inside a cistern are considered to be inside a bunker.

## SPECIAL RULES

### CONSTANT BOMBARDMENT

Fighting on Mamayev Kurgan took place under World War One style artillery bombardments from both sides. To represent the nonstop shelling use the rules for Constant Bombardment on page 156.

## PROTRACTED BATTLE

The struggle for Mamayev Kurgan went on for months. This scenario, however, lets players recreate two days of the initial struggle for control of the hill. This battle uses the Protracted Battle rules on page 164 of this book. As such reserves may not arrive until Turn 5 in which they arrive automatically (no roll is necessary). Turn 5 will also use the Night Fighting rules in Appendix III of the *Bolt Action* rulebook.

## FORCES

The German player selects a force from the *Rattenkrieg* Theatre Selector on page 147 of this book. The Soviet player selects an equal-sized force from the *"Not a Step Back!"* Theatre Selector on page 137 of this book. The recommended army size for this scenario is 1,500 points each.

## DEPLOYMENT

The German deployment zone is 12" in from the western table edge. The Soviet zone is 12" in from the eastern table edge. Before deploying any units, each player places four 6" trench/earthwork sections in their deployment zone. These can be placed separately, or together to form one long trench. Half of each force (rounding up) is selected to remain in reserve. Both players set up their units on the long table edges.

Add an order die to a bag for each unit not being held in reserve. Draw a die; that player deploys one of their units within their deployment zone. Continue to do this until all units that are not in reserve have been set up. Reserves are not allowed to outflank in this scenario.

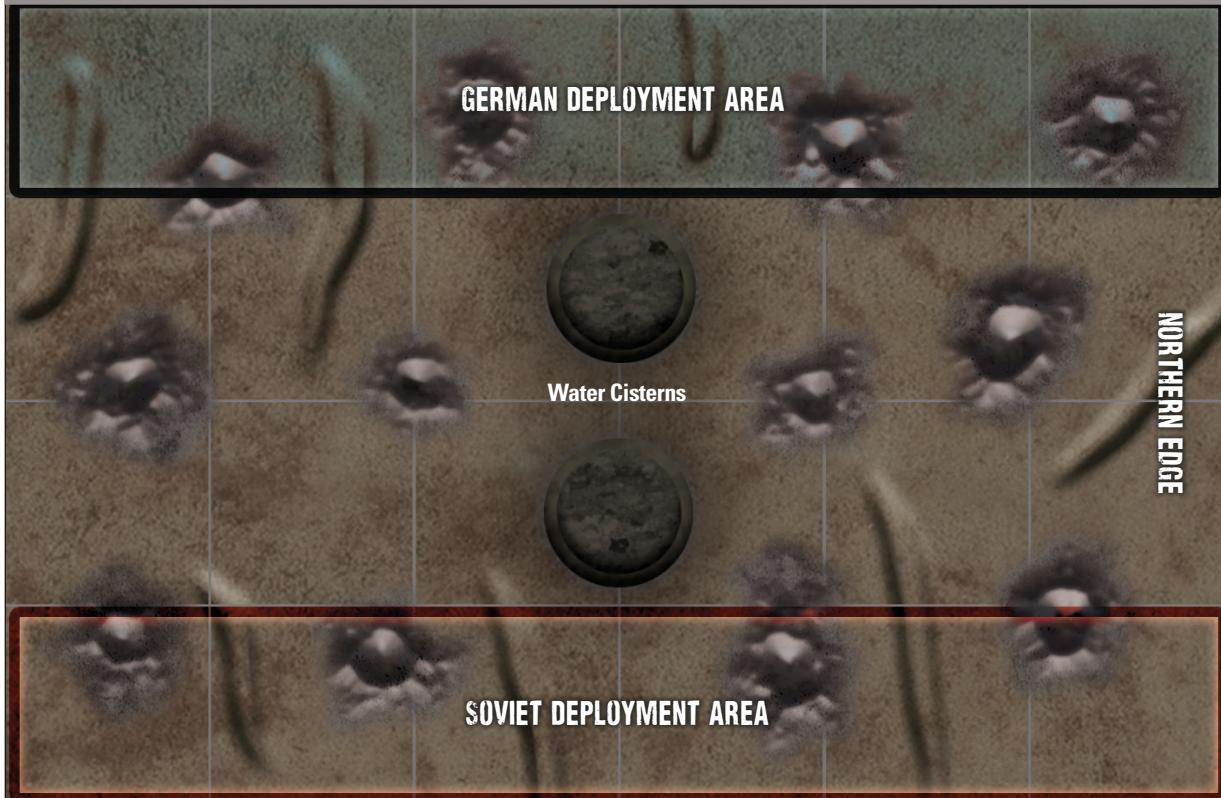
## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 9 the game ends.

## VICTORY!

Control of each cistern is worth 3 VPs. 1 VP is earned for each enemy trench section occupied by one of your units. Control of each water cistern is gained by moving a unit into the cistern (all water inside is long gone). Control of trenches/earthworks is obtained by having a unit in the trench/earthwork at game's end and no enemy units present within the same terrain piece.

The player with the most VPs is the victor. If each side earns an equal number of VPs, the game is considered a draw.



## AFTERMATH

Within days the hill had become riddled with trenches, shell craters, and corpses in a landscape reminiscent of Verdun. As more Soviet reinforcements crossed the Volga, they were thrown into the fighting on the Kurgan. Eventually, after nearly two weeks of fighting, the front lines stabilised. The Germans held the north and western slopes of the hill, while the Soviets held the eastern and southern sides. At the highest point, the concrete water cisterns continued to change hands as each side desperately sought to use the ready-made bunkers to pour fire down

on the other side. The stalemate on Mamayev continued until nearly the end of the Stalingrad campaign. As a testament to the ferocity of the fighting, the constant back and forth shelling of the hill prevented snow from settling on the slopes, even during the cold winter that was to come. Afterwards, the rusting remains of shells poisoned the grass that grew there.

Soviet Infantry Squad





# SOUTHERN STALINGRAD



While Paulus's infantry slogged through downtown Stalingrad, Hoth's Fourth Panzer Army ground inexorably through the southern suburbs towards their designated meet-up point with the Sixth Army at the Tsaritsa River. The river and its many *balkas* (ravines) wound its way through southern Stalingrad, ultimately emptying just south of the main docks. The Soviet defenders in the south had only a handful of depleted units left with which to defend the sprawling suburbs. Rather than forming a coherent defensive line, they were forced instead to cling to survival in pockets of resistance built around natural strong points. The German panzer divisions, lacking the necessary infantry to storm all of these mini-fortresses, bypassed many to be dealt with later. This allowed some Soviet units to escape from behind German positions during the night and return to Soviet lines in the north.

By September 15th, however, the German advances in the south had so deeply penetrated Soviet positions that Chuikov was forced to pull his forces back towards the city centre. A detachment from the 24th Panzer Division, *Kampfgruppe Edelsheim*, was assigned to capture the vital Stalingrad Rail Station No. 2. As they reached their assigned target, they laid eyes on one of the most distinctive

buildings in Stalingrad: the Grain Elevator. Standing seven stories tall and nearly 100 yards long, this steel-reinforced concrete monolith stored vast quantities of grain in preparation for shipment north. Moreover, the structure commanded an imposing view of the surrounding area, allowing whoever held it to direct artillery fire onto almost all of southern Stalingrad. Although the Grain Elevator had been assigned to the sector belonging to the 94th Infantry Division, Edelsheim immediately saw the importance of capturing such a building and sent a small detachment of soldiers to occupy the Elevator, which they found undefended.

The next morning, however, Senior-Lt. Polyakov of the 10th Rifle Brigade arrived, determined to retake the Elevator with the 30 men under his command. Distracting the German defenders with fire from one direction, Polyakov sent two other groups around the Elevator to hit it from the flank. These flanking groups surprised the Germans on the first floor with a barrage of grenades and forced them to retreat to the second floor. The trapped Germans were soon dispatched with a concentrated assault and Polyakov set about organizing a defence of the Elevator and the surrounding buildings.

Close quarter fighting around the Grain Elevator





# SCENARIO 8: CONCRETE MONOLITH, 19 SEPTEMBER 1942

The 94th Infantry Division arrived later on September 16th to find the Soviets in possession of the Grain Elevator. Several attacks were launched, but the Soviets repulsed each of them, pouring a murderous fire into the Germans with machine guns mounted on both the ground and top floors of the Elevator. That night, while the Germans contemplated how to attack such an imposing defensive position, the Soviets were reinforced with a much-needed platoon from the 91st Naval Brigade. The next day was, in many ways, a repeat of the 16th, with German infantry attacks being defeated repeatedly by the stout Soviet defence.

Frustrated, the German commander called for artillery to be brought up which could be used to bomb the Soviets out of the Elevator. 88mm flak guns and 105mm artillery pieces were brought forward to fire on the Elevator from short range. These poured a fearsome barrage into the building, firing over open sights while Stuka dive bombers joined the fray from above. When the firing stopped the Germans trained their field glasses on the Grain Elevator to find it standing largely intact. Only a side annex of the building had collapsed, and damage to the steel-reinforced concrete of the main structure was reduced to small holes where shells had punched through. However, the grain within the silos had caught fire, unleashing a torrent of smoke over the battlefield. Parched and choked from the smoke, the Soviets within the Elevator retook their positions.

## OBJECTIVE

The vital Grain Elevator has been garrisoned by a handful of determined Soviet defenders. This strategic point is vital for the German southern advance, and they must capture it at all costs. Soviet reinforcements continue to trickle in, so the first step for the Germans may be cutting the Elevator off from further assistance.

## SET-UP

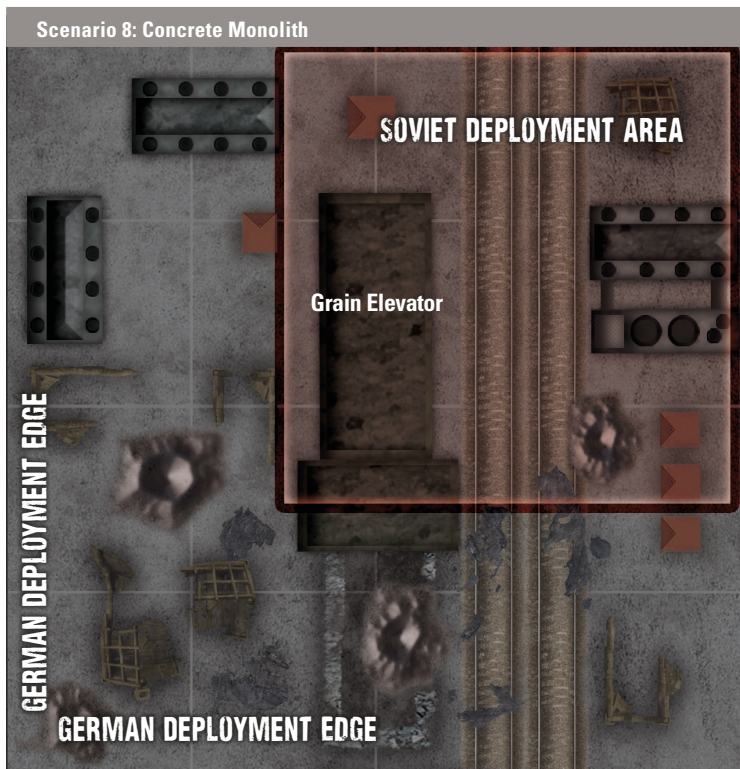
The battle is played on a 4' x 4' gaming surface. The Grain Elevator itself should be placed in the centre of the board. Representing the Grain Elevator is a



challenge because of its large size and unique shape. In reality the Grain Elevator was a massive building with seven different floors and many more discreet sections.

For the sake of playability, we limit the areas of the Elevator to five sections: In the tallest section of the building – the headhouse – units can occupy the ground floor, the middle floor, and top floor. Units can enter the ground floor headhouse via any of the doors or windows, or via the ground floor gallery. The middle and top floors can only be reached via staircase from the lower areas of the headhouse. There are also two galleries which bracket the silos: the ground floor gallery, and the top floor gallery. The ground floor gallery can be entered either from the ground floor of the headhouse or from outside via the ground floor windows on all sides. The top floor gallery can only be entered via the middle floor of the headhouse.

The headhouse of the Grain Elevator faces south. Railroad tracks should be placed on the east side of the Elevator. To the west side, an attached annex had been



reduced to rubble by artillery bombardment and should be represented as a pile of shattered concrete. Place sheds and one or two-story industrial buildings around the Grain Elevator.

There are two objectives aside from the Grain Elevator. One must be placed within 12" of the centre of the east table edge. The other must be placed within 12" of the north table edge. The German player selects one to place first, the Soviet player then places the other.

## SPECIAL RULES

### BURNING GRAIN

The grain within the elevator has caught fire and is bathing the battlefield in a layer of smoke. Every turn place a 2" smoke marker from the north end of the Grain Elevator. This follows all the normal rules for smoke.

### ALL BUT IMPERVIOUS

The steel-reinforced structure of the Grain Elevator is nearly impervious to damage. The entire Grain Elevator counts as a bunker for purposes of cover and HE damage.

## FORCES

The Soviet player is the defender, and selects a force from the Soviet *"Not a Step Back!"* Theatre Selector on page 137 of this book. No vehicles of any kind may be selected. The recommended point value is 750 points for the Soviet player. The German player selects a force twice that of the Soviet player (e.g. 1,500pts against 750pts). The German



player chooses from the *Rattenkrieg* Theatre Selector on page 147 of this book.

## DEPLOYMENT

The Soviet player selects half of their units (rounding up) to deploy on the board prior to the beginning of the game. They can be deployed anywhere on the board as long as they are at least 18" away from the south and west table edges. The rest of Soviet forces enter the board on turn 3 from the north and east table edges.

The German player does not deploy on the board prior to the start of the game. Instead their units enter from the south and west tables edges at the start of the first turn.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1–3 the game ends, on a roll of 4–6 play one further turn.

## VICTORY!

There are five sections of the Elevator; control of each section of the Grain Elevator is worth 1 VP. To claim control the player must have the only unit inside that section of the Elevator.

The two auxiliary objectives near the table edges are worth 2 VPs each. To claim control a player must have the only units within 3" of the objective marker.

The player with the most VPs at the end of the game is the winner. If they have the same number of VPs, the game is a draw.

# AFTERMATH

By September 20th the German front line had moved beyond the Elevator, leaving the Soviets inside surrounded like an island afloat in a hostile sea. The next few days followed a deadly pattern: artillery bombardment of the Elevator followed by German assaults (sometimes as many as ten a day). Requests for the Soviets to surrender were driven off with a hail of bullets.

By September 21st the Soviets were in bad shape. Grenades and ammunition were nearly expended, there was no more water either for drinking or cooling their Maxim machine guns. The radio had been destroyed early in the fighting, leaving no way of calling for aid. A massive combined assault of a dozen tanks and hundreds of

German infantry finally broke the Soviet defence. Firing point-blank into the windows of the building, the German tanks knocked out the Soviet machine guns and suppressed their fire long enough for the infantry to climb into the crumbling ground floor windows.

Their stronghold breached, the remaining Soviet defenders attempted to break out back to friendly lines. Many were captured, but a handful managed to reach the Volga and construct a raft to take them to safety. The capture of the Elevator had taken five crucial days and cost the Germans scores of soldiers and tanks.



# SCENARIO 9: DRAGAN'S LAST STAND, 26 SEPTEMBER 1942

In downtown Stalingrad, after days of back-and-forth fighting, Dragan's battalion was finally forced to abandon the burning rail station and retreat across the square to the building nicknamed "The Nail Factory" (so named after the large cache of nails discovered there). By September 21st, Dragan's men were low on ammunition and water. Little did they know that Soviet defences on their flanks were crumbling, leaving them dangerously exposed in a forward position. Within 48 hours the central landing area had been reached by German forces and was being defended by cadets from the Infantry School. Dragan's battalion was surrounded.

Rodimtsev and Chuikov had lost contact with Dragan and were unsure of the exact position of Dragan's men. The only clue Soviet HQ had that Dragan and his men were still holding out were the sounds of fighting echoing from downtown Stalingrad. As Germans closed in on all sides Dragan's men were forced into a running fight through the ruins of downtown Stalingrad. When German forces finally pushed them out of the Nail Factory they fell back to the next strongpoint in Red Square and continued resisting from there.

## OBJECTIVE

Dragan's battalion, the westernmost of Soviet forces in downtown Stalingrad, is being cut off as surrounding units fall back towards the Volga. The Soviet paratroopers must hold on to their fortified strongpoints as long as possible to tie down German forces.

## SET-UP

The battle is played on a 4' x 4' table. The north 12" of the table should contain the Nail Factory and the Rail Station Square. The lower section of the map contains Red Square (a large rectangular park with a statue in the middle) which is framed by rows of damaged buildings. Next to Red Square is the Univermag Department Store; a large, multi-story building with expansive windows. The rest of the map contains streets of multi-story buildings. This is one of the most built-up areas of Stalingrad so the buildings are large and sturdy. Despite taking some bomb damage most buildings are still standing and are at least partially intact.

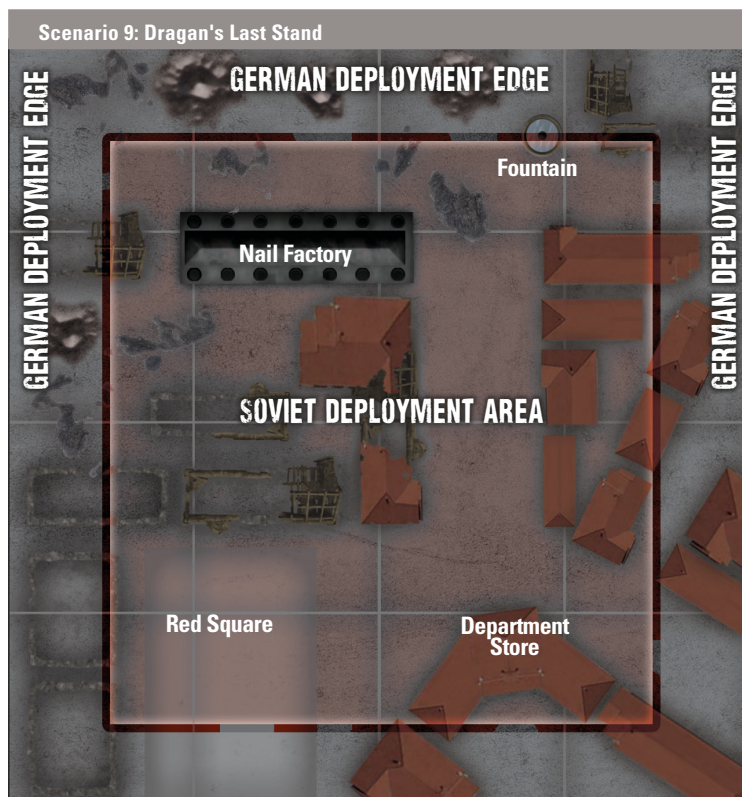
Place VP markers on the Nail Factory and Univermag Department Store. The German player selects two additional buildings to place VP markers on. They must be at least 12" from the table edge. The Soviet player then places a final VP marker on a building of their choice.

## SPECIAL RULES AMMUNITION SHORTAGE

The Soviet force is suffering from Ammunition Shortages. See the rules on page 156 of this book.

## FORCES

The Soviet player selects a force from the "Not a Step Back!" Theatre Selector on page 137 of this book, with the following modification: the two compulsory infantry squads must be Airborne squads. The recommended size for the Soviet force is 1,000 points. The German force is 50% larger than the Soviet (e.g. 1,500pts against 1,000pts), selected from the *Rattenkrieg* Theatre Selector on page 147 of this book.





## DEPLOYMENT

The Soviet player deploys their entire force anywhere on the map as long as each unit is at least 6" from any table edge.

Half of the German player's force (rounding up) enters the table on Turn 1 from the north table edge or the northern 24" of the west and east table edges. The remainder arrive from reserves beginning in Turn 2. The German player may outflank, arriving from anywhere on the western and eastern table edges on Turn 3, and from any table edge on Turn 4.



## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1–3 the game ends, on a roll of 4–6 play one further turn.

## VICTORY!

At the end of the game calculate VPs using the following formula: 2 VPs for control of the Nail Factory, 2 VPs for control of the Univermag Department Store, 1 VP for each of the other three VP markers. The player with the most VPs at the end of game is the victor. If both have the same number, the game is a draw.

Dragon's beleaguered force is ejected from the Nail Factory





# AFTERMATH

Despite the desperate situation faced by Dragan's men, there were no reinforcements to send to their rescue. The 13th Guards had suffered nearly 90% casualties since landing the previous week. The grizzled survivors were defending a strip of ground only a couple blocks deep between downtown and central Stalingrad. South of the Tsaritsa river the survivors of the Soviet divisions there were pinned against the shoreline after German forces had beaten them to the river. On the night of September 26th, Chuikov organised the Volga Flotilla to evacuate this southern pocket back to the safety of the eastern side of the river. So few men remained that they were completely combat ineffective and had to be placed into the reserves for refitting.

Dragan's men were on their own but were determined to hold out as long as possible. Step-by-step they fought a fierce rear-guard action from all quarters. Finally, reduced to only a handful of men and almost completely devoid of ammunition, they holed up in the Univermag Department Store and the buildings adjacent to the Red Square. Before German tanks blasted their position to rubble, one of the Soviet Guardsmen used his bayonet to carve "Rodimtsev's guardsmen fought and died for their country here" into the wall. Nothing was known of this heroic last stand until Dragan and a handful of men appeared back at Soviet lines days later. Incredibly, a lucky few survived the final onslaught, emerged from the rubble, and carefully snuck past German sentries to reach the Soviet front line.

## TOP SECRET

### NO LAND BEYOND THE VOLGA

By late September the 62nd Army's determined defence of Stalingrad was beginning to have important ripple effects. Stalin, at first distressed over the danger to the city which bore his name, had been brought around by Zhukov to see the strategic opportunities that the immobile German armies represented. Furthermore, the vigour with which the Red Army was defending the city was doing much to restore Stalin's faith in Army leadership after over a year of embarrassing failures and retreats. Indeed, early in October 1942 Stalin rescinded the much-reviled Commissar order, which had given dual command to political officers. Once again Red Army officers were allowed to make their own decisions without interference by NKVD political operatives.

Within the 62nd Army itself a unique culture quite unlike anything else in the Red Army was growing with each increasing hardship. In the thin strip of Soviet-controlled Stalingrad, private soldier and general alike shared in the dangers of German air and artillery attacks. Increasingly, Soviet officers were leading from the front instead of from bunkers miles away from the fighting. The result was that a profound mutual respect between officers and rank-and-file soldiers developed.

Additionally, each failed attack by the Germans increased the confidence of the Soviet defenders in their own abilities. The 13th Guards, who had lost 90% of their men but stopped the Germans cold in downtown Stalingrad, had become an example to emulate within every Soviet unit that entered the city. German soldiers reported that many Soviet units had stopped surrendering altogether and were instead fighting to the last man and bullet.

Quite organically, Soviet soldiers began gathering together to take oaths to kill certain numbers of German soldiers. Tallies were kept and turned in to their commanding officers detailing each German they had killed and when. Those without any kills to their name were under immense pressure to do their part. Chuikov seized upon the growing pride and sense of solemn duty that the Soviet soldiers were investing in their defence of the city. From mid-October onward, arriving units, before entering the city, would kneel on the banks of the Volga and swear an oath upon the flag of their regiment that they would defend the city to the last. The oath read:

*"The Germans have destroyed the avenues and brought down the factories of Stalingrad; but Stalingrad has remained invincible. Its burned-out houses, its ruins, its very stones are sacred to us. We swear to our last drop of blood, to our last breath, to our last heartbeat that we shall defend Stalingrad, and hold the enemy back from the Volga. We swear that we shall not disgrace the glory of Russian arms, and we shall fight to the end."*

Outside of Stalingrad, the rest of the Red Army watched the struggle and started to believe that the German Wehrmacht was not invincible after all. Foreign press, egged on by Soviet propaganda experts, reported eagerly on German failures to take the city. The legend of Stalingrad was being born.

# CHARNEL HOUSE





# PAULUS SHIFTS NORTH

As September dragged on, Paulus watched his plan for a swift conquest of Stalingrad melt away. The fight for southern and central Stalingrad had taken far longer than anticipated and cost his forces dearly. Aside from the catastrophic manpower losses, he had also expended much of his supplies. In September alone the German Sixth Army burned through 23 million rifle and machine gun rounds, 750,000 mortar shells, over 650,000 artillery shells, and nearly 200,000 hand grenades.

By September 26th, however, German forces had managed to secure the southern reaches of the city beyond the Tsaritsa River, and all but a handful of blocks within downtown Stalingrad. The centre of the city, dominated

by Mamayev Kurgan, had been briefly in German hands before Chuikov had dispatched the bulk of his reinforcements to the region. There, fierce Soviet counterattacks pushed German forces off much of the hill. Despite these setbacks, Paulus decided it was time to shift focus to the northern sections of the city.

Northern Stalingrad presented a very different environment from the dense city-blocks of southern Stalingrad. North of Mamayev Kurgan lay three sprawling suburbs: the Workers' Villages. These suburbs, nestled among the hills west of Stalingrad, housed the families who worked in the Red October, Barrikady, and Tractor factories. Primarily consisting of wooden single-family

Fierce fighting rages through the Workers' Villages by Steve Noon © Osprey Publishing. Taken from Campaign 318: *The Kuban 1943*





homes, these parts of the city had suffered heavily from the repeated Luftwaffe bombings that had lit unchecked infernos that engulfed large sections of the Villages. What was left were piles of burnt rubble, cellars, chimneys, and the occasional surviving house or apartment block.

Northwest of these Villages was an area that had become known as the Orlovka salient – a 10 km long strip of Soviet-controlled hills terminating at the village of Orlovka. This thin salient was only 3 km wide and was surrounded by German forces on three sides. Despite the obvious danger of a German breakthrough leaving this area encircled, Chuikov continued to keep troops in the region as it represented the closest place where a Soviet breakthrough of the northern cordon could meet up with the cut-off 62nd Army. Indeed, throughout September and October, Eremenko continued to launch assaults on the northern German lines opposite Orlovka in the hope of eventually beating a path through to relieve the trapped 62nd Army. However, the dug in Panzergrenadiers of the Sixth Army's mobile divisions repelled these attacks time and time again.

Finally, there were the factories themselves – the most strategically important element of the city, and ostensibly the reason the capture of the city was planned in the first place. Three imposing industrial complexes hugged the

western bank of the Volga from Mamayev Kurgan to the outskirts of Spartanovka. Each was a massive compound filled with dozens of workshops, forges, assembly halls, and railyards. The Tractor Factory, the northernmost of the factories, had been converted to build T-34s and, prior to the German approach, had become the Soviet Union's primary producer of the legendary tanks. During the battle itself the factory continued to repair and churn out new tanks despite extensive damage to its facilities. South of the Tractor Factory lay the Barrikady Arms Factory, which produced artillery and anti-tank guns. Finally, the southernmost of the three main factories was the Red October Steel Plant.

By shuffling his forces and borrowing several Panzer divisions from Fourth Panzer Army, Paulus was able to put together a relatively fresh force, which he planned to use to assault the northern half of the city and destroy the Orlovka salient. The 100th Jäger Division, reinforced with the 369th Croatian Regiment, was brought from the rear and tasked with retaking Mamayev Kurgan from the Soviets. Meanwhile, the bulk of Paulus's Infantry Divisions, plus two Panzer Divisions, would form several powerful *Kampfgruppen* that would break Soviet lines, blitz through the Workers' Villages, and capture the factory district.

## THE FIRST ATTACK ON THE WORKERS' VILLAGES

On September 27th Paulus unleashed his northern attack. Chuikov, sensing what was coming, had made preparations of his own. The army council had agreed to allow him to incorporate the worker's militias into his army, and he had fortified what he considered the most likely axis of German advance as best he could. As German forces moved into their jumping-off positions, Chuikov launched spoiler attacks of his own; however, these were quickly disrupted by swarms of Luftwaffe dive bombers who swooped on the massing Soviet formations and pummelled them back into cover. The concentrated German artillery and aerial strikes, coupled with the failed Soviet counterattacks, left the Soviet lines vulnerable.

A particularly devastating artillery barrage was directed at the 95th Rifle Division, defending the slopes of Mamayev Kurgan. The accurate cannon fire pulverised the division's command post, severing communications and badly damaging the defensive positions of the already battle-weary division. The fresh 100th Jäger Division, reinforced with assault guns, quickly advanced up the

cratered landscape of Mamayev Kurgan from the south, and overran the shell-shocked Soviet defenders. By day's end, the Jägers had managed to take the majority of the hill. Fewer than 500 survivors of the 95th Rifle Division clung to parts of the eastern and northern slopes.

Two *Kampfgruppen* – *Winterfeld* and *Adelsheim* – were unleashed to scythe their way north through the outskirts of the Workers' Villages. The open terrain favoured the combined arms approach the Germans practiced; bombers dove upon the open Soviet positions while spearheads of German tanks, guarded by Panzergrenadiers, burst through the disrupted Soviet lines. The Soviet tank and infantry forces defending the Workers' Villages were forced back in disarray. By day's end the 62nd Army had lost control of a large swath of western Stalingrad – two to three kilometres in some sections. The front line now lay fewer than two kilometres from the river. Chuikov would later admit thinking to himself “*One more battle like that and we'll be in the Volga.*”



# SCENARIO 10: WORKERS' VILLAGE, 29 SEPTEMBER 1942

The Soviet defenders, despite the loss of territory, had exacted a fearsome toll on the attacking Germans during their advance to the Workers' Villages. 24th Panzer Division, which provided the bulk of the *Kampfgruppen* forces, had lost half its tanks on the first day alone. German *Werstattkompanien* (workshop companies) were adept at recovering and repairing their damaged vehicles, but, despite their skill, were not able to keep up with the pace at which German panzers were being knocked out. The Panzergrenadier regiments had also taken heavy losses, with many units now below 50% authorised strength.

Chuikov reinforced his weakened line by ferrying the fresh 193rd Rifle Division across the Volga, adding it to the defences of the Workers' Villages. The Germans repeated their attacks on the Villages over the next couple of days, but already their progress was slowing. Losses had been high, and as they moved into the ruined Villages they discovered that the streets full of shattered homes afforded the Soviets much better terrain for defence than the hilly steppe 24th Panzer had blitzed through on the first day.

## OBJECTIVE

The spearhead of the German attack is attempting to clear the Workers' Villages of Soviet defenders. The dense collection of homes, fences, gardens, and rubble make advancing into the Villages extremely hazardous for the armoured forces of the armoured *Kampfgruppen*. With Soviet tank-hunters potentially lurking behind every corner, the accompanying Panzergrenadiers will be called on to clear a path for the advancing armour. The Soviets, outnumbered, are looking to deal as much damage to the attacking German forces as possible.

## SET-UP

The battle is played on a 4' x 4' gaming surface. Cover the table in single-family homes or piles of rubble for destroyed buildings, arrayed closely together in street grids. Place a variety of terrain around the houses, such as wooden-fences, gardens, trees, and sheds. Liberally sprinkle the area with bomb craters, rubble, and other battlefield debris.

## SPECIAL RULES

### DUG IN

Soviet Units may begin the game Dug In.

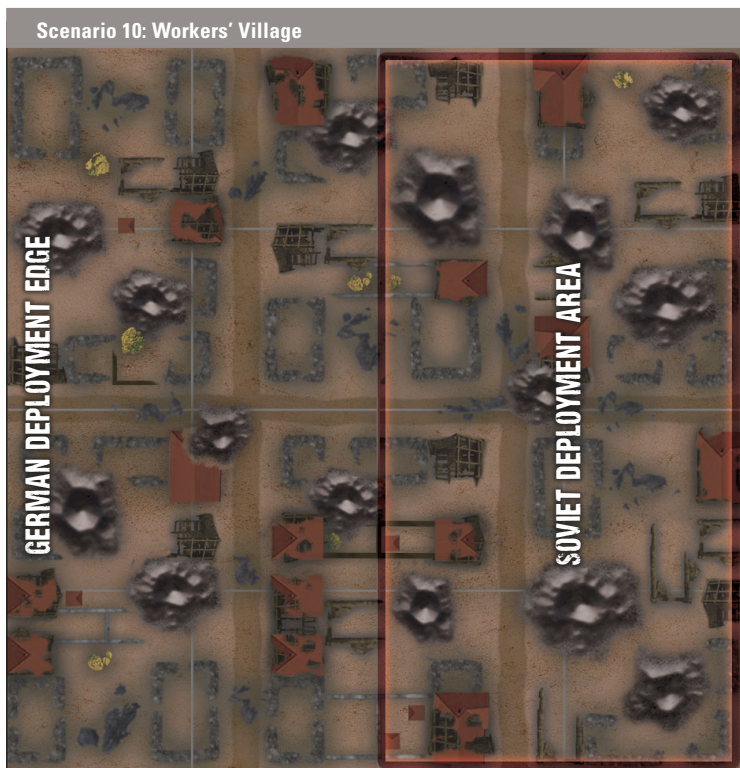
## FORCES

The Soviet player defends and selects a force from the "*No Land Beyond the Volga*" Theatre Selector on page 138 of this book. The German player selects a force 25% larger than the Soviet force (e.g. 1,250pts to 1,000pts) from the *Stalingrad Armoured Kampfgruppe* Theatre Selector on page 146 of this book.

## DEPLOYMENT

The Soviet player's deployment zone is the eastern 24" of the table. Starting with the German player, the players alternate placing three objective markers in the Soviet deployment zone, at least 9" from any existing objectives.

The Soviet player deploys all their forces anywhere within their deployment zone. The Germans enter the table on turn 1 from the western table edge.







## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1–3 the game ends, on a roll of 4–6 play one further turn.



## VICTORY!

The German player scores 2 VP for each objective under their control at the end of the game. Control is dictated by having an infantry or artillery unit within 3" of the objective, with no enemy units present.

The Soviet player scores 1 VP for each enemy infantry or artillery unit destroyed or reduced below half its starting strength, and 1 VP for each enemy vehicle of Armour Value 7+ destroyed or immobilised.

## AFTERMATH

The advancing German *Kampfgruppen* found themselves fighting for every ruined block of the Workers' Villages. With their armoured strength dwindling, the attacking spearheads grew weaker and weaker. Nevertheless, the attacks continued. Soviet defenders took a fearsome toll

on the Germans as they slowly ground their way east. Seeing that the attack on the Villages was losing steam, Paulus shifted focus to the Orlovka salient, which was tying down large numbers of his forces.



# REDUCTION OF THE ORLOVKA SALIENT

By September 30th, Paulus' Sixth Army had completed its preparations to destroy the troublesome salient at Orlovka. Over the next three days the Germans attacked from all quarters, slowly compressing the salient. The Soviet troops trapped in the cauldron fought a fierce rear-guard action with heavy losses. By October 4th, the Germans had broken through at the base of the salient and encircled the 115th Rifle Brigade and 2nd Motorised Rifle Brigade in two pockets, but Chuikov could not risk pulling troops from any other part of the line to rescue the trapped units. The only hope was for the cut-off forces to attempt a breakout southeast back to Soviet lines. On the night of October 6th, using a heavy bombardment by *Katyusha* rockets as cover, the encircled Orlovka garrison massed for a breakthrough. The northern pocket was largely destroyed in the attempt, but the southern group was able to smash through the German lines in the aftermath of the massive rocket barrage and reach friendly lines.

The destruction of the Orlovka salient had significantly shortened Paulus's line, allowing him to regroup his forces for a stronger attack on the Workers' Villages. But as Orlovka was falling, Chuikov received a bounty of reinforcements. Stalin had shifted a number of forces to the Stalingrad Front and several formations had been allocated to the 62nd Army. The 42nd and 92nd Rifle Brigades, refitted after previous losses, were sent back across the Volga. More substantially, the 62nd Army was assigned the 37th and 39th Guards Rifle Divisions. Like Rodmitsev's 13th Guards, the 37th and 39th were comprised largely of elite airborne infantry. Joining them was the veteran 309th Rifle Division. Chuikov had painstakingly ferried these new divisions across the Volga – despite the constant harassment of Luftwaffe dive bombers who took a continuous toll on available river craft – and arrayed them in a second-echelon defensive line to protect the approaches to the factories.

## SECOND ATTEMPT AT WORKERS' VILLAGES

With the Orlovka salient destroyed, Paulus ordered his forces to return to battering their way through the Workers' Villages. On October 2nd, a heavy artillery barrage landed near the 62nd Army HQ behind the Red October plant. The field of oil tanks above the army dugouts, which had been reported empty, exploded under the barrage and unleashed a tide of burning fuel down the bank of the Volga, setting the river ablaze. The 62nd Army HQ was engulfed in flames; those who ran outside to escape the flames perished. Chuikov and his staff remained in their bunker and, despite the choking fumes and smoke, were unharmed. Seeing the conflagration from afar, Soviet units radioed in for an update on Chuikov's position. *"We're where the most flames and smoke are"*, he replied.

Attacks on the Workers' Villages resumed over the next several days. German units slowly pushed their way through the suburbs towards the factories against heavy Soviet resistance. In three days, they had managed to capture roughly half of the Villages, but their forces were spent. 24th Panzer Division reported that its Panzergrenadier Regiments had been reduced to approximately 300 men each and that they could field only 27 operational tanks. German commanders pleaded with Paulus to halt the attacks. Attrition had reduced most

combat formations to a fraction of their original strength, and there were no reinforcements to replace their losses. The Soviets, however, were able to replace their casualties with fresh units from across the river. By early October Sixth Army no longer had the strength to complete the conquest of the city without bringing forward additional units.

On October 5th Paulus ordered his assault forces to move over to the defensive while he searched for reinforcements to bolster his attack force. Over the next week the large-scale attacks came to a halt in the northern sections of the city. Although casualties slowed, the daily attrition of contact with the enemy continued to wear away at both armies. German forces were troubled by the increasing appearance of Soviet snipers across the front lines. These silent hunters were beginning to take a deadly toll on German *landers* and officers alike. In early October, as both sides massed strength for the upcoming struggle, a duel between rival snipers occurred that captured the interest of Soviet propagandists.



