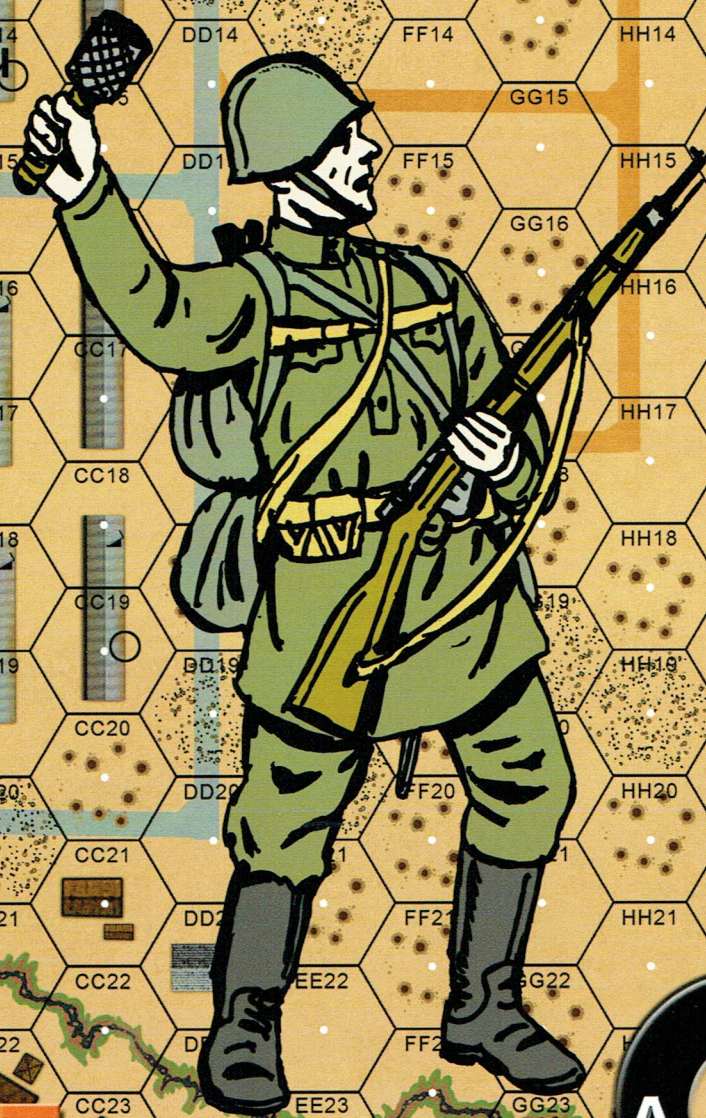


TO THE VOLGA!

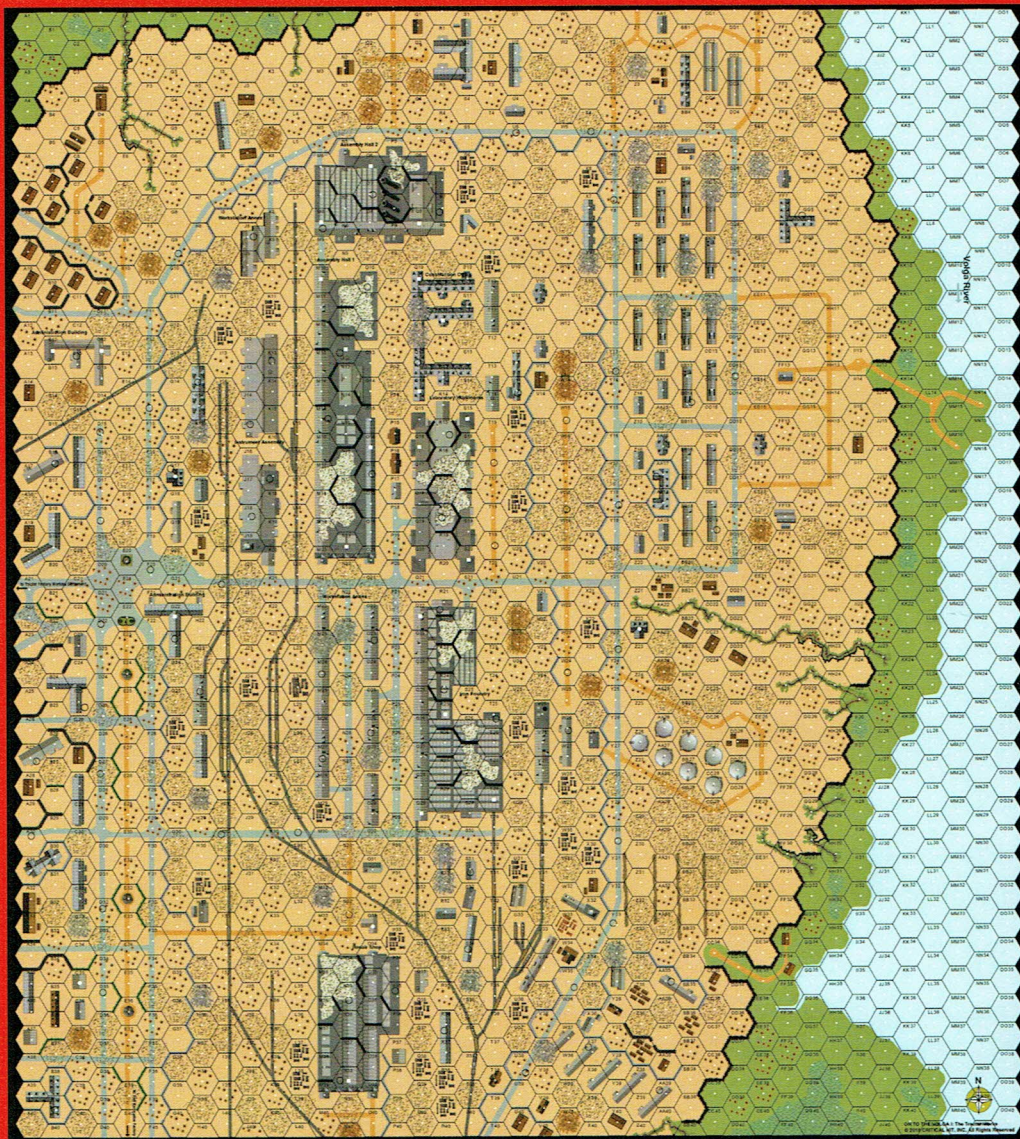
1

FIGHT FOR THE TRACTOR WORKS



CH

Comp



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

STALINGRAD, SOVIET UNION, 7 October 1942: The first stage of the battle, through September, let the factory district off lightly, though the Germans made some efforts in the factory area on September 27th. The Tractor Works area saw only sporadic fighting for the next few days, and the 115th Special Brigade of workers was heavily reinforced by the 37th Guards Rifle Division and elements of the 84th Tank Brigade. The Sixth Army was quiet until 6 October, when the Germans attacked the Tractor Works directly with the 14th Panzer

Division coming from the southwest and the 60th Motorized Infantry from the west. The masses of tanks with accompanying infantry pressed Zholtuev's 37th Guards Riflemen slowly back, but not without a heavy toll being exacted from the attackers. A lull settled over the area after a fantastic success by a rapid-firing Soviet Katyusha rocket battery—it wiped out an entire German battalion (some 600 men) of the 60th west of the railway bridge over the Mechetka. In the heat of the action, the German 103rd Panzer Grenadier Regiment cut straight through to the Volga bank on the south side of the Tractor Works. Radioing their success to headquarters, the Germans were able to achieve their aim of reaching the Volga and cutting the Russian defenses in two, albeit at a high cost. But they must have been puzzled by the continued strength of the defense. No longer could the Russians be bullied into surrender just by being surrounded. In Stalingrad the rules were different.

Those familiar with the publisher's works, creating massive D-Day battlefields will find themselves on familiar ground in more than one way: what CH has done for OMAHA/British landing beaches... is now heading to STALINGRAD. **ASLComp To the Volga 1: Battle for the Traktorenwerk™** begins a series that is all about "to the Volga" and brings a series of map-based modules using all new art, hex sizes, and aims to create the largest tactical-level gaming recreation ever. This module includes the new map, 2 counter sheets (German/Russian AFVs + Russian Personnel) + 10 scenarios that play on the map + Special Rules in 3-hole format.

