

Situation

Stalingrad, 13 November 1942. During the last major push by the German 6th Army towards the Volga, Russian resistance was exceptionally stubborn and tough. With temperatures well below freezing, the fighting was confused and raged from house to house, street to street. In the morning, Pionier-Bataillon 45, attached to Sturmkompanie 44, attacked a heavily fortified structure held by remnants of the Russian 650th Rifle Regiment.

The fight for this Russian strongpoint, the Red House, is intended to show the chaotic nature of the battle, where front lines became hopelessly intermixed, and it could well be that enemy squads shared the same building for some time.

This scenario offers many options, so that it may be best to play it several times to get a feeling for how the various options and components interact.

Objective

5 Victory Objective hexes – Decisive victory

4 Victory Objective hexes – Victory

3 Victory Objective hexes – Narrow victory

Quote

"Not one step back!"

Rounds

8

Starting Initiative

Germans have the initiative during the first Round.

Russians set up first. See special rules regarding the set-up of instant mines and razor wire.

Actions

Russians: 3 Actions per Turn

Germans: 3 Actions per Turn

Reinforcements

As per the Reinforcement decks. Reinforcements are placed on the board at one of the hexes marked "R". Yes, that means that troops of both nations can come from anywhere.

Terrain

Stream – Frozen: Movement 2 for squads, 3 for vehicles. A unit in a frozen stream hex cannot be put on Op Fire. When entering a frozen stream hex, a unit must roll dice (one die for a squad and two dice for a vehicle) to see if the ice breaks. If any die result is a “6,” the ice breaks and the unit must check for damage. Roll four dice and apply damage with dice scoring hits on results of “5” or “6.” If a vehicle sustains two hits, the vehicle sinks and is counted as being destroyed.

Winter – All terrain has the "Snow" trait.

Building Ruins – All buildings in the scenario are destroyed. They have a defense value of 3 and are not vulnerable to Concussive Firepower. Infantry can enter destroyed buildings for 2 Movement Points. Heavy Vehicles can enter Building Ruins for 4 Movement Points. Building Ruin hexes block LOS. Building Ruin hexes on winter boards have the Snow trait. Entrenchments may be placed on Building Ruin hexes, but trenches, pillboxes or bunkers may not. Units with the Equipment trait (such as AT guns) may be set up in Building Ruin hexes or an entrenchment in Building Ruin hexes and cannot be moved. Units with the Equipment trait still cannot enter Building Ruin hexes during the game. Mortars may fire from a Building Ruin hex.

City in Ruins – Due to the rubble everywhere, the road hexes count as normal open terrain, they do not count as contiguous road hexes.

Special Rules

The Russian player sets up instant mines and razor wire after the German player has set up his units. Instant mines and razor wire can be placed on any hex except on German set-up hexes or hexes marked with an "R".

Set-Up

You can use the force lists provided on the following pages or use the listed components to assemble your own squads.

Balance

Russians – Fritz just too unstoppable? Call for sniper division. Put one Sniper card from the Winter Tactics deck into the HQ area and mark it with a Soviet control marker. When this card is used, it is not discarded, but returned to the HQ area.

Germans – Ivan just too unwilling to move? Light a fire under his backside. Add one Flamethrower specialization to one of your squads.

Russians

Starting Strategy Cards

3 Cards.

Strategy Decks

Winter Tactics (shared with Germans); remove 2 No Fuel cards and the Out of Ammo card

Ground Support 1

Soviet Reinforcements

Operations Cards

No Surrender

Desperate Defenders

Merciless Assault (shared with Germans)

Heavy Mortar Support

Fortifications

12 x Entrenchment

6 x Instant Mine

14 x Razor Wire

Deployment Zone

All units may set up anywhere on the map, but no closer than 3 hexes to the gray-shaded German set-up hexes..

Special Rules

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Remnants of the 650th Rifle Regiment

2 x Squad – Officer, 1 Elite, 2 Regulars

3 x Squad – 1 Elite, 3 Regulars, Expert Specialization

3 x Squad – 2 Elite, 2 Regulars

3 x Squad – 4 Regulars

1 x MG Squad – 2 Regulars, 1 MG

1 x Mortar Squad – 2 Regulars, 1 Mortar

Germans

Starting Strategy Cards

3 cards

Strategy Decks

Winter Tactics (shared with Russians); remove 2 No Fuel cards and the Out of Ammo card

Supply 1; remove the Supply Drop and Vehicle Parts cards

German Reinforcements

Operations Cards

Merciless Assault (shared with Russians)

Deployment Zone

Any gray-shaded hex.

Special Rules

The Russian player sets up instant mines and razor wire after the German player has set up his units. Instant mines and razor wire can be placed on any hex except on German set-up hexes or hexes marked with an "R".

Elements Pionier-Bataillon 45

3 x Squad – Officer, 2 Elites, 1 Regular

6 x Squad – 1 Elite, 3 Regulars, Expert Specialization

2 x Squad – 2 Elite, 2 Regulars, Expert Specialization

2 x Squad – 1 Elite, 3 Regulars, Flamethrower Specialization

2 x Squad – 2 Regulars

3 x Mortar Squad – 2 Regulars, 1 Mortar

