

CAPTURE THE OBSERVATION POST

Artillery in Stalingrad was ever present on both sides of the battle. As a result, good observation posts in the crumbling city were of great value and enemy observation posts were prime attack targets. So it was that this cold autumn morning of 1942, men of the 29th Motorized Infantry Division, assaulted a nearby Soviet observation post. However, the Soviets just wouldn't stand idle by.

OBJECTIVE:

The Soviets win if they fulfill any of the following objectives:

- At the end of round 6, the observation post in the hex with the victory objective marker is in Soviet control.

The Germans win if they fulfill any of the following objectives:

- At the end of round 6, the observation post in the hex with the victory objective marker is in German control.

SOVIET SETUP

DIVISION 1

- 4 Squad Bases
- 14 Regular Infantry
- 1 Elite Infantry
- 1 Officer



x1



x1

DIVISION 2

- 2 Squad Bases
- 3 Regular Infantry
- 1 Officer
- 1 Mortar Crew
- 1 Machine Gun Crew

- **Starting Strategy Cards:** 3
- **Strategy Decks:**
 - Soviet Urban Warfare I
- **Operations Cards**
 - None
- **Deployment Zone:**
 - Any of the hexes on map 51B.

GERMAN SETUP

DIVISION 1

- 3 Squad Bases
- 7 Regular Infantry
- 4 Elite Infantry
- 1 Officer
- 1 SdKfz 251 Half-Track



x1

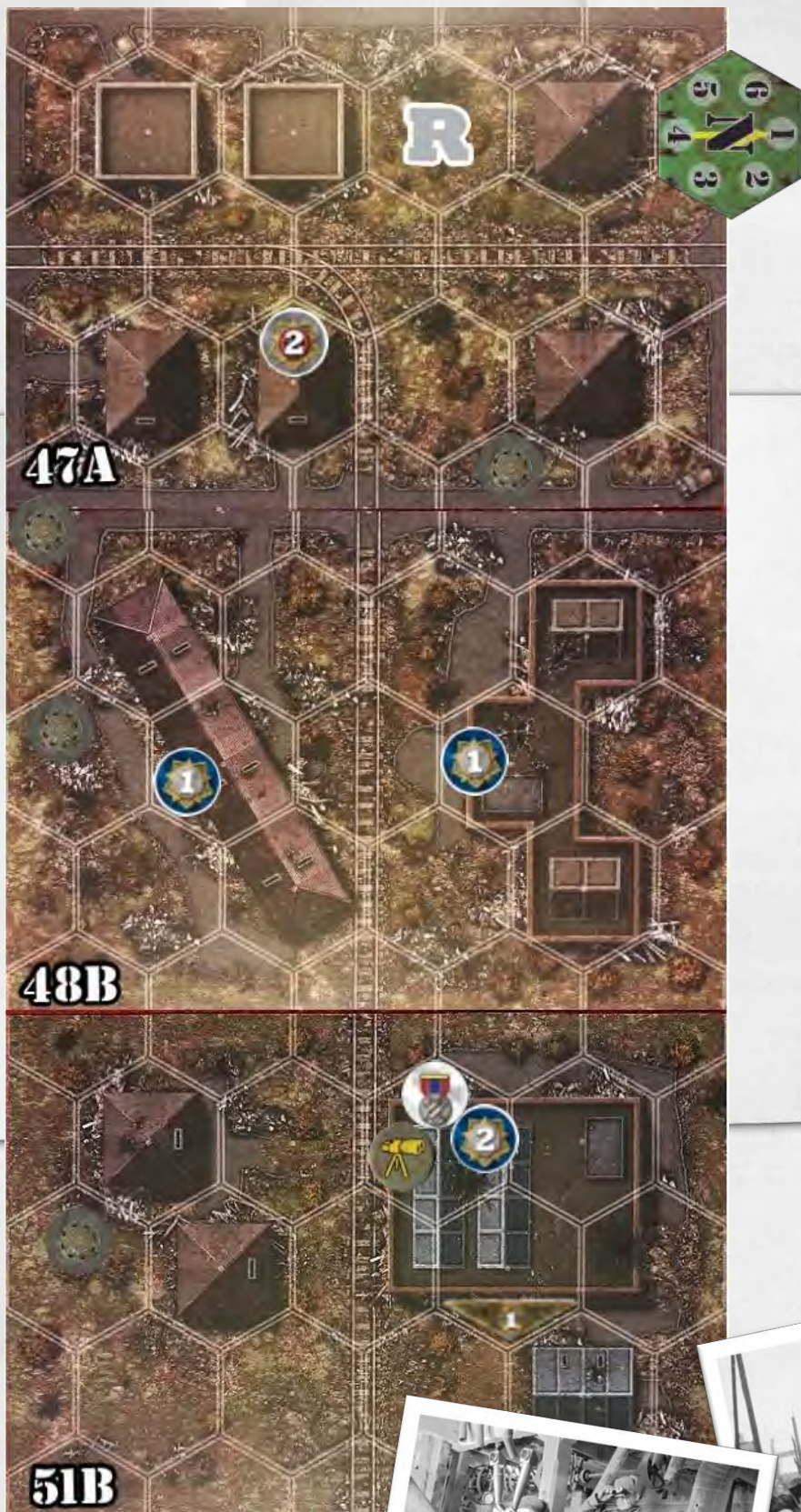
DIVISION 2

- 4 Squad Bases
- 9 Regular Infantry
- 1 Officer
- 1 Mortar Crew
- 2 Machine Gun Crews



x1

- **Starting Strategy Cards:** 3
- **Strategy Decks:**
 - German Urban Warfare I
- **Operations Cards**
 - Lay Smoke
- **Deployment Zone:**
 - Any of the hexes on map 47A.



SCENARIO DETAILS

- Rounds: 6
- Starting Initiative: Germans
- Actions Per Turn: 3 actions per nation

REINFORCEMENTS

- None

SPECIAL RULES

- Sewer 2

TERRAIN FEATURES

- 4 Sewer Tokens
- 1 Victory Objective Token

GAME REQUIREMENTS

- Base game
- Stalingrad

SCENARIO DESIGN

tsmithreg