NOTE: THIS IS NOT A COMPLETE GAME! Ownership of the ASLRB, RB or other Stalingrad Historical module, and German/Russian Nationalities is a requirement to use this product.

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This product is 100% MADE IN THE USA. Manufactured by Critical Hit, Inc. Photo credits: National Archives. All situations are based on actual military history and this product is suitable for those ten and older, or persons that possess high IQ of any age.

To the Volga 1: Battle for the Traktorenwerk



Stalingrad 1942

TO THE VOLGA 1: BATTLE FOR THE TRAKTORENWERK SPECIAL RULES

ORDER OF PRESENTATION:

- | | |
|--------------------------------|---------------------------------|
| 1. Tractor Works Railroads | 9. Gravel Piles |
| 2. Machine Parts Yard | 10. Storage Tanks |
| 3. Fountains | 11. Tractor Works Cellars |
| 4. Wooden Fences | 12. Single-Hex Two-Story Houses |
| 5. Tractor Works Factories | 13. Command Tank AFV |
| 6. Partially Rubbled Buildings | 14. Fanatic Strongpoint |
| 7. Debris | 15. MG Crew Fire Direction |
| 8. Boulevards | 16. Manhole Elimination |

INTRODUCTION:

Those familiar with the publisher's works, creating massive D-Day battlefields will find themselves on familiar ground in more than one way: what CH has done for OMAHA/British landing beaches... is now heading to STALINGRAD. The series is "To the Volga" and brings a series of map-based modules using all new art, hex sizes, and aims to create the largest tactical-level gaming recreation ever. Nothing less.

Since the original, tiny-hex "Dzerhezinsky Tractor Works" there is no longer a need to be 'married' to the 22 × 34" map sheet. Let alone the 'sheet'. Hexes are larger, boards allow unlimited size, and the entire presentation is capable of unlimited expansion: play a one-board scenario, break out one board. And go from there.

The scenarios presented herein are expanded and use the latest layout and military art, all produced for CH especially for this purpose by our artists. These special rules apply to all scenarios on the map provided. New "To the Volga" modules will include scenarios and maps catering to each. Finally, you'll need to own the ASLRB, Beyond Valor™ and Red Barricades™ (or Valor of the Guards™) to play this module.

Note: RB SSR RB1-RB18 apply to all TRACTOR WORKS scenarios.

HISTORICAL SUMMARY:

The northernmost of three giant factory complexes along the Volga, the Dzerhezinsky Tractor Works consisted of an extensive cluster of warehouses, office buildings and assembly halls built with the assistance of the Ford Motor Company. The factory itself was bordered by an oil storage facility (off-map along the west edge) and workers cottages (in the northeast corner of the map between hexrows A-F in hexes numbered 3-10. When warclouds gathered over the alliance with Germany, the complex was hastily retooled to bring the T-34 tank into production.

During August 1942 the first bombing raids on Stalingrad killed and wounded a large number of factory workers at the Dzerhezinsky plants. The Tractor Works was badly damaged. The firm hand of Stalin reached out to the city by the Volga, as direct orders prohibiting the evacuation of parts and machinery kept T-34 production underway, with tanks coming off the assembly line until Nazi soldiers closed in on the factory itself. And then, surviving workers (less some fortunate specialists evacuated to the east bank of the Volga) were pressed into Special Brigades and used to plug holes in Russian lines. Untrained and poorly armed and led, this duty was a virtual death sentence.

The factory district actually got off lightly during the initial fighting during September, with the Germans making only light efforts in the area until the 27th. While sporadic fighting continued over the next few days, the Soviet 115th Special Brigade (workers) was soon receiving heavy reinforcement from the 37th Guards Rifle Division and elements of the 84th Tank Brigade.

On 6 October von Paulus' 6th Army reached its armored fist toward the

Guards' positions as the Wehrmacht began a direct onslaught against the Tractor Works. The 14th Panzer Division pressed in from the southwest, along with the 60th Motorized Division, from the western approaches.

Masses of Panzers and accompanying landers struck Zholudev's Guardsmen, pushing the defenders back slowly with a heavy toll taken on the attackers with every yard gained. A lull settled over the scene after a fantastic success by a Katyusha battery, which wiped out almost an entire German battalion (some 600 men) of the 60th Motorized Division west of the railway bridge over the Mechetka—as they assembled for an attack. Von Paulus mighty force had its effort stalled at the edge of the Tractor Works.

As Hitler's best generals pored over their maps, considering their options, Yeremenko took the initiative and ordered a counter-attack on the western outskirts of the complex. The effort was immediately launched on 11 October by Guardsmen and one regiment of Gorishny's 95th Division, with tank support from T-34 tanks from the 84th Tank Brigade. The Soviets drove into the midst of the 14th Panzer positions on the southwest side of the Tractor Works, but gained little ground after heavy losses on both sides. The attack seemed a failure—Zholudev's men gained 300 yards and Gorishny's some 200 yards of ground—a pittance until the Battle of Stalingrad progressed further. These gains would later represent a major success in terms of ground captured as the battle devolved into a bloodletting over every inch of ground.

The Soviet attack continued through 13 October. Afterward, another brief lull fell over the battlefield as both sides re-grouped for further efforts. Soviet leaders frantically grabbed as many tongues (enemy prisoners) as they could, and slowly, the plan of VI Armee came to light. Von Paulus planned to attack directly into the Tractor Works, sweep south along the Volga and cut Stalingrad in two, threatening Soviet lines of communication.

General Chuikov, now running the battle for the defenders, removed regiments from key sectors and fed them into the Tractor Works maw. Chuikov's moves proved prescient as von Paulus' main effort swept in on Monday, 14 October at 0600 hours. Massed artillery, 3,000 aircraft sorties, and a healthy mix of phosphorus shells ensured the battlefield would be smashed to ruins.

What was once a bright, sunny day darkened as a pall hung over the battlefield. German soldiers dutifully marched to the sound of fire in the



Two Russian militia (4-2-6/2-2-6 MMCs in game terms), former Tractor Factory workers, aim their weapons. The soldier in the foreground has a DT 7.62mm. machine-gun with a 60-round magazine.

To the Volga 1: Battle for the Traktorenwerk



Stalingrad 1942

wake of the bombers and in the ensuing maelstrom the toll of dead on both sides quickly mounted alarmingly.

The German attack of the 14th began a savage and bitter struggle among the ruins. The steel ribs of the workshops stuck out amidst mounds of rubble. German soldiers of 14th Panzer and the 389th Infantry Divisions pounded the Soviet Guardsmen and soon entered the factories proper. Until then, the factories remained busy, producing tank parts and the last T-34s rolled off the line and went into action un-painted.

Soldiers soon cut one another down among the twisted workshops floors, deadly warfare conducted at close quarters while tank shells flew overhead.

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

In the heat of the action, the German 103rd Panzer Grenadier Regiment cut straight through to the Volga bank on the south side of the Tractor Works. Radioing their success to headquarters, the Germans were able to achieve their aim of reaching the Volga and cutting the Russian defenses in two, albeit at a high cost. But they must have been puzzled by the continued strength of the defense. No longer could the Russians be bullied into surrender just by being surrounded. In Stalingrad the rules were different.

By dusk on the 14th the Germans had surrounded the tractor Works on three sides. The victorious Sixth Corps would soon be reporting the destruction of twenty enemy tanks and the capture of 1,028 prisoners along with scores of mortars and artillery pieces. Hitler would boast to his cronies in the Burgerbraukeller that all Germany controlled all but small pockets of the city.

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

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

Over the course of October 14 and 15, the 84th Tank Brigade claimed to have destroyed thirty German medium and heavy tanks at a cost of eighteen of their own. A Lt. Gonychar from the 37th Guards was credited with dispersing an attack with only 4 men and a captured machine gun. But such efforts could not save the Tractor Works. By the end of the 15th, only small pockets of Russian resistance remained in the Tractor Works, and they were all winked out in the next few days.