## THE SNIPER MOVEMENT

As the practice of tallying kills grew within the 62nd Army, those without kills – either new arrivals or non-combat troops – felt pressured to do their part. This feeling of personal ownership over the outcome led directly to the beginning of the sniper movement. One pioneer of this phenomenon, a communications officer named Alexander Kalentiev, started things off by obtaining permission from his commanding officer to take a telescopic rifle to the front. Within several days he had ten confirmed kills under his belt. As the story of the communication-officer-turned-sniper spread, soldiers from all over the 62nd Army looked for any opportunity to take a rifle to the front line and join in. Some quickly obtained success, transforming into hunters who stalked the ruins picking off German soldiers. Others, however, caused problems as they wandered the battlefield, untrained and unsupervised. Some were killed in their overenthusiastic quest to accumulate kills, while others put more veteran snipers in danger by accidentally exposing their comrades' sniper positions with their amateur tactics.

As news of the growing movement reached Chuikov, he was forced to make a decision about the nascent sniper movement. There were those on his staff who encouraged him to ban the practice, citing the numerous complaints from officers about the chaos being caused by these overzealous amateurs. On the other hand, the movement had achieved great popularity among the soldiers of the 62nd Army. They saw it as a way of fighting back against the powerful German invaders. Chuikov chose to embrace sniperism and co-opt it into an organised movement. He ordered sniper detachments to be formed in each division and regiment, and tapped emerging experts, such as Vasily Zaitsev, to begin the training and organizing of these dedicated sniper units. It was not long before highly trained cadres of snipers were deployed throughout the city, ensuring that there was no space within Stalingrad where a German could safely raise his head.

A Soviet sniper plays a deadly game of cat-and-mouse with enemy marksmen





# SCENARIO 11: SNIPER DUEL, OCTOBER 1942

As the German advance into the city ground to a halt, fighting within Stalingrad took on a rhythm similar to that of World War I. Both sides dug extensive trench networks and fortified buildings into inter-connected defence networks. Large-scale attacks became increasingly difficult. Mobile warfare was replaced with frequent artillery bombardment, trench raids, and sniping. The spontaneous appearance of the sniper movement within the Soviet army led to a vast increase in the number of snipers patrolling the front line. German sharpshooters quickly followed suit, with each sniper seeking to rack up as many kills as possible. Sometimes these silent hunters encountered each other on the front lines and a deadly game of cat-and-mouse would play out, where only one sharpshooter could come out on top – or alive.

## OBJECTIVE

The snipers on both sides seek to rack up as many kills as possible, while avoiding or eliminating enemy snipers. Meanwhile, the average infantrymen need to collect dog tags to confirm the kills of their snipers.

## SET-UP

The battle is played on a 4' x 4' gaming surface. Distribute terrain pieces such as damaged buildings, rubble, debris, and craters in a medium density throughout the table. There should be a mix of high-density terrain areas with other regions with longer sightlines.

## SPECIAL RULES BATTLEFIELD TROPHIES

During this scenario whenever a sniper unit successfully fires and kills an enemy model, place a small dog tag marker on the spot where that model was standing. If a unit belonging to the player who scored the kill comes within 3" of a dog tag dropped by an enemy unit, that player removes the dog tag from the table and places it somewhere for safe keeping – these will be tallied up at the end of the game to help determine VPs. Dog tags can only be collected from enemy units; you cannot collect dog tags from your own fallen soldiers.

## HUNTING THE HUNTER

The average infantryman on both sides despised enemy snipers and would destroy them with a vengeance at any opportunity; and snipers targeted opposing sharpshooters whenever possible. If a sniper model is removed from play for any reason, place two dog tags at their last location. These can be collected by the opposing player for VPs.

## DUG IN

All units not deployed within buildings or rough terrain may begin the game Dug In.

## FORCES

The German player selects a force from the *Into Hell* Theatre Selector on page 148 of this book. They must select one of these two free options for their force: two veteran sniper teams, or three regular sniper teams. No other snipers may be purchased. The Soviet player selects an equal-sized force from the *"No Land Beyond the Volga"* Theatre Selector on page 138 of this book. They must select one of these three free options for their force: one sniper detachment, two veteran sniper teams, or two

Scenario 11: Sniper Duel



## LEGENDS OF STALINGRAD: VASILY ZAITZEV

Hero of the Soviet Union Vasily Zaitsev distinguished himself during the battle of Stalingrad as a superb sniper. He killed 225 Axis officers and men over a five-week period of the battle, including 11 enemy snipers. Between October 1942 and January 1943 it's been estimated he scored as many as 400 kills, although more conservative estimates place the figure at around 300. All this was achieved despite taking the time to train other Red Army men and women in specialist sniping techniques that are still in use to this day.

He arrived at Stalingrad on the eve of 22nd September 1942, crossing the Volga to join the 1047th Rifle Regiment of the 284th Siberian Rifle Division of the 62nd Army. Even equipped with a standard Mosin-Nagant, Zaitsev quickly earned a reputation as a crack shot able to take down targets at over 800 meters. Medals and a scoped rifle quickly followed, and from there Zaitsev's rise became meteoric. NKVD politruks ensured that Zaitsev's successes were well-publicised and his techniques were taught to others.

In January 1943 Zaitsev was blinded by an exploding mortar bomb. His sight was restored under the care of world-renowned

ophthalmologist Professor Vladimir Filatov, and Zaitsev was made a Hero of the Soviet Union on 22 February 1943. He returned to the army in time to fight in the Ukraine, at Odessa, on the Dnepr and the Dniester rivers, and at Seelöwe Heights on the road to Berlin. He commanded a mortar platoon and was promoted the rank of Captain, although he was hospitalised again on Victory Day, 9 May 1945.

After the war Zaitsev settled in Kiev, studied at university and eventually became director of a textile factory. He died in 1991 at the age of 76, just ten days before the dissolution of the Soviet Union. In 2006, in accordance with his final wishes, he was reburied with full military honours alongside his comrades at the Mamayev Kurgan monument in Volgograd, as Stalingrad had since been renamed. The monument bears his famous words "For us there was no land beyond the Volga". Vasily Zaitsev's awards include: Hero of the Soviet Union, Order of Lenin, Order of the Red Banner (twice), Order of the Patriotic War (First Class), Medal for the Defence of Stalingrad, and the Medal for the Victory Over Germany.

### VASILY ZAITZEV

<b>Cost</b>	75pts (Veteran)
<b>Team</b>	2 men – sniper and assistant
<b>Weapons</b>	1 rifle
<b>Special Rules</b>	<ul style="list-style-type: none"> <li>- Team weapon</li> <li>- Sniper</li> <li>- Kill-shot: Zaitsev's uncanny ability means that any shot he takes against infantry, artillery and soft skin vehicles inflicts damage on a roll of 2+ regardless of the target's experience level.</li> <li>- Hide and sting: In accordance with his doctrine, on the turn after using a <i>Fire</i> or <i>Ambush</i> order to shoot, Zaitsev must be given a <i>Run</i> or <i>Advance</i> order and change positions on the battlefield. If he makes an <i>Advance</i> move and does not shoot then he can turn his die to <i>Ambush</i>.</li> </ul>

Zaicheta teams. No other snipers may be purchased.

If both players agree, one veteran sniper team from each force may be upgraded to a special character: Vasily Zaitsev for the Soviets, and Major Königs for the Germans.

## DEPLOYMENT

The German deployment zone is the western side of the table up to 6" from the middle of the table. The Soviet deployment zone is the eastern side of the table also up to 6" from the middle of the table.

Place all order dice in the bag. Draw one order die at a time, with the owning player deploying one unit for each die drawn until all units are deployed on the table. Reserves are not allowed in this game.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1–3 the game ends, on a roll of 4–6 play one further turn.

## VICTORY!

Each player counts the number of dog tags their forces have collected during the game. Dog tags still on the table are not counted towards either player's total. The player with the most dog tags is the winner. If both players have the same number of dog tags, then the game is considered a draw. Dog tags are worth 2 VP each if you need to keep track of Victory Points (such as playing one of the campaigns later in the book).





# AFTERMATH

The most famous sniper duel of Stalingrad took place in December 1942. Vasily Zaitsev, master sniper, was called to Mamayev Kurgan to hunt down a troublesome German sniper who had badly wounded the first two Soviet snipers sent to deal with him. In a five-hour duel, Vasily meticulously located the German sniper by putting up diversionary targets such as a helmet and a mitten. When the German sniper fired at the staged targets, Vasily examined the bullet holes to triangulate the position of the enemy sniper. When the German sniper became distracted

by the approach of some Soviet infantry, Vasily seized his moment, leaping upright from the trench and taking aim. Startled by the audacious move, the German sniper was slow to react and Vasily was able to fire first; eliminating the sniper and winning the duel. This tale took on a life of its own once Soviet propagandists got hold of the story, wherein the anonymous German sniper was converted into the fictional Major Königs, head of the Berlin Sniper School.

## TOP SECRET

### LEGENDS OF STALINGRAD: MASTER SNIPER (MAJOR ERWIN KÖNIGS)

According to Soviet sources, Major Königs was the head of a sniper school in Germany, sent to Stalingrad to hunt and eliminate the troublesome Zaitsev. After Königs had picked off two other Soviet snipers, Zaitsev made his way to central Stalingrad to confront him. After a long, tense duel, Zaitsev gained the upper hand and eliminated the German sniper.

Unfortunately, there is no evidence of a Major Königs among German sources, nor any other sniper sent specifically to kill Zaitsev.

This appears to be an embellishment by Soviet propaganda outfits to increase Zaitsev's already impressive accomplishments. Nevertheless, Zaitsev did engage in a duel with a talented German sniper that had already defeated two of his comrades. Regardless of his name, or why he was in Stalingrad, the German sniper was a talented marksman and is presented here as a worthy adversary for Vasily Zaitsev.

### MASTER SNIPER (MAJOR ERWIN KÖNIGS)

<b>Cost</b>	75pts (Veteran)
<b>Team</b>	2 men – sniper and assistant
<b>Weapons</b>	1 rifle
<b>Special Rules</b>	<ul style="list-style-type: none"><li>- Team weapon</li><li>- Sniper</li><li>- Counter-fire: This sniper is adept at waiting until an enemy reveals themselves through movement or firing and quickly eliminating them. When given an <i>Ambush</i> order, this unit may elect to open fire when enemy units within line-of-sight are given a <i>Fire</i> order, as well as when enemy units <i>Advance</i> or <i>Run</i>. Resolve the shooting of the enemy unit first, then the Master Sniper may take his shot.</li><li>- Camouflage Expert: Adept at disguising his location, when the Master Sniper team is given a <i>Down</i> or <i>Ambush</i> order it also becomes Hidden. See the rules for Hidden Units (<i>Bolt Action</i> rulebook, page 131).</li></ul>

# STALEMATE IN SOUTHERN STALINGRAD





With the bulk of the Sixth Army concentrated in the northern and central areas of the city, the southern sections of Stalingrad continued to be held by the weakened German infantry divisions that had captured them in September. Between the Germans and the Volga lay only the dug-in survivors of Rodimtsev's 13th Guards. However, with nearly all armour and air support being diverted to the fighting to the north, the German divisions in southern Stalingrad did not have the strength necessary to capture the last few blocks and drive the Soviet paratroopers into the river.

With neither party strong enough to launch large-scale attacks, what ensued was a series of small-unit actions as each side sought to strengthen their position by seizing and fortifying important strongpoints, usually large sturdy buildings. One of these strongpoints came to be known as 'Pavlov's House'. Although the story of the defence of this building grew to legendary proportions within the Red Army, the actual account of Sergeant Pavlov and his taking of this critical strongpoint is no less impressive.

'Pavlov's House' caught the attention of Soviet leadership for several reasons. For one, the four-story apartment block had somehow managed to escape the widespread destruction that had levelled much of the city. Although it had sustained some superficial damage, the

walls and roof were largely intact. Secondly, the apartment block was perfectly positioned within the 9th January Square to give it sweeping fields of fire over the entire area. Anyone who garrisoned the building could control all movement within the Square and direct accurate artillery fire onto the surrounding blocks.

Sergeant Pavlov received orders from Rodimtsev to seize the building from the Germans using a surprise night attack. On September 27th, Pavlov and a handful of compatriots crawled towards the building in the dark. They were shocked to discover that there was not a single German sentry on watch. Crawling into the building's cellar, they found groups of Russian civilians huddled there. After speaking with them, Pavlov learned that the German garrison, approximately a dozen men, were all upstairs. The Germans, completely unaware of the imminent danger, were drinking and playing cards. Pavlov and his men kicked the door in and greeted the surprised Germans with a volley of grenades. Within seconds the garrison had been eliminated and the Soviet soldiers set about securing the building and bringing up reinforcements.



**Soviet Observer Team**

**TOP SECRET**

## THE LEGEND OF PAVLOV'S HOUSE

It is after the capture of Pavlov's House that the official Soviet story begins to diverge from first-hand accounts. Soviet press reported that Pavlov and twenty-four infantrymen proceeded to hold the house, against all odds, for fifty-eight days. The moniker, Pavlov's House, was reported to have become so widespread that it was labelled as such on 62nd Army maps. The truth, however, is a little more complicated. While Pavlov was indeed the initial leader of the storm group that seized the building, he commanded the garrison for only a couple days until a more senior officer, Captain Naumov, was sent to take over control of the strongpoint. The size of the garrison was also far larger than reported in Soviet papers. Survivors of Pavlov's House report that there were often between seventy to a hundred Soviet soldiers in the building, including a contingent of artillery observers who sat in the rafters calling down artillery strikes on German positions. Even the name 'Pavlov's House' was something added after-the-fact. 62nd Army maps refer to the building as 'The house on Penzenskaya Street' – a rather less

catchy designation than the eponymously named building.

Strangely, the number of days the building was actually defended was significantly more than the oft reported fifty-eight days. The actual defence of the building lasted over a hundred days, ending on January 10, 1943. The fifty-eight days in the legend corresponds with November 24th, when an attack on a neighbouring German stronghold went badly awry, killing Captain Naumov and leaving Pavlov seriously wounded. Command of 'Pavlov's House' was then given to none other than Anton Dragan, who had miraculously survived the fighting in downtown Stalingrad. On January 10th, the 13th Guards were transferred north to the Red October Factory, and Pavlov's House was abandoned. It is easy to see why Soviet propagandists decided to simplify the story into a handful of Soviet soldiers led by Sergeant Pavlov. Nevertheless, the real 'Pavlov's House' did hold out against a large number of German attacks and was successfully defended for over a hundred days – no mean feat in the meat-grinder that was Stalingrad.

# SCENARIO 12: PAVLOV'S HOUSE, 27 SEPTEMBER 1942

Pavlov's House formed the core of Soviet defences in-and-around the 9th January Square. From September to January, German forces repeatedly attempted to seize this vital position from the Soviet defenders. For over 100 days the garrison at Pavlov's House held out, raining down artillery and machine gun fire on any Germans unlucky enough to be sent up against their formidable defences. Yet the Soviet garrison in the region was not passive; many counterattacks were organised to seize German strongpoints as a method of improving the Soviet defensive network in the area. These bloody attacks and counterattacks continued for nearly the length of the conflict, with the weary forces on both sides deeming the capture of even a single building from the enemy a notable success.

## OBJECTIVE

With the majority of German and Soviet forces deployed in the struggle for the northern sections of the city, the fighting in downtown Stalingrad has taken on a more personal struggle, with each side looking to improve their positions, one building at a time. The strategic location of Pavlov's House and 9th January Square make it a focal point of many of these small-scale attacks. Seizure of several of these key buildings allow improved spotting and artillery positioning that could further disrupt the other side's defensive arrangement.

## SET-UP

The battle is played on a 4' x 4' gaming surface. The centre of the map should be the 9th January Square, a large open area crossed by two streetcar tracks. In the centre of the square is a small building. Place two long apartment blocks in the south-east corner of the square; these are Zabolotny's House and Pavlov's House. Zabolotny's House should be badly damaged, if possible. Behind the two apartment blocks place two industrial buildings. This is the Mill. A trench should connect the Mill to Pavlov's House.

Place two buildings on the south side of the square; these are the Metal Worker's House and the Voentorg. On the western side of the square place two buildings; this is the Milk House. The north side of the square should be rubble.

Liberal place craters throughout the map and rubble on the edges of the square.

## SPECIAL RULES

### PREPARATORY BOMBARDMENT

The German player may launch a preparatory bombardment before the beginning of Turn 1 (see *Bolt Action* rulebook, page 131).

### GUN ELEVATION

Pavlov's House was so tall that German tanks could not elevate their guns high enough to fire on the top floor of the building (where Pavlov cleverly placed his Anti-Tank Rifles.) Tanks cannot fire at the top floor of the apartment block.





## STORM GROUPS

Chuikov realised very early in the fighting at Stalingrad that his forces faced several disadvantages against their German opponents. The Germans commanded complete air superiority and had significant advantages in armour, artillery support, and morale. To compensate for these shortcomings, inventiveness and imagination were called for. Chuikov neutralized some of the German advantage in artillery and air support by urging his subordinate units to 'hug' the enemy positions; digging in so closely to German positions that German artillery could not fire on them without danger of hitting their own forces. Oftentimes this meant that Soviet forces infiltrated close enough that they were inhabiting different sections of the same house as the Germans, sometimes with as little as a single wall separating the two forces.

Chuikov also allowed plenty of latitude for his subordinates to experiment with new tactics. One tactic that was eventually adopted throughout the 62nd Army was that of the *Shturmovye Gruppy* or 'Storm Group'. Pioneered by the 13th Guards in downtown Stalingrad, the idea was that small groups of heavily armed soldiers could more easily seize enemy positions than battalion or company-sized attacks. Storm groups were normally comprised of three sections:

The Assault Group: Typically six to eight men, armed with submachine guns, who were tasked with the initial seizure of the building. Standard tactics were to infiltrate as closely as possible, then sprint to the building under covering fire. The assault group would toss grenades into doors and windows, then head inside to finish off the stunned German defenders in hand-to-hand combat.

Aside from SMGs, the Assault Group was typically laden with as many grenades as they could carry and a melee weapon, such as a combat knife or sharpened spade. Bravery, quick thinking, and skill at close-quarters combat were required for this task.

The Reinforcement Group: As soon as the assault group signalled that the building had been taken, the reinforcement group followed them to fortify the position. Larger than the assault group, the reinforcement group brought heavier weaponry such as mortars, machine guns, AT rifles, and explosives to defend the building from the inevitable German counterattack. Oftentimes the reinforcement group would include specialists such as engineers, snipers, and artillery spotters, who transformed the building into a fortress.

The Reserve Group: Provided covering fire for the advancing assault group. If necessary, they could be called upon to form follow-up assault groups if the initial attack failed or required reinforcement.

This tactic of 'Storm Group' was useful and effective for several reasons. First, it utilised night attacks and close combat fighting, both of which the Germans disliked. Second, it called for initiative and innovation from the soldiers on the ground, and as such was very popular with Soviet soldiers. Members of the Storm Group would pair up with a 'fighting buddy' whom they stuck with once inside the target building. Assault groups were often a mix of officers, NCOs, and rank-and-file soldiers, all fighting side-by-side. Lastly, for manpower-starved formations like the 13th Guards, it was a way to seize ground without the use of large numbers of soldiers.

## FORCES

The Soviet player is the defender, and selects a force from the "*No Land Beyond the Volga*" Theatre Selector on page 138 of this book. The Soviet player receives three free 6" x 6" minefields to place in their deployment zone. The German force is 25% larger than the Soviet (e.g. 1,250pts against 1,000pts), selected from the *Rattenkrieg* Theatre Selector on page 147 of this book.

## DEPLOYMENT

The German deployment zone is the western 18" of the table. The Soviet deployment zone is the eastern 18" of the table.

Each player declares which of their units are to remain in reserve. This can be up to half of the units in their army (rounding down). Add an order die to a bag for each unit not being held in reserve. Draw a die – the player whose die has been drawn must deploy one of their units within their deployment zone. Continue to do this until all units that are not in reserve have been set up. Soviet reserves are not allowed to outflank. However, German reserves may outflank but can only enter from the northern table edge.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1–3 the game ends, on a roll of 4–6 play one further turn.

## VICTORY!

Players earn VPs at the end of the game for control of seven key buildings: the titular Pavlov's House, Zabolotny's House, the Metal Worker's House, the Voentorg, the Milk House, the Mill, and the building in the 9th January Square. Control of a building is determined by which player has models inside the building at the end of the game. If both players have models inside at the end of the last turn then that building is contested and it's VPs are not given to either player.

Control of Pavlov's House is worth 3 VPs. Control of Zabolotny's House, the Metal Worker's House, the Voentorg, and the building in 9th January Square are worth 2 VPs each. Control of the Milk House and the Mill are worth 1 VP each. The player with the most VPs is the winner. If they both have the same number of VPs, the game is a draw.



## AFTERMATH

The Germans were never able to seize Pavlov's House from the Soviet defenders. Only in January, near the end of the Stalingrad campaign, did German forces occupy the building, but only after the defenders were transferred to another part of the line and voluntarily left Pavlov's House. The Sixth Army surrendered less than a month later.



**Soviet Anti-tank  
Rifle Team**



# THE FACTORY DISTRICT



# PAULUS REQUESTS HELP

In early October, an increasingly worn-out and nervous Paulus surveyed his maps and reviewed the forces at his disposal. The conclusion was inescapable: completing the conquest of the city could not be accomplished without fresh forces, especially as his Soviet counterpart, Chuikov, continued to receive regular reinforcements from across the Volga. The German infantry divisions who bore the brunt of the fighting within the city had been bled white. The 24th Panzer Division, which had provided the armoured spearhead during the fighting for the Workers' Villages, was reduced to approximately 30 tanks and a couple hundred Panzergrenadiers. Despite having consolidated several understrength infantry battalions, nearly 70% of Sixth Army's infantry and Pioneer battalions were rated as weak or completely exhausted.

Further complicating matters was a demand by Hitler that the conquest of Stalingrad be completed by the end of October. As fighting in the Caucasus region ground to a standstill, far outside the oil-producing regions that were the original target of Case Blue, only the capture of Stalingrad remained as a viable endpoint for the disappointing and costly campaign. However, the lengthy fighting for the city had become an embarrassment to Hitler and his regime. Press reports about the German triumph in Stalingrad had been repeatedly prepared for print, just to be scrapped when progress in the city stalled. Paulus had no choice but to appeal to the commander of Army Group B, Weichs, for additional forces. Weichs conferred with Hitler and eventually gained approval to transfer the 14th Panzer Division, the 305th Infantry Division, and the 79th Infantry Division from positions on the flanks for use in Paulus's assault on the factories. In the reshuffling necessary to allow the three German divisions to leave for Stalingrad, the Romanian Third

Army was selected to take over the defence of the Don river line northwest of the Sixth Army.

October 6th through 13th were relatively quiet days in Stalingrad as both sides prepared their forces for the next struggle. Paulus brought up his reinforcements and refined his plans to take the remainder of northern Stalingrad. Chuikov, correctly guessing that the next attack would fall on the factory district, shuffled his forces to reinforce that sector of the city. By October 13th, Paulus had arrayed approximately 50–60,000 front-line troops backed by 100 tanks and assault guns against the Soviet 62nd Army, fielding approximately 50,000 men and 80 tanks (mostly T-34s, T-60s, and T-70s). The Luftwaffe continued to dominate the air. On most days the Wehrmacht could count on over 1,000 planes available to assist their advance. On the other hand, the Soviet 8th Air Army at Stalingrad possessed fewer than 200 operational planes. With such a preponderance of numbers against them, the Soviet Air Army focused primarily on night missions.

Chuikov compensated for the lack of daytime aerial support by slowly accumulating a vast horde of artillery pieces, which he arrayed on the eastern bank of the Volga. By October, he had collected 1,400 guns, mortars, and *Katyusha* rocket launchers. He organised them into formations capable of dropping massive bombardments on troop concentrations as a way of breaking up German attacks. This was the beginning of what would become the feared Red Army 'God of War' – the devastating concentrated artillery barrages that could obliterate entire German units in a single barrage.



## TOP SECRET

### THE ROMANIAN THIRD ARMY

The Romanians arrived at their assigned position short of ammunition and provisions, and were particularly deficient in anti-tank weaponry. General Dumitrescu, commander of the Romanian Third Army, realised that the only chance for his forces to withstand a Soviet tank assault was to use the Don river line as an anti-tank obstacle. Unfortunately for him, the Soviets had seized several vital bridgeheads over the Don in his sector that they could use as a launching point for a combined-arms assault on the Romanians.

Dumitrescu's requests for German assistance to eliminate these dangerous bridgeheads were repeatedly denied – all resources instead being reserved for the conquest of Stalingrad. Foreshadowing what was to come, increasingly aggressive probing attacks emanated from the Soviet bridgeheads in the north and south, striking both the Romanian Third and Fourth Armies – precisely where the dual hammers of Operation *Uranus* landed six weeks later.



# CAPTURE OF THE TRACTOR FACTORY

On October 14th the fresh German forces launched their attack. In the early morning hours, a two and a half-hour artillery barrage of unprecedented ferocity was unleashed on the Soviet defenders, while 1,250 aircraft systematically carpet bombed the city. The tempo of explosions was so great that it formed one un-ending roar and the ground rocked as if hit by an earthquake. Smoke from thousands of explosions blotted out the sun and engulfed the city in a brown-grey haze. The German signal corps had

pinpointed the position of several Soviet headquarters using intercepted radio transmissions and hit them with accurate artillery fire, knocking out their communications abilities.

The armoured spearhead of the German attack was aimed north and east, towards the Tractor Factory. In a well-coordinated assault, tanks from 14th Panzer Division, supported by Panzergrenadiers and infantry from the 305th Infantry Division, reached the defensive line of the

Assault on the Factory District by Peter Dennis © Osprey Publishing. Taken from Campaign 184: *Stalingrad 1942*





37th Guards and punched a large hole right through the centre. Two battalions of the Soviet paratroopers were destroyed outright and the rest were sent reeling backwards. The German attack cleaved the 37th Guards in two, and they sent their armour and grenadiers through the yawning gap in the lines advancing headlong towards the Volga.

Further to the north, the 112th Rifle Division suffered a similar fate, with concentrated German armour tearing through Soviet lines in multiple places and surrounding stunned Soviet formations. By nightfall an entire regiment from the 112th had been obliterated and the other two

were left leaderless, conducting a desperate fighting withdrawal. With the Soviet line west of the Tractor Factory irreparably broken, there was nothing standing between the Germans and the river. Blitzing forward, the Panzergrenadiers of 14th Panzer Division were able to capture the Tractor Factory.

October 14th was disastrous for Chuikov's 62nd Army. The Tractor Factory village and factory had been lost. The once-powerful 37th Guards were nearly destroyed and the scattered survivors of the northern front lines were desperately fighting their way north to Soviet lines around Rynok and Spartanovka. It's estimated that 62nd Army suffered over 10,000 casualties on this day alone. Although fully cognizant of the tremendous blow his forces had suffered, Chuikov maintained his trademark determination and redeployed his remaining troops to defend the Barrikady Factory and Red October Factory.

The next day, German forces consolidated their gains within the Tractor Factory area and battled hundreds of Red Army soldiers who continued to hold out in isolated pockets. To the north, the 16th Panzer Division were instructed to crush the now-isolated Soviet pocket around Spartanovka and Rynok. The Soviet defenders of these two suburbs, known as Group Gorokhov (after it's commander), had spent weeks fortifying the towns and surrounding hills with earthworks and bunkers. 16th Panzer went into action against the entrenched hillside positions of Group Gordov on October 15th and seized some forward positions before taking heavy casualties due to flanking fire from surrounding hills. German Pioneers broke into Rynok itself, where they fought house-to-house with Soviet defenders as artillery sent plumes of earth rocketing up around them. Despite the determined German attack, Group Gorokhov managed to hang onto their shrinking pocket by the skin of their teeth.



German Panzer III L Medium Tank





# STRUGGLE FOR THE BARRIKADY ARMS FACTORY

The next day, Paulus returned to his assault on the factory district. Attacking south and east, his forces sought to capture the Barrikady Arms Factory next. In the morning hours, seeking to repeat their successes of the last two days, 10,000 German infantry supported by nearly 100 tanks and assault guns went into action against 6,000 Soviet defenders backed by 20 tanks. However, the German attack was stopped cold by a heavy artillery bombardment from across the Volga and by Soviet tankers who had dug their tanks in so thoroughly that only the turret was visible above-ground. After hours of tank duels, the Germans finally eliminated the majority of the Soviet vehicle pillboxes, losing at least sixteen of their own tanks in the process. By afternoon, the attack had resumed apace and was beginning to enter the grounds of the Barrikady factory.

The 138th Rifle Division had been released to Chuikov by Stavka and he lost no time ferrying the fresh infantry across the river. When the first regiment was ashore, Chuikov sent it straight into the fighting at the factory. That night, the rest of the division came across and were

arrayed to protect the remainder of the factory grounds and the Volga shoreline. Also arriving from the eastern shore of the Volga was Chuikov's boss, Front Commander Eremenko, who had been ordered by Stalin to personally make the trek into the city to assess the situation.

The sight that confronted Eremenko upon landing was shocking. The landing stage was under heavy bombardment by German Nebelwerfer rocket launchers. Hundreds of wounded and dying men lay in craters waiting for their chance to board one of the makeshift ferries to the safety of the far shore. When Eremenko arrived at Chuikov's headquarters, he discovered Chuikov's staff working in the bombed-out remains of a bunker, covered in dust, with shattered earth and logs scattered around them. Eremenko met with Chuikov and stayed for a short time. Chuikov requested more ammunition and march battalions to reinforce his weakened divisions. Eremenko promised he would send what he could, but didn't tell Chuikov of the impending counterattack for which Stavka had begun stockpiling ammunition and equipment. Chuikov had to make do with the leftovers.

Soviet troops defend the shattered Barrikady Arms factory







## SCENARIO 13: FACTORY ASSAULT, 18 OCTOBER 1942

On October 17th, the Germans renewed their attack on the Barrikady Factory. Using a strong tank and infantry force, the Germans were able to break through the defences of the 308th Rifle Division which was holding the perimeter of the Factory. The surrounded remains of the 308th hunkered down in their earthworks and continued to fight. Only a quarter of the men returned to friendly lines over the next several days. Meanwhile, the newly arrived 138th, together with the last survivors of the 37th Guards, defended the Factory from German incursion.

German forces entering the Barrikady Arms Factory encountered a fresh hell. The incessant bombing had transformed the factory into a bewildering landscape of slag, craters, ruined buildings, and twisted machinery. The claustrophobic maze of crumbling buildings were packed with Soviet soldiers, each peering unseen from a trench or loophole. In accordance with Chuikov's strongpoint

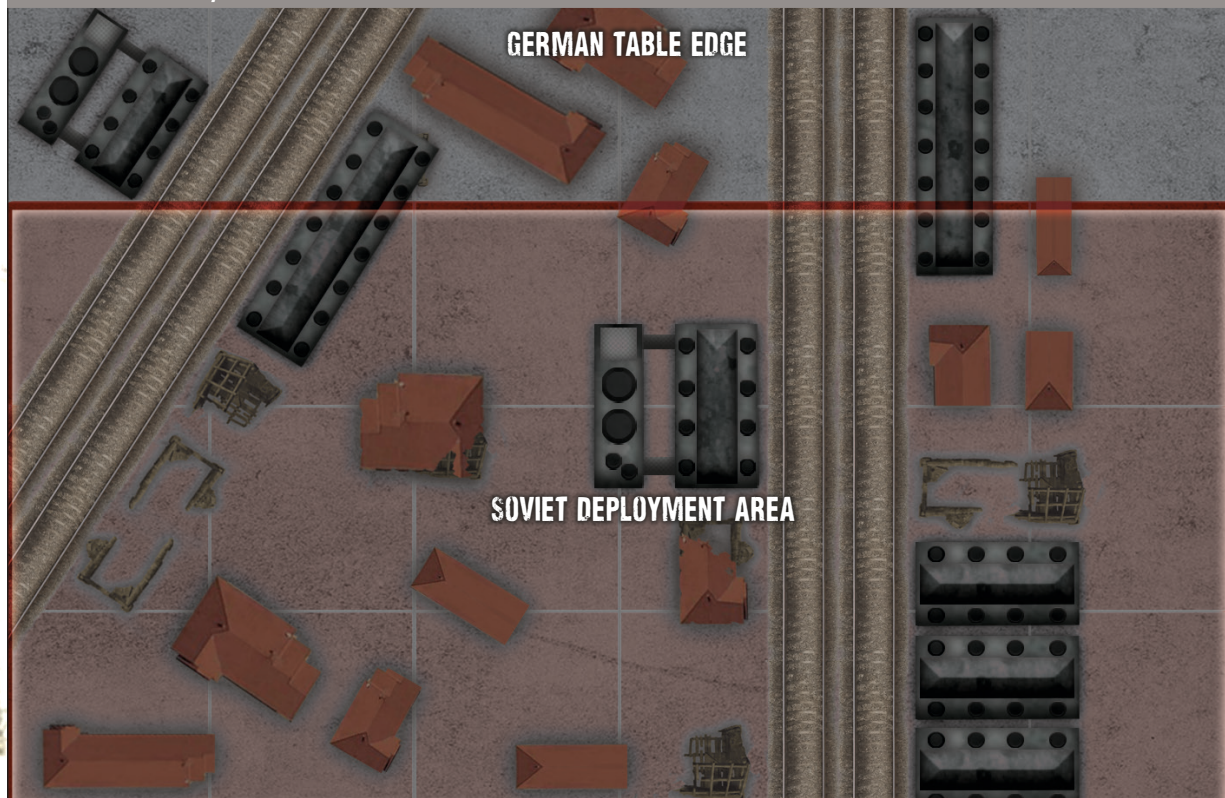
philosophy, every building and room had been converted into a fortress capable of fighting independently.

As soon as they entered the factory grounds, German armour quickly took heavy losses from hidden Soviet AT gunners, forcing the burden of taking the buildings onto the German infantry. Over the next twelve days, Soviet and German soldiers fought in extremely close quarters among the ruined production halls, often in hand-to-hand combat. Entire companies of soldiers would struggle and perish over control of a single room.

### OBJECTIVE

The factory district represents a unique challenge to the advancing Germans. Among the numerous production halls and outbuildings hide scores of dug in Soviet infantry, determined to resist until the end. Capturing the factory can only be achieved by sending in the infantry to root the enemy out one building at a time.





## SET-UP

The battle is played on a 6' x 4' gaming surface. Cover the board densely with terrain, particularly industrial buildings, sheds, piles of materials, chimneys, machinery, rail lines, craters, and ruins. Leave enough room between buildings for vehicles to travel, but try not to leave long stretches of open sightlines.

## SPECIAL RULES

### CONSTANT BOMBARDMENT

As each side ran low on manpower, they increasingly attempted to tip the balance of power using overwhelming artillery support. This scenario uses the rules for Constant Bombardment on page 156 of this book.

### PROTRACTED BATTLE

The Stalingrad factories, properly defended, were practically impossible to capture in a single day. Instead, a gruelling battle of attrition was necessary to root the enemy out of every stronghold. This battle uses the Protracted Battle rules on page 164 of this book. As such reserves may not arrive until Turn 5 in which they arrive automatically (no roll is necessary). Turn 5 will also use the Night Fighting rules in Appendix III of the *Bolt Action* rulebook.

## FORCES

The Soviet player selects a force from the “*No Land Beyond the Volga*” Theatre Selector on page 138 of this book. The recommended army size is 1,000 points for the Soviets. The German player then selects a force of double the size of the Soviet force (e.g. 2,000pts against 1,000pts) force from the *Into Hell* Theatre Selector on page 148 of this book.

## DEPLOYMENT

The long edges are the east and west table edges. The Soviet table edge is the eastern edge, while the German forces enter from the western table edge.

Before beginning deployment, players need to place 5 objective markers. Starting with the Soviet player, alternate placing objective markers on the table with the following restrictions: objectives must be at least 9" from the east and west table edges, at least 9" from an existing objective, and placed on or within a terrain feature – such as a building, rubble pile, or other cover of some type.

Once all objectives are placed, the Soviet player deploys three-quarters of their units (rounding up) anywhere on the table, so long as they are at least 12" from the western table edge. The rest of the units are placed in reserve.



The German player does not deploy any units prior to the beginning of the game. Half of their units (rounding up) enter the table from the western table edge on Turn 1. The rest of the units are placed in reserve.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 9 the game ends.

## VICTORY!

Control of an objective marker is determined by having an infantry or artillery unit with 3" of the marker, with no enemy unit also within 3". Control of each objective is worth 2 VPs. Whichever player has the most VPs is the victor. If each player has the same number of VPs, the game is a draw.

# AFTERMATH

For days German and Soviet soldiers fought for control of the Barrikady Factory. During this time heavy rainstorms reduced the ability of the Luftwaffe to provide adequate air support and gave Lyudnikov, commander of the 138th Rifle Division, the freedom of movement needed to rush reinforcements into the fray. More ominously, intermittent snow showers sprinkled the battlefield, foreshadowing the return of the dreaded Russian winter. Soviet intelligence learned from interrogated German prisoners that they had

### TOP SECRET

## CREEPING FATALISM

Fighting in Stalingrad was unlike anything most commanders had experienced. As fresh formations entered the arena, they quickly learned what others before them had discovered: there were no quick and easy victories in Stalingrad. Each yard had to be paid for in blood.

The 79th Infantry Division arrived in position on October 23rd, shortly before the planned attack on the Red October Factory. Before the attack, Lt. Colonel Wolf, commander of the 208th Regiment of the 79th Infantry, met with an officer from the neighbouring 100th Jäger Division, who offered him some advice:

*"You can't expect anything more from my troops...We've been completely exhausted and bled dry. The fighting spirit is gone. Just wait till your troops have fought here for fourteen days, you'll be no different."*

Once posted in Stalingrad, units were rarely withdrawn. Instead they were sent into battle again and again until the units were skeletons of their previous selves. Then, the remaining survivors were merged with the shells of other units and the process was repeated. Many German soldiers felt that the only way to leave Stalingrad was on a stretcher.

not yet received any greatcoats or winter equipment, and were already suffering from the effects of the cold as the temperature continued to drop. The Germans suspended their attack on the Barrikady Factory on October 19th, on account of the poor weather and strong resistance by the Soviets. The next day Lyudnikov surprised the Germans by going on the offensive, recapturing parts of the factory and securing strong defensive positions.

# THE RED OCTOBER STEEL FACTORY

Once again, the German advance in Stalingrad had stalled, with the offensive against the Barrikady Factory and Group Gorokhov in the north reduced to a grinding struggle of attrition. Paulus returned again to his playbook: shifting focus from a stalled attack to pursue a new one. His next target was the Red October plant, the last of the three major factories still entirely in Soviet hands. To take the Red October, he called upon the relatively unblooded 79th Infantry Division, to which he attached a regiment of the 100th Jäger Division, which had been fighting in the city since late September.