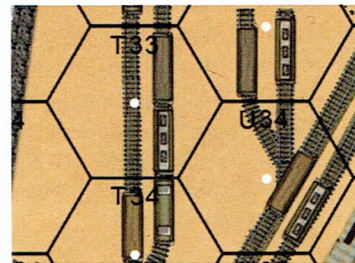
Once taken, the Tractor Works area became a backwater in the battle, but

for only a short time. As the fighting for the factories to the south raged, German units set up on the Volga (just to the east of the game map) to try to interdict Russian supplies and reinforcements coming across the river. Several major headquarters set up shop in the Tractor Works, since they still provided good cover and extensive space underground.

The German advance quickly turned to the south and the Red Barricades Factory complex. Ferocious fighting raged for this and the Red October plant farther south along the Volga for the next month, but the Germans were unable to clear these areas, the last in Russian hands in all of Stalingrad. Though squeezed down to the last few meters before the Volga, the Russians managed to hold on until their great counter-attack, Operation Uranus, rescued their fortunes in Stalingrad.

1. TRACTOR WORKS RAILROADS

1.1 All railroad hexes (EX: L30) on the Tractor Works map are Ground Level RR (B32.1-.11) [EXC: Railcar hexes also apply the rules below.]

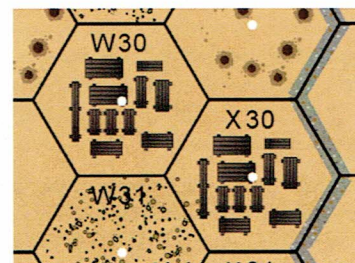


1.2 RAILCARS: Any hex containing one or more Railcar depictions (EX: E14) is a railcar hex. Railcars are a level 1 obstacle [EXC: Gutted] and provide a TEM of +2 to non-vehicles. A railcar hex is concealment terrain.

1.3 ENTRY: Infantry units pay 2 MF to enter a railcar hex unless using Bypass movement. When using Bypass a railcar hex may only be traversed along hexsides that do not cross railcar depiction. Vehicles may only enter a Railcar hex via Bypass.

Example: A squad moving from hex H17 pays 1 MF to use Bypass movement along the I18-I19 hexside, then moves to hex J18, avoiding the debris in hex I19.

1.4 GUTTED RAILROAD CARS: A Flame may be created in a railcar hex. The kindle/spread #s are 9/10. A railcar hex becomes gutted at the end of any CG Day in which a Flame/ Blaze was placed. Place a Gutted counter (O5.5) in the hex. Gutted railcar hexes may no longer be kindled nor may a Blaze spread into it. A Gutted railcar hex is a half-level LOS obstacle. A KIA result created by HE/bomb/Bombardment (treat a railcar hex as having ML: 7) in a railcar hex that would create rubble in a wooden building instead creates a Gutted railcar hex. All other railcar rules apply normally to a Gutted railcar hex.



2. MACHINE PARTS YARD

2.1 A Machine Parts Yard (EX: hex G26) is treated in the same manner as a Lumberyard (B23.211) with the following exceptions and additions.

To the Volga 1: Battle for the Traktorenwerk

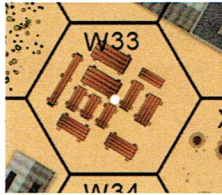


Stalingrad 1942

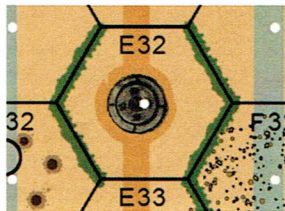
2.2 HALF-LEVEL OBSTACLE: A machine parts yard is a Half-level LOS obstacle.

2.3 GUNS: Only non large target-size Guns and all MTRs may setup in or enter a machine parts yard hex.

2.4 FORTIFICATIONS: Minefields are the only type of fortification which may setup in a machine parts yard hex.



2.5 LUMBERYARD: Note that hex W33 contains the only Lumberyard on the map.



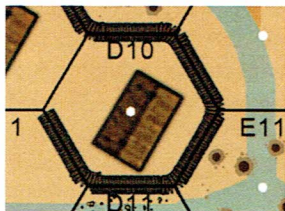
3. FOUNTAINS

3.1 A Fountain depiction (EX: hex E36) is a Half-level LOS hindrance and has a TEM of +1 [EXC: The TEM is 0 vs. Indirect Fire or if the unit is Encircled.] A Fountain hex is not concealment terrain.

3.2 ENTRY: An infantry unit enters a Fountain hex by expending 1 MF. Fully tracked vehicles must expend 1/2 of their MP allotment and risk Bog with a +3 DRM. All other vehicles may only enter via Bypass with no risk.

3.3 GUNS: All guns may be setup in/pushed into a Fountain hex. Guns that set up in a Fountain hex may not be emplaced (i.e. they may not setup using HIP and do not receive the +2 DRM for emplaced guns).

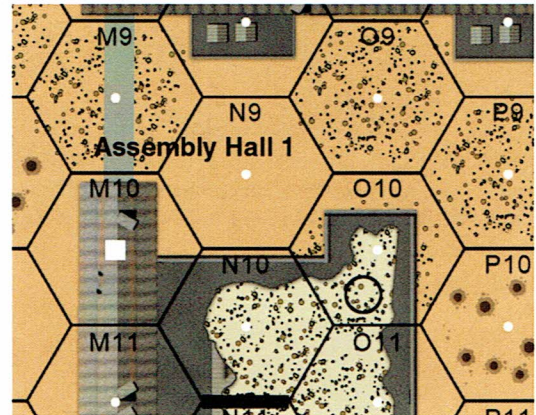
3.4 FORTIFICATIONS: The only fortifications allowed in a Fountain hex are non-hidden A-T mines (B28.53), wire and pillboxes. A Fountain hex may not be kindled, nor may a Blaze spread to one.



4. WOODEN FENCES

4.1 Wooden fences (EX: hexside A33-A34) are hexside terrain treated like hedges (B9.) for all purposes [EXC: Trail break DTW4.2].

4.2 TRAIL BREAK: A fully-tracked vehicle may create a Trailbreak (B13.421) across a wooden fence hexside by paying an additional 1/4 (FRU) of its MP while crossing. The result of the TB is to negate the MF/MP expenditure necessary for infantry and vehicles to cross the so-marked hexside. Wheeled/half-tracked vehicles may cross the TB with no Bog Check required (i.e., ignore note B on the Chapter B Terrain Chart).

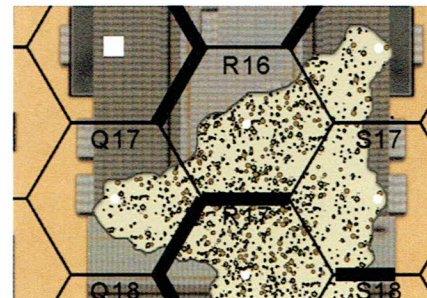


5. TRACTOR WORKS FACTORIES

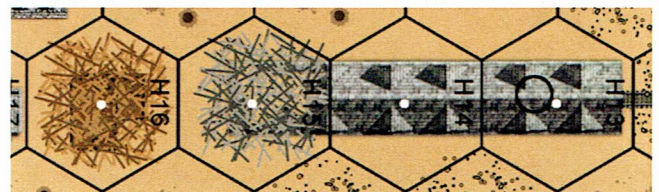
5.1 Each building on the TRACTOR WORKS map that has ≥ 1 road or GLRR entering it is considered a Factory as per O5 (see also B23.74 and O.4). Normal RB factory rules apply to TRACTOR WORKS factories with the following additions.

5.2 VEHICULAR-SIZED ENTRANCES: A non-rubbled TRACTOR WORKS Factory Location that has a GLRR or road entering it is considered a Vehicular-Sized Entrance as per O5.2.

Example: Building Q22 is a Factory due to having GLRR entering it in hexes Q29 and T28. Building M35 is a Factory due to having roads entering it in hexes M34 and O39.



5.3 ROOFLESS FACTORY HEXES: Hexes like R16 contain Roofless Factory Hexes (O5.4).



6. PARTIALLY RUBBLED BUILDINGS: Some buildings on the TRACTOR WORKS are depicted in a 'partially rubbled' condition (EX: Hex O27). All building/factory/rubble rules apply normally to such buildings with the following exceptions and additions.

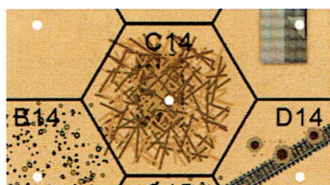
6.1 REDUCED TEM: The TEM for units located in level 1 and higher upper level locations in hexes that are 'open' to an LOS that crosses a partially rubbled adjacent hex(es) applies a -1 DRM.