Once again, Chuikov sensed what was coming and made what preparations he could. He withdrew some of his most badly damaged units for refitting and consolidated weakened units into larger formations. With heavy losses in nearly all of his divisions, he freed up what manpower by sending the 62nd Army Flamethrower Company to

defend the last remaining landing stage and ordered his blocking detachments to the front line. Defending the Red October Factory were the 39th Guards and the 193rd Rifle Division, with about 5,000 men between them and hardly any armour support. Paulus, on the other hand, had concentrated approximately 10,000 infantrymen, Pioneers, and Panzergrenadiers together with 25 tanks and assault guns with which to seize the factory.

At 1:00 am on October 23rd, the first elements of the German assault forces began their attack, attempting to seize jumping-off points from the Soviets in the early morning hours. The main attack went forward at 8:00 am, preceded by an hour-long artillery and aerial bombardment. The axis of advance assigned to the 79th Infantry Division forced it to cross a railway line covered in abandoned railway cars, through a belt of gardens, and into the factory. Using Pioneers to clear a path through the railcars, the 79th quickly broke



through Soviet resistance and arrived at the gates of the factory ahead of schedule. Receiving permission to enter the factory, the German infantry stormed into the Red October grounds. In nine hours of fighting the soldiers managed to seize the majority of the closely packed production halls. Even more astoundingly, two companies of German infantry were able to fight their way through the factory and to the Volga itself. However, fulfilling their pessimistic prediction, the attached Jäger Regiment to the north of the factory made little progress in their sector, leaving the 79th Infantry Division dangerously exposed on their flank.

Although by day's end German forces had managed to capture much of the factory (and even briefly push to the Volga), losses had been high. The 79th Infantry reported nearly 450 casualties on October 23rd alone. The advance to the river did not hold. The troops were eventually recalled back into the factory grounds after Soviet commanders poured heavy artillery fire upon them. The two companies on the riverbank did not have enough men left to hold their position, and there were no reserves with which to reinforce them.

## SCENARIO 14: MARTENOVSKII SHOP, 25 OCTOBER 1942

The next day, fighting continued within the Red October for control of the northern section of the factory, as well as for Halls 10 and Hall 4. Hall 4, known to the Soviets as the Martenovskii Shop, was the largest production hall on the Red October grounds. Shaped like a large, lower-case 'h', the building was over 400 meters long and nearly 200 meters wide. The steel-framed glass ceiling, designed to provide light for its workers, had been completely shattered, leaving the ground littered with millions of fragments of broken glass and twisted steel frames. The interior had been further clogged with piles of material, machinery, rubble, and the steel furnaces themselves, which were essentially immune to anything but a direct hit from a large-calibre shell. Outside the building were rows of large chimneys, into which enterprising Soviet marksmen lodged themselves so as to rain down fire upon the entire factory. German forces had penetrated the western edge of the Shop during their advance the previous day, but Soviet Guardsmen forced them from the building later and turned it into a veritable fortress.

### OBJECTIVE

This enormous production hall is the heart of the Red October Factory. German forces have surrounded the Factory on three sides and seek to wrest control of this vital strongpoint away from the Soviet defenders. Luckily, despite being surrounded and outnumbered, the Shop is a formidable defensive position at over 400 meters long, with numerous chimneys, furnaces, and underground pipes that the Soviets can use to their advantage.

### SET-UP

The battle is played on a 6' x 4' gaming surface with the long edges facing north and south. Taking up much of the centre of the board should be the Martenovskii Shop. The roof has been almost completely destroyed, so the building can be represented with just walls in a large lower-case 'h' shape. Inside the shop place machinery, rubble piles, furnaces, and any other cover. Along the north and south outside walls of the Shop array a number of chimneys. Place several other industrial buildings north and south of the Shop. West of the Shop place a railway with two lines heading north to south, with spurs into the Shop itself.

### SPECIAL RULES MARTENOVSKII SHOP

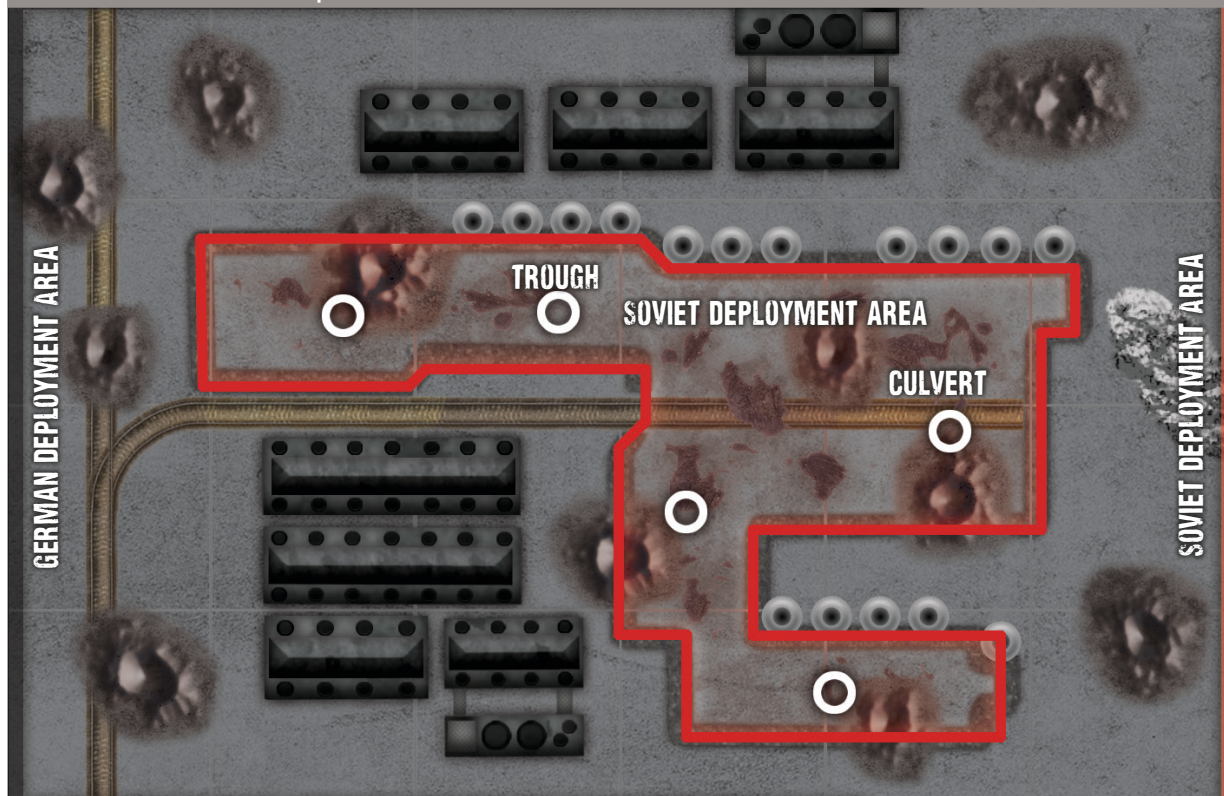
Due to the large size of this structure (and the fact that it has no roof), class the walls of the building as Obstacles and the interior as Rubble with small paths of open ground. This means units within the Shop do not benefit from any cover bonuses or the Extra Protection rule from being inside a building. They may gain cover bonuses from being within rubble, or if they have a wall between them and anyone firing on them.

### CHIMNEYS

These can be climbed using a *Run* action by a unit containing three or fewer models. Units within the Chimneys are afforded hard cover.

### FURNACES

A unit of up to five men may enter a furnace, which operates as a Bunker with a single entrance/firing point.



### DRAINAGE CULVERT

An underground drainage pipe leading to a nearby ravine allowed Soviet commanders to send reinforcements into the Shop covertly. Instead of entering from the table edge, Soviet reinforcements may appear from the Culvert objective marker from Turn 3 onward.

### FORCES

The Soviet player is defending, and selects a force from the “*No Land Beyond the Volga*” Theatre Selector on page 138 of this book. The Soviet player choose between two free options for reinforcements later in the game: either one full-strength Guards squad with any weapon options (aside from panzerfausts) or two full-strength Rifle squads with Anti-Tank Grenades, chosen before the game. The German player selects a force from the *Into Hell* Theatre Selector, on page 148 of this book, twice the size of the Soviet player (e.g. 2,000pts vs. 1,000pts).

### DEPLOYMENT

Place five objective markers within the Shop as shown in the diagram.

The German player may select up to half of their units (rounding down) to remain in reserve. The Soviet player must place their free Guards squad or two Rifle squads in

reserve. Place all order dice in the bag aside from the reserves. Draw order dice one at a time, with the owning player deploying one unit for each die drawn.

The Soviet player deploys their units within the confines of the Shop, inside one of the chimneys, or within 9" of the eastern table edge. The German player can place their units anywhere on the board so long as they are at least 9" from the Shop and 18" from the eastern table edge.

### GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1–3 the game ends, on a roll of 4–6 play one further turn.

### VICTORY!

Control of an objective marker is determined by having an infantry or artillery unit with 3" of the marker, with no enemy unit also within 3". Control of each objective is worth 2 VPs except the Trough and Culvert objective markers which are worth 4 VPs each.



# AFTERMATH

German forces attempted to surround the Martenovskii Shop by capturing the buildings to the north, which they accomplished by mid-day October 24th. Attacking from several directions, the struggle for the Martenovskii Shop raged back and forth for days. Every time the Germans began to make progress, a swarm of Soviet reinforcements

poured out of the Drainage Culvert to overwhelm the exhausted survivors. Finally, in early November, German Pioneers made one last attempt at storming the Shop, but abandoned their attempt after heavy casualties from the stalwart Soviet defenders. The Martenovskii Shop was never captured by German forces.

## ATTEMPT ON THE LANDING STAGE

On October 26th the Germans managed to find a weak point in the Soviet lines between the Barrikady and Red October factories. The last remaining tanks and men of the 14th Panzer penetrated the Soviet line and pushed forward to within firing range of the 62nd Army's last landing stage. There, they were able to put the ferry crossing under fire and threaten Chuikov's supply line. Realizing the gravity of the situation, both sides urgently requested reinforcements. Paulus reinforced the small advance force with 80 recently received replacements – all teenagers fresh from basic training. Chuikov likewise threw his fresh march battalions into the battle. Within 48 hours most of the inexperienced replacements on both sides had been killed, but the Germans maintained their tenuous hold on the riverline.

Eremenko, concerned over the possibility of losing his last link to Chuikov, released the 45th Rifle Division to Chuikov's command. However, in order to ferry these vitally important reinforcements across, Chuikov needed to secure the landing area. To do so, he built a scratch force made up of HQ staff, walking wounded, and three damaged light tanks (one of which contained a flamethrower). On October 27th this makeshift force went into action against the Germans and managed to push them far enough away from the Volga to begin landing the first elements of the 45th Rifle Division. The unblooded 45th Rifle Division was the last formation released to the 62nd Army, and took some time to filter into the city as it received its complement of weaponry.

## LAST GASP

Despite incredible losses, the Germans continued to launch frequent attacks against the beleaguered Soviet defenders in the Barrikady Factory. On October 28th and 29th, in twenty separate attacks, the Germans slowly pushed the Soviets out of their last toehold in the factory. The Soviet 138th and 308th Rifle Divisions now held only a 500-meter strip of land between the factory and the river. The German offensive was spent, however. The Sixth Army had lost over 10,000 men and 50 tanks in its push during the last two weeks of October. With the arrival of the 45th Rifle Division, the initiative now passed to the Soviets. On October 30th and 31st the newly arrived 45th Rifle Division, in support of the 39th Guards, went on the offensive, recapturing parts of the Red October Factory that the Germans had painstakingly pried from them in the previous week.

To the north, Group Gorokhov continued to hold onto their small patch of land around Rynok and Spartanovka.

### TOP SECRET

#### DWINDLING FORCES

As the 79th Infantry Division fought for control of the remaining buildings in the Red October Factory, a similar struggle was continuing at the Barrikady Arms Factory. The German forces in that area were near complete combat ineffectiveness. One of the 14th Panzer Division's Grenadier regiments reported only 40 combat-ready men remaining from their list strength of approximately 3,000. The 24th and the 14th Panzer Divisions could field only 11 tanks each, and the 244th and 245th Assault Gun Battalions had only 7 StuGs left between them. Replacements for the Sixth Army losses were few and far between as Germany became increasingly strapped for manpower.

Chuikov's 62nd Army had also suffered enormously, with most of his divisions reduced to a couple hundred fighting men. However, unlike Paulus, Chuikov continued to receive frequent reinforcements in the form of march battalions. These arrived from across the Volga, usually at night, and were sent as replacements to the fighting divisions. Half or more of these inexperienced soldiers died in the first few days of arriving in the city, but those who managed to survive the crucible of battle in Stalingrad quickly grew to become seasoned veterans of urban warfare.



## TOP SECRET

### HIWIS

As the Pioneer battalions were shipped east to Stalingrad, Paulus and his Division commanders sought to squeeze any last manpower they could out of their existing divisions. Increasingly, the Sixth Army turned to the employment of *Hiwis* to solve this problem. *Hiwis* were Russian civilians, prisoners, or defectors used as an auxiliary labour force on the eastern front. As the fighting in Stalingrad dragged on, the Sixth Army utilised more and more *Hiwis* to fill rear-echelon posts, freeing up German manpower to be sent to the front lines. By November, tens of thousands of *Hiwis* were in the service of the Sixth Army, performing nearly every conceivable task. Without the services of the *Hiwis*, the Sixth Army would have ground to a halt.

These 'volunteers' were often Soviet prisoners desperate to avoid being sent to the brutal German POW camps, where death rates sometimes ran as high as 50%. Although volunteering for service in the Wehrmacht at least ensured clothing and food, those that fell back into the hands of the Soviets were either executed or sent to the gulag.

Towards the end of October, an ill-conceived attempt to distract enemy forces from the rest of Stalingrad was drawn up. It was decided that a battalion of the 300th Rifle Division would cross the Volga and conduct an amphibious landing near the village of Latashanka, midway between Group Gorokhov's position and the forces hemming in the Sixth Army from the north. The

### German Forward Observer Team



battalion was mid-crossing when German flares lit up the river, revealing the helpless soldiers. Many barges were sent to the bottom of the Volga along with their passengers. The Soviets who reached shore had to fight a desperate uphill battle along the steep slopes of the Volga. Eventually, the entire battalion was killed or captured.

As October came to its end, so too ended the German offensive for the year. All scheduled offensives outside of the city of Stalingrad were halted as German commanders prepared for a second winter on the frozen Russian steppe. Yet within Stalingrad, the order to capture the city at all costs still stood. Once again Paulus had exhausted all the forces at his disposal and had to request additional forces from his higher-ups. In consultation with Hitler, it was eventually settled upon that five Pioneer battalions, currently supporting the Italian Eighth Army, and several Sixth Army Pioneer companies could be sent to Stalingrad to seize the last few blocks of the city from the Soviet defenders.



# OPERATION *HUBERTUS*

In preparation for what was hoped would be the final assault on the city, codenamed '*Hubertus*', Paulus ordered a cessation in offensive combat operations until the arrival of the Pioneer reinforcements. While the Pioneer battalions were en route, there was debate between Sixth Army staff and OKH operations department as to what the objective of Operation *Hubertus* should be. Paulus preferred shifting focus yet again, this time to the Lazur Chemical Factory in central Stalingrad – a less heavily-defended area and one of the only places where there remained any room for manoeuvre. Hitler, however, wished to see remaining areas of the Factory District captured first. Paulus, sceptical that either plan stood a chance at success, acceded to Hitler's request. Operation *Hubertus* used the last of their strength in an attempt to finish off

Chuikov's hold on the Factory District. It was the final offensive the Germans conducted in Stalingrad.

As the cold wind of the Russian winter reached Stalingrad, the five borrowed Pioneer battalions moved into position alongside an assortment of Stalingrad veterans still strong enough to carry on the offensive. On November 11th the attack was launched on the last Soviet toehold behind the Barrikady complex. The 138th Rifle Division was hit by a wave of German attacks across its entire front. The last remnants of the 37th Guards, about 250 men, held Lyudnikov's right flank. The Guardsmen stood their ground for hours against overwhelming German attacks until finally, with only seven men left standing, they withdrew. The Germans captured their positions and advanced to the Volga.

## SCENARIO 15: OPERATION *HUBERTUS*, 13 NOVEMBER 1942

On the left flank, the Germans, in extremely heavy fighting, pushed their way into the fuel depot and severed the shoreline connection between Lyudnikov's 138th and the rest of the 62nd Army. With the 138th Rifle Division cut off from assistance and trapped in an ever-shrinking perimeter against the Volga, the Germans saw an opportunity to destroy one of Chuikov's divisions outright. The centre of Lyudnikov's line was anchored by two large buildings: a heavily damaged L-shaped building nicknamed the 'Apothecary' and a U-shaped building the Germans called the 'Commissar's House' which appeared to be the key to the Soviet's continued defence in the area. This two-story brick building was in fact an administration building for the Barrikady Factory, and until early November served as Lyudnikov's headquarters. Its importance lay in its heavy construction, central location, and the long lanes of fire it commanded in every direction. The Soviets had blocked up the entrances of both buildings with rubble, leaving small loopholes from which to fire. In order to break the 138th defensive line and destroy the encircled Soviet forces, it was decided that both buildings needed to be captured.

### OBJECTIVE

Operation *Hubertus*, the last sally of German offensive might in Stalingrad, has been directed against the Soviet 138th Division behind the Barrikady Factory. With both flanks collapsed, the Soviets have their back to the Volga with no help on the way. Seeing a chance to obliterate a Soviet division outright, the Germans are looking to seize two primary defensive positions: the Apothecary and the Commissar's House.

### SET-UP

The battle is played on a 4' x 4' gaming surface. Place two buildings in the middle of the table, about 12" away from each other: the Apothecary and Commissar's House. The Commissar's House is two stories, brick, and U-shaped. The Apothecary is also two-stories, badly damaged, and L-shaped. Place a scattering of badly damaged buildings around the rest of the board, along with rubble and shell craters.

### SPECIAL RULES PREPARATORY BOMBARDMENT

Before Turn 1 the Germans launch a preparatory bombardment on all Soviet units on the board (see *Bolt Action* rulebook, page 131).



### Scenario 15: Operation Hubertus



### BLOCKED ENTRANCES

The Soviet player gets three free obstacle terrain pieces with which they may block entry to the Apothecary and Commissar's House. These can be blown up using a demolition charge.

### DEMOLITION CHARGES

All German Pioneer Units are considered to be armed with demolition charges in this scenario (see page 133 in this book).

German Heer SIG 33 15cm Field Gun



## FORCES

The Soviet player is the defender, and selects a force from the *"No Land Beyond the Volga"* Theatre Selector on page 138 of this book. The Soviet player also gets three obstacle terrain pieces that they can use to block passage through certain doorways. The recommended list size for the Soviets is 800 points. The German player then selects a force from the *Into Hell* Theatre Selector on page 148 of this book of double the points of the Soviet force (e.g. 2,000pts against 1,000pts).

## DEPLOYMENT

The Soviet table edge is the eastern side. They may deploy their units up to the halfway point of the table, including inside the Commissar's House and Apothecary. The Germans enter from the western table edge on Turn 1.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1–3 the game ends, on a roll of 4–6 play one further turn.

## VICTORY!

At the game end, check to see if there are any surviving Soviet models inside the Apothecary or Commissar's House. The Soviet player gains 3 VPs for each of these locations with models inside. If there are no Soviet models inside, the German player gains 3 VPs for each house cleared.

Each side gains 1 VP for each enemy unit destroyed.



# AFTERMATH

On November 11th the German Pioneers were able to reach the sealed-up Apothecary undetected, using the artillery bombardment as cover. They surprised the Soviet defenders by blasting new entrances in the badly damaged building with carefully placed demolition charges. The shell-shocked Soviet defenders recovered to find teams of Pioneers, laden with submachine guns and grenades, bearing down on them. The Pioneers quickly advanced up the stairs and took the second floor, then used their advantageous position to rain fire down on the Russian soldiers who remained on the first floor. Within minutes they had secured the building.

The plan for the Commissar's House called for a similar breach-and-clear strategy, but things quickly went awry. The German Pioneers arrived at the building after sunset, and in the waning light could not locate any suitable breaching locations. The Commissar's House was built like a castle. Its outer walls consisted of three feet of solid brick. As the Pioneers searched for a way inside, the Soviet garrison spotted them and opened fire. The unlucky engineers were forced to spend the night in shell holes and trenches under Soviet fire.

Over the next two days the Germans pummelled the Commissar's House with assault guns and two platoons of newly arrived StuG 33Bs. Launching the powerful high-explosive shells of these assault guns into the windows of the Commissar's House, the Germans managed to suppress the Soviet defenders long enough for the German Pioneers to advance into the courtyard of the horse-shoe shaped building and reach the main entrance. They blasted open the main doors with demolition charges and advanced inside, flinging grenades and firing bursts of automatic fire

TOP SECRET

## STUG 33B

The StuG 33B was a conversion specifically designed for urban warfare. It boasted extra armour and a 150mm howitzer as its primary armament. While the 75mm gun of the StuG III was capable of penetrating lightly armoured vehicles and unreinforced building materials, it proved insufficient when assaulting bunkers or the heavily built concrete and brick buildings of Stalingrad. To solve this dilemma, a conversion of StuG III was ordered which mounted the powerful 150mm sIG 33 howitzer. A boxy superstructure of 10mm armour, with additional 20mm appliqué armour at the front, was fitted to accommodate the heavy weapon, which also provided solid protection for the five-man crew.

A half dozen of the StuG 33Bs participated in the attack on the Commissar's House, where the high-explosive rounds from their heavy guns succeeded in suppressing the Soviet defence long enough for the Pioneers to mount their attack. However, two of the new StuG 33Bs were lost when they made a wrong turn and exposed themselves to fire from a ZiS anti-tank gun in the courtyard of the Commissar's House which, at short range, made quick work of both vehicles despite their improved armour.

down the long hallways at retreating Soviet soldiers. The Pioneers cleared the house in fierce room-to-room fighting, until only the cellar remained as a centre of Russian resistance. The exhausted and frustrated Pioneers ripped up the floorboards of the building and used flamethrowers and explosives on the Soviets below. When that failed to dislodge the stubborn Soviet defenders, they strapped grenades to petrol barrels and hurled them into the cellars. The subsequent explosions sprayed burning fuel in all directions. Finally, with the cellars blackened and destroyed, the Soviet defence of the Commissar's House came to an end.

# DWINDLING SUPPLIES

Operation *Hubertus* managed to isolate and severely damage the 138th Rifle Division east of the Barrikady Factory, but once again at tremendous cost. German assault forces suffered nearly 450 casualties on the first day alone, to seize what amounted to a couple city blocks. The accompanying attack at the Red October Factory failed, with German and Soviet forces continuing to struggle over the same handful of production halls they had been fighting over for weeks.

Nevertheless, Chuikov was worried for several reasons, the first of which was the weather. As snow and winter conditions set in, the Volga became increasingly choked with ice flows, disrupting river traffic. Until the river froze

over completely, it was extremely hazardous to ship men and goods across. Then, once the river turned to solid ice, there was the danger that German forces could use the river to cross behind his forces. Secondly, with no way to resupply Lyudnikov's division, it seemed unlikely they would be able to hold out for long unless friendly forces could break through to them. With this in mind Chuikov recalled the remnants of the 95th Rifle Division and 92nd Naval Brigade from the eastern side of the Volga where they had been sent to rest and refit. Dodging the floating chunks of ice that were beginning to clog the river, the approximately 1,500 men arrived behind the Red October Factory between November 12th and 13th.

# SCENARIO 16: LYUDNIKOV'S ISLAND, 14 NOVEMBER 1942

Chuikov organized these forces to conduct a relief effort of 'Lyudnikov's Island' – as it was now being called. Attacking multiple times over the next several days, the relief force slowly ground its way through the oil farm towards their comrades. Lyudnikov's 138th Rifle Division had been reduced to less than 1,000 men, many of whom were wounded. With no way to resupply ammunition, many of his soldiers were down to their last rounds and resorted to using captured German weapons and ammunition. As the relief force pushed towards Lyudnikov, his own perimeter continued to shrink as 3,000 German soldiers tried to crush his encircled command. The question was: could the 138th survive until help reached them, or would the last remaining strength of the German Sixth Army be used to crush the trapped Soviet soldiers?

## OBJECTIVE

The resolute naval infantry of the 92nd Brigade have the difficult task of fighting through entrenched German

positions along the banks of the Volga to relieve the trapped forces of Lyudnikov's 138th Rifle Division. Inside Lyudnikov's Island the surviving Soviet soldiers cling desperately to their cliff-side bunkers, low on ammunition and manpower. The Germans seek to destroy this last vestige of resistance behind the Barrikady Factory, once and for all. With numerically superior (but exhausted) troops, they prepare to deliver the coup-de-grace to the stalwart 138th Rifle Division.

## SET-UP

The battle is played on a 6' x 4' gaming surface with the long table edges facing east and west. The Volga river flows along the eastern table edge. Place a series of hills slightly west of the river edge to represent the steep embankment of the Volga. On the southern table edge place oil storage tanks and walls to represent the oil farm. The rest of the table should be a mix of medium and large buildings, and destroyed structures.





## SPECIAL RULES

### LOW MANPOWER

The surviving Soviet defenders of Lyudnikov's Island are extremely understrength due to days of fighting on all sides with their backs to the Volga. To represent this, Infantry squads within the Lyudnikov's Island Soviet Platoon are limited to a maximum size of 7 men. This does not apply to the free Rifle squad afforded by the Soviet special rules.

### LOW AMMUNITION

The defenders of Lyudnikov's Island suffer from Ammunition Shortages. See rules on page 159. Please note that the Soviet Relief platoon does not suffer from this rule.

### SUPPLY DROP

With no other way of receiving supplies, Soviet planes drop supply canisters to the trapped soldiers of Lyudnikov's Island starting at the beginning of Turn 3.

If a Soviet unit from the Defender platoon moves into base contact with a supply canister, the Ammunition Shortage rule won't apply to the Soviet Defender platoon for the remainder of this turn and the next. So, if a Soviet unit recovers a supply canister on Turn 4, they won't suffer from ammunition shortages until Turn 6 begins.

## FORCES

The German player creates two equally sized platoons using the *Into Hell* Theatre Selector on page 148 of this book for each. One platoon is the Assault Force while the other is the Defence Platoon. Declare which platoon is the Assault and Defence platoons before deploying on the table. The Soviet player likewise creates two equal-sized platoons using the *No Land Beyond the Volga* Theatre Selector on page 138 of this book for each. The first platoon are the Defenders of Lyudnikov's Island while the second are the Relief Force. Declare which platoon is the

Relief platoon, and which is Lyudnikov's Defenders before deploying on the table.

There are two force restrictions for the Soviet platoons. The Defenders of Lyudnikov's Island suffer from the Low Manpower rule, and cannot take tanks or vehicles of any kind, nor any Guards, Airborne, or Naval Brigade squads; and the Relief Force must select Naval Brigade squads for its two compulsory infantry choices.

## DEPLOYMENT

The German Assault Force deploys its entire force first. Its deployment zone is the northwest corner from the long and short midway points of the table.

The Soviet Defenders of Lyudnikov's Island deploy next. Their deployment zone is the northeast corner from the long and short midway points in the table.

Next, the German Defence Platoon deploys its entire force. Its deployment zone is from the midway point on the long table edge south until 12" from the southern table edge.

The Soviet Relief Force does not deploy on the table, but rather arrives from the southern table edge on Turn 1.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 7, roll a die. On a result of 1–3 the game ends, on a roll of 4–6 play one further turn.

## VICTORY!

The German player scores 1 VP for every friendly unit within the Defender's Deployment Zone at the end of the game.

The Soviet player scores 2 VP for every unit from the Relief Force inside the Defender's Deployment Zone at the end of the game.

Each side scores 1 VP for each enemy unit destroyed from any platoon. The winner is the side with the most VPs. If there is an equal number, then the game is a draw.

# AFTERMATH

At the end of November 14th, the Germans had not finished off the 138th as they'd hoped. Instead, 500 defiant soldiers continued to resist in Lyudnikov's Island despite the fact that all food had been consumed and their only ammunition was that which they could capture from

the Germans. Supply drops from Soviet planes tried to drop aid to the trapped Soviets, but most fell into German hands. To their south, the breakthrough attempt managed to push as far as the oil farms before stalling against formidable German defences.

# BEGINNING OF THE END





**Soviet T-34 with Tank Riders**



By mid-November, the position of Chuikov's 62nd Army appeared to be quite dire. Fewer than 10,000 Soviet soldiers endured in three isolated strips of land, pressed against the Volga. Supplies of ammunition, reinforcements, and food were virtually cut off by the flowing ice of the river. Despite this, however, the greatest danger had passed. The German Sixth Army was spent. All its offensive power had been dashed against the defences of Stalingrad. Although it had conquered virtually the entire city, it did not have the strength left to finish the job.

On November 18th, the Germans made their last advance in Stalingrad, capturing a handful of buildings from Lyudnikov's 138th. By this time the battle had going for nearly three months. The deterioration of the German Sixth Army was apparent to all within it. The proud army that had crossed from the Don to the Volga in a single day now struggled futilely to gain a couple yards at a time. Taking the city had cost the Sixth Army over 100,000 men, with few replacements arriving from the west to replace them. Nearly every German division in Stalingrad had been ground down to half of its list strength. With practically all these casualties among the armoured,

infantry, Panzergrenadier, and engineer forces, the combat strength of the Sixth Army was extremely weakened.

In order to continue the pace of combat in Stalingrad, the flanks of the Sixth Army had been stripped of forces, leaving the defence of vast territories to its north and south in the hands of thinly spread and poorly armed auxiliary armies. No practical reserve forces remained aside from a handful of worn-down Panzer Divisions. As the winter snows settled on Stalingrad, Paulus began making preparations for another winter on the frozen Russian steppe, where no shelter from the snow and wind could be found. As Paulus' men constructed their winter dug-outs, increasingly panicked reports began to arrive from the Romanian armies on his flanks. In these letters, frantic Romanian commanders detailed the build-up of Soviet forces opposite them and the aggressive Soviet probing attacks that seemed to come more and more frequently. Across the icy steppe rumours that a vast Soviet offensive was in the works spread from unit to unit. The power of the Red Army was about to be realised, and its full might would be turned to punishing the Germans for their hubris.

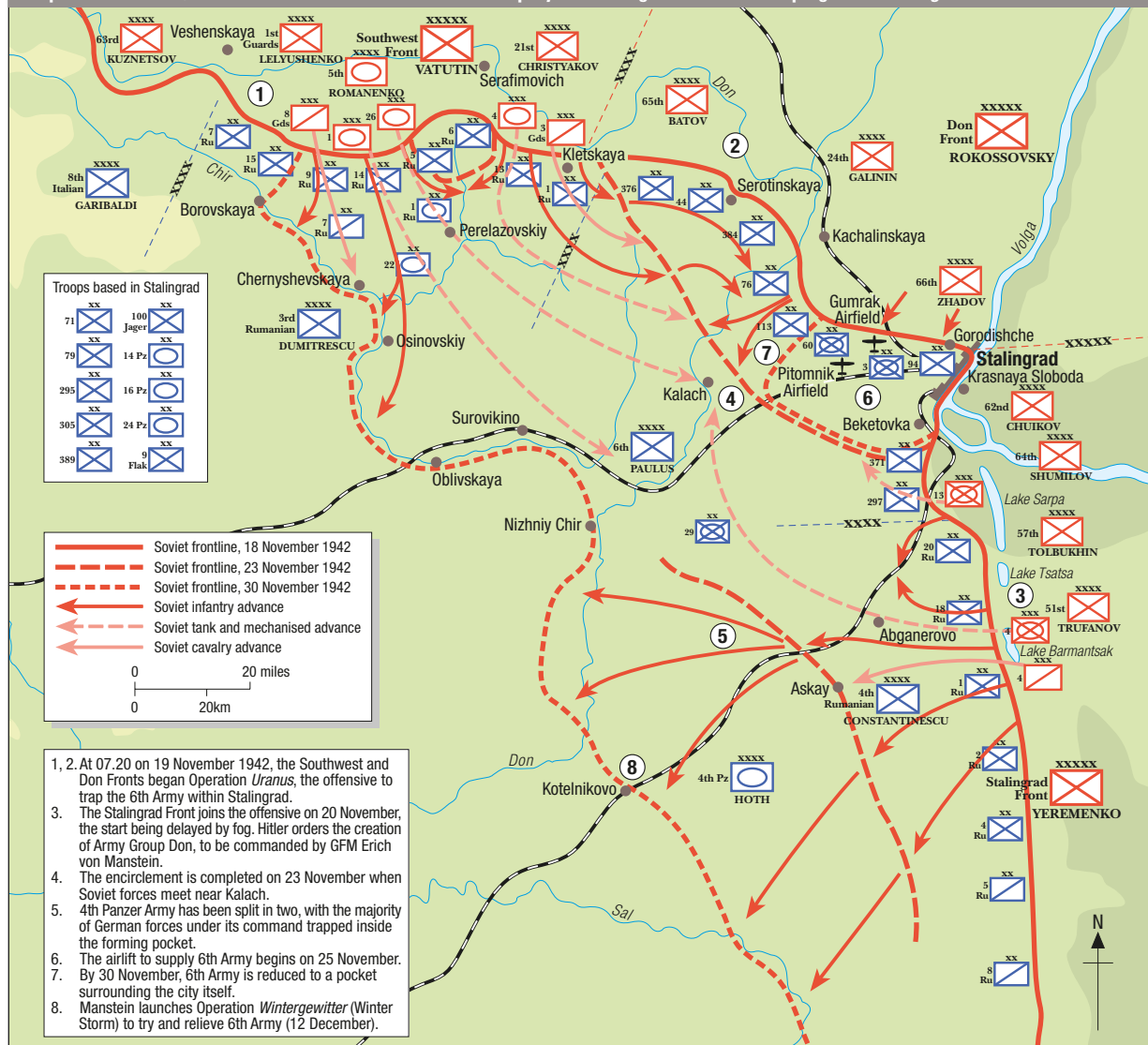
## OPERATION URANUS

### CONCEIVING OPERATION URANUS

Throughout the summer and autumn of 1942, as the German Sixth Army was spending its strength to seize the shattered ruins of Stalingrad, the dream of a Soviet offensive beyond anything attempted before was beginning to gain traction within Stavka. The idea originated with General Eremenko, commander of the Stalingrad Front, who had received orders to conduct yet another offensive in the Kotluban region, to the immediate north of Stalingrad. In all, the Soviet armies north of Stalingrad had conducted four major offensives there in an attempt to break German lines and link up with Chuikov's besieged 62nd Army. While these offensives did manage to draw

German forces away from Stalingrad, they failed to achieve any decisive breakthrough. Attacking into the teeth of German defences had caused considerable casualties among the units involved.

In order to avoid a repeat of the previous offensives, Eremenko suggested moving the launch point and objective of the offensives further west, to effect a partial encirclement of the German Sixth Army. This plan had several important advantages. First, it afforded Soviet armies more space to arrange themselves, as well as many more potential places to direct the breakthrough rather than the crowded and obvious jumping-off points in



Kotluban. Second, these attacks would fall on Romanian divisions, who, aside from manning far less defensible positions than their German counterparts, lacked sufficient artillery and anti-tank weaponry to repel a concentrated combined-arms assault.

At Stavka, Deputy Commander Zhukov, second in military authority only to Stalin himself, seized upon Eremenko's idea and expanded it into a plan to affect a complete double envelopment of the German forces at Stalingrad. After convincing Stalin of the viability of this plan, Zhukov and a cadre of experienced Red Army staff set about preparing an offensive unlike anything the Soviet Union had launched thus far against the Germans. Most Soviet offensives in the first 18 months of the conflict had been haphazard affairs, using whatever forces were on

hand and launched on short notice, often with no time to train, organise the forces involved, or organise proper logistics.

The preparations for Operation *Uranus* began in earnest in mid-October 1942. The original launch date was set at November 9th, but this was later delayed to the 19th. For six weeks Soviet command feverishly laid the groundwork for their offensive: creating and shuffling forces into position, assigning commanders, developing timetables, and conducting reconnaissance of the enemy. In contrast to previous offensives, logistics were not relegated to a secondary concern. Instead,







much attention was paid to accumulating sufficient fuel, ammunition, and supplies so that the forces involved would be able to exploit any breakthrough without delay. Miles of new railroad tracks were constructed, as well as dozens of bridges over the Don and other smaller rivers, to facilitate movement. All this was necessary for the plan to succeed.

## THE PLAN

The plan for Operation *Uranus* was, on its surface, relatively simple. On November 19th, the Soviet Southwestern Front, stationed along the northern bend of the Don river, would launch concentrated attacks into the thinly spread Romanian Third Army west of Stalingrad. In accordance with Soviet Deep Battle theory, the Rifle Divisions would create breaches in the Romanian line

which the mobile forces would exploit; pouring into rear areas and disrupting the enemy forces on a strategic scale. Simultaneously, diversionary attacks would be launched in the Kotluban region by the Soviet Don Front in order to distract and tie down German forces near Stalingrad. The next day the southern pincer, led by Eremenko's Stalingrad Front, would strike, hitting the Fourth Panzer Army and the still-forming Romanian Fourth Army. After piercing this lightly defended region, the northern and southern pincers would meet at Kalach at the Don River, sealing in a large portion of Axis forces in the Stalingrad region. It was, simply, a classic double envelopment.

However, as straightforward as the plan was, Operation *Uranus* called for the participation of three Soviet Fronts consisting of over 1.1 million soldiers, 1,500 tanks, 22,000 artillery pieces, and 22,000 aircraft. These men, machines,





and supplies had to be moved into position along 850 kilometres of rugged terrain. Moving at night to avoid detection by German intelligence, thousands of tanks, trucks, and trains pushed on through falling snow to their designated positions. Despite frequent reports from the Romanian Third Army of increased Soviet presence in their sectors and rumours of an upcoming Soviet offensive, the German intelligence services remained unsure of where the Red Army would strike. Many believed that a counterattack near Moscow was the most likely target. Indeed, Zhukov had convinced Stalin to approve a second offensive, codenamed *Mars*, against Army Group Centre. This attack would roughly coincide with *Uranus* and had the potential to strike a debilitating blow to the centre of the German line. Follow-up plans, codenamed *Jupiter* and *Saturn*, were developed for exploiting the successes of *Mars* and *Uranus*.

By mid-November the Soviet forces were in position at their jumping-off points. The Southwestern Front (the northern pincer of *Uranus*) had amassed 300,000 men and nearly 600 tanks. Their target, the Romanian Third Army, had only 100,000 men spread over a 160-kilometre front. Even more appalling was the shortage of anti-tank weaponry within the Romanian army. Anti-tank mines were in short supply, and artillery was not equipped with AT shells of any kind. The primary anti-tank guns were obsolete 37mm or 47mm guns – hardly a match for the frontal armour of a T-34. A shipment of sixty 75mm anti-tank guns had been provided from the Germans; however, the length of the front meant there were kilometres-wide gaps between each battery of these valuable weapons. The situation was even more dire for the Axis forces facing the southern pincer. There, Romanian and German forces were badly outgunned and faced Soviet tank forces more than seven times their number.

## SCENARIO 17: GOD OF WAR, 19 NOVEMBER 1942

At 0730 hours on November 19th, despite snow and heavy fog, the order was passed down to the massed artillery of the Southwestern and Don Fronts to begin the opening barrage of Operation *Uranus*. Over 3,500 *Katyushas* and artillery pieces unleashed a ferocious bombardment onto the designated breakthrough sectors. For the terrified Romanians it seemed as if the apocalypse had arrived. Out of the fog fell tens of thousands of shells, churning up the snow in every direction. The sounds of screaming rockets and exploding shells drowned out all

else, until all that remained was the endless rumbling of impacts on the battered earth. Such was the power of the bombardment that, like distant thunder, it reached the ears of Germans troops a hundred kilometres away at Kalach. The shelling ceased after an hour, and the deafened Romanians discovered that all communications with other units had been severed by the barrage.

As impressive as the raw firepower was, the heavy fog prevented Soviet observers from adjusting the fire to ensure all targets were hit. As such, while the Romanians





were dazed and demoralised by the strength of the artillery attack, many of their defensive positions remained intact. At the same time the poor weather grounded all Soviet planes, cancelling the planned air offensive which was to sweep over the entire area and harry the survivors. Nevertheless, the ground assault went ahead.

As the first wave of Soviet infantry charged through the fog, they discovered that the Romanians had not been obliterated by the artillery barrage as promised. The stunned Romanians re-manned their defensive positions and opened fire. A sharp battle at close range developed as waves of Soviet soldiers poured into the trenches and overran the smoking Romanian positions. However, as the Soviet infantry advanced past the first line of Romanian defences they were dismayed to discover that the secondary defensive line was even less damaged than the first. Against

these stout fortifications the attacks quickly lost steam.

The operational plan for *Uranus* called for Soviet rifle divisions to breach the enemy line, after which the tank forces would be sent to exploit the breakthrough; widening the gap and rushing into the rear areas of the enemy line. Stavka had warned its commanders to avoid committing their reserves too early and risk their mobile forces bogging down against the enemy defensive lines. However, as the initial attack fell further and further behind schedule, the commanders along the Southwestern Front decided to send in their tank forces to shatter the Romanian lines once and for all.

## OBJECTIVE

Dug in Axis units, having endured a massive artillery barrage, now have to face the combined might of Soviet rifle and tank formations. Every moment the front lines can delay the enemy forces gives the Axis headquarters more time to prepare reserves with which to throw back the Soviet incursion. The Red Army commanders are on a strict timetable. The enemy lines need to be smashed here and now for Operation *Uranus* to succeed.



German Heer  
MMG Team

## SET-UP

The battle is played on a 6' x 4' gaming surface. The Soviet player will be fighting down the length of the table from north to south. The terrain is rolling steppe, so the table should be relatively open, with sightlines occasionally broken up by hills and *balkas*. Snow had fallen, but in some areas had begun to melt from warmer temperatures. Some areas can be designated as snow, using the rules on page 157.

Place trenches across the width of the table 24" from each short table edge. These form the two defensive lines manned by the Axis player. The Axis player places one bunker within each trench line, which act as objectives.

## SPECIAL RULES

### PREPARATORY BOMBARDMENT

Resolve a Preparatory Bombardment on all Axis units before Turn 1 (see *Bolt Action* rulebook, page 131). When rolling against Axis units in the second defensive line, roll twice and use the lower number.

### FOG

Dense fog blankets the area at the beginning of the attack. Visibility is limited to 24" for the first 4 turns. (see the *Bolt Action* rulebook, page 220, for reduced visibility rules).

### BREAKING THE AXIS DEFENCES

Soviet units in reserve are not allowed to make outflanking moves until the bunker of the first defensive line has been captured by Soviet forces. Once the bunker is occupied by Soviet forces and no Axis forces remain inside of it, any Soviet unit rolling to enter from reserve may choose to enter from the long table edges, so long as they enter at no more than 36" from the northern table edge. The -1 penalty for outflanking does apply; but the units do not need to specify in advance that they are outflanking or from which table edge they will arrive.

## FORCES

The Axis player defends, and may select a force from the Romanian *Onward to the Caucasus!* Theatre Selector (page

94, *Armies of Italy and the Axis*) or the German *Gates of Stalingrad* Theatre Selector (page 145) of this book. The Soviet player selects a force of two platoons, each equal in size to the Axis player – this means the Soviet player has twice as many points as the Axis player. The first platoon is drawn from the *Operation Uranus* Theatre Selector from the *Armies of the Soviet Union* army book. The second platoon is a tank platoon using the *Operation Uranus Tank Platoon* Theatre Selector on page 140 of this book.

## DEPLOYMENT

The Axis player deploys half of their units within 6" of the first trenchline. They then deploy their remaining units in the second trenchline. Aside from the forces from their selected platoon, the Axis player may also place the following defensive fortifications anywhere on the board: two 6" x 6" minefields and three 6" sections of barbed wire.

The Soviet player does not deploy any units prior to the beginning of the game. The Soviet infantry platoon enters from the short northern table edge on Turn 1. The tank platoon remains in reserve and may roll to enter starting on Turn 2.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. The game ends at the end of Turn 8.

## VICTORY!

At the end of the game calculate the victor by adding up victory points as follows. Each bunker is worth 3 VPs for whichever side controls it at game end. Control of the bunkers are achieved by occupying the bunker with an infantry unit. If a bunker is destroyed by an HE shell, control of the bunker is determined by which player has infantry forces within 3" of the destroyed bunker. If both sides have forces within 3" then control of the bunker is contested and counts for neither side.

1 VP is awarded for each enemy unit destroyed. The side with more victory points is the winner. If each side has an equal number of points the game is considered a draw.

## AFTERMATH

Once the Red Army tanks were unleashed, the momentum of the conflict turned decisively in favour of the Soviets. From over the ridgeline appeared a great mass of Soviet tanks, motoring forward in an unbroken line as far as the eye could see. Tank fear took hold among the Romanians,

who had little with which to fight off the Soviet armour. The hard-pressed Romanian troops were quickly steamrolled by the wall of armour that drove over their positions, and either surrendered or were put to flight.







# BREAKTHROUGH

The commitment of the mobile forces achieved the breakthrough Soviet commanders had been hoping for. Two enormous gaps were torn in the Romanian lines through which Tank, Motorised, and Cavalry units now poured. With the front line shattered, Soviet forces attacked the rear areas of the Romanian Third Army, overrunning supply dumps and headquarters. With intermittent reports coming in from the Romanian Third Army, the commander of Army Group B, Weichs, had only a rudimentary understanding of the catastrophe that was unfolding northwest of Stalingrad. He ordered the scant reserve forces in the area – the 48th Panzer Corps, consisting of the 22nd Panzer Division, 7th Romanian Cavalry, and 1st Romanian Armoured Division – to proceed north and restore the situation.

This motley group of mobile divisions was patently insufficient to stop the multiple Tank Armies that were rampaging through Romanian lines. The *Panzertruppen* of the 22nd Panzer, jumping into their tanks for the first time in months, were horrified to discover that mice had chewed the electrical wire insulation from many of their vehicles, rendering them inoperable. Other tanks stalled or broke down from the icy conditions. 22nd Panzer moved north towards the advancing Soviets with only 33 operable tanks. The larger 1st Romanian Division contained over 100 tanks; however, many were the old Czech 35(t)s, whose light armour and 37mm guns stood little chance against Soviet T-34s. Nevertheless, the three divisions began moving north towards the easternmost of the two Soviet breakthroughs. It was not long, however, before new reports caused Weichs to redirect the mobile forces to the west to stop the Soviet advances there. Unfortunately, the 1st Romanian Armoured Division had already lost radio contact with 22nd Panzer and Army Group B. They proceeded north alone to check the advance of an entire Soviet army.



Romanian Panzer 38t Light Tank



# SCENARIO 18: COLLISION COURSE, 19 NOVEMBER 1942

Amidst the falling snow, elements of 22nd Panzer and 7th Romanian Cavalry rushing north encountered the advance guard of Soviet formations heading south. What started as a simple meeting engagement quickly snowballed into a bewildering series of attacks and counterattacks as reinforcements arrived from every direction to join the melee. Soon, both sides had become hopelessly entangled, effectively stopping both the German mobile reserves and the Soviet advance dead in their tracks. To the east another tank battle was brewing as the lone 1st Romanian Armoured Division likewise ran into Soviet armoured spearheads. The two tank forces slugged it out for hours until both sides pulled back to lick their wounds, leaving dozens of smouldering tanks littering the battlefield.

This scenario can be used to represent the battles between Soviet Tank or Cavalry formations and the German 22nd Panzer, Romanian 7th Cavalry, or Romanian 1st Armoured division.

## OBJECTIVE

With the surprise meeting engagement escalating into a full-on battle, the goal of each side is to bring in reinforcements as quickly as possible to break enemy resistance before they can halt any forward advance. The Russian village will serve as a vital jumping-off point for further attacks, and both commanders have been ordered to capture it.

## SET-UP

The battle is played on a 6' x 4' gaming surface, with the long sides as north and south. The terrain is rolling steppe, so the table should be relatively open, with sightlines occasionally broken up by hills and *balkas*. Snow had fallen, but in some areas had begun to melt from warmer temperatures. Some areas can be designated as snow, using the rules on page 157. Lay out a loose collection of wooden buildings near the centre of the table to represent a sleepy Russian village. Be sure to delineate the

boundaries of the village, as securing it is an objective for both sides.

## SPECIAL RULES

### FOG

Dense fog blankets the area at the beginning of the attack. Visibility is limited to 24" for the first 3 turns (see the *Bolt Action* rulebook, page 220, for rules).

### CONFUSED MEETING ENGAGEMENT

The front line during this engagement is fluid, and units may join the battle from multiple directions. Outflanking may take place beginning on Turn 2 instead of Turn 3. There is no -1 penalty for outflanking.

## FORCES

The Axis player may select a force from the *1st Romanian Armoured Division* (page 153), the *Romanian Cavalry Troop* (page 154), or the *22nd Panzer Division* (page 149) Theatre Selectors in this book. The Soviet player selects an equally sized force from the *Operation Uranus Soviet Tank Platoon* (page 142), or *Soviet 1942 Cavalry Troop* (page 139) Theatre Selectors in this book.

## DEPLOYMENT

The Soviet player enters from the northern table edge, the Axis player from the south. No units begin the game on the board; instead each player selects a quarter of their units (rounding up) to enter from their table edge as their first wave. All other units arrive from reserves in subsequent turns.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1–3 the game ends, on a roll of 4–6 play one further turn.





## VICTORY!

Each player scores one VP for every enemy unit destroyed. Tally up the number of units from each side within the boundaries of the village. The player with more units within the village earns a VP for each unit they have in the village more than their opponent. For example, if the Axis player has 5 units in the village at game end and the Soviet

player has 3, then the Axis player gains a further 2 VPs. The player with more victory points is the victor. If the players have the same number of VPs, the game is a draw.



## AFTERMATH

Much to the frustration of Vatutin, commander of the Southwestern Front, the running battle with the newly arrived 48th Panzer Corps had managed to pull in large portions of the 5th Tank Army. These units remained embroiled in fierce fighting against the German and Romanian reserve forces for days, rather than exploiting the breakthrough as planned. However, as much as their arrival had frustrated Soviet timetables, the best efforts of the 22nd Panzer Division could not live up to the unrealistic expectations of Hitler, who had

convinced himself that the arrival of the understrength mobile forces would single-handedly restore the critical situation along the northern flank. In a fit of rage, Hitler ordered the 48th Panzer Corp commander, General Heim, removed from command and arrested. Despite stopping much of a Soviet tank army dead in its tracks with only a handful of operating panzers, the 48th Panzer Corp became Hitler's scapegoat for the crumbling situation northeast of Stalingrad.



# THE STALINGRAD FRONT ATTACKS

The next day, November 20th, Eremenko launched the second pincer of Operation *Uranus* with the forces he had assembled south of Stalingrad. Much as in the north, extremely heavy fog prevented the massive Soviet artillery barrage from correcting its fire, and grounded the planned aerial assault. Nevertheless, the Romanian forces of the still-assembling Fourth Romanian Army faced an even more dire predicament than their compatriots in the north. With only six divisions to cover the vast open space south of Stalingrad, the Romanians were spread desperately thin. Once again, the lack of adequate anti-tank weaponry meant many of the Romanian units could do little against a determined tank attack.

Eremenko, ignoring his orders to hold his tanks back until a breach had been made by his infantry force, instead unleashed a massive combined-arms assault on the hapless Romanians. The Soviet onslaught immediately tore massive holes in the Romanian lines. Within hours much of the 6th Romanian Corps had been engulfed and forced to surrender by the advancing Soviets. With the destruction of nearly half of the Romanian Fourth Army in the initial attack, only the weak 7th Romanian Corp was left to cover a 100-kilometre front.

General Hoth, in command of the neighbouring Fourth Panzer Army – and now *de facto* commander of the Fourth Romanian Army – had little with which to plug the enormous breach in his lines. His forces had been spread dangerously thin even before the Soviets had launched their offensive, with only 11 divisions to defend a 300-kilometre sector. Hoth's sole reserves consisted of the fresh 29th Motorised Division, which had been held in the rear for an eventual advance on Astrakhan. The division, in the midst of field exercises, received their battle order from General Hoth and immediately set off to confront the advancing Soviet spearheads.

With 59 tanks and a full complement of Panzergrenadiers, the 29th Motorised Division was a dangerous opponent. Rapidly deploying southward, the 29th Motorised Division surprised several elements of the 13th Tank Corps as they drove onward in vulnerable column formation. The 29th Motorised Division first hit the 169th Rifle Division, causing over 350 casualties. When the 90th Tank Brigade tried to rescue their comrades, the 29th Motorised Division turned on them, knocking out 8 Soviet tanks and forcing them to withdraw. The 29th Motorised Division then went back on the hunt,

## TOP SECRET

### GROUP LASCAR

In the east, the Romanian Third Army continued to fight despite their hopeless position. Trapped in a pocket between the two Soviet spearheads, an amalgamation of five Romanian Infantry Divisions had formed an all-around defence of the 30-kilometre-wide pocket they inhabited. This desperate collection of units, designated 'Group Lascar', after its commanding officer, fought off constant attacks from all directions while they awaited the order to break out. Hitler, however, had decided that the trapped Romanians would have to be sacrificed in order to tie down Soviet forces while a new front line was established. The Romanian request to break out was therefore rejected. The men of Group Lascar were ordered to fight and die in place.

Disregarding Hitler's order, the Romanian General Staff secretly gave Group Lascar permission to breakout southwest in an attempt to link up with the still engaged 22nd Panzer Division. The Romanian 1st Armoured Division had managed to fight their way into Group Lascar's pocket and took position in the southwest corner to act as the lead unit. The 1st Armoured, in a morning surprise attack, quickly penetrated the defences of the Soviet 119th Rifle Division, then engaged in a running fight with the Soviet 55th Cavalry. The rest of Group Lascar, meanwhile, were tied down in heavy fighting and unable to follow into the breach made by 1st Armoured. As Soviet cavalry forces closed in behind them, 1st Armoured found themselves surrounded. They had no choice but to continue fighting their way south and west to join up with 22nd Panzer.

The hard-pressed Romanians in Group Lascar rejected a call to lay down their arms delivered by the Soviets, replying: "*We will continue to fight without thought of surrender*". Instead, Lascar was determined to make good their escape. The plan drawn up called for a breakout attempt during the night of November 22nd, with the two strongest remaining Romanian divisions attacking in parallel southwards, and the remaining forces acting as rear-guard. It was not to be, however. Once again, a well-timed Soviet attack upset the Romanian plan. Hit while they were assembling their forces, Group Lascar was split in two and Lascar, himself, captured.

With Lascar in Soviet hands and communication between Romanian units in shambles, the situation deteriorated rapidly. By the end of the next day, the Romanians of Group Lascar were forced to surrender or face complete destruction. 27,000 Romanians turned over their arms and marched into Soviet captivity. Stubbornly, the 8,000 men of General Sion's 15th Romanian Infantry Division decided to take their chances and attempt to fight their way free instead. In a 12-kilometre-long column, this bedraggled group of Romanians marched southward. As they attempted to cross the Tsaritsa River, the Soviets attacked the column from behind. Only the advance guard was able to cross the river and escape; the rest of the column was killed or captured. The next morning 3,000 survivors reached the lines of the 22nd Panzer.



ambushing the 62nd Mechanised Brigade and savaging several additional Soviet Rifle Divisions. Despite this ferocious counterattack, the 29th Motorised Division could not stop the Soviet advance. The best it could hope to do was attempt to buy time for the other forces along the southern flank to reposition themselves to contain the Soviet breakthrough.

At Sixth Army Headquarters, alarm at the northern Soviet attack turned to outright despair as news of the southern pincer arrived. It was clear that their worst fears had been realised: Stalingrad was a trap, and the jaws were

now closing around them. In an effort to stabilise the situation, Paulus pulled his mobile formations off the line and sent them west to fill the gap between the rapidly closing Soviet pincers. However, the once formidable *Panzertruppen* of the Sixth Army had been ground to a nub by months of fighting at Stalingrad. Arriving piecemeal, the battle-weary *Kampfgruppen* of the 16th, 14th, and 24th Panzer Divisions could do little but conduct a fighting withdrawal against the multiple Soviet field armies they faced.

#### Soviet Infantry Squad





# SCENARIO 19: FULL SPEED AHEAD, 22 NOVEMBER 1942

In the early morning hours of November 22nd, a column of vehicles raced through the icy darkness with only the headlight beams to guide their way. This column of armoured cars, tanks, and motorised infantry was a special detachment, commanded by Lt. Colonel Filippov of the Soviet 26th Tank Corps, tasked with seizing the vital bridge over the Don at Kalach ahead of the main Soviet advance. After hours of driving, Filippov's column finally reached their destination, only to discover the bridge at Kalach had already been destroyed by the Germans. Filippov ordered his column onward, searching for a way across the river. By a stroke of luck, the Soviet detachment encountered a local inhabitant walking along the road. Calling to the old man in Russian, Filippov discovered that the Germans had built a new bridge 4 kilometres south at Berezhovskii.

This important supply route through Berezhovskii, aside from holding one of the few functional bridges over the Don, contained an engineer school for training Pioneers in urban-combat techniques and a garrison consisting of a variety of rear-echelon units. A number of captured T-34s were also present, which were used in various training exercises. As Filippov's tanks approached the bridge the sentries, accustomed to seeing captured T-34s transit back and forth across the bridge, did not react until it was too late. Only once Filippov's men were amongst the garrison and bullets started flying did the Germans realise they were under attack.

## OBJECTIVE

Colonel Filippov's bold attack has caught the German garrison completely off-guard. The bridge over the Don is wired to explode, but with the Russians already in the village, detonating the explosives will be difficult. Filippov has to secure the bridge before the Germans can organise a coherent defence.

## SET-UP

The battle is played on a 6' x 4' gaming surface. The long table edges are north and south. The terrain is rolling steppe, so the table should be relatively open, with sightlines occasionally broken up by hills and *balkas*. Snow had fallen, but in some areas had begun to melt from warmed temperatures. Some areas can be designated as snow, using the rules on page 157.

Place a broad river running north to south across the middle of the table. A bridge spans the river, connecting a

small island to either bank. On the eastern side of the bridge place a small Russian village. On the western side of the bridge place a road winding off the western board edge.

Place three objective tokens: one within 6" of the western end of the bridge, one within 6" of the eastern end of the bridge, and one within the village.

## SPECIAL RULES FROZEN RIVER

The Don has frozen over and counts as rough ground for Infantry. However, vehicles, artillery, and other heavy equipment can't cross the ice.

## SURPRISE ATTACK

The surprise achieved by Filippov's force gave the Soviets a huge advantage. For the first two turns, if the first die drawn is German, the Soviet player can elect to return it to the bag and draw a new die.

## FORCES

The Axis player selects a force from the *Alarmeinheiten* Theatre Selector on page 151 of this book. The Soviet player selects an equally sized force from the *Operation Uranus Forward Detachment* Theatre Selector on page 142 of this book.

## DEPLOYMENT

The German player deploys their entire force within 18" of the bridge. The German player may place three sandbag emplacements within their deployment zone. The Soviet player deploys their entire force anywhere on the western side of the river, so long as they are at least 12" away from any German units.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1–3 the game ends, on a roll of 4–6 play one further turn.

## VICTORY!

Each player scores one VP for every enemy unit destroyed. Control of objective markers is worth 2 VPs each. Control is achieved by having an infantry unit within 3" and no enemy units present within 3" of the objective. Whichever side scores more VPs is the winner.



## AFTERMATH

Filippov managed to get most of his T-34s across the bridge before German sentries realised they were not part of a normal training exercise and opened fire with 88mm flak guns. With the armour already in amongst the defenders, Philippov's tankers let loose a torrent of cannon and machine gun fire, quickly routing much of the surprised garrison. Soviet infantry assaulted across the frozen river and secured the village before the charges could be blown. Realizing the gravity of the situation, the local German commander immediately ordered a number of counterattacks to retake the bridge, but Philippov's forces repulsed every one. The capture of this vital bridge intact was a major blow to the Sixth Army's chances. Not only did it sever the last major supply route with the rest of Army Group B, it was also a vital component of the Soviet plan to link their two Army Fronts and complete the encirclement of the Sixth Army. Had the bridge been blown or kept out of Soviet hands, the link-up of the two Soviet Fronts might have been delayed by several days.





# THE TRAP CLOSES

The next day, November 23rd, tankers from the Southwestern front linked up with Mechanised troops from the Stalingrad Front at Sovetskii. After an initial friendly fire incident, in which several T-34s were damaged after failing to send up the proper signals, the soldiers from each unit met in celebration. The encirclement of the Sixth Army had been completed. In only four days the Red Army had managed to completely seize the strategic initiative from the German army. In the process they crushed two Axis armies (Third and Fourth Romanian), mangled the Fourth Panzer Army, and encircled the Sixth Army at Stalingrad. Army Group B, already desperately low on manpower, lost 120,000 men to Soviet attacks between November 19th and November 23rd.

The planners of Operation *Uranus* had envisioned the encirclement of 90,000 German troops in the vicinity of Stalingrad. Instead, the Red Army had pocketed nearly

300,000 Germans and Romanians. Surrounded were the entirety of the German Sixth Army, most of the Fourth Panzer Army, a Romanian Cavalry Division, a Luftwaffe *Flak* Division, and a hotchpotch of security forces and army group personnel. The original concept of a quick encirclement and liquidation of the pocket was no longer feasible. Instead, the Soviets found themselves surrounding a trapped, but still very dangerous, assortment of German units manning a fortified perimeter over 200 kilometres in diameter. The Stalingrad pocket, or the Cauldron (*Der Kessel*) as it came to be known, had formed, and it took nearly two more months of hard fighting before it was all over.

Panzergrenadiers clash on the banks of the Mokraia Mechetka river



# ***DER KESSEL***





# THE GERMAN RESPONSE

As the Soviet pincers closed around the Sixth Army, a flurry of urgent messages were sent from Paulus' headquarters asking for permission to prepare a breakout attempt. These requests were categorically denied by Hitler, who saw the Soviet breakthrough as only a temporary setback and his decision to stand fast the previous winter had been vindicated by subsequent victories. Instead, Hitler declared Stalingrad a fortress city (*Festung Stalingrad*). Hitler was confident that the Soviet forces could be countered through the judicious use of armoured reserves, as so many previous Soviet offensives had been. Hitler and OKH envisioned an armoured counterattack shattering Soviet divisions worn down by days of continuous fighting; not only restoring the status quo but inflicting a major defeat on the Red Army.

However, German reckoning of Soviet abilities was largely based on the poor performance of the Red Army in 1941. The dramatic Soviet breakthrough was rationalised as the result of Romanian weakness, rather than Soviet strength. The reality was that the Soviet army of late 1942 was a far more dangerous entity than its 1941 incarnation. Logistics, command, and control had all been

immeasurably improved, allowing Soviet commanders the mobility necessary to conduct effective large-scale attacks. Furthermore, enormous strides had been made in the composition of their mobile formations, which hitherto had been hamstrung by a lack of innate infantry or artillery. The Soviet Mechanised and Tank Corps of late 1942 were well-equipped with infantry, artillery, tanks, and trucks; making them every bit the match of the German Panzer Divisions.

To restore the situation at Stalingrad, Hitler turned to Field Marshal von Manstein; perhaps the best field commander in the German army. A new army group was formed – Army Group Don – to be commanded by Manstein. Army Group Don was composed of the Sixth Army, the remnants of the Third Romanian and Fourth Panzer Armies, plus the various stop-gap units that had been arrayed against the Soviet breakthrough west of Stalingrad. Reinforcements were to be added to Manstein's force which he could use to punch through and relieve the Sixth Army. In particular, the powerful 6th Panzer Division, at the time refitting in France, was scheduled to be shipped east and join the fight. Manstein set out

## TOP SECRET

### THE STALINGRAD AIRLIFT

Shortly after the disastrous Soviet encirclement of Sixth Army, Goering flippantly boasted that the Luftwaffe could conduct an aerial supply the Sixth Army until such time as it was relieved by ground forces. However, the reality of attempting to supply 300,000 men by air was a different matter. Paulus, sceptical of this plan from the beginning, submitted that his forces required 750 tons of supplies per day to entirely meet their ammunition, fuel, and sustenance needs. Aerial supply of that magnitude was completely beyond the capabilities of the Luftwaffe, which was already stretched to its limits fighting in three theatres. Managing this feat would have required over a thousand Ju-52 transport planes, more than were in service across the entire Luftwaffe; fewer than fifty were anywhere near Stalingrad during the winter of 1942.

The Luftwaffe quickly began shuttling planes into the region, even going so far as stripping training units, converting bombers, and commandeering civilian aircraft in an attempt to meet the impossible task set by Goering. By December 8th, two weeks since the Sixth Army had been trapped, only 30% of the vital aircraft were in position to ferry supplies. The planes that were available operated non-stop, making the trip between German airbases in the west to the handful of usable airstrips within the *Kessel* as many times per day as possible.

These 150-kilometre flights over enemy territory were, of course, extremely hazardous. The stormy winter conditions made take-off, flight, and landing dangerous. Mechanical problems were continuous. The Soviets quickly organised a wall of anti-aircraft batteries along the flight paths which took a heavy toll on the slow-

moving and heavily laden transport craft. By this time the Red Army Air Force was beginning to come into their own. Over 1,200 Soviet aircraft roamed the region, swarming incoming German flights mercilessly. Even the planes that successfully ran the gauntlet of Soviet fighters and AA to land in Stalingrad were not safe. Several of the airstrips within the Stalingrad pocket were within artillery range of Soviet guns, who shelled the airstrips as planes landed, destroying the irreplaceable transport aircraft and leaving their cargo burning on the runways.

After it became apparent to all that 750 tons per day was unachievable, Paulus reported that his force could manage on 500 tons, with 300 tons being the absolute minimum to keep his men fed, at the expense of fuel and ammunition. However, even this lower number proved impossible. During the first few days after Operation *Uranus*, only about 50 tons landed per day. Even on its best days, the Luftwaffe failed to provide even the minimum 300 tons. When fog and snow were too thick to fly, no deliveries were made at all. Throughout the siege the Luftwaffe averaged a little over 100 tons a day, far below the minimum level the Sixth Army required.

The toll on the Luftwaffe was staggering. Nearly 500 transport planes were lost in the endeavour; one-third of the entire German air transport fleet. Although over 1,000 airmen perished attempting to bring supplies to the Sixth Army, they did manage to evacuate nearly 25,000 wounded soldiers from the pocket. In the end, this was small consolation for the rest of the Sixth Army, who watched their food and ammunition supplies dwindle day after day.

immediately from his post in Leningrad to join his new Army Group in the south. Paulus, however, could not wait until Manstein's arrival and sent him an urgent message asking him to endorse a breakout attempt by the Sixth Army. Manstein received this message en route and, still not fully briefed on the situation at Stalingrad, advised Paulus and OKH to refrain from a breakout attempt until a relief force could be organised to meet the Sixth Army half-way, forcing the Soviets to fight simultaneously on both sides of their cordon.

However, when Manstein arrived on November 27th he discovered the situation was much worse than initial reports had indicated. Goering had, in a moment of bravado, promised that the Luftwaffe could supply the trapped Sixth Army. Manstein quickly learned, by

consulting Luftwaffe commanders on the scene, that this was an impossible task. He also discovered that the icy conditions, numerous river crossings, and meagre forces on-hand made opening up a permanent land bridge to the Sixth Army impossible. The only hope for the men trapped at Stalingrad was to force a gap through the Soviet defences and quickly ferry the Sixth Army west out of the pocket. Hitler still refused to authorise the evacuation of the city that Germans had spent so much energy conquering, but Manstein assumed that in the end, when faced with the grim reality of the situation, he could be brought around.



## OPERATION *WINTER TEMPEST*

Manstein's plan for the relief of the Sixth Army, codenamed *Wintergewitter* (Winter Tempest), involved two vital bridgeheads that German forces had managed to maintain: over the Kurmoiarskii Aksai River at Kotelnikovo (south of Stalingrad), and over the Don at Rychkovskii (west of Stalingrad). He planned to make two simultaneous thrusts towards the Stalingrad pocket from his bridgeheads in the west and south, reinforcing whichever appeared to be achieving more success. The Rychkovskii approach was much closer to the trapped Sixth Army (only 52 kilometres) but was heavily guarded by Soviet forces, who rightly saw it as the most logical place to launch a relief effort. The southern flank faced far fewer Soviet formations but was over twice the distance to Stalingrad.

To accomplish this task he was assigned a collection of freshly-arrived divisions: the 6th, 11th, 17th, and 23rd Panzer, plus a smattering of infantry divisions, including

several Luftwaffe Field Divisions. The Luftwaffe Field Divisions were a new addition to the German Order of Battle. In the crunch to cover the vast eastern front, Hitler had ordered the emergency formation of infantry divisions staffed by Luftwaffe ground personnel. Poorly trained and haphazardly armed, early reviews of their performance under fire were not promising. One German commander described them as having virtually no combat value at all.

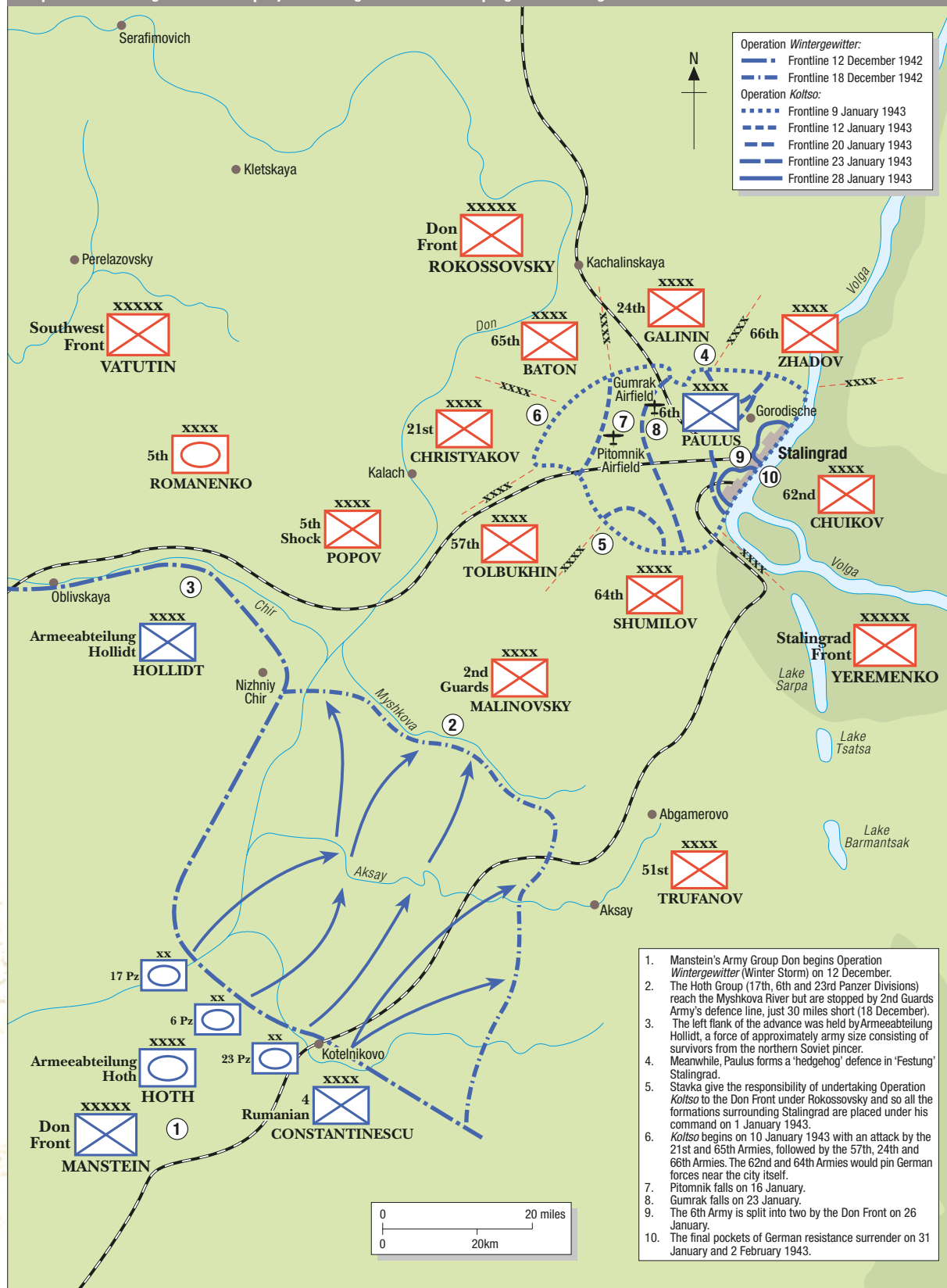
Manstein's relief force was intended to be assembled and prepared to begin by December 8th; however, the logistics of moving large formations in the winter conditions of Russia delayed some divisions considerably.

As it became clear to Stavka that a major German relief effort was about to get underway, a decision had to be made – should the Red Army proceed with Operation *Saturn* as planned, or should some forces be pulled off to ensure that the Germans trapped by Operation *Uranus* did



German StuG III Ausf D





not escape? For days the various players on the scene debated about the best course of action. Ultimately, Stalin decided that a bird in the hand was worth more than two in the bush. He approved the transfer of the 120,000 men of the 2nd Guards Army from Operation *Saturn* to defend the approaches to the Stalingrad pocket. However, unbeknownst to the Soviets, the delay in making the decision meant that 2nd Guards Army were not yet in position when the Germans launched their attack.

Stavka also decided to short-circuit the German relief effort by launching a spoiler attack on the western bridgehead before the Germans could use it as a jumping-off point. Only days before *Wintergewitter* was scheduled to launch, the Soviet 5th Shock Army launched an all-out assault on the western German bridgehead. In a week of fierce fighting, the Red Army managed to seize the bridgehead, severely damaging many of the units Manstein had assigned for his western relief attack and completely tying down the rest of the German forces in the area. Although half of his plan was now *kaput*, Manstein decided to go ahead and greenlight the southern pincer. The attack was to be conducted by General Hoth's 57th Panzer Corps, which, due to delays in the arrival of additional forces, consisted of only the 6th and 23rd Panzer Divisions.

Luckily for the 57th Panzer Corp, the single Soviet army facing them was the Soviet 51st Army, which, exhausted from days of continuous marching and fighting,

was in no position to repel two Panzer Divisions. To make matters worse, there was no logical place for the 51st Army to anchor their defences along the 140-kilometre front they were assigned. On December 12th, the relief effort launched. Composed of nearly 200 tanks and assault guns backed by a concentration of ground-attack aircraft, the German spearhead shattered every Soviet formation it encountered. The 51st Army placed unit after unit in the Germans' path in an attempt to slow their advance, but each time the Russian forces were sent reeling. After driving and fighting for almost twelve hours straight, General Raus, commander of the 6th Panzer Division, allowed his men a few hours to rest during the night, then woke them in the dark early morning hours to continue on. With only scattered Soviet resistance remaining, the 6th Panzer was able to secure a bridgehead over the Aksai river, the first major obstacle along the path to Stalingrad.

Meanwhile, Eremenko was desperately trying to block the swift German advance towards the trapped Sixth Army, which had by now been reinforced by the 17th Panzer Division. He ordered the powerful 4th Mechanised Corp to take up positions between the Aksai and Myshkova Rivers. However, as Raus had stolen a march during the night, the Germans were much closer than the Soviets realised. Their forces heading south to reinforce the Aksai River line collided with the German forces in piecemeal fashion. The centre of the fighting took place over the strategically positioned village of Verkne-Kumsii.

**Soviet SU-76 Assault Gun**





# SCENARIO 20: OPERATION *WINTERGEWITTER*, 15 DECEMBER 1942

From December 14th to December 19th, Hoth's three Panzer divisions (6th, 23rd, and 17th Panzer) fought a pitched tank battle against the Soviet 4th Mechanised Corps and its supporting elements (235th Flame Tank Brigade, 234th Tank Regiment, and 13th Tank Corps) for control of the village of Verkhne-Kumskii, midway between the Askai and Myshkova Rivers. This small Russian village represented the focal point of all roads in the region, including the vital north-south corridor that Manstein required in order to rescue the Sixth Army. Capture of the village was essential for the success of Operation *Wintergewitter*. However, the Soviet 51st Army recognised the village's strategic importance and dedicated hundreds of tanks to defeating the German panzer forces there. Even if they could not ultimately deny control of the village to the Germans, every day they held them off was another day the 2nd Guards Army could get into

position behind the Myshkova River to block the Sixth Army rescue attempt.

## OBJECTIVE

The German player is seeking to gain control over the five strategic points, thus securing a jumping-off point for the further thrust towards the Sixth Army. The Soviet player must keep the strategic points out of German hands, delaying the German offensive long enough for strategic reserves to block the relief of the Stalingrad pocket.