Example: There is no upper level in hex H15 (denoting it is partially rubbled). Any fire directed at the level 1 Location of hex H14 from an LOS traced across H15 (EX: Fire from H16) receives a +2 DRM instead of +3.

To the Volga 1: Battle for the Traktorenwerk

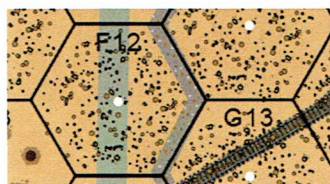


Stalingrad 1942



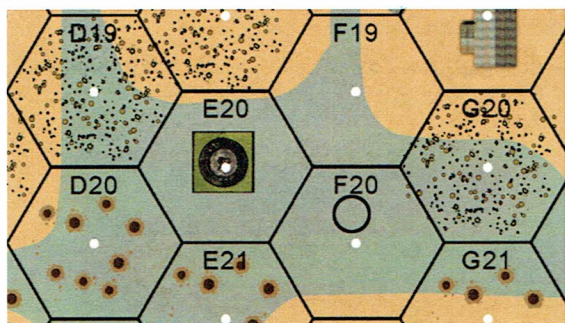
6.2 PRINTED RUBBLE: Printed rubble is treated as rubble normally. Any single hex building depiction with rubble art in a significant portion of its hex is considered rubbled. Note that both wooden and stone rubble is found on the TW map.

Example: Hexes like C15; C33; H16; O3; O4; Q3 are rubble.



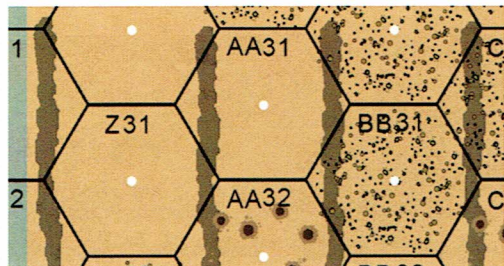
7. DEBRIS: Hexes like F12 contain Debris (O1.) which is treated normally although it uses an alternative artistic depiction.

7.1 DEBRIS-ROAD: AFVs may move along a debris-road without risking Bog by expending 1/4 of their printed MP allowance (FRD).



8. BOULEVARDS: Any hex that contains an almost fully 'paved' vertex is a Boulevard (B7.) hex. Only Boulevard hexes that contain a Sewer symbol (EX: Hex F20) contain a manhole (B8.1) Location.

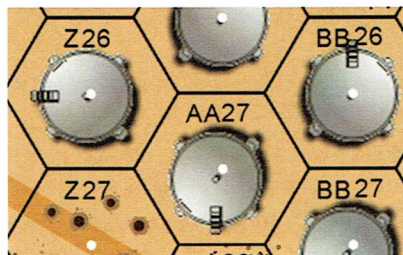
Example: The only Boulevard hexes on the TRACTOR WORKS map are D19-D20-D21-D22; E20-E21-E22; F19-F20; G20-G21; and H20.



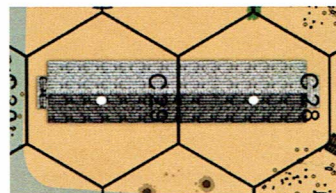
9. GRAVEL PILES: Hexsides like Z31-AA31 depict 'gravel piles'. A gravel pile hexside is treated in the same manner as a Wall with the following additions and exceptions.

9.1 MOVEMENT COSTS: All vehicles may cross a gravel pile hexside without risk of Bog with the following costs: Fully Tracked: 2 + CoT; Half Tracked: 3 + CoT; and Wheeled: 4 + CoT.

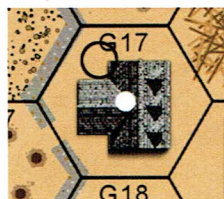
9.2 UNDERBELLY HITS NA: Underbelly Hits are not caused by moving across gravel pile hexsides.



10. STORAGE TANKS: Hexes like Z26 contain Storage Tanks (O9.).



11. TRACTOR WORKS CELLARS: All multi-hex, non-Factory buildings on the TRACTOR WORKS map contain an RB Cellar level beneath their ground-level Location. Rules section O6 (RB Cellars) applies normally to all TRACTOR WORKS cellar Locations.



12. SINGLE-HEX TWO-STORY HOUSES: Hexes like G17 are treated as Single-Hex Two-Story House (B31.3) hexes normally. On the TRACTOR WORKS map these hexes have a large center-dot with a '1' in its center.

9-1



13. COMMAND TANK AFV: Any fully-tracked German AFV with an Armor Leader in it is considered a *Panzerbefehlswagen* (command tank). So long as a command tank is in Good Order and does not fire its MA in the current Player Turn, ≤ 4 German AFV may be treated as part of its 'platoon.' They may apply the command AFV's Armor Leader's leadership modifier to their own MA DR (D3.44) provided both the firing AFV and the target Location are in the command tank's LOS.

9-0



14. FANATIC STRONGPOINT: An SSR may allow the Russians in a scenario or CG scenario to designate a building as a "Fanatic Strongpoint." All friendly non-prisoner Personnel units within any Location of a Fanatic Strongpoint are considered to be Fanatic (A10.8) as long as ≥ 1 friendly Good Order Commissar is in any Location of the building.

1-2-7



15. MG CREW FIRE DIRECTION: Crews (both normal and MG and both German and Russian) do not require a leader to direct MG fire attacks at ranges > 16 hexes. They are immune to the effects of Cowering (A7.9). This rule is not part of the Optional MG Crew rules and applies in all scenarios. When a 1-2-7 crew is provided in the OB of a non CG scenario it must setup Possessing a HMG/MMG.

16. MANHOLE ELIMINATION: German Assault Engineers may eliminate sewer entrances as if they were Tunnel entrances (B8.63); the entrance need not have been used by a Russian unit, but a successful Recovery dr is still required.

Note: This product includes 10 scenarios + a 'macro scenario', for a total of 11 scenarios. It also includes one sheet of Russian Personnel + one sheet of German/Russian AFVs/Guns and an historical map created using six linking boards + these Special Rules.

THE ADMINISTRATION BUILDING

TW #1

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	8
✚ GERMAN Moves First								

Elements of the 389th Infantry Division [ELR: 4] set up on/west-of hexrow C: {SAN: 3}

E 4-6-8 3	1 4-6-7 7	12-4-7 4	10-2 1	8-1 1	7-0 1	4PP 3 7-16 2	3PP 2 5-12 2	1PP 1 3-8 3	X12 1PP 30-1 1	7 morale 10
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Reinforcements, including elements of the 14th Panzer Division enter on/after Turn 1 along the west edge:

E 8-3-8 3	E 5-4-8 3	9-1 1	8-0 1	1PP 1 3-8 3	X12 1PP 30-1 3	X10 24-1 2	14 6 3 1 75* 3	13 6 3 2 50L 3/5 2	9-2 1	9-1 1
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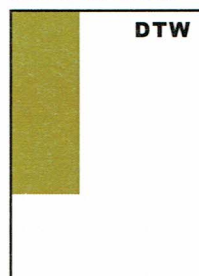
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Elements of the 37th Guards Rifle Division [ELR: 3] set up on/east-of hexrow E: {SAN: 5}

E 6-2-8 2	15-2-7 2	E 4-5-8 6	14-4-7 4	2-2-8 2	1-2-7 4	9-0 1	9-2 1	8-1 1	7-0 1	5PP 50 cal 3 8-16 3	5PP B11 2 4-10 3	1PP B11 1 2-6 3
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1PP 1-12 2	4PP [3-20] 3 50* 2	B11 Δ 2PP X12 4-4 2	X12 1PP 30-1 1	7 morale 12	18 A-P factors	7PP M11 3 45L AT 2	7PP M9 2 76L ART 2	1+5+7 2	OVR, OBA: +4 Other: +2 4	dr = MF CC: +1/-1 3
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MAPLAYOUT:



DTW



(only hexes numbered ≤ 30 on/west-of hexrow I are playable)

OBJECTIVES: The Germans win immediately if they Control building G22 (Administration Building) or at game end if they Control ≥ 6 stone buildings/factories within the Russian setup area. The Russians win immediately if all German AFVs are eliminated/immobilized/Recalled.

SCENARIO RULES:

- EC are Moderate, with no wind at start.
- German AFVs may not enter/Bypass any hex of building G22. German 8-3-8/5-4-8 squads (and their HS) are Assault Engineers (H1.22). The Germans are considered Elite (C8.2) for Special Ammunition purposes.

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

VARIATIONS:

- ✚ The German player may setup ≥ 2 MMCs as Fanatic (A10.8).
- ★ Replace the 45L AT Gun in the Russian OB with a 45LL.

- The Germans receive one module of 80+mm battalion mortar OBA (HE and Smoke) with one Pre-Registered hex (C1.73) directed by an Offboard Observer (C1.63) at level 2 in a west edge hex secretly recorded prior to all setup. The German player may declare that one Fire Mission (representing a shoot from LI Corps) is 150+mm OBA (HE only; declared before converting SR/FFE:C to FFE:1). Remove two black chits (if available; one otherwise) from the German draw pile if this OBA is used.
- The Germans receive Random Air Support (E7.; see E7.2 for arrival) in the form of two '42 Stukas w/Bombs.
- No Russian unit may enter a Sewer Location after Turn 4. Russian units in sewer Locations at the end of Turn 5 are eliminated. The Russians may Fortify ≤ 4 building Locations [EXC: Tunnels are NA] and have Booby Trap Level C [EXC: Exchanging mine factors to increase this level before setup is NA.]
- All non-crew Russian MMC have MOL (A22.6) capability.



ON TO THE VOLGA!

TW#2a

★ RUSSIAN Sets Up First				1	2	3	4	5	6	7	8	9	10	11
✚ GERMAN Moves First														
	12	13	14	15	16	17	18	19	20	21	22	23	24	25

Elements of the 37th Guards Rifle Division [ELR 3] set up on/east-of hexrow F: {SAN: 4}

E 6-2-8	E 4-5-8	1 5-2-7	1 4-4-7	2-2-8	1-2-7	10-2	9-2	9-1	8-1	8-0	7-0	1-4-9	HMG 5PP 3 8-16
12	20	18	26	15	6			2	3	3	3		2

5PP 3 6-12	5PP B11 2 4-10	1PP B11 1 2-6	4PP 3 50*	B11 2PP X12 4-4	1PP 1-12	x12 1PP 11	7 morale	CH PTP M11 45L AT	CH PTP M10 57LL AT	CH PTP M9 76L ART	CH PTP M11 82* MTR	Minefield 11
4	6	7	4	3	5	2	28	4	3	4	4	64 A-P factors

9 A-T factors	4	16	2	3

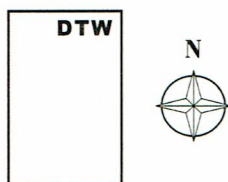
Elements of the 84th Tank Brigade enter on/after Turn 4 along the south edge on/east of hexrow I:

CH T34 M1 76L 2/4	CH T34 M1 45L -/2	CH T34 M1 76L -/4	8-1
6	6	2	

Local Factory Militia [ELR: 2] set up in factories M6 (Assembly Hall 2) and M10 (Assembly Hall 1):

C 4-2-6	1-2-7	9-0	1-4-9	5PP B11 2 4-10
10	2	2		2

MAPLAYOUT:



VARIATIONS:

- ✚ Add another Hero to the German OB.
- ★ There is no German 'incursion' (ignore SR #5).

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- German 8-3-8 squads Assault Engineers (A11.5; H1.22) and Sappers (B28.8; B24.7).
- The Germans receive three modules of 100+mm OBA (HE and Smoke) with Plentiful Ammunition. During setup, the German player may exchange one or more radios for phones and/or replace one with an OP aircraft. The Russians receive one module of 80+mm Battalion Mortar OBA (HE and Smoke) with Plentiful Ammunition and one module of 120+mm OBA with Scarce Ammunition.

continued...

STALINGRAD, SOVIET UNION, 7 October 1942:

Though the Germans made some efforts in the factory area on September 27th, the first stage of the battle, through September let the factory district off lightly. The Tractor Works area saw only sporadic fighting for the next few days, and the 115th Special Brigade of workers was heavily reinforced by the 37th Guards Rifle Division and elements of the 84th Tank Brigade. The 6th Army was quiet until 6 October, when the Germans attacked the Tractor Works directly with the 14th Panzer Division coming from the southwest and the 60th Motorized Infantry from the west. The masses of tanks with accompanying infantry pressed Zholudev's 37th Guards riflemen slowly back, but not without a heavy toll being exacted from the attackers. A lull settled over the area after a fantastic success by a rapid-firing Soviet Katyusha rocket battery—it wiped out an entire German battalion (some 600 men) of the 60th west of the railway bridge over the Mechetka. In the heat of the action, the German 103rd Panzer Grenadier Regiment cut straight through to the Volga bank on the south side of the Tractor Works. Radioing their success to headquarters, the Germans were able to achieve their aim of reaching the Volga and cutting the Russian defenses in two, albeit at a high cost. But they must have been puzzled by the continued strength of the defense. No longer could the Russians be bullied into surrender just by being surrounded. In Stalingrad the rules were different.



ON TO THE VOLGA!

TW#2a

★ RUSSIAN Sets Up First				1	2	3	4	5	6	7	8	9	10	11
⚔ GERMAN Moves First														
	12	13	14	15	16	17	18	19	20	21	22	23	24	25

Elements of the 60th Motorized Infantry Regiment [ELR: 3] set up on/west-of hexrow C: {SAN: 3}

E 8-3-8
10

E 5-4-8
16

E 4-6-8
24

1 4-6-7
10

2-2-8
9

10-3
10-2

10-2

9-2

9-1

8-1

8-0

2-0

1-4-9

HMG
4PP
3 7-16
4

MMG
3PP
2 5-12
8

LMG
1PP
1 3-8
10

FT
1PP
X10
24-1
6

DC
1PP
X12
30-1
7

Radio
1PP
8
3

?
7 morale
16

CH
M10
Inf 1a
2 75*
3

CH
M11
GrW 3a
3 81*
4

CH
M10
Inf 2b
3 50L
2

CH
14
6 3
1 75*
4

Trench
OVR, OBA: +4
Other: +2
8

Elements of the 14th Panzer Division enter on/after Turn 1 along the west edge:

CH
Pz III
2 50
6

CH
Pz III
2 50L
6

CH
Pz IV
1 75L
4

9-2

9-1

8-1

SPECIAL RULES:

...continued:

4. No Russian unit may enter a Sewer Location after Turn 18. Russian units in sewer locations at the end of Turn 19 are eliminated. The Russians may Fortify ≤ 10 building Locations (B23.9) [EXC: Tunnels are NA].
5. Prior to all setup the German player may create an ‘incursion’ by choosing one hex that is ≤ 4 hexes from the German setup area (EX: Hex G33 could be chosen). A second hex, in the same hexrow and directly north or south, and ≤ 4 hexes from the first hex, is also designated. Two additional hexes are also designated, directly west (along alternate hexgrains if needed; the final hexrow C hex is the southern-most of the two) from each of the chosen hexes, in hexrow C. This ‘square’ represents the German ‘incursion’, and hexes in/ between (using the southern-most hex along the line) is added to the German setup area (and removed from the Russian setup area).
Example: If G33 and G37 are chosen, C33 and C37 are designated and the incursion consists of G33 to G37, F37-E37-D37-C37-C33-D32-E33-F33-G33.

CREDITS:

This module was originally dedicated in December 1997 by playtester/developer Peter Mudge to his dearly departed grandparents, especially his grandmother Vienna Stephens, a lady that enjoyed her beloved games.

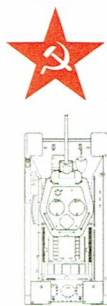
Special thanks go out to the entire ‘Tractor Works Squad’ named in the original edition. Some of these fine men have passed from this world since and our thoughts go out to the Stalingrad gamers living and dead that evidenced an unquenchable interest in the battle.