## SET-UP

The battle is played on a 6' x 4' gaming surface. The long table edges are north and south. The terrain is rolling steppe, so the table should be relatively open, with sightlines occasionally broken up by hills and *balkas*. Snow had fallen, but in some areas had begun to melt from

Scenario 20: Operation *Wintergewitter*



warmed temperatures. Some areas can be designated as snow, using the rules on page xx.

Set up a medium-sized Russian village in the centre of the table, representing Verkhne-Kumskii. Roads should radiate from the village in 4–6 directions towards the table edges. Place a very small collection of buildings northeast of the main village and at least 12" from each table edge, to represent the village of Zagotskot. Southwest of the main village and at least 12" from each table edge, place several larger buildings and agricultural fields representing the 8 March State Farm. Finally, place two ridges of hills at least 12" away on either side of Verkhne-Kumskii, to the north and south.

## FORCES

The battle for Verkhne-Kumskii was a slug-fest that involved hundreds of tanks. As such, for this scenario it is recommended to play with at least 2,000-point armies so that each side may field an appropriate number of armoured vehicles.

The Axis player may build a force consisting of up to two platoons from the *57th Panzer Corps* selector on page 150 of this book. The Soviet player selects an equally sized force, consisting of up to two platoons from any of the following selectors in this book: *Operation Uranus Soviet Tank Platoon* (page 140), *235th Flame Tank Brigade* (page 144), or *Anti-Tank Artillery Battery* (page 143). Note that the Soviet platoons do not need to be chosen from the same selector; we encourage you to mix-and-match.

## AFTERMATH

After five days of fighting, the German Panzer divisions finally managed to capture the village of Verkhne-Kumskii and pushed on to secure a bridgehead over the Myshkova River. By this time the Soviet 4th Mechanised Corp was all-but destroyed. It withdrew its handful of surviving tanks across the river to safety. Their stubborn defence of Verkhne-Kumskii, however, had bought enough time for

## DEPLOYMENT

Before deploying the initial forces, place an objective marker in the centre of each of the three villages and one on each set of hills. These are the objectives each side is seeking to control.

Each side places half its units (rounding up) into reserves. Place an appropriately coloured order die in the bag for each unit not in reserve. Draw the dice one at a time. The owner of the die deploys one unit onto the battlefield. Continue until all units that are not in reserve have been deployed.

The German player deploys their units up to 24" onto the table from the southern table edge. The Soviet player deploys their units up to 12" onto the table from the northern table edge.

Reserves from the Soviet player may outflank on either side up to 12" from northern table edge. The German player may not outflank.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 7 the game ends.

## VICTORY!

Victory points are earned by securing the five objective markers. To secure the objective marker, the player must have an infantry, artillery, or vehicle (not a tow or transport) within 3". If an enemy unit is also within 3", the objective is contested and does not afford VPs to either side. Control of Verkhne-Kumskii is worth 3 VPs, while control of the other objectives are worth 2 VPs each. Whoever has more VPs is the victor. If there are the same number of VPs on each side, the game is a draw.

the powerful 2nd Guards Army to entrench themselves in defensive positions behind the river. The German *Panzertruppen* had taken horrendous casualties; now facing the fresh 2nd Guards Army, Manstein's relief force no longer had the strength needed to push onwards to the Stalingrad pocket.





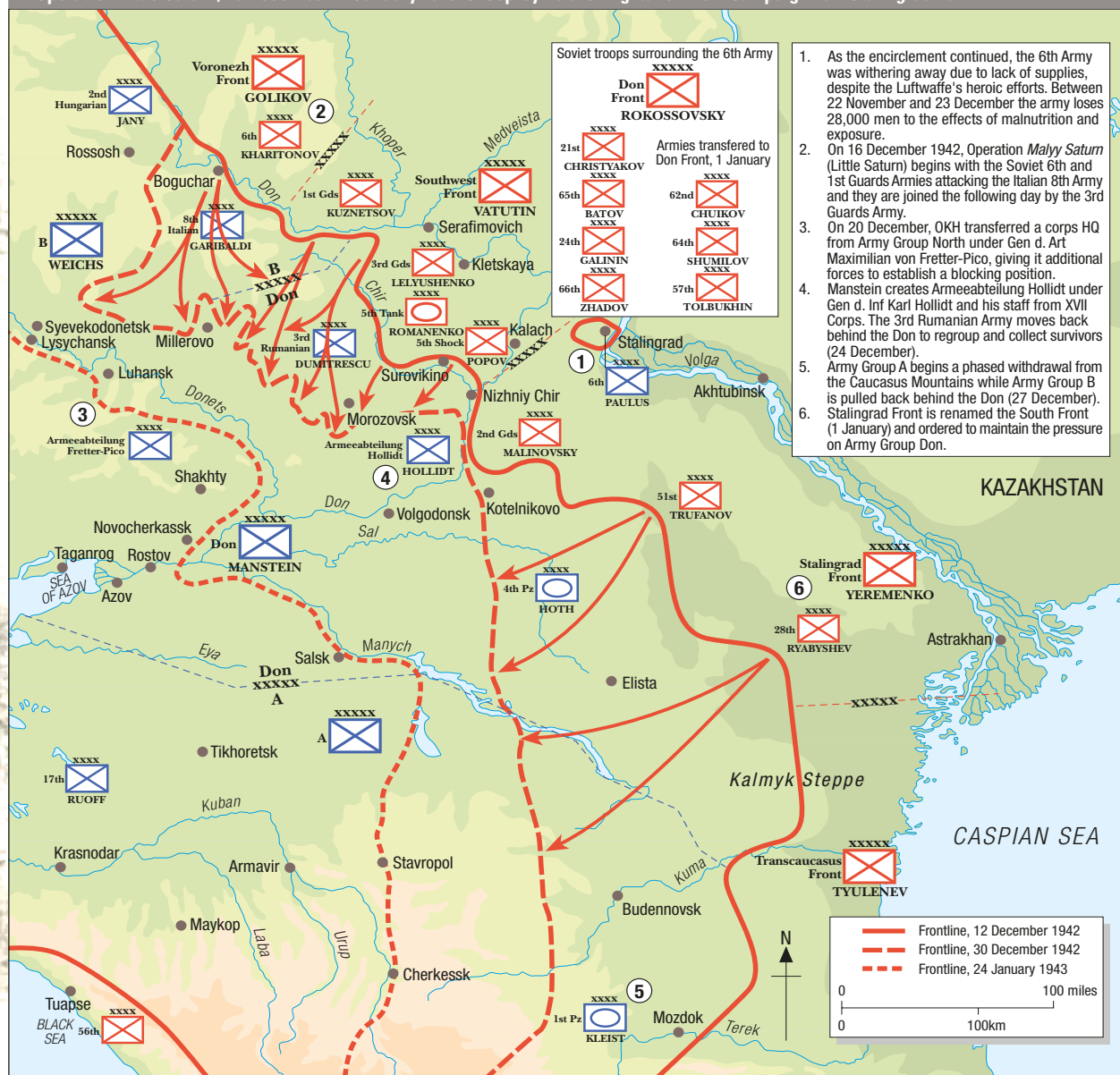
# OPERATION *LITTLE SATURN*

As German and Soviet tank forces duelled south of Stalingrad, Stavka was preparing to launch the second blow of the haymaker aimed at destroying the southern Axis forces. Operation *Uranus* had critically wounded Army Group B at Stalingrad. Operation *Saturn* would hit the Italian Eighth Army in the north, punch a new hole in the line, and potentially cut off all Axis forces south and east of Rostov. The 2nd Guards Army had previously been allocated to Saturn, but had been moved to intercept Manstein's relief attempt. Without the participation of

2nd Guards, Operation *Saturn* was downgraded to Operation *Little Saturn*, with the more moderate objective of eliminating more Axis satellite armies and pushing German forces far enough away from the Stalingrad pocket to make rescue impossible.

On December 16th the Soviets launched their attack on the Italian Eighth Army. What ensued was largely a repeat of what befell the Romanian Third Army during Operation *Uranus*. The 1st and 3rd Guards Armies punched holes at the western and eastern edges of the

Operation *Little Saturn*, 16 December–1 January 1943 © Osprey Publishing. taken from Campaign 184: *Stalingrad 1942*



Italian lines, then raced deep into the operational depths, leaving entire divisions of Italian soldiers stranded kilometres behind enemy lines. Only the northern-most Italian units, the Alpini Corps, were spared from the butchery as the majority of the Italian Eighth Army were systematically destroyed by the powerful Soviet forces. Divisions that had been earmarked for Operation *Winter Tempest* were instead waylaid to help restore the situation

in the northeast. As Manstein watched the disaster developing on his left flank, he knew that this newest setback had put a definite time constraint on the rescue of the Sixth Army. The forces tied up in *Winter Tempest* were desperately needed in the northwest to stabilise the damage done by *Little Saturn*. The relief of the Stalingrad pocket would have to happen now, or never.

## OPERATION THUNDERCLAP

By December 19th, it was clear to Manstein that his meagre forces were not going to be able to single-handedly beat a path through to the Sixth Army. The only hope that remained was for Paulus' men to punch through the Soviet defences from the north and meet the relief force partway. A new operation was put together, codenamed *Donnerschlag* (Thunderclap). This plan required the Sixth Army to use its few remaining mobile assets to break out from the southwest corner of *Der Kessel* and fight their way 20 kilometres to the high ground surrounding Buzinovka. Manstein's 57th Panzer Corp was then to fight their way 45 kilometres through the defences of the 2nd Guards

Army to complete the link-up. To prepare for *Thunderclap*, Paulus repositioned his strongest mobile units – the 14th Panzer, 29th Motorised, and 3rd Motorised Divisions – at their jumping-off positions in the southwest corner of the pocket.

From the start, the operation was a long shot. After days of heavy fighting, Paulus' force had hardly any fuel remaining and fewer than 50 operational tanks. Trucks and horses to transport the men and equipment of the Sixth Army were in short supply. In the weeks before the launch of Operation *Uranus*, nearly three-quarters of the Sixth Army horses had been evacuated to gentler climates.

### TOP SECRET

#### CONDITIONS IN DER KESSEL

By mid-December, the soldiers of Sixth Army were hardly in any better condition than its horses. The envelopment of the Sixth Army had created an immediate supply crisis for the nearly 300,000 men trapped within the pocket. The swift Soviet advance had overrun many supply depots and, of course, severed supply links with the rest of the German front. The airlift brought in some supplies, but only accounted for a fraction of the food, medicine, ammunition, and fuel the army needed to survive.

German military doctrine stated that a soldier requires 2,500 calories a day to maintain fighting strength. Because of the supply crisis, Paulus ordered short rations for all soldiers beginning on November 23rd. This reduced the daily caloric intake of all soldiers to only 1,500 calories. Two weeks later rations were cut again, this time down to 1,000 calories. Soldiers within *Der Kessel* reported that their allotment of food by early December was down to 7 ounces of bread, 7 ounces of horse meat, 1 ounce of fat – and 3 cigarettes. On such an insubstantial diet, the men of Sixth Army began a slow but inevitable slide into starvation. The Sixth Army reported its first death by starvation on December 21st; many more followed.

Starvation was not the only threat to the health of the soldiers of the Sixth Army. The freezing winter conditions played havoc on German soldiers who had not been properly attired for sub-zero temperatures. Entire storehouses full of winter gear were captured or destroyed by the Soviet advance, and little cargo space could be afforded for clothing when food was already at a premium. As such, many soldiers were forced to fight throughout the winter in little more than their wool

greatcoats and any extra cloth they could find to wrap themselves in.

The men stationed along the west, north, and southern flanks of the pocket found themselves defending barren steppe country, with no trees to use as building materials. Defences in many areas were constructed by chiselling trenches out of the frozen earth, with a handful of pitiful dug-outs to provide respite from the snow and howling wind. Without wood with which to build fires, the men could only use their collective body heat as a source of warmth. The soldiers in Stalingrad could at least count on finding shelter in the cellars of destroyed buildings, using ruined furniture as fuel for their fires.

Aside from the pangs of hunger, soldiers were tormented by armies of lice which infested every man, leaving trails of welts over every part of the body. The ever-present danger of frostbite also worried many German *Landers*. After the battle of Stalingrad had come to a close, Soviet soldiers commented on the inadequate ways German soldiers protected their feet. German soldiers wore socks instead of the footwraps preferred in the Red Army, and leather boots instead of felt *valenki* popular in Russia. Indeed, frostbite of the feet was extremely uncommon in the Red Army, and those who displayed it were often suspected of having deliberately allowed themselves to become frostbitten in order to avoid going into battle. Among the *Wehrmacht*, frostbite was rampant. By December 25th, up to fifty soldiers per day were labelled *hors de combat* due to severe frostbite. As the siege wore on, many German soldiers watched with horror as their feet turned black and their toes broke off.



Those left behind were weak from lack of food, or had already been butchered to feed starving troops. In the event *Thunderclap* was ordered, the vast majority of Sixth Army's soldiers would be forced to break out 20 kilometres on foot through icy winter conditions.

Manstein began a lobbying campaign to get Hitler to sign off on Operation *Thunderclap*. However, despite his best efforts, the Fuhrer remained as adamant as ever that Stalingrad was to be held at all costs. On December 19th, Manstein cabled Paulus attempting to convince him to launch the breakout on his own initiative, despite the fact that Hitler had not authorised the abandonment of Stalingrad.

Paulus demurred, citing insufficient fuel to make it to the planned rendezvous site. Furthermore, Manstein's 57th Panzer Corp had completely stalled against the defences of the 2nd Guards Army, and Paulus was sceptical that Manstein's forces would be there to meet them even if the Sixth Army made their breakout. However, the heart

of the matter was that Paulus was unwilling to go against Hitler's wishes and, without a direct order from Manstein to begin the operation, was never going to start the operation on his own.

Manstein was well within his purview as Army Group commander to relieve Paulus from duty and replace him with a more compliant subordinate. This would have been easily arranged as Paulus' stock at OKH was already extremely low. However, Manstein did not take this step and a stalemate ensued, with neither man willing to defy Hitler. Manstein continued to press for Hitler's approval while the window for escape closed rapidly. By December 23rd any opportunity, fleeting though it might have been, was gone. Manstein was forced to transfer forces away from his relief operation to help stabilise the critical situation the Soviet *Little Saturn* offensive had created in the north. With that, the hope of rescuing the Sixth Army died.

## SCENARIO 21: OPERATION THUNDERCLAP, 19 DECEMBER 1942

Although *Thunderclap* was never initiated, it remains a popular source of 'what if' speculation. For many people it remains hard to fathom that a force of 300,000 soldiers did not try to break out of their encirclement. However, it must be taken into consideration that the forces of the Sixth Army were already extremely weak by December 19th. Ammunition had run low and nearly all fuel had been expended. Besides, any breakout attempt by the Sixth Army would surely have been met with a full-scale Soviet attack from all quarters; a potentially disastrous scenario as its forces would have been extremely vulnerable without the benefit of their entrenchments.

The fate of the 94th Infantry Division is a good example of how quickly an orderly retreat can turn into a rout. On November 23rd, the division received (incorrect) reports that a general breakthrough had been ordered. The division, positioned along the northeastern perimeter, destroyed their fortifications and withdrew to the west. Soviet reconnaissance units reported this activity, and a massive assault was launched against the 94th Infantry as they left their smoking defensive positions. The 94th, caught in the open, was badly mauled by Soviet forces, and created a breach in the lines that had to be plugged with mobile forces.

Manstein, however, posited that a breakout attempt could have been successful. In his estimation, all military

units have more supplies than they are willing to disclose to their superiors; therefore, according to Manstein, it was likely that the Sixth Army did have enough fuel for at least some of its tanks and trucks to reach the rendezvous point. In his view, the Sixth Army, imbued with a determination borne of desperation, could have forced a corridor through Soviet defences. At that moment the Soviet forces, pressured from both north and south, would have been weak enough to allow a brief linkup to be achieved, thereby allowing the rescue of at least some of the Sixth Army. This scenario allows players to discover what would have happened if Manstein had ordered Paulus to conduct Operation *Thunderclap* and break out to the west – can the exhausted and beleaguered troops of Sixth Army make it to the rendezvous point?

Soviet Light Mortar Team



## OBJECTIVE

The desperate survivors of the Sixth Army seek to punch a hole through the Soviet defences and escape the Stalingrad cauldron. Every soldier knows that this is their last hope for rescue, and every last bit of energy these exhausted soldiers have will be poured into the fight. For the Soviet defenders, all of their efforts to contain and trap the German forces at Stalingrad hang in the balance. If the Germans are allowed to escape now, the promised final victory over the German forces will have slipped from their grasp.

## SET-UP

The battle is played on a 6' x 4' gaming surface with the long edges representing north and south. The terrain is rolling steppe, so the table should be relatively open, with sightlines occasionally broken up by hills and *balkas*. Some areas can be designated as snow, using the rules on page 157. Place several hills 6" away from the centre of the southern edge of the board. These represent the high ground that Paulus and his men are trying to reach.

## SPECIAL RULES

### LOW MANPOWER

The German forces are under strength after being trapped in the Stalingrad cauldron for weeks. To represent this, German Infantry squads are limited to a maximum size of 7 men.

### LOW AMMUNITION

The German platoon suffers from Ammunition Shortages. See rules on page 159.

### MALNOURISHED AND FROSTBITTEN

Due to an appalling lack of supplies, the German infantrymen are in poor shape. Any time a *Run* order is successfully given to a German infantry, add a pin to the unit after resolving their movement to represent their flagging strength.

### DO OR DIE

The soldiers of Sixth Army know that if they don't succeed in their breakout now, they will be destroyed by Red Army forces closing in around them. All infantry squads in the German platoon list may be upgraded to Fanatics for free.

Scenario 21: Operation *Thunderclap*







## FORCES

The Axis player selects a force from the *Operation Thunderclap* Theatre Selector on page 152 of this book. The Soviet player selects an equally sized force from any of the following selectors: 1942 *Anti-Tank Artillery Battery* (page 143), 1942 *Soviet Cavalry Troop* (page 144), or *Operation Uranus* (*Armies of the Soviet Union*, page 77).

## DEPLOYMENT

The southern board edge belongs to the Soviet player. The Soviet player deploys 75% of their force (rounding up) up to 24" from the southern board edge. The rest come in from reserves. Outflanking is allowed in this scenario.

The German player does not deploy any forces on the table prior to the start of the game. Instead, the entire

German force enters from the northern table edge on Turn 1.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. The game ends at the end of Turn 7.

## VICTORY!

The German player scores 2 VPs for each unit within 12" of the southern table edge at game end. The Soviet player scores 1 VP for each German unit destroyed.

Whoever has more VPs is the victor. If there are an even number of VPs per side, the game is a draw.

# AFTERMATH

Historians generally agree that the chances of the Sixth Army being able to pull off Operation *Thunderclap* were slim. Although a small number of German soldiers might have been able to escape, the vast majority would likely have been killed or captured in the attempt. Considering the crisis unfolding in the north, the decision to remain in the pocket was probably the correct one. The existence of

the Sixth Army behind Soviet lines tied up a huge number of Soviet forces that otherwise could have been used to against the main German line. Had the Stalingrad pocket been liquidated sooner, it is unlikely that the German forces trapped in the Caucasus would have been able to make good their escape.

# A FROZEN GRAVE

On December 24th, the 2nd Guards Army launched a counterattack against the depleted forces of the 57th Panzer Corps. Facing overwhelming odds, the Panzer Divisions were forced to give up their hard-fought bridgeheads over the Myshkova River and the village of Verkhne-Kumskii. Within days, the entire advance of Hoth's Panzer Corp had been undone by Soviet attacks. Manstein, searching for any method with which to rescue the Sixth Army, telegraphed Hitler asking for permission to withdraw Army Group A from the Caucasus region. This plan had the benefit of dramatically shrinking the German front line and allowing the relatively fresh Panzer forces of Army Group A to join with Manstein's worn-out divisions on a second expedition to relieve the Stalingrad pocket. Hitler refused, still stubbornly clinging to the meagre spoils his forces had claimed during the summer. Ironically, Army Group A was forced to retreat north anyway a little over a month later, once the situation near Rostov had deteriorated beyond repair. As such, Hitler deprived the Sixth Army of their last possible chance for rescue in exchange for the fleeting control of thousands of kilometres of barren steppe and mountain.

Paulus' forces faced an increasingly dire situation. The Stalingrad cauldron was ringed by seven Soviet armies (the 21st, 24th, 57th, 62nd, 64th, 65th, and 66th) who launched continuous raids, probes, and attacks to test the strength of German defences. Soviet commanders had still not correctly identified the scale of the Axis forces trapped at Stalingrad, and were consistently surprised by the ferocity of resistance that they faced. The constant rebuffs they suffered at the hands of the German defenders led Stavka to conclude that the Stalingrad pocket needed to be reduced through a comprehensive offensive rather than being destroyed quickly, as had originally been envisioned. This task was assigned to General Rokossovsky's Don Front. Taking into account the heavy anti-tank defences,

Rokossovsky planned to use a large infantry component backed by powerful artillery to shatter the German defences and overwhelm the pocket from multiple directions at once. However, he needed time to bring his divisions back up to strength and prepare his attack. The plan, codenamed Operation *Koltso* (Ring), was scheduled for January 10th.

Paulus, resigned to the fact no relief was to be forthcoming in the foreseeable future, set about preparing for an extended siege. Fortress Stalingrad was bolstered by distributing tanks and AT guns along the perimeter and forming a few small reserves of the remaining mobile units. The main pillars of German defence were the ubiquitous 50mm and 75mm PaK anti-tank guns (backed by a handful of 88mm flak guns), each of which were capable of knocking out even the heavily armoured KV-1 tanks. The Sixth Army possessed over 300 of these potent weapons, which they distributed throughout the pocket. These AT guns became even more valuable as the number of operable German tanks at Stalingrad steadily dwindled due to combat losses and an acute lack of spare parts with which to repair damaged vehicles. By late December only a few dozen tanks remained mobile. Fuel shortages had forced some to be relegated to nothing more than immobile pillboxes.

Paulus also had to contend with the precipitous drop of his infantry strength as fighting around the perimeter continued to sap the combat strength of his divisions. Even the half-hearted attacks by the Soviets along the periphery of German-controlled territory still managed to add up to nearly 1,000 German casualties each day. With only 25,000 combat troops remaining (out of 270,000 men total), Paulus



## TOP SECRET

### STALINGRAD CAMPAIGN SHIELD

A unique decoration awarded by the Wehrmacht was the *Ärmelschild*, or arm shield. Worn on the left sleeve, these metal shields were produced and distributed to veterans of particularly difficult campaigns. Approximately a dozen different arm shields were designed during the course of the war, but only a handful were ever fully realised.

Work began on a Stalingrad arm shield in October 1942 on Hitler's orders. Artist Ernst Eigener, a propagandist in Stalingrad, developed the initial design. It depicted the infamous Grain Elevator towering over the ruins of Stalingrad. In the foreground lay a prostrate

German soldier with a crown of barbed wire around his helmet. This design was seen as too grim and was rejected. Eigener perished in November 1942 – his design was never produced.

An alternate design was later forwarded by Paulus that replaced the fallen German soldier with the Volga river. However, the Sixth Army was destroyed before the design went into production. Considering the extreme difficulty of the Stalingrad campaign, it is easy to speculate that had it been a German victory, it is likely that the campaign shield would have been proudly distributed. However, as the Sixth Army was encircled and destroyed, there was no wish to commemorate such a dramatic defeat, especially considering how few veterans escaped the Stalingrad pocket.



ordered every division to strip support units for men capable of frontline duty. This policy succeeded in sending a steady supply of replacements to the front lines to replace losses, but the experience and effectiveness of the German units dropped as veteran soldiers were replaced with inexperienced cooks, drivers, and artillerymen.

As the start date of Operation *Ring* approached, Rokossovsky decided to give the Germans a chance to surrender before launching the massive assault he had planned. On January 7th, two Soviet officers under a flag of truce approached the western front of the Stalingrad

pocket and delivered Rokossovsky's terms. These were passed on to Paulus who, true-to-form, telegraphed Hitler to ask for instructions. Needless to say, Hitler refused to even consider it. Although Hitler had already written off the Sixth Army, it performed a valuable role in tying down seven Soviet armies. Every day it held out was another day German forces stood a chance of stabilizing the situation further west. Having offered terms and been summarily rejected, Rokossovsky green-lit Operation *Ring*. Within 48 hours the Sixth Army faced utter destruction from all quarters.

## SCENARIO 22: OPERATION *RING*, 16 JANUARY 1943

Operation *Ring* began on January 10th with an overwhelming hour-long artillery barrage. Rokossovsky had assembled the densest concentration of artillery yet seen in the war with the intent of pummelling the German defences into oblivion. As the dust settled, the Soviet soldiers leapt to their feet and into the attack. While the majority of the attacking Soviets were advancing eastwards into the pocket, Chuikov's 62nd Army used the opportunity to attack from the west, launching a bold attack on central Stalingrad. The weakened 100th Jäger Division atop Mamayev Kurgan quickly found themselves facing the full might of a resurgent 62nd Army, hell-bent on reclaiming the hill and planting the red flag of the Soviet Union once more upon her summit.

### OBJECTIVE

The Stalingrad pocket is collapsing. Starving, nearly out of ammunition, and attacked from all sides, the Sixth Army is on its last legs. The Soviet 62nd Army seeks to finally reclaim Stalingrad from the German invaders, planting the hammer and sickle flag atop Mamayev Kurgan for all to see.

### SET-UP

The battle is played on a 6' x 4' board with the long edges facing east and west. Although the entire battle is on a hill, the slope is gentle enough that a flat surface can be used to represent the area near the summit. Place two large concrete water cisterns in the centre of the table so that they are slightly higher than the rest of the terrain. Appropriate alternate models for the cisterns would be oil/water storage tanks or concrete bunkers. By this time Mamayev was a labyrinth of trenches and shell holes. Place as many trenches, foxholes, and other earthworks you have throughout the table in uneven snaking lines interspersed with shell holes.

Although it had been snowing regularly, the constant shelling did not allow thick layers of snow to settle. Therefore, the table may have a winter aesthetic, but the snow does not affect movement.

Units inside of a cistern are considered to be inside a bunker.

### SPECIAL RULES RALLY TO THE COLOURS!

All friendly infantry and artillery units within 12" of the flag-bearing model can re-roll failed order tests when ordered to *Rally*. In addition, if the *Rally* order is successfully issued, the unit rolls two dice to determine how many pin markers are discarded and chooses the higher result. The flag is kept hidden and has no effect if the unit carrying it has a *Down* or *Ambush* order die.

### PROTECT THE FLAG

Planting the flag atop Mamayev Kurgan has great symbolic importance. As such, if the model carrying the flag is removed from play another model in the same unit will take up the flag and continue on – replace one of the surviving models in the unit with a flag bearer. If the entire unit carrying the flag is removed, place a marker at the last location of the flag bearer. Any Soviet unit that makes base contact with the marker may add the flag to the unit, in which case replace a model from the unit with the flag bearer. For gameplay purposes, flags may not be destroyed.





## LOW MANPOWER

The German defenders of Stalingrad are understrength after being trapped in the Stalingrad cauldron for nearly two months. To represent this, German Infantry squads are limited to a maximum size of 7 men.

## LOW AMMUNITION

The German platoon suffers from Ammunition Shortages. See rules on page 159.

## FORCES

The Axis player is defending, and selects a platoon from the *Into Hell* Theatre Selector on page 148 of this book. The Soviet player has a 50% advantage in points over the German player (e.g. 1,500pts to 1,000pts). The Soviet player selects a platoon from the *"No Land Beyond the Volga"* Theatre Selector (page 138). One infantry model in each of the two compulsory squads replaces their weapons with a flag at no cost. Models carrying the flag have the Rally to the Colours rule listed opposite.

## DEPLOYMENT

No reserves are allowed during this scenario. All forces begin the game on the table. The west table edge is the German table edge, while the east is the Soviets. German

units are deployed within 24" of the German table edge; Soviet units within 12" of the Soviet table edge.

Add an order die to a bag for each unit. Draw a die. The player whose die has been drawn deploys one of their units within their deployment zone. Continue to do this until all units have been set up.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of Turn 6, roll a die. On a result of 1–3 the game ends, on a roll of 4–6 play one further turn.

## VICTORY!

The goal of the Soviet player is to plant at least one of their flags at the top of Mamayev Kurgan. The Soviet player earns 3 VPs for each flag that is within 3" of either cistern at the end of the game. The German player earns 2 VPs for each cistern they control at game end. Each side earns 1 VP per enemy unit destroyed.

Whoever has more VPs is the winner. If there are the same number of VPs per side, the game is a draw.





# AFTERMATH

The revitalised 62nd Army hit the surprised German defenders with a full-frontal assault, sweeping through the German positions in central Stalingrad and finally recapturing the summit of Mamayev Kurgan after months of fighting. Once again, the Hammer and Sickle flew above Stalingrad. Meanwhile, the Germans in the rest of the pocket were being battered from all quarters. With breaches forming everywhere, there was no way for Paulus' meagre reserves to stabilise the situation. The 3rd and 29th Motorised Divisions, positioned in the western 'snout' of the pocket, quickly found themselves in danger of being cut off and were forced to conduct a fighting retreat eastward through a shrinking corridor. Only about half of the men escaped encirclement. The others were crushed by the tide of advancing Soviet troops.

Within two days the entire western front of the *Kessel* had collapsed. Paulus tried to form a new defensive line along the Rossoshka River, but his forces, bogged down by fighting and battling the freezing weather, were unable to reach their new positions in time. Soviet forces captured two of the German airfields, leaving Gumrak as the sole operating airstrip within the Stalingrad pocket. This made the already disastrous supply situation even worse, as the airlift came to a screeching halt during the chaos. The retreat into Stalingrad turned into a frozen death march for the exhausted Germans. Wading through knee-deep snow drifts on frostbitten feet, the men endured -30C weather until, finally, they could go on no more. Men keeled over in the snow, killed by the cold or starvation. Several divisions, after prolonged combat with Soviet forces, simply ceased to exist.

Those that remained pulled back eastward into defensive positions the Soviets had built at the beginning of the battle. By January 17th, Soviet forces had paused to organise for an attack on the much-reduced Stalingrad defenders. The Sixth Army had lost over 60,000 men in the first week of Operation *Ring*, and half of the cauldron had been captured. For several days the German forces gained a brief respite from the Soviet onslaught, but it was apparent to everyone that the end was at hand. The airlift had almost completely ceased. Soldiers were now being supplied haphazardly by 'supply bombs': canisters dropped out of passing Luftwaffe planes containing food or ammunition. Many of these fell into the deep snow, never to be seen again. Others drifted into enemy lines and were scooped up by advancing Soviet soldiers. The German *Landsers* found themselves surrounded in the city they had spent so much blood trying to capture; without food, without ammunition, and without any hope of rescue.

Paulus, realizing that any further resistance was futile, sent a grim report to OKH detailing the disintegration of his army. In it, he obliquely requested permission to surrender. Hitler, sensing Paulus' flagging determination, expressly forbade surrender, instructing him to fight to the end. However, 'the end' was already upon the Sixth Army. On January 22nd, the Soviet forces returned to their assault. With their ammunition expended and the wounded piling up by the thousands, the Germans could do little to stop the Soviet steamroller hitting them from all directions.

By January 26th, the German pocket had been split in two, with the southern pocket centred around downtown Stalingrad, and the northern pocket encompassing the Tractor and Barrikady Factories. In the centre, forces from the 62nd Army broke through to Soviet forces advancing





eastward. After five months of fighting in isolation, the 62nd Army was finally reunited with their comrades and the outside world. Meanwhile, German resistance was petering out. German officers, commanding mobs of wounded and starving soldiers from a myriad of units, had to make the individual decision to either continue fighting or surrender. Thousands of German soldiers turned their arms over to Soviet forces, while thousands of others fought to the last round and were blasted out of their ruined defences by Red Army artillery.

In the cellar below the Univermag Department Store, Paulus and his remaining aides tracked the Soviet forces closing in around them like a noose. As Red Army soldiers arrived at Red Square, only a block away, word was received from OKH detailing Paulus' promotion to Field Marshal. No German Field Marshal had ever surrendered. This ploy, orchestrated by Hitler, was a straightforward message to Paulus; clearly Hitler intended for Paulus to kill himself rather than surrender. However, within hours

Soviet soldiers arrived at his headquarters. Paulus elected to turn himself over, perhaps hoping to buy leniency for his men. On Paulus' orders, the southern pocket surrendered that day. Two days later, the northern pocket, out of contact with Paulus since being separated, surrendered as well.

Over the course of Operation *Ring*, Soviet soldiers collected over 100,000 prisoners. The other 140,000 German soldiers perished in the desperate fighting or during the retreat into Stalingrad. When the snow receded the next spring, thousands of frozen German corpses were uncovered, scattered across Stalingrad and the surrounding steppe. Some determined Germans attempted to break out south or east and were killed or captured kilometres away. Others hid among the wreckage and cellars of Stalingrad and had to be painstakingly rooted out over the coming weeks. In the end, aside from the thousands of wounded flown out during the airlift, the entirety of the German Sixth Army perished at Stalingrad.

Last flights out of Gumrak Airfield before its capture by Peter Dennis © Osprey Publishing. Taken from Campaign 184: *Stalingrad 1942*







# LEGACY

For the Soviet Union, the victory over the Germans at Stalingrad was more than just the successful defence of an important industrial city. Instead, it represents the point at which the Red Army shook off the sense of inferiority that had pervaded the institution since the opening days of the war. Defeat after catastrophic defeat had characterised the opening year of the war. Now, the soldiers of the USSR had delivered a crushing blow to the invaders of the Motherland. Not only had the Red Army held firm in the face of a concentrated German attack, they had been able to riposte and launch a decisive and well-organised counter-offensive – a feat that would have been impossible a year earlier. Even those on the scene recognised Stalingrad as a turning point. Chuikov wrote, upon learning of the success of Operation *Uranus*:

*“Our struggle for the city, our fierce resistance against the enemy in Stalingrad now acquired its ultimate sense. While the enemy bogged deeper and deeper into street battles, a formidable force grew on its flanks. Not vain was the bloodshed of Soviet soldiers, not vain was the defence of Stalingrad with our last strengths, when it seemed the Germans would crush us down. The slogans ‘Not a step back’ and ‘No land for us beyond the Volga’ took on new meaning. They now meant ‘Forward’ and ‘Go West!’”*

For Germany, the Stalingrad campaign was an unmitigated disaster. The destruction of an entire field army was a defeat without precedent within the German military. Nor could the veteran Sixth Army be readily replaced – already the *Wehrmacht’s* reserves of manpower were stretched to the limit. The minor Axis powers were also aghast at the losses suffered by the armies they had lent to the campaign. By the end of Operation *Uranus* the Romanian Third and Fourth armies had largely ceased to exist; and the Italian Eighth Army, with the exception of some Alpini formations, had been annihilated during Operation *Little Saturn*.

In fact, by the end of February 1943 nearly all the gains made during Case Blue had been undone by Soviet offensives. Thus Stalingrad stands as the high water mark of the Axis advance into the Soviet Union. After Stalingrad the tide receded ever westward, back towards Germany and the ultimate destruction of the Third Reich. Bitter recriminations flew over the futility of the Stalingrad campaign – which had been driven onward by the unbridled ambition of Hitler and his sycophants.

Between Case Blue and the subsequent Stalingrad campaign the Red Army suffered 1.7 million casualties. Axis forces suffered nearly a million casualties. Atop Mamayev Kurgan, the hill in which so many had died to control, a memorial was erected after the war. At its summit, the statue *Motherland Calls* stands with sword outstretched, its other arm calling the defenders of Russia onward to victory. Over 270 feet tall – nearly twice the height of the Statue of Liberty – the statue was declared the tallest in the world upon its completion in 1967. Beneath its base lie the remains of 35,000 Soviet soldiers. After his death in 1982 General Vasily Chuikov, per his will, was interred on Mamayev Kurgan – his body returned to the city his men had died to defend.

For the German soldiers who perished fighting for Stalingrad, there was no memorial – only the thousands of unmarked graves stretching across the steppe. After the war Field Marshal Manstein penned a sombre epitaph for the fallen of the Sixth Army. In it he writes that no cross or memorial will be raised for German soldiers who starved, froze, and died in Stalingrad. That while the traces of their presence will fade away in time, the memories of their struggle and suffering will endure. In this he was correct. To this day we continue to seek to understand the apocalyptic struggle that occurred there, to understand the suffering that its combatants endured in the name of ideology, country, or duty – fighting onward in conditions beyond comprehension. This is the legacy of Stalingrad and that of those who fell there.



Dismounted Heer Panzer Crew





# SOVIET NEW UNITS

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# INFANTRY SQUADS AND TEAMS

## HEADQUARTERS UNITS

### FRONTNIK COMMISSAR

Commissars, particularly during the early years of the war, were often more concerned with enforcing iron discipline and instilling Communist ideology than the well-being of the soldiers under their care. Upon their arrival in Stalingrad, however, these idealistic political officers quickly discovered that no amount of revolutionary zeal would save them from an enemy sniper or incoming artillery shell. Commissars who were unable to adapt did not last long in the chanel house of Stalingrad, leaving their more practical

comrades to continue on. These grim survivors quickly became *frontniks* like the rest of 62nd Army and took it upon themselves to watch after the morale of the men, taking particular care to train new arrivals so that they might survive long enough to become veterans of Stalingrad.

Frontnik Commissars count as a Headquarters unit for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook.

<b>Cost</b>	40pts (Regular)
<b>Team</b>	1 commissar and up to 2 further men
<b>Weapons</b>	Pistol, submachine gun, or rifle as depicted on the models
<b>Options</b>	- The commissar may be accompanied by up to 2 men at a cost of +10pts per man.
<b>Special Rules</b>	- Not One Step Back! (page 21, Armies of the Soviet Union) - Inspiring Rhetoric: Aside from watching for political disloyalty, the commissar also helped train and boost the confidence of new soldiers. Inexperienced squads within 6" of the commissar do not suffer the -1 to hit penalty for being Inexperienced.



### POLITRUK

In October 1942, Stalin rescinded the much-hated Commissar order that had, since the start of the war, made the political officers judge, jury, and executioner of the Red Army. The title 'Commissar' was phased out of use, and political officers became known simply as *Politruks*. The most significant change to the Politruk mandate was losing the ability to overrule the orders of military officers in their unit. Instead, they were relegated to caring for the physical and ideological needs of the common soldiers.