TOO CLOSE FOR COMFORT

TW #3

GERMAN Sets Up First	1	2	3	4	5	6	7	8
RUSSIAN Moves First								



Elements of the 37th Guards Rifle Division and the 84th Tank Brigade [ELR: 3] set up on/east-of the perimeter K26-K28-J28-J40: {SAN: 5}

E 6-2-8	E 4-5-8	1-2-7	9-1	8-1	8-0	1-4-9	HMG 5PP 3 6-12	MMG 5PP B11 2 4-10	LMG 1PP B11 1 2-6	ATR 1PP 1-12	?	CH T-34 M10 17 6 76L 2/4
6	6	2							3		8	6

Choose one OR both of the following additions and set up with the Russian OB (see SR #2):

E 6-2-8	9-2	LMG 1PP B11 1 2-6
4		2

AND/OR

CH T-34 M10 17 6 76L 2/4	CH T-34 M10 17 6 76L -/4
	2

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Elements of the 389th Infantry Division [ELR: 3] set up on/west-of the perimeter H26-H27-F28-C27-C40: {SAN: 4}

1 4-6-7	2-2-8	9-1	8-1	7-0	1-4-9	HMG 4PP 3 7-16	MMG 3PP 2 5-12	LMG 1PP 1 3-8	?	CH M10 17 6 50L 3/5
11	2		2					4	8	2

Choose one OR both of the following additions and set up with the German OB (see SR #2):

E 8-3-8	10-2	FT 1PP X10 24-1	DC X12 1PP 30-1
4		2	2

AND/OR

CH P-47 13 6 50L 3/5	CH P-47 14 6 75L 3/5
2	2

MAPLAYOUT:



(only hexes numbered ≥ 26 are playable)

OBJECTIVES: The Russians win at game end if they Control ≥ 6 (see SR #2) building/rubble hexes in the German setup area. Each building/rubble hex within the Russian setup area Controlled by the Germans at game end is deducted from this total.

VARIATIONS:

- Decrease game length to 6 1/2 turns.
- Add a FT to the non reinforcement portion of the Russian OB.

SPECIAL RULES:

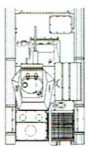
- EC are Moderate, with no wind at start.
- Prior to all setup, both players secretly select one/both of their optional groups to add to their respective OBs. If the Russian player has chosen more optional groups than the German, increase the number of building/rubble hexes he must Control at game end to ≥ 10 ; if he has chosen fewer groups, reduce the Russian objective to ≥ 4 building/rubble hexes.

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



300 YARDS

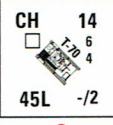
⚔ GERMAN Sets Up First	1	2	3	4	5	6	7	8	9
★ RUSSIAN Moves First									



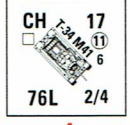
Elements of the 37th Guards Rifle Division [ELR: 3] set up in hexes numbered ≤ 31: {SAN: 4}

 E 6-2-8 7	 E 4-5-8 12	 1-2-7 2	 9-2 2	 9-1 2	 8-0 2	 7-0 2	 1-4-9 2	 5PP 3 6-12 HMG	 5PP B11 2 4-10 MMG	 1PP B11 1 2-6 LMG	 7 morale ?
---	--	---	---	---	---	---	---	--	---	--	--

Choose one of the following additions and set up with the Russian OB (see SR #2):


CH 14
45L -/2
6

OR


CH 17
76L 2/4
4

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Elements of the 389th Infantry Division [ELR: 3] set up in hexes numbered ≥ 32 [EXC: Wire sets up in hexes numbered ≥ 34 and west-of the T40-Y34 road]: {SAN: 3}

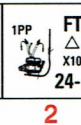
 E 8-3-8 5	 1 4-6-7 6	 2-2-8 2	 9-2 2	 8-1 2	 1-4-9 2	 3PP 2 5-12 MMG	 1PP 1 3-8 LMG	 1PP X10 24-1 FT	 7 morale ?	 M10 3 50L CH	 P100 2 50L CH	 MPh/RtPh: dr = MF CC: +1/-1 4
---	---	---	---	---	---	---	--	--	--	---	--	---

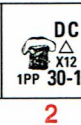
Choose one of the following additions and set up with the German OB (see SR #2):


E 3-3-8
3

OR


1-4-9
2


1PP
X12
24-1
FT


1PP
30-1
DC

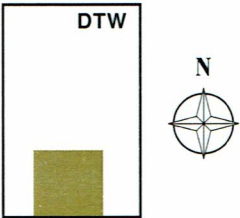
OR


CH 13
50
CH


CH 14
75*
CH


9-1
2

MAPLAYOUT:



(only hexes numbered ≥ 27 on/between hexrows J-Y are playable)

VARIATIONS:

- ⚔ Replace the 9-2 leader in the German OB with a 10-3.
- ★ Game length is increased to 9 ½ turns.

OBJECTIVES: The Russians win at game end if they Control factory M34 (Repair Shop) and ≥ 2 of the following buildings: S33, V34, W32, and R36.

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

SPECIAL RULES:

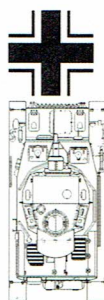
- EC are Moderate, with no wind at start.
- Prior to all setup, both players secretly select one of their optional groups to add to their respective OBs.
- The Germans receive Random Air Support (E7.; see E7.2 for arrival) in the form of one '42 Stuka w/bombs.
- The Germans may utilize HIP for all wire (as if it were night per E1.16) and ≤ 3 squad-equivalents and any SW/SMC stacked with them.



ON YEREMENKO'S ORDERS

TW #5

GERMAN Sets Up First	1	2	3	4	5	6	7
RUSSIAN Moves First							



Elements of the 389th Infantry and 24th Panzer Divisions [ELR: 4] set up west of the Y27-Y33-T40 road in hexes numbered $\geq$ 32 (see SR #5) {SAN: 4}:

E 8-3-8	E 5-4-8	E 4-6-8	1 4-6-7	2-2-8	9-2	9-1	8-1	7-0	HMG 4PP 3 7-16	MMG 3PP 2 5-12	LMG 1PP 1 3-8	DC X12 1PP 30-1
3	6	2									3	2
1PP X10 24-1	CH P.IV 14 6 1 75* 3/5	CH P.III 13 6 2 50L 3/5	CH M10 3 50L [75] AT	MPh/RtPh: dr = MF CC: +1/-1	2							

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Elements of the 37th Guards and 95th Rifle Divisions [ELR: 3] set up in hexes numbered $\leq$ 29 and/or enter along the north edge on/ after Turn 1: {SAN: 5}

E 6-2-8	1 5-2-7	E 4-5-8	1-2-7	10-0	9-1	8-1	8-0	HMG 5PP 3 6-12	LMG 1PP B11 1 2-6	ATR 1PP 1-12	? 7 morale
5	4	6	2					2	4	2	12

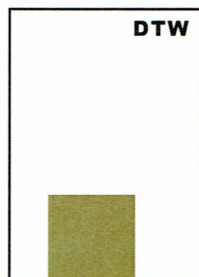
Local armored reinforcements enter on Turn 1 along the south edge:

CH T-34 17 6 76L 2/4	9-1
3	

Infiltrators enter on/after Turn 2 along the east edge:

E 6-2-8	E 4-5-8	8-0	LMG 1PP B11 1 2-6	DC X12 1PP 30-1	FT X10 24-1
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MAPLAYOUT:



DTW



(only hexes numbered $\geq$ 27 in hexrows J-Y are playable)

OBJECTIVES: The Russians win immediately if they Control the Repair Shop (factory N36) or at game end if they Control $\geq$ 3 multi-hex buildings within the German setup area.

SCENARIO RULES:

- EC are Moist, with no wind at start. Place wooden rubble counters in hexes V30 and V31. Place a stone rubble counter in hex V27.
- The Germans receive Random Air Support (E7.; see E7.2 for arrival) in the

VARIATIONS:

- Add 8 A-P minefield factors and one wire counter to the German OB.
- Replace one HMG in the Russian OB with a .50-cal. HMG.

form of one '42 Stuka w/bombs. The Stuka automatically enters on Turn 3 if it has not already arrived.

3. The Germans receive one module of 80+mm battalion mortar OBA (HE only) directed by an Aerial Observer (E7.6). All TC for this observer are taken from the west and/or south edges and this module may not use Harrassing Fire. The Stuka and Aerial Observer are automatically Recalled at the end of Turn 4 [EXC: Any FFE:2/FFE:C in play at the start of Turn 5 will be continued (Correction is NA) until its cycle is completed.]