While some political officers resented this loss of authority, others embraced their role as guide and protector of their comrades, working hard to make sure the men were properly trained, fed, and cared for.

Politruks count as a Headquarters unit for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook. Alternatively, a single Politruk can be added to any Soviet Union platoon from October 1942 onward.

<b>Cost</b>	30pts (Regular)
<b>Team</b>	1 Politruk and up to 2 further men
<b>Weapons</b>	Pistol, submachine gun, or rifle as depicted on the models
<b>Options</b>	- The politruk may be accompanied by up to 2 men at a cost of +10 pts per man
<b>Special Rules</b>	- Inspiring Rhetoric: Aside from watching for political disloyalty, the politruk also helped train and boost the confidence of new soldiers. Inexperienced squads within 6" of the politruk do not suffer the -1 to hit penalty for being Inexperienced.







## INFANTRY

### SNIPER DETACHMENT

The unique skillset of a sniper – stealth, patience, and deadly accuracy – lends itself well to a variety of covert missions. Sniper teams normally worked independently, but on occasion entire Soviet sniper detachments were called on to undertake dangerous missions such as capturing enemy soldiers for intelligence, raiding enemy positions, or intercepting enemy columns.

Corporal Mikhailov, a veteran sniper, recalls using his detachment to ambush a German convoy. After sneaking through the snow to reach the path of the German convoy, the detachment took up positions 300 metres from the

side of the road. When the convoy approached, one sniper shot the driver of the lead vehicle dead. Another took out the rear vehicle. The convoy, blocked from escape on both ends, panicked. The rest of the sniper detachment opened fire on the trapped Germans, eliminating them.

Sniper Detachments count as a sniper team for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook. Alternatively, a single Sniper Detachment can be added to Soviet Infantry platoons from October 1942 onward.

Soviet Sniper Team



<b>Cost</b>	Veteran Infantry 65pts
<b>Composition</b>	1 NCO and 4 men
<b>Weapons</b>	Rifles
<b>Options</b>	<ul style="list-style-type: none"> <li>- The NCO can have a submachine gun instead of a rifle for +3pts</li> <li>- Up to 2 men can have a sniper rifle for +30pts – for each sniper rifle included, one of the other men becomes the spotter</li> </ul>
<b>Special Rules</b>	<ul style="list-style-type: none"> <li>- Sniper Detachment Fire: On a <i>Fire</i> order, decide whether all models in the unit will fire their weapons normally, or the unit will use its sniper rifles. If you decide on the latter course, only the sniper rifle armed models can fire. They must target the same enemy unit, and declare the models they are targeting before firing is resolved. This can be the same model or two separate models in the target unit.</li> </ul>

## ZAICHATA SQUAD

The Soviet Union possessed sniper training schools, but in the chaos of war formal training was a luxury the Red Army could not afford. The three-week sniper instructional course was changed – instead new snipers would spend several days shadowing a veteran sniper on the front lines. Two inexperienced snipers, nicknamed *zaichata* (young hare – a Russian pun based on Zaitsev's name) were paired up with a master sniper who would try to teach them the skills needed to last as a sniper. Many *zaichata* did not survive this trial-by-fire. Most neophyte snipers perished

within their first weeks of combat. This unit represents the master sniper and his two apprentices. The squad is rated as Regular as the master sniper is a veteran, while his two trainees are inexperienced.

Zaichata squads count as a sniper team for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook. Alternatively, a single Zaichata squad can be added to Soviet Infantry platoons from October 1942 onward.

<b>Cost</b>	Regular Infantry 120pts
<b>Composition</b>	1 NCO and 2 men
<b>Weapons</b>	Sniper Rifles
<b>Special Rules</b>	<ul style="list-style-type: none"> <li>- Master and Zaichata: One sniper is the master sniper, and the other two are the <i>zaichata</i> in training. The master sniper should be differentiated in some way, and acts as an NCO. If the master sniper is killed, the quality of the squad drops to Inexperienced as the two <i>zaichata</i> no longer have veteran guidance to rely upon (in addition to the normal morale penalty for losing the NCO). However, should both <i>zaichata</i> be removed from play and only the master sniper remains, his quality will upgrade to Veteran.</li> <li>- Team Spotting: On a <i>Fire</i> order, you decide who will fire: the master sniper or the <i>zaichata</i>. The other acts as a spotter and may not fire. If the <i>zaichata</i> fire they must target the same enemy unit, and declare the models they are targeting before firing is resolved. This can be the same model or two separate models in the target unit.</li> </ul>



## STUDENT OFFICER SQUAD

Towards the end of August, as German mobile groups repeatedly broke through Soviet defensive lines in the Don basin, Stavka issued orders for the cadets at military schools throughout the region to form combat units to send to the front. These young officer candidates came from infantry and artillery training schools, as well as political-military academies that were training the next generation of Commissars. These zealous (but only partially trained) students were sent into battle in the Caucasus and the approaches to Stalingrad. This desperate move supplied the

Red Army with over a half dozen highly motivated infantry regiments, but heavy casualties among the Student Officer formations meant that thousands of young officers were lost before their training could be completed.

Student Officer Squads count as an infantry squad for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook. Alternatively, Student Officer Squads can be added to platoons from the following selectors in the *Armies of Soviet Union* book: *Barbarossa*, *Leningrad Approaches*, and *Stalingrad*.

<b>Cost</b>	50pts (Inexperienced)
<b>Composition</b>	1 NCO and 4 men
<b>Weapons</b>	Rifles
<b>Options</b>	<ul style="list-style-type: none"> <li>- Up to 6 additional men with rifles at +10pts (Inexperienced)</li> <li>- The NCO can have a SMG instead of a rifle for +3pts</li> <li>- One man may be armed with an LMG at the cost of +20pts each. Another soldier becomes the loader</li> <li>- Equip the entire squad with anti-tank grenades at +2pts per man</li> </ul>
<b>Special Rules</b>	<ul style="list-style-type: none"> <li>- Green (see <i>Bolt Action</i> rulebook page 90)</li> <li>- Fanatics (see <i>Bolt Action</i> rulebook page 90)</li> <li>- Tank Hunters (if anti-tank grenades taken)</li> </ul>

## STORM GROUP

The defenders of Stalingrad may have been short of many things – food, ammunition, replacements, air support – but one thing they had in abundance was ingenuity. Red Army soldiers were forced to use creative means to confront the overwhelming material advantages of the *Wehrmacht*. One of their most successful additions to the theory of urban fighting was the *Shturmovye Gruppy*, or Storm Group. Instead of using mass formations of infantry in frontal assaults, which had proven extremely costly in city fighting, the Storm Group instead utilised just a handful of heavily armed men. These soldiers were laden with grenades, close combat equipment, and submachine guns. The Storm Group doctrine was to infiltrate as close

to the target as possible, launch a hail of grenades, then rush inside to finish off the survivors with SMGs, knives, and spades, usually with two more Storm Groups right behind them to secure and reinforce the seized strongpoint.

Storm Groups count as an infantry squad for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook. Alternatively, 0–3 Storm Groups can be added to platoons from the following selectors in the *Armies of Soviet Union* book: *Stalingrad*, *Operation Star*, *Battle of Kursk*, *Seelöwe Heights*, and *Berlin*. 0–3 Storm Groups can be added to a platoon from the *Urban Assault Group* selector from *Fortress Budapest* campaign book.

<b>Cost</b>	56pts (Regular), 68pts (Veteran)
<b>Composition</b>	1 NCO and 3 men
<b>Weapons</b>	SMGs
<b>Options</b>	<ul style="list-style-type: none"> <li>- Up to 4 additional men with SMGs at +14pts (Regular), or +17pts (Veteran) each</li> <li>- Equip the entire squad with anti-tank grenades at +2pts per man</li> </ul>
<b>Special Rules</b>	<ul style="list-style-type: none"> <li>- Armed to the Teeth: Storm groups are specially equipped for close quarters combat. Aside from submachine guns, they carry extra grenades, knives, and sharpened spades. Storm groups always preceded their attacks with a hail of grenades. Whenever this unit initiates close quarters combat with an enemy unit, the enemy cannot take advantage of the Defensive Position rule. Storm Groups always attack first in any close quarters fight that they initiate.</li> <li>- Tank Hunters (if anti-tank grenades taken)</li> </ul>



# VEHICLES

## TANKS

### TRACTOR FACTORY T-34

The Dzerzhinsky Tractor Factory at Stalingrad was one of the Soviet Union's top producers of the T-34 tank. When the Germans reached the outskirts of Stalingrad in August of 1942, the situation at the factory became desperate. Working under constant bombardment by the Luftwaffe, the factory workers worked tirelessly to rush T-34s off the

assembly lines. These unpainted and hastily completed tanks were driven straight to the front lines. Damaged T-34s were hauled back to the factory, quickly repaired, and sent back to the fight. Lacking sufficient tankers to man the vehicles, many of the factory workers themselves ended up climbing into the T-34s and driving them into battle.

<b>Cost</b>	140 pts (Inexperienced)
<b>Weapons</b>	1 turret-mounted medium anti-tank gun with co-axial MMG and forward-facing hull-mounted MMG
<b>Damage Value</b>	9+ (Medium Tank)
<b>Options</b>	- Tractor Factory T-34s must select one of the following defects (rules below), which applies for the entire game: No Optics, Hastily Repaired, or Factory Worker Crew.
<b>Special Rules</b>	<p>- No Optics (if option is taken): Many Tractor Factory T-34s were sent out into combat without their optics installed. Crews had to manually sight the guns by looking down the barrel or out the top of the tank. The range of the main gun is reduced to 36", instead of the normal 60".</p> <p>Hastily Repaired (if option is taken): Some knocked-out T-34s were towed in to receive only the most rudimentary of repairs, and then were sent back out to fight. Whenever this vehicle would suffer Superficial Damage it instead suffers Full Damage.</p> <p>- Factory Worker Crew (if option is taken): With a shortage of tank crews available, some factory workers climbed into the tanks they'd just built and drove them into battle themselves. Without proper training, however, completing even simple manoeuvres could be a challenge. This unit must pass an Order test to perform any action, even if it has no pins.</p>



# GERMAN NEW UNITS

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# INFANTRY SQUADS AND TEAMS

## INFANTRY ALARM UNIT

In critical situations German officers called for the formation of alarm units out of any available forces. These alarm units were created from rear service support personnel such as Luftwaffe ground crews, cooks, artillerymen, or headquarters staff. Typically, alarm units were used to defend important areas from enemy infiltrators, deal with partisans, or (in emergency situations) to reinforce the main battle line. With only basic infantry training and limited weaponry, these alarm units stood little chance against hardened

enemy combat troops, but held the line as best they could.

Alarm Units count as an infantry squad for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook. Alternatively, Alarm Units can be added to platoons from the following selectors in the *Armies of Germany* book: *Operation Blue*, *Stalingrad*, *Defence of the East*, *Normandy*, and *Holding the West Wall*. Alarm Units can also be added to a platoon from the *Extended Last Levy* selector from *The Road to Berlin* campaign book.

<b>Cost</b>	48pts (Inexperienced)
<b>Team</b>	1 NCO and 5 men
<b>Weapons</b>	Rifles
<b>Options</b>	<ul style="list-style-type: none"> <li>- Add up to 4 additional men with rifles at +8pts (Inexperienced)</li> <li>- Equip the entire squad with anti-tank grenades at +2pts per man</li> </ul>
<b>Special Rules</b>	<ul style="list-style-type: none"> <li>- Tank Hunters (if anti-tank grenades taken)</li> <li>- Ad Hoc Equipment: Alarm units often had to scrounge up any weapons they could beyond their trusty Kar 98K rifles. Before deployment begins, roll a D6 for each Alarm Unit and consult the chart to see what weaponry the squad scavenged: Result 1–3: Nothing. The squad remains equipped solely with rifles. Result 4: Submachine guns. Remove three riflemen from the squad and replace them with two models armed with SMGs. Result 5–6: Light machine gun. Remove three riflemen and replace it with one model armed with an LMG. Another soldier becomes the loader.</li> </ul>

Inch-by-inch, house-by-house – the fighting rages on





## PANZERGRENADIER SQUAD (STALINGRAD)

In mid-1942 the motorised and mechanised infantry (*Schützen*) of the Panzer Divisions were given the honorific 'Grenadiers'. It was under this new designation that Panzergrenadiers fought alongside the Wehrmacht Panzer forces for the next three years. As befitting their title, the Panzergrenadiers were well-equipped with automatic weaponry. Each squad boasted two machine guns and high proportion of SMGs. Mobile, and ferocious on the attack, the Panzergrenadiers often turned the tide with their arrival.

The Soviets well understood the difficulty of contending with these motivated and stubborn opponents. The string of defeats suffered by the Soviets

in the opening days of Barbarossa were often engineered by the explosive power of combined Panzer and mobile infantry forces. Even at Stalingrad, where manoeuvre was practically non-existent, the Panzergrenadiers still showed their mettle. The Grenadiers of 16th Panzer repelled innumerable Soviet attacks in the Kotluban region throughout the Autumn of 1942.

Panzergrenadier Squads count as an infantry squad for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook. Alternatively, Panzergrenadier squads can be added to platoons from the following selectors in the *Armies of Germany* book: *Operation Blue*, *Stalingrad*, and *Rommel's Defeat*.

<b>Cost</b>	55pts (Regular), 70pts (Veteran)
<b>Team</b>	1 NCO and 4 men
<b>Weapons</b>	Rifles
<b>Options</b>	<ul style="list-style-type: none"> <li>- Add up to 5 additional men with rifles at +11pts (Regular) or +14pts (Veteran) each</li> <li>- The NCO and up to 3 other men may be armed with SMGs at +3pts each</li> <li>- Equip the entire squad with anti-tank grenades at +2pts per man</li> <li>- Up to 2 men may be armed with LMGs at the cost of +20pts each. For each LMG taken, another man becomes the loader.</li> </ul>
<b>Special Rules</b>	<ul style="list-style-type: none"> <li>- Motorised infantry: The Panzergrenadier squad can re-roll any failed order test that is required to mount or dismount a transport vehicle.</li> <li>- Tank Hunters (if anti-tank grenades taken)</li> </ul>

## JÄGER SQUAD

During the course of the war, the Wehrmacht experimented with several variations of smaller, faster formations for use in difficult terrain, one of which was the Jäger Division. The Jäger, like the Gebirgsjäger, were designed to operate in places where regular infantry divisions would quickly become

bogged down, such as mountainous or swampy areas. Jäger formations were smaller than standard German infantry divisions, containing only two infantry regiments and a smaller artillery compliment. Jäger were seen as a middle ground between the firepower of the line infantry divisions

German Panzer Division advances through the outskirts of Stalingrad



and the speed and manoeuvrability of Gebirgsjäger. While Gebirgsjäger received extensive mountaineer training and the best equipment, Jäger formations were often converted from earlier experimental division templates, such as the failed *Leichte* Divisions, and had to make do with truncated mountaineer training and second-hand equipment. Despite this, commanders valued their Jäger formations for their ability to quickly cover distance, even over rough ground, and were often employed to good effect in hilly terrain.

During the Stalingrad campaign, the 100th Jäger Division participated in many of the Sixth Army's most famous encounters, including the bitter struggle for Mamayev Kurgan, the massive hill that dominates Stalingrad's centre. Reinforced with the Croatian 369th Regiment, the 100th

Jäger Division fought valiantly in the city for many months before becoming encircled with the rest of the German Sixth Army during Operation *Uranus*. Fighting to the last, the 100th Jäger Division was destroyed in the early months of 1943 when the Soviets reduced the Stalingrad pocket.

Jäger Squads count as an infantry squad for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook. Alternatively, Jäger squads can be added to platoons from the following selectors in the *Armies of Germany* book: *Operation Blue*, *Stalingrad*, *Anti-Partisan Security Patrol*, *Defence of Italy*, *Operation Citadel*, and *Defence of the East*. Jäger squads can also be added to a platoon from the *Extended Last Levy* selector from *The Road to Berlin* campaign book.

<b>Cost</b>	50pts (Regular)
<b>Team</b>	1 NCO and 4 men
<b>Weapons</b>	Rifles
<b>Options</b>	<ul style="list-style-type: none"> <li>- Add up to 5 additional men with rifles at +10pts (Regular)</li> <li>- The NCO and up to 1 other man may be armed with SMGs at +3pts each</li> <li>- One man may be armed with an LMG at the cost of +20pts. Another man becomes the loader.</li> <li>- This squad may have the Mountaineer special rule for +1pt per model</li> <li>- Equip the entire squad with anti-tank grenades at +2pts per man</li> </ul>
<b>Special Rules</b>	<ul style="list-style-type: none"> <li>- Mountaineers (if taken): This unit treats rough ground as open terrain.</li> <li>- Tank Hunters (if anti-tank grenades taken)</li> </ul>

## CROATIAN LEGION SQUAD

The newly emerged state of Croatia was eager to display the martial prowess of their soldiers and earn the respect of their German benefactors. Croatian soldiers, largely equipped with German uniforms and equipment, proudly wore the Croatian coat-of-arms on their helmets and shoulders. The 369th Croatian Regiment (also known as the Croatian Legion) performed so well on the Eastern Front that the German Army requested additional

Croatian units be raised and sent to fight alongside them.

Croatian Legion Squads count as an infantry squad for the purposes of the generic Reinforced Platoon selector from the *Bolt Action* rulebook. Alternatively, Croatian Legion squads can be added to platoons from the following selectors in the *Armies of Germany* book: *Operation Blue*, *Stalingrad*, and *Anti-Partisan Security Patrol*.

<b>Cost</b>	50pts (Regular)
<b>Team</b>	1 NCO and 4 men
<b>Weapons</b>	Rifles
<b>Options</b>	<ul style="list-style-type: none"> <li>- Add up to 5 additional men with rifles at +10pts (Regular) each</li> <li>- The NCO may be armed with SMG at +3pts</li> <li>- One man may be armed with an LMG at the cost of +20pts. Another man becomes the loader.</li> <li>- Equip the entire squad with anti-tank grenades at +2pts per man</li> </ul>
<b>Special Rules</b>	<ul style="list-style-type: none"> <li>- Croatian Pride: Croatian units use all German Army Special Rules, except that instead of the 'Initiative Training' Army Special Rule, all Croatian Legion units have 'Croatian Pride'. When this unit passes any 'You Men, Snap To Action!' Order, they remove two pins instead of one.</li> <li>- Tank Hunters (if anti-tank grenades taken)</li> </ul>







# VEHICLES

## TRANSPORTS

### STURMBOOT 39

A small boat, typically made of metal or wood, used by the Wehrmacht to cross rivers. With a reliable outboard

motor, this vessel can transport 10 men across a river or lake. These vessels were often used by Pioneer units.

<b>Cost</b>	21pts (Inexperienced), 26pts (Regular), 31pts (Veteran)
<b>Weapons</b>	None
<b>Damage value</b>	4+
<b>Transport</b>	Up to 10 men
<b>Special Rules</b>	<ul style="list-style-type: none"><li>- Waterborne: May only move in areas of Deep or Shallow Water, being treated as a Half-track vehicle for speed and turning ability.</li><li>- Slow (see <i>Bolt Action</i> rulebook pg. 119)</li></ul>

### SCHLAUCHBOOT 3M

This inflatable rubber raft was used by infantry to cross rivers, with its forward propulsion coming from handheld paddles used by the soldiers along the sides of the craft.

Although designed only for about eight men, it was not uncommon for a dozen or more soldiers to cram themselves into one raft.

<b>Cost</b>	16pts (Inexperienced), 20pts (Regular), 24pts (Veteran)
<b>Weapons</b>	None
<b>Damage value</b>	3+
<b>Transport</b>	Up to 12 men
<b>Special Rules</b>	<ul style="list-style-type: none"><li>- Waterborne: May only move in areas of Deep or Shallow Water, being treated as a Half-track vehicle for speed and turning ability.</li><li>- Slow (see <i>Bolt Action</i> rulebook pg. 119)</li><li>- May Not Run: This vessel cannot be given <i>Run</i> orders.</li></ul>

### SCHLAUCHBOOT 5.5M

A larger version of the 3m inflatable raft, this version was strong enough to transport a machine gun or light AT gun as well as a complement of men. Forward propulsion came

from handheld paddles used by the soldiers along the sides of the craft.

<b>Cost</b>	20pts (Inexperienced), 24pts (Regular), 28pts (Veteran)
<b>Weapons</b>	None
<b>Damage value</b>	3+
<b>Transport</b>	Up to 12 men and 1 MMG team, or 1 Light AT gun (the AT gun and crew take all transport capacity)
<b>Special Rules</b>	<ul style="list-style-type: none"><li>- Waterborne: May only move in areas of Deep or Shallow Water, being treated as a Half-track vehicle for speed and turning ability.</li><li>- Slow (see <i>Bolt Action</i> rulebook pg. 119)</li><li>- May Not Run: This vessel cannot be given <i>Run</i> orders.</li></ul>



# ROMANIAN NEW UNITS



# VEHICLES

## TANKETTES AND ARMoured CARS

### R-1 TANKETTE

The AH-IV was developed in 1936 by the Czechoslovakian firm CKD as an experimental light tank. However, the design was quickly rejected by the Czech military and the tank was put up for export. Romania ordered 36 of the small tanks, which were delivered by 1938. Fast and reliable, the tanks were assigned to the reconnaissance squads of the Romanian cavalry brigades where they fulfilled their role well. However, by the time Romanian forces joined Germany in the invasion of the Soviet Union,

the tank was showing its age.

With only 12mm of frontal armour and two machine guns for armament, the R-1 could not survive an encounter with Soviet armour, and as such was relegated to scouting roles and engagements with lightly armed infantry. The majority of the R-1 light tanks were deployed in southern Ukraine as part of Case Blue. Nearly all were destroyed during Operation *Uranus* and subsequent battles for the Don bend.

<b>Cost</b>	60 (Inexperienced), 75pts (Regular)
<b>Weapons</b>	1 turret-mounted MMG and forward-facing hull-mounted MMG
<b>Damage Value</b>	7+ (Armoured Car)
<b>Options</b>	- The turret-mounted MMG can be upgraded to a HMG for +10pts.
<b>Special Rules</b>	<ul style="list-style-type: none"><li>- Recce: (see page 118 of the <i>Bolt Action</i> rulebook)</li><li>- Overworked Driver: The R-1 only has a two-man crew; the commander directs the tank and fires the turret-mounted machine gun, while the driver is responsible for firing the hull-mounted MMG as well as driving the tank. The R-1 cannot fire the hull-mounted MMG if it has made a <i>Run</i> or <i>Advance</i> move this turn; the driver is too busy steering the tank to operate the machine gun.</li></ul>

A Romanian Pz38(t) cautiously advances through a field





# NEW OPTIONS



## MESSENGERS

New option for Lieutenants, Captains, or Majors

Before the advent of the handheld radio, communication at platoon level was primarily accomplished by passing written or verbal orders from one unit to the next. In the chaotic conditions of the battlefield, it was often not practical for the platoon commander to lead all of his squads in person. Instead, it fell upon the messengers that accompanied the officer to run his orders between units. Although some nations could afford to provide handheld

radio units to their platoons, this often only consisted of a single radio, which was used to communicate with artillery units or the company commander. Messages between squads were still passed along the old-fashioned way. Messengers had to be trusted by the commander, and running through a firefight to deliver orders was a dangerous job. However, keeping the squads in touch with their commander could make the difference between victory and defeat.

<b>New Options</b>	<ul style="list-style-type: none"> <li>- Lieutenants may upgrade one of their accompanying soldiers to a messenger for +10pts</li> <li>Captains and Majors may upgrade up to two of their accompanying soldiers to messengers for +20pts each.</li> </ul>
<b>Special Rules</b>	<ul style="list-style-type: none"> <li>- Relay Orders: If an officer is accompanied by a messenger and the unit is ordered to <i>Fire</i>, the unit may use the Relay Orders ability instead of firing their weapons. If it does so, the range of the officer's morale bonus and 'You Men Snap to Action' ability doubles for the rest of the turn (i.e. 12" for 1st/2nd Lieutenants and 24" for Captains/Majors).</li> <li>- Preferred Target: Messengers are conspicuous. Any enemy unit with <i>Ambush</i> orders that can draw line-of-sight to the unit may choose to flip their die to a <i>Fire</i> order and resolve a shooting attack immediately against the unit, as if they had moved.</li> <li>- One Use: Running messages during a firefight is a dangerous and exhausting job. Each time an officer uses his Relay Orders ability, replace one of the messenger models in the unit with a standard infantryman – the messenger is spent and their ability cannot be used again.</li> </ul>

## DEMOLITION CHARGES

New option for Pioneer and Assault Engineer Units.

<b>New Options</b>	<ul style="list-style-type: none"> <li>- One man may be equipped with Demolition Charges in addition to his other weapons at a cost of +5 pts</li> </ul>
<b>Special Rules</b>	<ul style="list-style-type: none"> <li>- Demolition Charges: Once per game, an engineer unit may use a <i>Down</i> order to place a demolition charge token at any point adjacent to the man equipped with the Demolition Charge. If the engineer unit is inside a building, the demolition charge may be placed on the floor directly below the engineer unit. The following turn, the unit must be issued either a <i>Down</i> order or a <i>Run</i> order. If a <i>Run</i> order is given, the unit must end its move out of range of the explosion, whereupon the charge immediately explodes as HE (4") centred on the token. If a <i>Down</i> order is issued, the unit can defuse the charge and take the token back for future use, or simply reposition the token at any point adjacent to the man equipped with the Demolition Charge, as above.</li> </ul>



## RIFLE GRENADE ADAPTORS

New option for any German Infantry Squad.

<b>Cost</b>	+20 pts per Adaptor			
<b>New Options</b>	- Up to two men may replace their rifles with Rifle Grenade Adaptors for +20 pts per man.			
<b>Special Rules</b>	- Rifle Grenade Adaptor:			
Type	Range	Shots	Pen	Special Notes
Rifle Grenade Adaptor	6–18"	1	HE	Indirect Fire, HE (1")
- Rifle grenade adaptors can fire smoke.				



# NEW THEATRE SELECTORS



# SOVIET UNION

## DON-VOLGA REINFORCED PLATOON (AUGUST 1942)

The Soviet forces tasked with stopping the Germans outside Stalingrad during the summer of 1942 were fairly typical of that point in the war – a mix of veteran units that had been ground down by months of fighting and newly-arrived formations thrown into the line in an attempt to stop the German advance. These armies, arrayed between the Don and Volga Rivers, had to contend with several veteran Panzer divisions, as well as the overwhelming air superiority of the Luftwaffe, which launched over 1,000 sorties a day during parts of the campaign. Despite superior German airpower and mobility, the Soviet forces fought hard, often relying on their ability to pull fresh divisions from the reserve to stymie German progress.

1 Lieutenant – Junior (2nd) or Senior (1st)

2 Infantry squads: Rifle squads, LMG squads, SMG squads,  
Guards squads, Veteran squads, Shtrafbat squads

plus:

### Headquarters

0–1 Captain or Major

0–1 Commissar or Frontnik Commissar

0–1 Medic team

0–1 Forward Artillery Observer

### Infantry

0–4 Infantry squads: Rifle squads, LMG squads (max 1 LMG per squad), SMG squads, Guards squads (max 1 LMG per squad), Veteran squads (max 1 LMG per squad), NKVD squads,

Shtrafbat squads, Scout squads, Student Officer squads, 0–1 Assault Engineers squad

0–1 MMG team

0–1 HMG team

0–1 Sniper teams

0–1 Flamethrower teams

0–2 Anti-tank team: Anti-tank Rifle team, Ampulomet Anti-tank team, Tank Hunter Anti-tank team, Dog Mine Anti-tank team

0–1 Mortar team: light, medium or heavy

0–1 Light mortar team

### Artillery

0–1 Gun from:

Anti-tank gun: 45mm Model 1937, M-42 anti-tank gun, ZiS-2 anti-tank gun, ZiS-3 Divisional gun, 85mm Model 1939, A-19 Field gun

Artillery gun: light, medium or heavy

Anti-aircraft gun: 37mm 61-K Model 1939, 25mm 72-K Model 1940

### Armoured Cars

0–1 Armoured car or Recce vehicle from: BA-10, BA-20, BA-64

### Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles

0–1 Vehicle from: T-60, T-70, T-34, OT-34, KV-1, KV-1S, KV-8, KV-8S, Tachanka, Katyusha, Tokarev 4M Quad Maxim

### Transports and Tows

0–1 Transport vehicle per infantry unit in the Reinforced Platoon from: Truck, half-track truck, GAZ jeep

0–1 Tow from: Truck, half-track truck, Komsomolets, artillery tractor, horse-drawn limber

The God of War – Soviet artillery pounds the Nazi lines





## TRACTOR FACTORY REINFORCED PLATOON (AUGUST 1942)

In late August, the single-day blitz of 16th Panzer Division from the Don to the Volga greatly upset the Soviet plans to defend Stalingrad. The vast majority of Soviet forces were off in the west, manning concentric rings of defences that had been made useless by the daring manoeuvre. All that was on hand to defend Stalingrad was an NKVD division and some anti-aircraft batteries. Eremenko quickly supplemented these meagre forces by organizing Student Officer units from the local Military Academy and militia units drawn from the factory personnel. To add some backbone to these infantry forces, AT guns and anti-aircraft batteries were assembled to ward off enemy tanks. The Dzerzhinsky Tractor Factory churned out unpainted or partially repaired T-34s that drove straight off the assembly-line and to the front line. These motley forces, later joined by some Naval Brigade units, dug in and waited for the German assault. Although casualties among these inexperienced forces were heavy, they succeeded in fending off the initial German attacks and prevented Stalingrad from being seized.

1 Lieutenant – Junior (2nd) or Senior (1st)

2 Infantry squads: People's Militia

plus:

### Headquarters

0–1 Captain or Major

0–1 Commissar

0–1 Frontnik Commissar

0–1 Medic team

0–1 Forward Artillery Observer

### Infantry

0–4 Infantry squads: People's Militia squads, NKVD squads,

Naval Brigade squads, Student Officer squad

0–1 MMG team

0–1 HMG team

0–1 Sniper teams

0–1 Flamethrower teams

0–2 Anti-tank team: Anti-tank Rifle team, Tank Hunter Anti-tank team

0–1 Mortar team: light, medium or heavy

### Artillery

0–2 Guns from:

Anti-tank gun: 45mm Model 1937, M-42 anti-tank gun, ZiS-2 anti-tank gun, ZiS-3 Divisional gun, 85mm Model 1939, A-19 Field gun.

Artillery gun: light, medium or heavy.

Anti-aircraft gun: 37mm 61-K Model 1939, 25mm 72-K Model 1940

### Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles

0–2 Vehicles from: Tractor Factory T-34

### Transports and Tows

0–1 Transport vehicle from: Truck, half-track truck, GAZ jeep

0–1 Tow from: Truck, half-track truck, Komsomolets, artillery tractor, horse-drawn limber

## SELECTOR SPECIAL RULES

- **Makeshift Defence Force:** The free inexperienced rifle squad granted by the Soviet Union Army Special Rule must be replaced with either a free Inexperienced Tractor Factory T-34 (with the player's choice of defect) or two free Inexperienced 37mm AA guns.

Soviet Infantry Squad



## "NOT A STEP BACK!" REINFORCED PLATOON (SEPTEMBER 1942)

By September 1942, the defenders of Stalingrad, badly under-strength after weeks of fighting, relied on the frequent arrival of reinforcing divisions (including several divisions worth of highly trained airborne infantry) from across the Volga to stave off the Germans. These defenders took Stalin's "Not a step back" order to heart, digging in wherever they could within the ruined city and turning it into a fortress. Despite an almost complete lack of air or armour support, these infantry forces took a fearsome toll on the advancing Germans. Utilizing grit and the ever-growing collection of artillery on the east bank of the Volga, the stalwart soldiers of the 62nd Army clung to their positions in Stalingrad, often dying to the last man rather than retreat.

1 Lieutenant – Junior (2nd) or Senior (1st)

2 Infantry squads: Siberian squads, Rifle squads, LMG squads, SMG squads, Guards squads, Veteran squads, Shtrafbat squads, Airborne squads, Naval Brigade squad

plus:

### Headquarters

0–1 Captain or Major  
0–1 Frontnik Commissar  
0–1 Medic team  
0–1 Forward Artillery Observer

### Infantry

0–4 Infantry squads: Siberian squads, Rifle squads, LMG squads (max 1 LMG per squad), SMG squads, Guards squads (max 1 LMG per squad), Veteran squads (max 1 LMG per squad), NKVD squads, Shtrafbat squads, Scout squads, Naval Brigade squads, Airborne squads, Student Officer Squads, 0-1 Assault Engineers squad  
0–1 MMG team  
0–1 HMG team  
0–1 Sniper teams, Zaichata team, or Sniper detachment  
0–1 Flamethrower teams  
0–2 Anti-tank team: Anti-tank Rifle team, Tank Hunter Anti-tank team  
0–1 Mortar team: light, medium or heavy  
0–1 Light mortar team

### Artillery

0–1 Gun from:

Anti-tank gun: 45mm Model 1937, M-42 anti-tank gun, ZiS-2 anti-tank gun, ZiS-3 Divisional gun, 85mm Model 1939, A-19 Field gun

Anti-aircraft gun: 37mm 61-K Model 1939, 25mm 72-K Model 1940

### Armoured Cars

0–1 Armoured car or Recce vehicle from: BA-10, BA-20, BA-64

### Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles

0–1 Vehicle from: T-60, T-70, T-34, Tractor Factory T-34, OT-34, KV-1, KV-1S, KV-8, KV-8S, Tokarev 4M Quad Maxim, SU-76i

## SELECTOR SPECIAL RULES

- **No Transports:** Soviet forces within the city were almost completely without motorised transport or horses. Any heavy weapons had to be manhandled into place, and soldiers moving from one part of the city to the other made the harrowing journey on foot. No transport or tow options are available for this force.
- **Off-Map Battery:** Chuikov wisely ordered that all divisional artillery stay on the eastern bank of the Volga. There were no safe locations to position artillery within Stalingrad, and in any case, moving heavy guns through the ruined streets was nearly impossible. As such, Soviet players are not allowed to take artillery units. Instead, to represent the considerable firepower amassed on the eastern bank of the Volga, Forward Observers taken in this list may order a second artillery strike after the first strike has been resolved.
- **Fanatical Defence:** Any Soviet unit can be Fanatics at +3 points per model.



## "NO LAND BEYOND THE VOLGA" REINFORCED PLATOON (SEPTEMBER–NOVEMBER 1942)

After weeks of fighting among the ruined streets of Stalingrad, Chuikov's 62nd Army had become experts at the craft of urban fighting. Soviet positions 'hugged' those of the Germans, preventing German air and artillery from targeting them. A network of strongpoints, usually stout buildings with long sightlines, reinforced with miles of trenches, marked the edge of Soviet-controlled territory. At night, special Storm Groups, armed to the teeth, went out to seize German positions, while supplies and reinforcements flowed to the front line through a labyrinth of trenches, cellars, and sewers. Soviet ingenuity had allowed the 62nd Army to transform itself into an entity perfectly adapted to its hellish environment. Soviet soldiers entering the city would kneel at the edge of the Volga and swear an oath upon the flag of their regiment to hold Stalingrad at all cost. Part of this oath was the declaration that, for these Soviet soldiers, there was no longer any land beyond the Volga River, instead they would fight for Stalingrad without thought of retreat.

- 1 Lieutenant – Junior (2nd) or Senior (1st)
- 2 Infantry squads: Siberian squads, Rifle squads, LMG squads, SMG squads, Guards squads, Veteran squads, Shtrafbat squads, Airborne squads, Naval Brigade squad

plus:

### Headquarters

- 0–1 Captain or Major
- 0–1 Politruk
- 0–1 Medic team
- 0–1 Forward Artillery Observer

### Infantry

- 0–4 Infantry squads: Siberian squads, Rifle squads, LMG squads (max 1 LMG per squad), SMG squads, Guards squads (max 1 LMG per squad), Veteran squads (max 1 LMG per squad), NKVD squads, Shtrafbat squads, Scout squads, Naval Brigade squads, Airborne squads, 0–3 Storm Group squads, 0–1 Assault Engineers squad
- 0–1 MMG team
- 0–1 HMG team
- 0–2 Sniper teams, Zaichata teams, or Sniper detachments
- 0–1 Flamethrower teams
- 0–2 Anti-tank team: Anti-tank Rifle team, Tank Hunter Anti-tank team
- 0–1 Mortar team: light, medium or heavy
- 0–1 Light mortar team

### Artillery

- 0–1 Gun from:
  - Anti-tank gun: 45mm Model 1937, M-42 anti-tank gun, ZiS-2 anti-tank gun, ZiS-3 Divisional gun, 85mm Model 1939, A-19 Field gun
  - Anti-aircraft gun: 37mm 61-K Model 1939, 25mm 72-K Model 1940

### Armoured Cars

- 0–1 Armoured car or Recce vehicle from: BA-10, BA-20, BA-64

### Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles

- 0–1 Vehicle from: T-60, T-70, T-34, OT-34, KV-1, KV-1S, KV-8, KV-8S, Tokarev 4M Quad Maxim, SU-76i

## SELECTOR SPECIAL RULES

- **No Transports:** Soviet forces within the city were almost completely without motorised transport or horses. Any heavy weapons had to be manhandled into place and soldiers moving from one part of the city to the other made the harrowing journey on foot. No transport or tow options are available for this force.
- **Off-Map Battery:** Chuikov wisely ordered that all divisional artillery stay on the eastern bank of the Volga. There were no safe locations to position artillery within Stalingrad, and in any case, moving heavy guns through the ruined streets was nearly impossible. As such, Soviet players are not allowed to take artillery units. Instead, to represent the considerable firepower amassed on the eastern bank of the Volga, Forward Observers taken in this list may order a second artillery strike after the first strike has been resolved.
- **Fanatical Defence:** Any Soviet unit can be Fanatics at +3 points per model.



## 1942 SOVIET CAVALRY TROOP (NOVEMBER 1942)

While the heyday of cavalry forces had come and gone in most parts of the world, cavalry continued to be an invaluable asset on the eastern front. While not as powerful on the attack as armoured or mechanised forces, cavalry could operate in terrain and weather conditions in which vehicles struggled. In 1942, Soviet Cavalry Divisions underwent several major changes and emerged far more powerful than the 1941 counterparts. Boasting a balanced complement of cavalymen, artillery, mortars, armoured cars, and light tanks, the 1942 Soviet Cavalry Division was a flexible formation able to travel quickly and hold its own upon contact with the enemy.