4. The Russians may Fortify $\leq$ 2 building Locations [EXC: Tunnels are NA]. The Russians may make $\leq$ 2 Human Wave attacks during play. The Russian 6-2-8 squad entering on Turn 2 is an Assault Engineer (H1.22) and Fanatic (A10.8). German 8-3-8 squads are Assault Engineers.

5. The Germans may setup $\leq$ 1 squad-equivalent and any SW/SMC stacked with them using HIP.

STALINGRAD, SOVIET UNION, 13 October 1942: The major German attack on the Tractor Works of October 4th had been stopped in its tracks by the 37th Guards. The 6th was quiet before they launched another thrust with two infantry divisions and masses of tanks. Zholudev's Guardsmen were pressed slowly back, but not without exacting a heavy toll on the attackers. A lull settled over the area after a fantastic success was scored by a Russian Katyusha rocket salvo, which wiped out an entire German battalion west of the railway bridge over the Mechetka. As both sides re-grouped, Yeremenko stepped in and ordered a counter-attack against the western outskirts of the Tractor Works, which was launched by the 37th Guards and one regiment of Gorishny's division on the 12th. The attack was quite a success-in Stalingrad terms. Zholudev's men gained 300 yards and Gorishny's 200 after fighting for the whole of the 13th. It was all for naught, as on the 14th Paulus launched his supreme effort to take the city.



STREET FIGHTERS

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	8
✚ GERMAN Moves First								



Elements of the 37th Guards Rifle Division [ELR: 3] set up in factory M10 and factory Q15 and/or ≤ 4 hexes from hex Q14: {SAN: 4}

 15-2-7 6	 E 4-5-8 10	 E 2-4-8 3	 2-2-8 2	 1-2-7 3	 10-2 2	 9-0 2	 7-0 2	 1-4-9 2	 5PP 3 6-12	 5PP B11 2 4-10	 1PP B11 1 2-6	 X12 1PP 30-1
? 7 morale 6 CH a pp m 8 2 76* INF 2												



Elements of the 389th Infantry Division [ELR: 3] set up anywhere on/west-of hexrow K and/or in hexes numbered ≥ 21: {SAN: 5}

 E 5-4-8 6	 1 4-6-7 16	 E 3-3-8 2	 10-2 2	 9-1 2	 8-1 2	 7-0 2	 1-4-9 2	 4PP 3 7-16	 3PP 2 5-12	 1PP 1 3-8	 X10 24-1	 X12 1PP 30-1

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MAPLAYOUT:



(only hexes numbered ≤ 24 are playable)

VARIATIONS:

- ✚ Replace the 10-2 leader in the Russian OB with a 9-2.
- ★ Remove the HMG from the German OB.

OBJECTIVES: The Germans win at game end if they Control ≥ 2 of the following factories/buildings: M10 (Assembly Hall 1); Q10 (Construction Office); and Q15 (Laboratory Workrooms)

STALINGRAD, SOVIET UNION, 14 October 1942: By dusk on the 14th the Germans had surrounded the tractor Works on three sides. The victorious Sixth Corps would soon be reporting the destruction of twenty enemy tanks and the capture of 1,028 prisoners along with scores of mortars and artillery pieces. Hitler would boast to his cronies in the Burgerbraukellar that all Germany controlled all but small pockets of the city. But the fighting raged on in the complex on the Volga as small groups of soldiers hunted one another down with flamethrowers facing down Soviet 75mm ‘Stalingrad Street Fighter’ howitzers at point-blank range.

SPECIAL RULES:

- EC are Moderate, with no wind at start. A +1 LV DRM (E3.1) is in effect at all ranges [EXC: NA for LOS that does not leave a building] to simulate the dusk conditions.
- On Turn 1 the Russians may move ≤ 4 MMC. There is no restriction on SMC and all units may Advance normally.



KILL ZONE

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7
✚ GERMAN Moves First							



Elements of the 37th Guards Rifle Division [ELR: 3] set up on/east-of hexrow M: {SAN: 3}

 E 6-2-8 2	 E 4-5-8 2	 1 4-4-7 6	 2-2-8 3	 1-2-7 2	 8-1 2	 8-0 2	 1-4-9 2	 HMG 5PP 6-12 3	 MMG 5PP B11 2 4-10 2	 LMG 1PP B11 1 2-6 2	 FT 1PP X10 24-1 2	 ? 7 morale 8
---	---	---	---	---	---	---	---	--	---	--	--	---

 CH 3 45L M11 AT	 CH 2 76L M9 ART	 Minefield 11
---	---	--

2 factors



Elements of the 14th Panzer Division [ELR: 3] set up on/west-of hexrow K; no Pz III/IV may set up greater than two hexes from at least one other Pz III/IV (i.e., half-tracks may set up freely): {SAN: 3}

 E 8-3-8 3	 1 4-6-7 6	 9-1 2	 8-1 2	 1-4-9 2	 LMG 1PP 3-8 3	 FT 1PP X10 24-1 2	 CH 16 1 T7 15PP AAMG -/-/3 6	 CH 13 3 Pz III 3/5 3	 CH 13 3 Pz III 3/5 3	 CH 14 3 Pz IV 3/5 3
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MAPLAYOUT:



(only hexes numbered 14-31 are playable)

VARIATIONS:

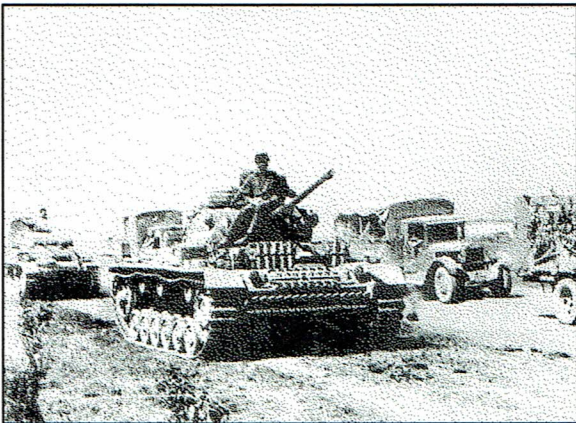
- ✚ The Russians may not setup any units using HIP.
- ★ The Russians may use HIP for ≤ 4 squad-equivalents and any SMC/SW stacked with them.

OBJECTIVES: The Germans win at game end by having ≥ 2 mobile tanks (i.e., not half-tracks) with functioning MA or ≥ 2 Good Order squad-equivalents on/east-of hexrow T.

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- The Russians may use HIP for ≤ 3 squad-equivalents and any SMC/SW stacked with them.

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

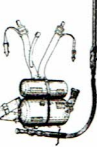


GERMAN Sets Up First	1	2	3	4	5	6	7
RUSSIAN Moves First							



Elements of the 37th Guards Rifle Division [ELR: 3] set up in any hex of factory Q22: {SAN: 4}

 E 6-2-8	 1 4-4-7	 2-2-8	 1-2-7	 9-2	 7-0	 1-4-9	 5PP B11 2 4-10	 1PP B11 1 2-6	 1PP 30-1	 PP M 8 2 76* INF
3	5	2	2				2			2



Elements of the 389th Infantry Division [ELR: 3] set up on/west-of hexrow O: {SAN: 4}

 E 8-3-8	 1 4-6-7	 E 3-3-8	 10-2	 9-1	 8-1	 1-4-9	 3PP 2 5-12	 1PP 1 3-8	 1PP X10 24-1	 7 morale
5	6						2	4	2	8

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MAPLAYOUT:

DTW



N



(only hexes numbered 18-30 on/between hexrows M-U are playable)

VARIATIONS:

- Change the OBJECTIVES to read, "...≥ 3 squads-equivalents...".
- The Russians have MOL capability (A22.6).

OBJECTIVES: The Russian win at game end if they have ≥ 2 Good Order squad-equivalents *OR* ≥ 1 functioning Gun Possessed by a friendly Good Order MMC in factory Q22.

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- The Russians suffer from Ammunition Shortage (A19.131).