1 Lieutenant – Junior or Senior  
2 Infantry squads: Cavalry Squad

plus:

### Headquarters

0–1 Captain or Major  
0–1 Politruk  
0–1 Medic team  
0–1 Forward Artillery Observer

### Infantry

0–4 Infantry squads: Cavalry Squad  
0–1 MMG team  
0–1 HMG team  
0–1 Mortar team: light, medium  
0–2 Anti-tank team: Anti-tank Rifle team

### Artillery

0–1 Gun from:  
Anti-tank gun: 45mm Model 1937  
Artillery gun: light, medium  
Anti-aircraft gun: 37mm 61-K Model 1939

### Armoured Cars

0–2 Armoured car or Recce vehicles from: BA-10, BA-20, BA-64

### Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles

0–1 Vehicle from: Tachanka, T-60, T-70

### Transports and Tows

0–1 Transport vehicle from: Truck, half-track truck, jeep  
0–1 Tow from: Truck, half-track truck, Komsomolets, artillery tractor, horse-drawn limber

## SELECTOR SPECIAL RULES

- **Mobile Formation:** Instead of the free Rifle Squad afforded by the Soviet's Army Special Rule, the player may elect to take a free Inexperienced T-60 or T-70 instead.

Soviet partisans take up arms against the fascist invaders





## OPERATION *URANUS* TANK PLATOON (NOVEMBER–DECEMBER 1942)

The armoured forces the Red Army employed during Operation *Uranus* were a far cry from the unwieldy tank forces of 1941. Gone were the hordes of light tanks without supporting elements. Instead, the excellent T-34 filled out most Soviet tank platoons. Augmented with artillery, anti-tank guns, and mobile SMG-toting infantry, the 1942 Soviet Tank Corps were finally a match for a German panzer division.

1 Command vehicle: T-60, T-70, T-34, or KV-1

2 Vehicles: T-60, T-70, T-34, or KV-1

plus:

### Headquarters

0–1 Junior or Senior Lieutenant

0–1 Captain or Major

0–1 Politruk

0–1 Medic team

0–1 Forward Observer (Artillery or Air)

### Infantry

0–4 Infantry sections: Tank Riders squad, Guards squad, Veteran squad, SMG squad, LMG squad, Rifle squad, 0–1 Scout Squad

0–1 Machine gun team

0–1 Sniper teams or Sniper detachments

0–1 Mortar team: light, medium, or heavy

0–1 Anti-tank team: Anti-tank Rifle team

### Artillery

0–1 Gun from:

Anti-tank gun: 45mm Model 1937, M-42 anti-tank gun, ZiS-2 anti-tank gun, ZiS-3 Divisional gun

Artillery gun: light, medium or heavy

Anti-aircraft gun: 37mm 61-K Model 1939, 25mm 72-K Model 1940

### Armoured Cars and Recce Vehicles

0–1 Armoured car or Recce vehicle from: BA-10, BA-20, or B-64

### Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles

0–2 Vehicles from: T-60, T-70, T-34, or KV-1

### Transports and Tows

0–1 Transport vehicle per infantry unit in the Reinforced Platoon:

Truck, half-track truck, GAZ jeep

0–1 Tow from: Truck, half-track truck, Komsomolets, artillery tractor, horse-drawn limber

## SELECTOR SPECIAL RULES

- **Mechanised:** This platoon must include at least enough transport vehicles and/or tows (either soft skinned or armoured) to transport all models in half of the total number of infantry and artillery units. Tank riders may be transported using tanks.
- **Mobile Formation:** Instead of the free Rifle Squad afforded by the Soviet Union Army Special Rule, the player may elect to take a free Inexperienced T-60 or T-70 instead.



Soviet T-34 Medium Tank







## OPERATION *URANUS* FORWARD DETACHMENT PLATOON (NOVEMBER 1942)

Stalin and his representative, Zhukov, held their commanders to strict timetables during Operation *Uranus*. As their forces slogged through miles of snow and enemy stragglers, it was common for commanders to send forward detachments ahead to scout or capture key locations until the rest of the unit could catch up. These forward detachments were commonly built around the armoured cars of a Reconnaissance Battalion, accompanied by tanks and motorised infantry. This mixed unit could cover vast distances quickly, and had enough firepower to overcome most enemy units it would encounter.

1 Command vehicle: T-34  
1 Vehicle: T-60, T-70, or T-34  
or  
1 Vehicle: BA-10, BA-20, or B-64

plus:

### Headquarters

0–1 Junior or Senior Lieutenant  
0–1 Captain or Major  
0–1 Politruk  
0–1 Medic team  
0–1 Forward Observer (Artillery or Air)

### Infantry

0–5 Infantry sections: Tank Riders squad, Guards squad, Veteran squad, SMG squad, LMG squad, Rifle squad, 0–1 Scout Squad  
0–1 Machine gun team  
0–1 Sniper team  
0–1 Mortar team: light, medium, or heavy  
0–1 Anti-tank team: Anti-tank Rifle team

### Artillery

0–1 Gun from:  
Anti-tank gun: 45mm Model 1937, M-42 anti-tank gun, ZiS-2 anti-tank gun, ZiS-3 Divisional gun  
Artillery gun: light, medium or heavy  
Anti-aircraft gun: 37mm 61-K Model 1939, 25mm 72-K Model 1940

### Armoured Cars and Recce Vehicles

0–1 Armoured car or Recce vehicle from: BA-10, BA-20, or B-64

### Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles

0–1 Vehicle from: T-60, T-70, T-34, or KV-1

### Transports and Tows

0–1 Transport vehicle per infantry unit in the Reinforced Platoon:  
Truck, half-track truck, jeep  
0–1 Tow from: Truck, half-track truck, Komsomolets, artillery tractor, horse-drawn limber

## SELECTOR SPECIAL RULES

- **Forward Detachment:** Being fully mechanised was critical for the men of the Forward Detachment to perform their task. This platoon must include enough transport vehicles and/or tows (either soft skinned or armoured) to transport all models in the infantry and artillery units, up to a maximum of one transport per unit of infantry and/or artillery. Tank riders may be transported using tanks.
- **Mobile Formation:** Instead of the free Rifle Squad afforded by the Soviet Union Army Special Rule, the player may elect to take a free Inexperienced T-60 or T-70 instead.

### Soviet Infantry Squad



## 1942 ANTI-TANK ARTILLERY BATTERY (DECEMBER 1942)

Having suffered grievously at the hands of the *Panzertruppen* in the first year of the war, the Red Army experimented with several different methods of resisting the lightning attacks by German mobile forces. One solution was the Anti-Tank or Tank Destroyers Brigades. These units were armed to the teeth with anti-tank weaponry and assigned to reinforce areas that Stavka felt were likely targets of German armour. Short on infantry but heavy on firepower, the 'Tank Destroyer' brigades contained multiple AT artillery batteries, dozens of anti-tank rifles, heavy mortars, submachine-gunners, an Engineer battalion, and a complement of light and medium tanks. Several of these formations were attached to the forces positioned to defend the Stalingrad cordon where they battled to defeat Operation *Winter Tempest*.

1 Lieutenant – Junior or Senior

2 Artillery units: 45mm Model 1937, ZiS-3 Divisional gun, or 37mm 61-K Model 1939

plus:

### Headquarters

0–1 Captain or Major

0–1 Politruk

0–1 Medic team

0–1 Forward Artillery Observer

### Infantry

0–4 Infantry squads: SMG squads, Guards squads (max 1 LMG per squad), Veteran squads (max 1 LMG per squad), 0–2 Assault Engineers squads

0–1 MMG team

0–2 Anti-tank team: Anti-tank Rifle team

0–1 Mortar team: light, medium or heavy

### Artillery

0–2 Guns from:

Anti-tank gun: 45mm Model 1937, ZiS-3 Divisional gun

Anti-aircraft gun: 37mm 61-K Model 1939

### Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles

0–2 Vehicles from: T-60, T-70, T-34

### Transports and Tows

0–1 Transport or tow per infantry or artillery unit in the Reinforced Platoon: Truck, Komsomolets, artillery tractor, horse-drawn limber

## SELECTOR SPECIAL RULES

- **Mobile Formation:** Instead of the free Rifle Squad afforded by the Soviet Union Army Special Rule, the player may elect to take a free Inexperienced T-60 or T-70 instead.

Soviet ZiS-2 Medium Anti-tank Gun





## 235TH FLAME TANK BRIGADE ARMoured PLATOON (DECEMBER 1942)

While the vast majority of Soviet tanks were T-60, T-70, T-34, and KV-1 platoons, the Soviets did produce a respectable number of flamethrower tanks. These were most often gathered into specific flame tank units. Flame Tank Brigades contained a mix of KV-8 and OT-34 flamethrower tanks, plus a number of regular T-34s. Because the Red Army placed their flamethrower units in the hull or co-axial mount, this left the main gun operable and therefore made these flame tanks dangerous to infantry, tanks, and fortifications alike – especially when an entire platoon of them arrived on the battlefield at once! The 235th Flame Tank Brigade went into action near the village of Verkhne-Kumskii, where it was surprised by the swift advance of the 6th Panzer Division. A large part of the 235th's armour was destroyed in the initial engagement, but it continued to fight alongside the rest of 4th Mechanised Corps for control of the village for days afterward.

1 Command vehicle: KV-8, OT-34, T-34

2 Vehicles: KV-8, OT-34, T-34

plus:

### Headquarters

0–1 Junior or Senior Lieutenant

0–1 Captain or Major

0–1 Politruk

0–1 Medic team

0–1 Forward Observer (Artillery or Air)

### Infantry

0–4 Infantry sections: Tank Riders squad, SMG squad, LMG squad, Rifle squad, 0–1 Scout Squad

0–1 Machine gun team

0–1 Sniper team

0–1 Mortar team: light, medium

0–1 Anti-tank team: Anti-tank Rifle team

### Artillery

0–1 Gun from:

Anti-tank gun: ZiS-3 Divisional gun

### Armoured Cars and Recce Vehicles

0–1 Armoured car or Recce vehicle from: BA-10, BA-20, or B-64

### Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles

0–2 Vehicles from: KV-8, OT-34, T-34

### Transports and Tows

0–1 Transport vehicle per infantry unit in the Reinforced Platoon:

Truck, half-track truck, jeep

0–1 Tow from: Truck, half-track truck, Komsomolets, artillery tractor, horse-drawn limber

## SELECTOR SPECIAL RULES

- **Mechanised:** This platoon must include at least enough transport vehicles and/or tows (either soft skinned or armoured) to transport all models in half of the total number of infantry and artillery units. Tank riders may be transported using tanks.
- **Mobile Formation:** Instead of the free Rifle Squad afforded by the Soviet Union Army Special Rule the player may elect to take a free Inexperienced T-60 or T-70 instead.

# GERMANY

## GATES OF STALINGRAD REINFORCED PLATOON (AUGUST–SEPTEMBER 1942)

The German Sixth Army, as it approached Stalingrad, was one of the most powerful armies in the Wehrmacht. It contained veteran infantry formations and powerful Panzer divisions, with a complement of Nebelwerfer batteries, Assault Gun battalions, and the concentrated power of the Luftwaffe. This elite organization was fashioned for battles of manoeuvre, which it performed admirably on the steppes of southern Russia. However, the Sixth Army quickly discovered how ill-suited it was to the grinding war of attrition that awaited it on Stalingrad's streets.

1 Lieutenant – First or Second

2 Infantry Squads: Heer Infantry squads, Heer Veteran squads, Panzergrenadier squads

plus:

### Headquarters

0–1 Captain or Major

0–1 Medic team

0–1 Forward Artillery Observer

0–1 Forward Air Observer

### Infantry

0–4 Infantry Squads: Heer Infantry squads, Heer Veteran squads, Panzergrenadier squads, Heer Pioneer squads, Strafbattalion

0–2 MMG teams

0–1 Mortar team: light, medium, heavy

0–1 Flamethrower team

0–1 Sniper team

0–1 Anti-tank rifle team

### Artillery

0–1 Gun from:

Field artillery: light, medium, heavy, 150mm Nebelwerfer 41

Anti-tank gun: Pak 36, Panzerbuchse 41, Pak 38

Anti-aircraft gun: Flak 38, Flakvierling 38, Flak 36, 88mm AA/AT Flak 36, Horch 1a with Flak 38

### Armoured Cars

0–1 Armoured car or Recce vehicle: Motorcycle with machine-gun sidecar, SdKfz 222, Sdkfz 231 (8-Rad), SdKfz 250/10

### Tanks, Tank destroyers, Assault guns, Self-propelled artillery and Anti-aircraft vehicles

0–1 Vehicle from: Flammpanzer b2(f), Panzer II Ausf A, B, C, or F, Panzer III Ausf E, F, G, H, J, or L, Panzer IV Ausf B, C, D, E, F, or G, StuG III Ausf B, C, D, E, or F, Marder II, SdKfz 250/9, Opel Blitz with Flak 38, SdKfz 10/4 with Flak 38

### Transport and Tows

0–1 Transport vehicle per infantry unit in the Reinforced Platoon from: SdKfz 10, SdKfz 7, Truck, Maultier, Kubelwagen, Schwimmwagen, SdKfz 251/1, SdKfz 250/1, Heavy field car, 0–1 SdKfz 251/10

0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Maultier, Raupenschlepper Ost, Kettenkrad, Heavy field car, horse-drawn limber, Artillerie Schlepper VA 601 (b)

German 8.8cm Flak 37 Heavy Anti-aircraft Gun





## STALINGRAD ARMoured KAMPFGRUPPE REINFORCED PLATOON (AUGUST–SEPTEMBER 1942)

The German method of lightning warfare relied on the *Kampfgruppe* to succeed. Individually named after their commanding officer, *Kampfgruppen* were a hand-picked selection of infantry, armour, and support elements assigned to a specific task. This flexible system allowed German commanders to pick-and-choose units from different formations to create a force best suited to the mission at-hand. In Stalingrad, *Kampfgruppen* were employed frequently as a combined-arms assault force, usually containing panzergrenadiers, pioneers, tanks, and assault guns; backed by artillery and air support. These battle groups used their heavy firepower to shatter enemy lines, then utilised speed to envelop the enemy.

1 Lieutenant – First or Second

1 Infantry Squad: Panzergrenadier squad

1 vehicle from: Panzer II Ausf A, B, C, or F, Panzer III Ausf E, F, G, H, J, or L, Panzer IV Ausf B, C, D, E, F, or G, StuG III Ausf B, C, D, E, or F

plus:

### Headquarters

0–1 Captain or Major

0–1 Medic team

0–1 Forward Artillery Observer

0–1 Forward Air Observer

### Infantry

0–4 Infantry Squads: Panzergrenadier squads, Heer Infantry squads, Heer Veteran squads, Heer Pioneer Squads, Kradschutzen squads

0–2 MMG teams

0–1 Mortar team: light, medium, heavy

0–1 Flamethrower team

0–1 Sniper team

0–1 Anti-tank rifle team

### Artillery

0–1 Gun from:

Field artillery: light, medium, heavy, 150mm Nebelwerfer 41

Anti-tank gun: Pak 36, Panzerbuchse 41, Pak 38

Anti-aircraft gun: Flak 38, Flakvierling 38, Flak 36, 88mm AA/AT

Flak 36, Horch 1a with Flak 38

### Armoured Cars

0–1 Armoured car or Recce vehicle: Motorcycle with machine-gun sidecar, SdKfz 222, Sdkfz 231 (8-Rad), SdKfz 250/10

### Tanks, Tank destroyers, Assault guns, Self-propelled artillery and Anti-aircraft vehicles

0–1 Vehicle from: Flammpanzer b2(f), Panzer II Ausf A, B, C, or F, Panzer III Ausf E, F, G, H, J, or L, Panzer IV Ausf B, C, D, E, F, or G, StuG III Ausf B, C, D, E, or F, Marder II, SdKfz 250/9, Opel Blitz with Flak 38, SdKfz 10/4 with Flak 38

### Transport and Tows

0–1 Transport vehicle per infantry unit in the Reinforced Platoon from: SdKfz 10, SdKfz 7, Truck, Maultier, Kubelwagen, Schwimmwagen, SdKfz 251/1, SdKfz 250/1, Heavy field car, 0–1 SdKfz 251/10

0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Maultier, Raupenschlepper Ost, Kettenkrad, Heavy field car, horse-drawn limber, Artillerie Schlepper VA 601 (b)

## SELECTOR SPECIAL RULES

- **Panzertruppen:** A truck or SdKfz 251/1 must be chosen as a transport for each Panzergrenadier squad.



German Sd Kfz 251/C Halftrack

## RATTENKRIEG REINFORCED PLATOON (SEPTEMBER 1942)

German soldiers called the fighting in Stalingrad *Rattenkrieg* (rat war), since much of the fighting took place amidst the cellars, trenches, and sewers of the city. Moving about above-ground during the day was dangerous and likely to attract the attention of an artillery spotter or sniper. Instead, soldiers hunkered down like rats during daylight hours, scampering out to gather supplies and skirmish with the enemy once the sun had set. For the Landsers of the Sixth Army, learning how to fight in the squalid urban environment of Stalingrad was a challenging task. While not as flexible as Chuikov's 62nd Army, the Germans did experiment with techniques to help them adapt to their environment. Heavy artillery and air support were used to throw up curtains of steel to shield advancing infantry. The use of assault guns in close cooperation with infantry proved invaluable, although extremely dangerous for the crews, who suffered grievously from anti-tank positions hidden amongst the rubble.

1 Lieutenant – First or Second

2 Infantry Squads: Heer Infantry squads, Heer Veteran squads,  
Pioneer squads

plus:

### Headquarters

0–1 Captain or Major

0–1 Medic team

0–1 Forward Artillery Observer

0–1 Forward Air Observer

### Infantry

0–4 Infantry Squads: Heer Infantry squads, Heer Veteran squads,  
Heer Pioneer squads, Strafbattalion

0–2 MMG teams

0–1 Mortar team: light, medium, heavy

0–1 Flamethrower team

0–1 Sniper team

0–1 Anti-tank rifle team

### Artillery

0–1 Gun from:

Field artillery: light, medium, 150mm Nebelwerfer 41

Anti-tank gun: Pak 36, Panzerbuchse 41, Pak 38

Anti-aircraft gun: Flak 38, Flakvierling 38, Flak 36, Horch 1a with  
Flak 38

### Armoured Cars

0–1 Armoured car or Recce vehicle: Motorcycle with machine-  
gun sidecar, SdKfz 222, Sdkfz 231 (8-Rad), SdKfz 250/10

### Tanks, Tank destroyers, Assault guns, Self-propelled artillery and Anti-aircraft vehicles

0–1 Vehicle from: Flammpanzer b2(f), Panzer II Ausf A, B, C, or F,  
Panzer III Ausf E, F, G, H, J, or L, Panzer IV Ausf B, C, D, E, F, or  
G, SdKfz 250/9, Opel Blitz with Flak 38, SdKfz 10/4 with Flak 38  
or

0–2 Vehicles from: StuG III Ausf B, C, D, E, F

### Transport and Tows

0–1 Transport vehicle from: SdKfz 10, SdKfz 7, Truck, Maultier,  
Kubelwagen, Schwimmwagen, SdKfz 251/1, SdKfz 250/1,  
Heavy field car, SdKfz 251/10

0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Maultier,  
Raupenschlepper Ost, Kettenkrad, Heavy field car, horse-  
drawn limber, Artillerie Schlepper VA 601 (b)

## SELECTOR SPECIAL RULES

- **Assault Gun Support:** The infantry forces tasked with capturing Stalingrad were backed up with several battalions of StuG assault guns. To represent the availability of these armoured infantry support vehicles, two can be chosen (of any configuration) to take up the Tank slot.



## INTO HELL REINFORCED PLATOON (OCTOBER–NOVEMBER 1942)

By October 1942, German forces had already endured weeks of vicious fighting within Stalingrad; battling each day to gain control of the city, building-by-building. But as difficult as the fight had been, it was nothing compared to the hell that awaited them in the factory district. In the monstrous labyrinth of destroyed buildings, railroad tracks, and fallen smokestacks, they faced their toughest challenge yet. Thousands of veteran Soviet soldiers were dug in within the factories, determined to defend Stalingrad to their last breath. To summon the strength necessary to take the last step towards the Volga, the assault forces in Stalingrad were reinforced with Pioneer battalions, flamethrowers, and whatever armoured support still remained.

1 Lieutenant – First or Second

2 Infantry Squads: Heer Infantry squads, Heer Veteran squads, Pioneer squads, Jäger Squad

plus:

### Headquarters

0–1 Captain or Major

0–1 Medic team

0–1 Forward Artillery Observer

0–1 Forward Air Observer

### Infantry

0–4 Infantry Squads: Croatian Legion, Jäger Squad, Heer Infantry squads, Heer Veteran squads, Heer Pioneer squads, Strafbattalion

0–2 MMG teams

0–1 Mortar team: light, medium, heavy

0–2 Flamethrower team

0–1 Sniper team

0–1 Anti-tank rifle team

### Artillery

0–1 Gun from:

Field artillery: light, medium, 150mm Nebelwerfer 41

Anti-tank gun: Pak 36, Panzerbuchse 41, Pak 38

Anti-aircraft gun: Flak 38, Flakvierling 38, Flak 36, Horch 1a with Flak 38

### Armoured Cars

0–1 Armoured car or Recce vehicle: Motorcycle with machine-gun sidecar, SdKfz 222, Sdkfz 231 (8-Rad), SdKfz 250/10

### Tanks, Tank destroyers, Assault guns, Self-propelled artillery and Anti-aircraft vehicles

0–1 Vehicle from: Flammpanzer b2(f), Panzer II Ausf A, B, C, or F, Panzer III Ausf E, F, G, H, J, or L, Panzer IV Ausf B, C, D, E, F, or G, SdKfz 250/9, Opel Blitz with Flak 38, SdKfz 10/4 with Flak 38 or

0–2 Vehicles from: StuG III Ausf B, C, D, E, or F, or StuG 33b

### Transport and Tows

0–1 Transport vehicle from: SdKfz 10, SdKfz 7, Truck, Maultier, Kubelwagen, Schwimmwagen, SdKfz 251/1, SdKfz 250/1, Heavy field car, SdKfz 251/10

0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Maultier, Raupenschlepper Ost, Kettenkrad, Heavy field car, horse-drawn limber, Artillerie Schlepper VA 601 (b)

## SELECTOR SPECIAL RULES

- **Assault Gun Support:** The infantry forces tasked with capturing Stalingrad were backed up with several battalions of StuG assault guns. To represent the availability of these armoured infantry support vehicles two can be chosen (of any configuration) to take up the Tank slot.

German Sd Kfz 231 8-Rad Armoured Car



## 22ND PANZER DIVISION ARMoured PLATOON (NOVEMBER 1942)

The 22nd Panzer Division constituted the bulk of the strength assigned to 48th Panzer Corps – the primary reserve stationed behind the Romanian Third Army. Commanded by Lt. General Heim, the 22nd Panzer saw fighting in the early stages of Case Blue and took significant casualties. The division was in winter quarters when it received its orders to head north and confront the Soviet spearheads bursting through the Romanian lines. The unfortunate division unpacked their tanks from straw to discover the electrical wiring of many tanks had been damaged by mice. Only about thirty Panzers were operable (according to different sources, a mix of Panzer IIIs, Panzer IVs, and Panzer 38(t) models, plus nine Panzerjäger vehicles). Nevertheless, the 22nd Panzer went into battle and managed to tie down much of the 5th Tank Army in a prolonged struggle near the Chir River. Despite stopping the advance of most of a Soviet army, the division did not fulfil Hitler's fantasy of single-handedly stopping the northern pincer of Operation *Uranus*. Lt. General Heim was removed from his post and arrested. The 22nd Panzer fought in near-isolation for days trying to keep the line open for retreating Romanian divisions, but only a handful of formations escaped the Soviet juggernaut.

1 Command Vehicle: Panzer 38 (t), Panzer II Ausf A, B, C, or F, Panzer III Ausf E, F, G, H, J, or L, Panzer IV Ausf B, C, D, E, F, or G

2 Vehicles from: Panzer 38 (t), Panzer II Ausf A, B, C, or F, Panzer III Ausf E, F, G, H, J, or L, Panzer IV Ausf B, C, D, E, F, or G

plus:

### Headquarters

- 0–1 Lieutenant – First or Second
- 0–1 Captain or Major
- 0–1 Medic team
- 0–1 Forward Artillery Observer



### Infantry

- 0–4 Infantry Squads: Panzergrenadier squads, Heer Pioneer squads, Kradschützen squads
- 0–2 MMG teams
- 0–1 Mortar team: light, medium, heavy
- 0–1 Flamethrower team
- 0–1 Sniper team
- 0–1 Anti-tank rifle team

### Artillery

- 0–1 Gun from:  
Field artillery: light, medium, heavy, 150mm Nebelwerfer 41  
Anti-tank gun: Pak 36, Panzerbuchse 41, Pak 38  
Anti-aircraft gun: Flak 38, Flakvierling 38, Flak 36, 88mm AA/AT  
Flak 36, Horch 1a with Flak 38

### Armoured Cars

- 0–1 Armoured car or Recce vehicle: Motorcycle with machine-gun sidecar, SdKfz 222, Sdkfz 231 (8-Rad), SdKfz 250/10

### Tanks, Tank destroyers, Assault guns, Self-propelled artillery and Anti-aircraft vehicles

- 0–1 Vehicle from: Panzer 38 (t), Flammpanzer b2(f), Panzer II Ausf A, B, C, or F, Panzer III Ausf E, F, G, H, J, or L, Panzer IV Ausf B, C, D, E, F, or G, StuG III Ausf B, C, D, E, or F, Panzerjäger I, Marder III, SdKfz 250/9, Opel Blitz with Flak 38, SdKfz 10/4 with Flak 38

### Transport and Tows

- 0–1 Transport or tow per infantry or artillery unit in the Reinforced Platoon from: SdKfz 10, SdKfz 7, Truck, Maultier, Kubelwagen, Schwimmwagen, SdKfz 251/1, SdKfz 250/1, Heavy field car, Raupenschlepper Ost, Kettenkrad, Heavy field car, horse-drawn limber, Artillerie Schlepper VA 601 (b), 0–1 SdKfz 251/10

## SELECTOR SPECIAL RULES

- **Mechanised:** This platoon must include at least enough transport vehicles and/or tows (either soft skinned or armoured) to transport all models in half of the total number of infantry and artillery units.



## 57TH PANZER CORPS ARMoured PLATOON (DECEMBER 1942)

Manstein's plan for the rescue of the Sixth Army originally called for two thrusts towards Stalingrad: one from the west, one from the south. However, Soviet attacks quickly set the western task force back on their heels and they spent December fighting to prevent their own destruction. In the end, the rescue of Paulus' Sixth Army came down solely to the efforts of the 57th Panzer Corp, who desperately fought their way north to the Aksai River. Containing the 6th, 17th, and 23rd Panzer, this force, powerful though it was, could not single-handedly defeat the multiple Soviet armies that lay between them and the Stalingrad pocket.

The strongest unit within 57th Panzer Corp was the 6th Panzer, recently arrived from refitting in France. Well-equipped with a full complement of tanks – primarily Panzer IIIs and IVs – it was a formidable opponent and it defeated many times its strength in Soviet tanks in the fighting around Verkhne-Kumskii. All-in-all, the 57th Panzer Corp suffered nearly 100 tanks destroyed or damaged during the five-day fight for the village of Verkhne-Kumskii, depleting their strength to the point where rescue of the Sixth Army was no longer possible.

- 1 Command Vehicle: Panzer II Ausf A, B, C, or F, Panzer III Ausf E, F, G, H, J, or L, Panzer IV Ausf B, C, D, E, F, or G
- 2 Vehicles from: Panzer II Ausf A, B, C, or F, Panzer III Ausf E, F, G, H, J, or L, Panzer IV Ausf B, C, D, E, F, or G, StuG III Ausf B, C, D, E, or F

plus:

### Headquarters

- 0–1 Lieutenant – First or Second
- 0–1 Captain or Major
- 0–1 Medic team
- 0–1 Forward Observer (Artillery or Air)

### Infantry

- 0–4 Infantry Squads: Panzergrenadier squads, Heer Pioneer squads, Kradschutzen squads
- 0–2 MMG teams
- 0–1 Mortar team: light, medium, heavy
- 0–1 Flamethrower team
- 0–1 Sniper team
- 0–1 Anti-tank rifle team

### Artillery

- 0–1 Gun from:  
Field artillery: light, medium, heavy, 150mm Nebelwerfer 41  
Anti-tank gun: Pak 36, Panzerbuchse 41, Pak 38  
Anti-aircraft gun: Flak 38, Flakvierling 38, Flak 36, 88mm AA/AT  
Flak 36, Horch 1a with Flak 38

### Armoured Cars

- 0–1 Armoured car or Recce vehicle: Motorcycle with machine-gun sidecar, SdKfz 222, Sdkfz 231 (8-Rad), SdKfz 250/10

### Tanks, Tank destroyers, Assault guns, Self-propelled artillery and Anti-aircraft vehicles

- 0–2 Vehicles from: Flammpanzer b2(f), Panzer II Ausf A, B, C, or F, Panzer III Ausf E, F, G, H, J, or L, Panzer IV Ausf B, C, D, E, F, or G, StuG III Ausf B, C, D, E, or F, Opel Blitz with Flak 38, SdKfz 10/4 with Flak 38

### Transport and Tows

- 0–1 Transport or tow per infantry or artillery unit in the Reinforced Platoon from: SdKfz 10, SdKfz 7, Truck, Maultier, Kubelwagen, Schwimmwagen, SdKfz 251/1, SdKfz 250/1, Heavy field car, Raupenschlepper Ost, Kettenkrad, Heavy field car, horse-drawn limber, Artillerie Schlepper VA 601 (b), 0–1 SdKfz 251/10

## SELECTOR SPECIAL RULES

- **Mechanised:** This platoon must include at least enough transport vehicles and/or tows (either soft skinned or armoured) to transport all models in half of the total number of infantry and artillery units.



## ALARMEINHEITEN REINFORCED PLATOON (NOVEMBER–DECEMBER 1942)

Compared to their Soviet opponents, German divisions contained a lavish amount of support personnel. Only about half of the soldiers within a German Infantry Division were front-line infantry. The rest were Artillerymen, Pioneers, Staff, Logistics, and Medical personnel. However, in emergency situations these rear area support units could be formed into *Alarmeinheiten* (Alarm Units) and sent into battle. Alarm units were used to defend a threatened sector (from marauding partisans or enemy units that had pierced the front lines, for example) if no normal troops were available. Typically, a German officer would commandeer any nearby men, regardless of their unit or profession, and organise them into ad-hoc units. Machine guns, mortars, and other heavy weaponry were rare, if present at all. Most alarm unit troops had to rely solely on their rifles. Although not front-line soldiers, all German soldiers had some basic infantry training, so while alarm units did not have much offensive capability, they could sometimes be surprisingly stubborn on defence. Many *Alarmeinheiten* were formed during Operation *Uranus* as the front line disintegrated and rear area personnel suddenly found themselves under attack throughout the rear area of Army Group B.

1 Lieutenant – First or Second  
2 Infantry Squads: Alarm Units

plus:

### Headquarters

0–1 Captain or Major  
0–1 Medic team

### Infantry

0–6 Infantry Squads: Alarm Units, 0–1 Heer Infantry squad, 0–1 Heer Pioneer squad  
0–1 MMG teams  
0–1 Mortar team: light, medium, heavy  
0–1 Flamethrower team  
0–1 Sniper team  
0–1 Anti-tank rifle team

### Artillery

0–2 Guns from:  
Field artillery: light, medium  
Anti-tank gun: Pak 36, Panzerbuchse 41, Pak 38  
Anti-aircraft gun: 88mm Flak 36 Dual Purpose AA/AT Gun, Flak 38, Flakvierling 38, Flak 36

### Transport and Tows

0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Maultier, Raupenschlepper Ost, Kettenkrad, Heavy field car, horse-drawn limber, Artillerie Schlepper VA 601 (b)

## SELECTOR SPECIAL RULES

- **Desperate Measures:** The ad-hoc nature of these formations meant there was rarely any armoured support available. Instead, the alarm units had to rely on handheld AT weapons and any AT guns they could scrounge up. To reflect this, any infantry unit within this selector can purchase AT grenades for +1 point per model instead of the normal cost of +2 points per model.

First in, last out – German pioneers enter the fray





## OPERATION *THUNDERCLAP* REINFORCED PLATOON (DECEMBER 1942)

Operation *Thunderclap*, the proposed breakout plan for the Sixth Army, was never formally ordered. Neither Paulus nor Manstein wanted to be the one to openly defy Hitler's orders. This Theatre Selector reflects what Paulus' breakout forces might have looked like had he decided to launch *Thunderclap* in December of 1942.

- 1 Lieutenant – First or Second
- 2 Infantry Squads: Heer Infantry squads, Heer Veteran squads, Pioneer squads, Panzergrenadier Squads

plus:

### Headquarters

- 0–1 Captain or Major
- 0–1 Medic team

### Infantry

- 0–4 Infantry Squads: Croatian Legion, Jäger Squad, Heer Infantry squads, Heer Veteran squads, Heer Pioneer squads, Panzergrenadier Squads, Alarm Units, Strafbattalion
- 0–2 MMG teams
- 0–1 Mortar team: light, medium, heavy
- 0–1 Flamethrower team
- 0–1 Sniper team
- 0–1 Anti-tank rifle team

### Artillery

- 0–1 Gun from:
  - Field artillery: light
  - Anti-tank gun: Pak 36, Panzerbuchse 41

### Tanks, Tank destroyers, Assault guns, Self-propelled artillery and Anti-aircraft vehicles

- 0–1 Vehicle from: Flammpanzer b2(f), Panzer II Ausf A, B, C, or F, Panzer III Ausf E, F, G, H, J, or L, Panzer IV Ausf B, C, D, E, F, or G, SdKfz 250/9, Opel Blitz with Flak 38, SdKfz 10/4 with Flak 38, StuG III Ausf B, C, D, E, or F, or StuG 33b

### Transport and Tows

- 0–1 Transport vehicle from: SdKfz 10, SdKfz 7, Truck, Maultier, Kubelwagen, Schwimmwagen, SdKfz 251/1, SdKfz 250/1, Heavy field car, SdKfz 251/10
- 0–1 Tow from: SdKfz 10, SdKfz 7, Truck, Maultier, Raupenschlepper Ost, Kettenkrad, Heavy field car, horse-drawn limber, Artillerie Schlepper VA 601 (b)

## SELECTOR SPECIAL RULES

- **Bring Only What You Can Carry:** A dire lack of horses and motorised transport means that almost all heavy equipment had to be left behind. This list can only take the artillery units with guns that can be manhandled; any that require towing have been left behind and cannot be included.



German Heer Uncovered Wagon

# ROMANIA

## 1ST ROMANIAN ARMoured DIVISION

Despite their limited industry, Romania was able to field a single armoured unit during World War II: the aptly named 1st Romanian Armoured Division. Raised in April 1941, the division was still in training when Operation *Barbarossa* launched. By 1942, it had joined the Romanian forces on the *Ostfront* and consisted of four regiments: one armoured, two motorised infantry, and a motorised artillery. The Armoured regiment contained 126 R-2 light tanks purchased from Czechoslovakia between 1936 and 1939. 'R-2' was the Romanian designation for the Skoda vz.35 tanks, known to the Germans as the Panzer 35(t).

The R-2 were perfectly serviceable vehicles for the early years of the war (despite difficulties operating in extreme climates) but by 1942 they were thoroughly outclassed by the medium tanks being fielded by most powers. The Romanian government was able to supplement their aging tank force with a small number of Panzer IIIs and IVs (along with some Sdkfz 222 armoured cars), which were added to the Armoured Division. The division was assigned as part of 48th Panzer Corps – the reserve situated behind the Third Romanian Army. As the division settled in to winter quarters, the Soviets launched Operation *Uranus*. The 1st Romanian Armoured Division was called upon to head north to stem the Soviet tide. After becoming separated from the rest of 48th Panzer Corp, the 1st Armoured Division ended up fighting alone against a large Soviet tank force. Despite their obsolete vehicles, the Romanian tankers fought hard, taking heavy losses but destroying many enemy tanks.

After the slugging match, the 1st Romanian fought their way into Group Lascar – the surrounded remnant of the Third Romanian Army. The division tried to spearhead a breakthrough attempt, but a massive Soviet assault overwhelmed the rest of the Romanian pocket, leaving the 1st Armoured surrounded behind enemy lines. Eventually, the beleaguered division managed to fight their way through to friendly lines, although it had lost over 3,000 men and nearly all its tanks.

- 1 Command vehicle: Panzer 35(t), Panzer III N, or Panzer IV G
- 2 Vehicles from: Panzer 35(t), Panzer III N, or Panzer IV G

plus:

### Infantry

- 0–4 Infantry sections: Motorised infantry
- 0–1 Captain or Major
- 0–1 Medic team
- 0–1 Forward Artillery Observer
- 0–1 Machine gun team
- 0–1 Sniper team
- 0–1 Mortar team: light, medium

### Artillery

- 0–1 Gun from:
  - Anti-tank gun: light anti-tank gun, 7.5cm PaK 97/38
  - Field artillery: light, medium, heavy
  - Anti-aircraft gun: light or heavy automatic cannon

### Armoured Cars and Recce Vehicles

- 0–1 Armoured car or Recce vehicle from: Sdkfz 222, Sdkfz 223

### Tanks, Tank Destroyers, Self-propelled artillery and Anti-aircraft vehicles

- 0–2 Vehicles from: Panzer 35(t), Panzer III N, Panzer IV G

### Transports and Tows

- 0–1 Transport or tow per infantry or artillery unit in the Reinforced Platoon from: miscellaneous trucks, artillery tractor, Sdkfz 251/1

## SELECTOR SPECIAL RULES

- **Mechanised:** This platoon must include at least enough transport vehicles and/or tows (either soft skinned or armoured) to transport all models in half of the total number of infantry and artillery units.



## ROMANIAN CAVALRY TROOP

Compared to most other combatants, the Romanian army contained a much larger proportion of cavalry to infantry forces during the war. By the time she entered WW2, Romania fielded 26 cavalry regiments, most of which were formed into a half dozen Cavalry Brigades (later renamed Cavalry Divisions). The Romanian Cavalry Brigade/Division consisted of two mounted and one motorised regiment plus a horse artillery regiment and a mechanised recon squadron. The recon squadrons each possessed six of the diminutive R-1 tankettes which were theoretically supposed to give some added heft to the division, but in practice were too fragile to be of much use in battle. However, the Cavalry Divisions as a whole were enormously useful on the *Ostfront* where their speed and ability to operate in diverse terrain types made them an invaluable asset. Romanian cavalry doctrine emphasised the use of horses to arrive quickly at the scene of battle, but for cavalrymen to dismount for combat.

Several Romanian Cavalry Divisions fought in the Stalingrad region, most notably the 1st and 7th Divisions. The 7th Romanian Cavalry was part of the reserves sent to fight northern pincer of Operation *Uranus*. Despite stubbornly resisting the Soviet advance, the division was eventually forced to retreat with heavy losses. The majority of the 1st Cavalry Division, became trapped in the Stalingrad pocket and was eventually destroyed. The survivors of the 1st and 7th Cavalry were merged into a new 1st Cavalry in 1943.

1 Lieutenant – Junior or Senior  
2 Infantry squads: Cavalry Section

plus:

### Infantry

0–4 Infantry sections: Cavalry Section, Motorised infantry  
0–1 Captain or Major  
0–1 Medic team  
0–1 Forward Artillery Observer  
0–1 Machine gun team  
0–1 Sniper team  
0–1 Mortar team: light or medium

### Artillery

0–1 Gun from:  
Anti-tank gun: light anti-tank gun  
Field artillery: light, medium  
Anti-aircraft gun: light or heavy automatic cannon

### Armoured Cars and Recce Vehicles

0–2 Vehicles from: R-1 tankette, SdKfz 222, SdKfz 223

### Transports and Tows

0–1 Transport vehicle per infantry unit in the Reinforced Platoon:  
miscellaneous trucks  
0–1 Tow: artillery tractor

## SELECTOR SPECIAL RULES

- **Cavalry Troop:** A platoon that includes one or more cavalry squads can mount HQ teams on horses at the cost of +5 pts per man, receiving the Cavalry special rule.

Romanian Panzer IV



# SCENARIO SPECIAL RULES





# CONSTANT BOMBARDMENT

Instead of the typical short preparatory bombardments that were seen before an assault, some sectors saw a near constant state of shelling – usually in areas where a stalemate had taken hold. Soldiers in these forlorn places had to contend with World War I style conditions in which frequent artillery bombardments, designed to wear the opposing side down, could take place at any moment. When playing scenarios with this rule, add one order die for each player to the dice bag at the beginning of each turn. These dice should be

distinct from the normal order dice in some way to indicate they are for the bombardment; using different-coloured order dice for each player, or placing a sticker or small amount of tape on the dice should suffice. When these dice are drawn, the player to whom the die belongs may resolve an artillery attack against any enemy unit within line-of-sight of any officer, artillery observer or spotter you control. The artillery attack is resolved on that unit using the preparatory bombardment rules (*Bolt Action* page 131).

Soviet infantry take cover amongst the snow-covered ruins of Stalingrad by Steve Noon © Osprey Publishing.

Taken from *Weapon 33: Soviet Submachine Guns of World War II*





# SNOW

Thick, heavy snowfalls are commonplace in continental Russia. In the depths of winter, special precautions had to be taken to ensure roads did not vanish entirely underneath drifting snow, and travelling off-road was virtually impossible except by men on foot (at great effort) or tracked vehicles. In rules terms, areas of snow are treated as rough ground (see page 27 of the *Bolt Action* rulebook). This means that infantry and tracked vehicles are limited to making *Advance* moves in snow, while artillery and

wheeled vehicles may not move in it at all. Soviet tanks featured notably wide tracks to assist with moving in snow, and are not subject to this rule. Likewise, ski-troops and Aerosans rely on snowy conditions, so they are allowed to treat areas of snow as open ground for movement purposes.

## DIGGING IN

Every professional army since the Romans has understood the importance of digging in whenever time and terrain permit it. By the 20th century soldiers were routinely equipped with entrenching tools so that they could ‘disappear’ into the ground as fast as humanly possible. The simple truth was that a soldier hiding in a hole was massively harder to kill with bullets, explosives, or shrapnel than a soldier out in the open. In every theatre with suitable terrain all sides used gun pits, foxholes and trenches to defend their ground. In *Bolt Action* terms this means that defending units set up on the tabletop at the beginning of the game can have the advantages of dug in positions. Dug In positions work a lot like the Hidden Set-Up rules in that regard, but in the case of Dug In positions the bonuses continue to function during combat.

### DUG IN RULES

Where indicated in the scenario, units can be Dug In at the start of the game (for scenarios where it is not specifically mentioned, as a rule of thumb a unit that can use Hidden Set-Up is allowed to be Dug In). These units must be deployed on the tabletop at the start of the scenario. Dug In units are still placed on the table in the usual way, and should be marked in some fashion to show that their status – any distinct token or marker will do.

A Dug In unit counts as *Down* when shot at. If the unit goes *Down* while Dug In, the benefits of being *Down* are doubled (i.e. -2 to be hit and only one-quarter damage from HE). Being Dug In offers no additional protection or benefit against enemy assaults (although tank assaults are an exception, see below). Units count as Dug In until they’re ordered to *Advance* or *Run*. If possible, mark the locations of vacated foxholes, gun pits, and trenches so that they can be re-occupied or captured by the enemy later. Card counters, plasticine or piles of small stones can be used as a makeshift solution, although gorgeous modelling solutions made with foamcore, clay or similar materials are preferred, of course!





## DUG IN VEHICLES

When on the defensive, it was common practice to dig in tanks as well as men, albeit considerably more digging was required! While the tank sacrifices its mobility, it gains protection by reducing its target size and not having its more vulnerable tracks and hull exposed to enemy fire. Dug In vehicles count as being in Hard Cover to attackers and count Immobilised damage results as Crew Stunned instead. Dug In vehicles may not move during the game.

## DUG IN WITH HIDDEN SET-UP

A unit can be both Dug In and hidden, providing it satisfies the deployment restrictions for both – in this case it is assumed the Dug In unit has had the time and opportunity to properly camouflage its positions. The Hidden Set-Up rules take precedence until they no longer apply; but the Dug In unit does gain the additional protection of counting as *Down* against HE fire while hidden. Once Hidden Set-Up rules no longer apply to the unit for any reason, the Dug In Rules apply instead.

## DUG IN VS PREPARATORY BOMBARDMENT

In scenarios which use the Preparatory Bombardment rules (see Preparatory Bombardment on page 131 of the *Bolt Action* rulebook) being Dug In doesn't modify the effects of the bombardment. It's assumed that units are already taking cover as best they can from the bombardment and that in the event of a direct hit; being Dug In won't offer any additional protection from a heavy calibre shell, bomb, or rocket.

## DUG IN VS TANK ASSAULT

A foxhole or trench usually provided good protection, but if a tank actually stopped on it and twisted on its tracks a few times 'like a man crushing out a cigarette' (to quote one observer) the hole collapsed with messy results for the unfortunate occupant. Models from Dug In units automatically pass their morale check and are not moved aside when assaulted by a tank; they simply duck down in their entrenchment and allow the tank to pass overhead. However, if a tank ends its Assault movement on top of any Dug In models, those models are removed as casualties and the unit takes the morale check for tank assault as normal.

## DIGGING IN DURING A GAME

We do not normally allow troops to Dig In during the course of a game, but if both players agree, troops can be allowed to dig in during a game if they are given a *Down* order. Make an order test for the unit at the end of the turn; if it succeeds, and if the unit remains on *Down* orders in the same spot until the end of the next turn, they count as Dug In at their current positions starting at the end phase of that turn. As this can slow down the game and makes some scenarios harder for one side to win we present it as an optional rule for experienced players rather than as a general rule of play.

Soviets go in with the bayonet!



# FUEL SHORTAGES

For any scenario which includes the fuel shortage rule, the affected player rolls a D6+2 for each motorised vehicle in their force. For example, roll 3D6+6 for three vehicles. This number is the player's fuel units. They can divide fuel units between their vehicles in any way they see fit. The number of fuel units given to each vehicle must be recorded, but does not have to be declared to the opposing

player. Every unit of fuel allows a vehicle to move once per turn. If the vehicle remains stationary, it does not use a unit of fuel. Attempts to enter the game from off table (including unsuccessful attempts) count as movement and use up a unit of fuel. Once any vehicle uses its last unit of fuel, it is immobilised for the rest of the game. This status does not have to be declared to the opposing player.

# AMMUNITION SHORTAGES

Some scenarios may call for one or both forces to be short of ammunition. This means that, although ammunition may not be completely exhausted, units do not have as much ammunition as they need for normal combat operations. Forces suffering from ammunition shortages cannot order more than half of their remaining units to

fire (either from *Fire*, *Ambush*, or *Advance* orders) per turn. Ammunition shortages do not apply to assaults; it is assumed that in such dire situations soldiers use the ammunition they have and, if they survive, scrounge ammunition as they can.

# SUPPLY DROP

Surrounded forces are cut off from all support, including food, ammunition and fuel. The army can try to supply their needs via airdrops.

The affected player must select a location or unit (usually a HQ unit) as the target for the drop. A single canister (or more, if specified by the scenario) per turn will drop starting on the specified turn. Roll 4D6 to determine the distance, and an order die to determine the direction (use the arrow), that a canister falls from the designated destination. Place a marker for the supply canister at that

location. If this would send the canister off the table edge or into a river, place the canister 3" from the table edge/river instead.

If an enemy unit moves into base contact with a supply canister, the supplies are lost; remove the marker.

The scenario will specify when the airdrops start, and what is in the canister.



Opel Blitz with 2cm FlaK and Ammunition Trailer



# CITY FIGHTING

Stalingrad has become, in many ways, the quintessential archetype of urban combat. For months, tens of thousands of Russian and German troops attended what was referred to as the “Street Fighting Academy”. The lessons learned in Stalingrad were used in subsequent urban combat in World War II and later conflicts. However, the fighting within Stalingrad was one-of-a-kind in many ways. The rules presented in this campaign book are designed to reflect the unique aspects of urban combat in Stalingrad.

## UTTER BEDLAM

Fighting in a city can be extremely disorienting.



Oftentimes there may be no coherent front line to speak of. The enemy could be lurking behind any corner, door, or pile of rubble. Within the maze of city streets, officers have a notoriously difficult time keeping in contact with their subordinate units. Therefore, it's not uncommon for units – dazed by the frightful fighting conditions and separated from their commanders – to misinterpret orders or even accidentally fire on friendly forces.

To represent this, a roll of 11 or 12 when taking an order test causes the order to fail and forces the unit to roll on the City Fight FUBAR table.

CITY FIGHT FUBAR CHART

D6 Roll	Effect
1–2	<b>Friendly Fire</b> The unit does not move and opens fire against a friendly unit, mistaking it for an enemy. Place a <i>Fire</i> order by the unit. The opposing player controls the firing unit as if it were one of his own, except that the chosen ‘friendly’ target (or targets) must have an enemy unit within 12” (proximity to an enemy is precisely what has caused the ‘friendly fire incident’!). If no such target is available the unit does not fire and goes <i>Down</i> instead.
3–4	<b>Panic</b> The unit executes a <i>Run</i> order and must move as fast as possible away from the closest visible enemy. If no enemy are visible, or the unit can no longer move for some reason, it goes <i>Down</i> instead.
5–6	<b>Take Cover</b> The whistling of incoming ordinance has startled the unit and they seek to find cover to put between themselves and the enemy. The unit <i>Runs</i> towards/into the nearest heavy cover that is not occupied by the enemy. If the unit is already in heavy cover, then they go <i>Down</i> instead.

## RUBBLE

When buildings are destroyed they leave behind a big pile of rubble. Attackers found that, if anything, rubble was even worse to assault than the buildings it had replaced; instead of having obvious doors and windows to cover as they advanced, defenders might be lurking literally anywhere. Moving across large piles of loose rubble could be tricky, especially for multi-ton tanks!



## MOVEMENT IN RUBBLE

Rubble counts as rough ground for movement purposes, but it offers additional perils for tracked vehicles moving across it. Tracked vehicles attempting to pick their way across irregular mounds of brick and concrete may slide sideways, ‘belly out’ or even crash through into cellars, sewers or other hidden voids beneath the rubble. When a tracked vehicle is going to move across rubble that is wider than half the height of the vehicle model itself, declare their intended move and then roll on the Rubble Table the moment they start moving onto the rubble.

## RUBBLE TABLE

D6 Roll	Effect
0 or lower	<b>Crash</b> The vehicle crashes through the rubble and into a cellar or sewer beneath. The vehicle is removed and counts as destroyed.
1–2	<b>Bellied</b> The vehicle becomes temporarily immobilised by a protruding obstacle pushing against its belly armour and preventing the tracks from gripping. Roll another D6 to determine how far the vehicle actually moved across the rubble before it became immobilised until its next activation. Any shooting at the vehicle from the front that rolls a natural 6 to hit strikes its exposed belly armour (counts as rear armour). The vehicle can attempt to move across rubble again next turn.
3–4	<b>Slipped</b> The vehicle moves a short distance before slipping awkwardly sidewise or backwards. Roll another D6 to determine how far the vehicle actually moves across the rubble this turn. The vehicle can attempt to move across rubble again next turn.
5–6	<b>Crunch</b> With its engine roaring and treads clattering the vehicle is free to move across the rubble without incident this turn.

## RUBBLE MODIFIER TABLE

	Modifier
Heavy or super-heavy tank	-2
Light or medium tank	-1
Inexperienced crew	-1
Veteran crew	+1

## SHOOTING INTO RUBBLE

The plentiful hiding places rubble provides means the hit modifier it provides for infantry occupying it depends on a unit's current orders, as it is very important what a squad is actually supposed to be doing when they come under fire inside rubble. Rubble counts as hard cover when shot

across at targets behind it, but when shooting against a unit that has the majority of its models inside the rubble, the following modifiers apply instead of the normal -2 hard cover modifier. Note that rubble does not provide the +1 extra protection bonus against damage that buildings do.

## SHOOTING INTO RUBBLE TABLE

Target Orders	To Hit Modifier
No orders, <i>Ambush</i> , or <i>Down</i> *	-3
<i>Fire</i> or <i>Rally</i>	-2
<i>Advance</i> or <i>Run</i>	-1
*Cumulative with the <i>Down</i> Modifier.	









# BUILDINGS

See the *Bolt Action* rulebook for rules on buildings (pages 120-127). As mentioned in that rulebook, any building that is more than 8" x 8" in size should be regarded as two (or more) buildings for game purposes. If you're lucky enough to have buildings models with interior details, it can work well to treat each room, hallway, and staircase as a separate 'building' in the case of a city fight.

## BUILDINGS WITH MULTIPLE FLOORS/SECTIONS

In the *Bolt Action* rulebook, buildings which suffer 10 or more hits from HE are destroyed completely and turned into rubble (HE Weapons Against Buildings, page 124). These rules were largely envisioned to be applied to small buildings, such as single-family residences. However, Stalingrad and many other cities were filled with larger structures, such as factories, offices, and apartments, which could not expect to be destroyed by a single fusillade. Instead, treat each floor and distinct section as a separate building. For instance, say a three story apartment building containing a squad on its top floor suffers 10+

hits from HE. Instead of destroying the entire building, that floor is turned to rubble, but the rest of the building remains intact. Any unit inside a building segment or floor that is turned to rubble is destroyed; however, subsequent units may clamber through the debris to occupy the ruined part of the building.

Flamethrowers hit only a single floor or section of a building, not multiple floors or sections of a large building. Whether the hit building catches fire and becomes uninhabitable should be judged based on the materials of the building. For instance, a cabin or suburban house would quickly be engulfed in flames and become smoking rubble, while a factory, bunker, or brick building would go out and be safe to occupy afterward.

There are several ways to represent a destroyed section of a building: an easy method is to place a smoke marker in the destroyed section. More ambitious wargamers may want to have damaged building parts or other terrain markers on hand with which to swap out the intact sections with damaged versions.

# SEWERS

The flow of running water in Stalingrad was quickly halted with the first bombing raids. But as the battle intensified, the sewers of Stalingrad took on another use. When the open air became too dangerous for movement, units on both sides used the sewer system as a way to move men and material around the city. These rules are best employed in any battle taking place in the most built-up portions of Stalingrad: downtown or the factory district.

## SEWER MOVEMENT

Outflanking units can opt to move through the city sewers so that they can emerge just about anywhere. Only infantry squads, headquarters teams, and sniper teams can use sewer movement. The order test penalty to arrive when using sewer movement is doubled to -2 instead of the usual -1. If the test is successfully passed the unit may use an *Advance* or *Run* order to move onto the table from any ground-level point on the tabletop that is more than 6" away from any enemy model. If a FUBAR result is rolled, the unit gets hopelessly lost, suffocates, or triggers a booby trap. The unfortunate unit is destroyed.





# BATTLEFIELD DAMAGE

The fierce fighting in Stalingrad turned a thriving industrial city into a burnt-out maze of rubble with hardly a building left standing. These rules allow players to recreate the carnage of battle in the streets of Stalingrad in which air-strikes, artillery, and tank shells blow apart buildings, churn up the ground, and cover the battlefield with a blanket of dark smoke.

After resolving any high explosive shot using the 2", 3", or 4" template, conduct a further step to add appropriate damage to the battlefield.

If the shot was a hit, even if it did not cause any casualties, the owner of the targeted unit may place a small crater and a 1" smoke marker within the boundaries of the affected squad. If the target unit is inside a building – assuming the entire building was not destroyed – place smoke only.

If the shot was a miss, the owner of the target unit may place a crater and 1" smoke marker within 6" of the targeted unit so long as these are placed at least 1" away

from any other units. This can be an unoccupied building or section of a building, and if so resolve the number of hits against it to determine if it collapses. Please note, that a missed HE shell can never be placed in any way to cause casualties to any units of either side, so it cannot be redirected to an occupied building, for instance.

Preliminary bombardments also create craters using the same principles. After rolling to see if a unit is hit, place a crater and smoke marker on the unit if it sustains any casualties or pins. If it does not, the owner of the targeted player places the crater and smoke within 6" as stated above. Repeat for each unit.

Smoke placed on the battlefield from HE shots always disperses at the end of the turn.

Keep in mind when launching artillery that while you may cause casualties among enemy troops, you may also be providing them with craters to hide in and a temporary smoke screen!

## PROTRACTED BATTLE

Most *Bolt Action* scenarios are designed to represent a short decisive engagement for control of a particular battlefield, with fighting lasting anywhere from a few minutes to several hours. In Stalingrad, however, the struggle over a block, street, or single building could drag on for days or even weeks. These scenario rules are designed to allow players to re-enact these drawn-out struggles for a single location in new and exciting ways.

Fighting in Stalingrad never ceased, with various levels of combat happening throughout the city at all times. Sometimes these conflicts involved a large assault by battalion or company-sized forces; other times it was small storm groups raiding enemy positions. Whatever the size of the fighting, the rhythm of combat typically played out the same way: first, the advance guard of the attacking force moved into contact with enemy forces, identified defensive positions, and launched preliminary attacks to secure jumping-off positions for further attacks. After hours of fighting, both sides would run out of steam – usually due to casualties and low ammunition. Fighting died down as both sides Dug In to their new positions. As night fell, ammunition and reinforcements were brought up to renew the struggle the next day. Then, at dawn, the fighting began again, oftentimes starting with a counterattack by the defenders to recover the lost positions.

Scenarios using the Protracted Battle rules are the same

as normal *Bolt Action* games with the following exceptions:

- **Game Length:** Protracted Battles last 9–10 turns instead of the normal game length of 6–7 turns
- **Reserves:** Instead of entering the field beginning Turn 2, reserves instead will only come onto the board during Turn 5 (see below).

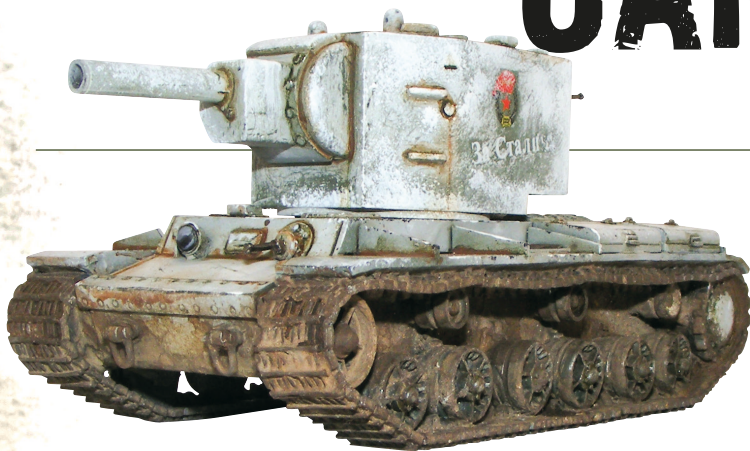
The following rules are also in effect for Turn 5 only. The sun sets and the rhythm of battle changes. Firing slackens and soldiers focus on fortifying their positions and bringing up reinforcements.

- **Night:** Night-fighting rules are in place for Turn 5 only.
- **Dig In:** During Turn 5, units (except those in buildings) can be given a Down order to dig in. Place a suitable foxhole, trench, or other earthworks at the location of the unit.
- **Bring Up The Reserves:** All units in reserve may not enter the field until Turn 5, when they enter the field automatically (no reserve roll is necessary). They may enter from the appropriate table edge, or they may deploy within 6" of any friendly HQ unit. Deploying in this manner counts as their action, and they may not receive any further orders this turn.
- **Battle Resumes:** From Turn 6 onwards, all-out fighting resumes in the new day. Night Fighting, Digging In, and Bring Up The Reserves rules are no longer in effect.





# STALINGRAD CAMPAIGN



# INTRODUCTION

Although *Bolt Action* depicts platoon-level combat, the desire to contextualise our battles within the larger historical canvas – as well as to have the results of our battles affect the course of events – is quite understandable. The battle for Stalingrad, for several reasons, presents a unique opportunity for conducting a dynamic campaign using *Bolt Action* games. For one, the fighting in Stalingrad was confined to a relatively small area which lends itself well to a map-based campaign.

The back-and-forth nature of the fighting in Stalingrad allows for a balance of player agency. Indeed, many locations within Stalingrad changed hands multiple times

over the course of the battle. This campaign has been designed both to capture the flow of the fighting in Stalingrad as well as to be reasonably possible to finish by players within a few gaming sessions. It has also been created with flexibility in mind. There is no need for all participants to be present each turn. In fact, players can come and go freely (or switch sides) without interrupting or harming the campaign. Essentially, whenever a gaming group wishes to run a turn, simply have those who are present choose a side, draw dice, select scenarios, play your *Bolt Action* games, then record your results so the campaign may be continued next session!

## CAMPAIGN RULES

### MAP

The map of Stalingrad is divided into eight territories (see 168). The initial distribution of territories is laid out in the setup instructions. Subsequently, control of territories is determined by fighting a *Bolt Action* battle using an appropriate scenario, with the winner taking control of the battleground territory.

### OBJECTIVE

The German's objective during the campaign is to complete their conquest of Stalingrad, bringing all eight territories under their control. The Soviets do not need to evict the Germans from the city, or even control a majority of the territories; instead, they need to hold on, preventing the Germans from achieving their victory conditions and accumulating as many VPs from battles as they can. Once they have enough VPs they can launch Operation *Uranus* – sealing the fate of the German Sixth Army! Thus it is a race against the clock. Can the Soviets hold on to the city long enough to prepare their encirclement operation? Or will the Germans force them into the Volga and claim Stalingrad as their own?

### TURN SEQUENCE PUT DICE IN THE BAG

To begin each campaign turn, place four German order dice, and one Soviet order die in the dice bag. Then add any additional order dice the sides have unlocked on their VP tracker.

### DRAW 2 DICE FOR EACH MATCH TO BE PLAYED

Typically, this will be a pair of dice for each two players. So, if your campaign consists of a total of four players (two per side) then draw a pair of dice, set them aside, and then draw a second pair. Note: Most scenarios start with six dice in the bag. If there are more than six players participating in the campaign you may need to replace the dice between draws until additional dice are unlocked.

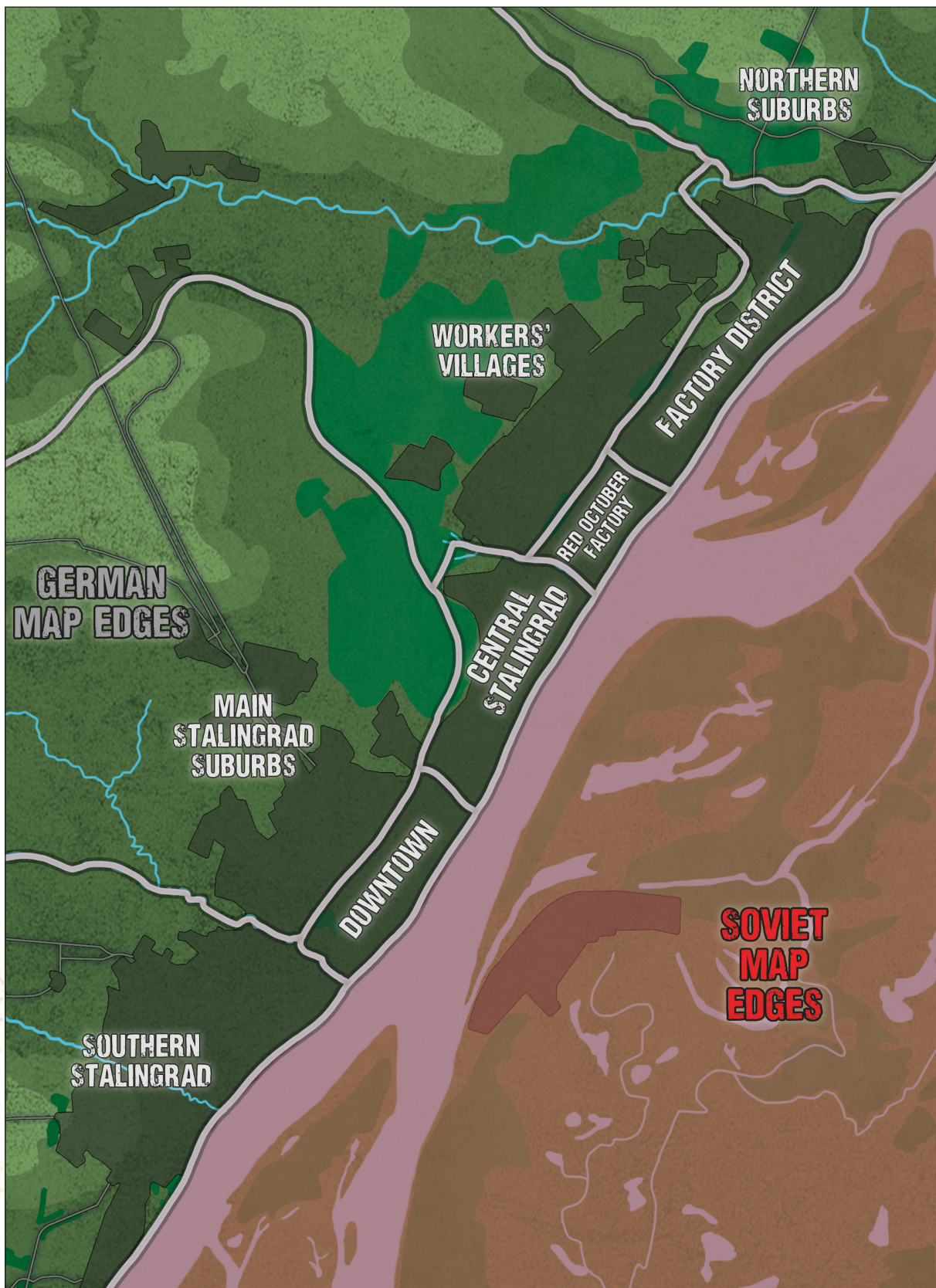
### SELECT TERRITORIES AND SCENARIOS

Examine each pair of dice drawn. If dice of the same nationality have been drawn (two Soviet or two German dice), then the owner of those dice may decide which territory to attack. Territories adjacent to controlled territories or map edges may be selected for attack. Place the dice on the selected territory to indicate the choice. The owner of the dice then selects from the scenario list at the end of the chapter. If the pair drawn is a mix of German and Soviet dice, then the German player selects which territory to attack, but the Soviet player picks one of the available scenarios from that territory. Note: If the opposing player has no territories to attack, then a player must select one of their own territories for the other side to attack, and will select the scenario as well.

### PLAY BOLT ACTION MATCHES

Play a *Bolt Action* game for each scenario selected during the previous step. Tally VPs at the end of the game to determine the winner.







DETERMINE OWNERSHIP OF TERRITORIES

If, after the end of the *Bolt Action* game, the attacker has emerged victorious, they gain control of the territory they attacked. In the event of a draw, or if the defender is victorious, the territory remains under the defender's control.

SCENARIO LIST	
Territory	Scenarios
Southern Stalingrad	Scenario 8 – Grain Elevator
Main Stalingrad Suburbs	Scenario 6 – Rail Station No. 1 Scenario 7 – Verdun Revisited
Downtown	Scenario 9 – Dragan's Last Stand Scenario 12 – Pavlov's House
Central Stalingrad	Scenario 7 – Verdun Revisited Scenario 11 – Sniper Duel
Workers' Villages	Scenario 10 – Workers' Villages Scenario 11 – Sniper Duel
Red October Plant	Scenario 14 – Martenovskii Shop Scenario 16 – Operation Hubertus
Factory District	Scenario 13 – Factory Assault Scenario 15 – Lyudnikov's Island
Northern Suburbs	Scenario 3 – Spartanovka Scenario 4 – Do Not Retreat

ASSIGN VPS EARNED IN BATTLES TO VP TRACKER

Each player adds the VPs they earned during the battle to the VP tracker. Accumulating enough VPs allows players to unlock several bonuses, and is also how the Soviet side achieves victory in the campaign.

TOP SECRET

ATTACKER/DEFENDER ROLES IN SCENARIOS

Some scenarios have pre-set attacker/defender roles (for instance in the Grain Elevator scenario the Soviets are the defenders). For the sake of balance it is advised that players leave the roles as is, even if they do not match who is attacking or defending on the campaign level. However, if players wish, they may swap deployment zones and point values so that the appropriate force is defending. This can be a way to breathe new life into a scenario that has already been played before. But be warned: the scenarios have not been playtested with this setup, so strange results may arise!





# GRAND STALINGRAD CAMPAIGN (AUGUST 1942)

## LENGTH

Approx. 15 games

## RECOMMENDED PLAYERS: 4–8

The Sixth Army has arrived at the gates of Stalingrad. Seizing the city is sure to be a long and difficult fight. Block-by-block, region-by-region, the Sixth and 62nd Armies will contend for control of Stalingrad. Meanwhile, a ticking clock counts down the time until Soviet arms are strong enough to launch the decisive counter-offensive that will destroy the invading Germans.

## SET UP

The Soviets begin in control of all eight territories within Stalingrad. The German edges of the campaign map are the north, west, and south edges. Therefore, they may attack any territories bordering those edges. The Soviets control the eastern edge and may attack any territories bordering that table edge.

The German player begins with four order dice in the dice bag; the Soviet player begins with two. Additional dice are unlocked by earning VPs. See the VP tracker for this scenario to learn when additional dice are earned.

## CAMPAIGN GRAND STALINGRAD

## VICTORY!

### GERMAN VICTORY CONDITION

If, after the end of a Turn Sequence, the German players control all eight of the Stalingrad territories, the Germans immediately win the campaign. Note: Even if the Soviet players gain enough VPs from the last battle to activate Operation *Uranus*, it is too late. The city has been taken and the Germans will be able to redeploy forces from the city to thwart it.

### SOVIET VICTORY CONDITION

If, after the end of a Turn Sequence, the Soviet players have earned enough VPs (70) to activate Operation *Uranus*, and the German players don't control every territory of Stalingrad, the Soviets immediately win the campaign.



### GERMAN VP TRACKER

☐☐☐☐☐☐☐☐☐☐☐☐ +1 Order Die

☐☐☐☐☐☐☐☐☐☐☐☐ +1 Order Die

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☐☐☐☐☐☐☐☐☐☐☐☐ +1 Order Die

### Volga River Ices Over

Ties now count as victories for the Germans regardless of if they are attacking or defending.

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### SOVIET VP TRACKER

☐☐☐☐☐☐☐☐☐☐☐☐ +1 Order Die

☐☐☐☐☐☐☐☐☐☐☐☐ +1 Order Die

☐☐☐☐☐☐☐☐☐☐☐☐ +1 Order Die

### Contest Luftwaffe Air Superiority

German armies may no longer take Forward Air Observers

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### Launch Operation *Uranus*

Immediately win the campaign.

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# CAMPAIGN – ATTACK ON THE FACTORY DISTRICT (SEPTEMBER 1942)

## LENGTH:

Approx. 8 games

## RECOMMENDED PLAYERS: 2–6

The Soviet have lost the outskirts of Stalingrad, but still control much of the city’s centre. Paulus, however, has begun to bring up reinforcements with which to attack the Factory District.

## SET UP

The Red October Plant, Factory District, Central Stalingrad, and Workers’ Villages begin in Soviet hands. The other four territories begin under German control. The German edges of the campaign map are the north, west, and south edges. They may attack any territories bordering those edges. The Soviets control the eastern edge and may attack any territories bordering that table edge.

The German player begins with four order dice in the dice bag; the Soviet player begins with two. Additional dice are unlocked by earning VPs. See the VP tracker for this scenario to learn when additional dice are earned.

## VICTORY!

### GERMAN VICTORY CONDITION

If, after the end of a Turn Sequence, the German players control all eight of the Stalingrad territories, the Germans immediately win the campaign. Note: Even if the Soviet players earn enough VPs from the last battle to activate Operation *Uranus*, it is too late. The city has been taken and the Germans will be able to redeploy forces from the city to thwart it.

### SOVIET VICTORY CONDITION

If, after the end of a Turn Sequence, the Soviet players have earned enough VPs (50) to activate Operation *Uranus*, and the German players don’t control every territory of Stalingrad, then the Soviets immediately win the campaign.



## CAMPAIGN ATTACK ON THE FACTORY DISTRICT

### GERMAN VP TRACKER

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1 Order Die
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1 Order Die
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1 Order Die
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1 Order Die

#### Volga River Ices Over

Ties now count as victories for the Germans regardless of if they are attacking or defending.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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### SOVIET VP TRACKER

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1 Order Die
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1 Order Die
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1 Order Die

#### Contest Luftwaffe Air Superiority

German armies may no longer take Forward Air Observers

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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#### Launch Operation *Uranus*

Immediately win the campaign.

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# CAMPAIGN – THE FINAL ONSLAUGHT (OCTOBER 1942)

## LENGTH:

Approx. 4 games

## RECOMMENDED PLAYERS: 2

The Soviets bridgehead in Stalingrad has been reduced to a thin defensive line, covering the Red October Plant and Central Stalingrad. The rest of the city is under German control. However, Operation *Uranus* is almost ready. Chuikov's Army need only hold out a little while longer for the trap to be sprung!

## SET UP

The Red October Plant and Central Stalingrad begin in Soviet hands. The other six territories begin under German control. The Germans edges of the campaign map are the north, west, and south edges. Therefore, they may attack any territories bordering those edges. The Soviets control the eastern edge and may attack any territories bordering that table edge.

The German player begins with four order dice in the dice bag; the Soviet player begins with one. Additional dice are unlocked by earning VPs. See the VP tracker for this scenario to learn when additional dice are earned.

## VICTORY!

### GERMAN VICTORY CONDITION

If, after the end of a Turn Sequence, the German players control all eight of the Stalingrad territories, the Germans immediately win the campaign. Note: Even if the Soviet players earn enough VPs from the last battle to activate Operation *Uranus*, it is too late. The city has been taken and the Germans will be able to redeploy forces from the city to thwart it.

### SOVIET VICTORY CONDITION

If, after the end of a Turn Sequence, the Soviet players have earned enough VPs (30) to activate Operation *Uranus*, and the German players do not control every territory of Stalingrad, the Soviets immediately win the campaign.



## CAMPAIGN THE FINAL ONSLAUGHT

### GERMAN VP TRACKER

☐☐☐☐☐☐ +1 Order Die

☐☐☐☐☐☐ +1 Order Die

☐☐☐☐☐☐ +1 Order Die

☐☐☐☐☐☐ +1 Order Die

#### Volga River Ices Over

Ties now count as victories for the Germans regardless of if they are attacking or defending.

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### SOVIET VP TRACKER

☐☐☐☐☐☐ +1 Order Die

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☐☐☐☐☐☐ +1 Order Die

#### Contest Luftwaffe Air Superiority

German armies may no longer take Forward Air Observers

☐☐☐☐☐☐

#### Launch Operation *Uranus*

Immediately win the campaign.

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

# TWO PLAYER VARIANT FOR LARGER CAMPAIGNS

Ambitious players may wish to try their hands at the full Stalingrad campaign, but may not have an entire wargames group with which to play out the epic Grand Campaign. Instead, you may use the following variant for 2 players. These changes should allow the Grand Campaign to be completed in a handful of games, even by only two players! Use the Grand Campaign rules below with the following changes:

- Draw three pairs of dice, choosing territories to attack according to the rules listed in the turn sequence. However, only one *Bolt Action* game will be played to determine the outcome of all three of these attacks.
- Whichever player had more dice drawn (or the Germans, if a tie) selects the territory for the game. The other player picks the scenario.
- Play the *Bolt Action* game. At the end, tally up VPs to determine the winner.
- The winner selects two of the contested territories to keep or conquer. The loser is considered victorious in the other. If there is a tie, whichever player was defending more territories is considered the victor.

Use the following Victory Point Tracker:

## CAMPAIGN 2 PLAYER VARIANT

German pioneers flame thrower team



### GERMAN VP TRACKER

☐ ☐ ☐ ☐ ☐ ☐ +1 Order Die

☐ ☐ ☐ ☐ ☐ ☐ +1 Order Die

☐ ☐ ☐ ☐ ☐ ☐ +1 Order Die

☐ ☐ ☐ ☐ ☐ ☐ +1 Order Die

#### Volga River Ices Over

Ties now count as victories for the Germans regardless of if they are attacking or defending.

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### SOVIET VP TRACKER

☐ ☐ ☐ ☐ ☐ ☐ +1 Order Die

☐ ☐ ☐ ☐ ☐ ☐ +1 Order Die

☐ ☐ ☐ ☐ ☐ ☐ +1 Order Die

#### Contest Luftwaffe Air Superiority

German armies may no longer take Forward Air Observers

☐ ☐ ☐ ☐ ☐

#### Launch Operation Uranus

Immediately win the campaign.

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐







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German reserves speed to Mamayev Kurgan hill





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Soviet GAZ Radio Truck