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

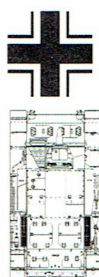


RAT WARS

ver. 1.2

TW #9

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	8	9
✚ GERMAN Moves First									



Elements of the 389th Infantry Division [ELR: 3] set up on/south-of a perimeter defined by hexes H12-O16-V12 {SAN: 3}:

E 5-4-8	E 4-6-8	1 4-6-7	9-1	8-0	7-0	3PP 5-12	1PP 3-8	1PP 30-1	7 morale
2	4	8		2		2	3		8

Elements of the 14th Panzer Division set up in hexes numbered ≥ 15 :

CH 14 6 3 1 75*	CH 13 6 3 2 50L 3/5
2	2

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Elements of the 37th Guards Rifle Division [ELR: 3] set up on/north-of a perimeter defined by hexes H10-P14-V11 {SAN: 5}:

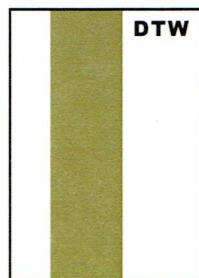
E 6-2-8	E 4-5-8	1 4-4-7	C 4-2-6	1-2-7	8-1	8-0	6-1	5PP B11 2 4-10	1PP B11 1 2-6	B11 2PP 4-4	1PP 30-1	7 morale
4	3	3	4						2			12

AT Ditch	CH 17 11 6 X10 +BF32 76L -/4
----------	---

Add one of the following three groups to the Russian OB:

① 2-2-8	② 2-2-8	③ 1-2-7
CH a M11 PP 32 45L AT	CH a M 8 PP 32 76* INF	HMG 5PP 50 cal 3 8-16

MAPLAYOUT:



(only hexrows H-V are playable)

VARIATIONS:

- ✚ Add another DC to the German OB.
- ★ Replace the 6+1 leader in the Russian OB with an 8-0.

SCENARIO RULES:

- EC are Moderate, with no wind at start. Weather is Overcast (E3.5).
- The Russians may set up ≤ 1 squad-equivalent and any SW/SMC stacked with it using HIP. The Russians may Fortify ≤ 6 building Locations [EXC: Tunnels are NA]. The Russian player may designate ≤ 1 building as a Fanatic Strongpoint (SR #14).
- The Russian OT-34 has no CMG and begins play immobilized. The Russian player may Bore Sight the OT-34's MA and ≤ 1 other eligible weapon. The Russians suffer the effects of Ammunition Shortage (A19.131) [EXC: the effects are triggered on an Original DR ≥ 12 .]
- The Russian player may choose one group to add to his OB [EXC: If he adds two groups, change the VC to read, "...Control ≥ 2 of the following..."]
- No Russian unit may enter a Sewer Location after Turn 5. Russian units in sewer Locations at the end of Turn 6 are eliminated.

OBJECTIVES: The Germans win at game end if they Control ≥ 3 of the following buildings/factories: J8; M10; M6; and/or Q10. The Russians win immediately upon accumulating ≥ 28 CVP (or at game end by avoiding the German victory conditions).

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



UP TO HIS NECK

TW #10

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7
✚ GERMAN Moves First							

Elements of the 389th Infantry and 24th Panzer Divisions [ELR: 3] set up ≥ 2 hexes outside the Russian setup area: {SAN: 3}



 E 5-4-8 2	 1 4-6-7 6	 2 4-4-7 3	 E 3-3-8 2	 9-1	 8-1	 7-0	 1PP 1 3-8 3	 DC X12 1PP 30-1	 CH P-10 13 2 50L 3/5	 CH *33 B11 2 20L (4) -5/6
---	---	---	---	--	--	--	--	---	--	--

MPH/RtPh:
dr = MF
CC: +1/-1
2

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Elements of the 37th Guards and 95th Rifle Divisions [ELR: 3] set up within the perimeter defined by the Y5-Y20-DD20-DD4-Y5 road hexes [EXC: Do not set up in a perimeter road hex]: {SAN: 5}



 E 6-2-8 2	 E 4-5-8 2	 1 4-4-7 2	 C 4-2-6 2	 2-2-8	 1-2-7	 9-1	 7-0	 5PP B11 2 4-10	 1PP B11 1 2-6 2	 MOL-P B11 X12 2PP 4-4	 DC X12 1PP 30-1	 7 morale 8
---	---	---	---	--	--	--	--	---	--	--	--	--

CH P-10 M11
3 45L AT

Minefield
Mines
II

4 A-P*
factors

*(see SR #3)

MAPLAYOUT:



(only hexes numbered ≤ 26 on/east-of hexrow U are playable)

OBJECTIVES: The Germans win at game end if they Control ≥ 14 multi-hex stone (including their partially rubble portions) buildings within the Russian setup area. The Russians win immediately upon accumulating ≥ 20 CVP. Any other result is a Russian victory.

SCENARIO RULES:

1. All DTWSR are in effect. EC are Moderate, with no wind at start.
2. Prior to all setup the Russian player must designate four multi-hex buildings within his setup area as having RB Cellars (O6.0). No other multi-hex buildings have cellars.

STALINGRAD, SOVIET UNION, 15 October 1942: By 1130 hours on the 14 October, after 200 German tanks had assaulted the Tractor Works, men of General Erwin Jaenecke's 389th Infantry Division burst into the long labyrinth of workshops. The eight thousand Guardsmen of Zholudev's division met the enemy head on in the factory complex and in the next forty-eight hours five thousand of them were to become casualties. Zholudev himself was buried in rubble up to his neck following a direct hit on his CP. As the fighting moved into the housing district behind the factories, the Russians showed off their newly-perfected technique of creating "killing zones" by mining streets and preparing ambushes with camouflaged anti-tank guns and T-34 tanks dug-in and concealed amongst the shattered buildings. The Germans were funneled into these traps to great effect time and again during the fighting.

VARIATIONS:

- ✚ German units are treated as Stealthy for Searching (A12.152).
- ★ The Russians may add another DC to their OB and use it as a Set DC (A23.7).

3. The four A-P mine factors in the Russian OB may set up utilizing HIP in the same manner as mines in any Cellar/ground level/Level 1 Location (4 separate Locations) but attack only once. In all other respects they are treated as A-P mines (i.e., Searching, etc.).
4. The Russians may use HIP for ≤ 2 squad-equivalents and any SMC/SW stacked with them. The Russians may Fortify ≤ 1 building Location (B23.9) [EXC: Tunnels are NA]. Russian MMC/SMC in Fortified locations are Fanatic (A10.8).
5. The Russians suffer from Ammunition Shortage (A19.131).
6. German 3-3-8 HS (or resulting 8-3-8 if they Recombine) are Assault Engineers (H1.22; A11.5).



WEARY WARRIORS

TW #11

✚ GERMAN Sets Up First	1	2	3	4	5	6	7	8
★ RUSSIAN Moves First								

Elements of the 37th Guards Rifle Division [ELR: 3] set up ≥ 2 hexes from any hex of factory Q15 and/or on/east-of hexrow V:
{SAN: 4}

 E 6-2-8	 E 2-4-8	 10-2	 8-1	 1-4-9	 1PP B11 1 2-6	 1PP X10 24-1	 1PP X12 30-1	 7 morale
8	3				3		3	8

Elements of the 389th Infantry Division [ELR: 3] set up in factory Q15: {SAN: 4}

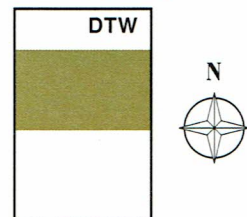
 E 8-3-8	 1 4-6-7	 9-1	 8-1	 1-4-9	 3PP 2 5-12	 1PP 1 3-8
3	4					2

Reinforcements set up adjacent to any hex of building Q15:

 E 8-3-8	 1 4-6-7	 8-0	 1PP 1 3-8	 12 A-P factors	 3
-------------	-------------	---------	------------------	-----------------------	-------

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MAPLAYOUT:



(only hexes numbered 10-24 are playable)

VARIATIONS:

- ✚ The Germans receive three Fortified Building Locations.
- ★ Game length is 8 1/2 turns.

SPECIAL RULES:

1. EC are Wet, with no wind at start. Extreme Winter (E3.74) and Ground Snow (E3.72) are in effect.
2. The Germans may use HIP for ≤ 2 squad-equivalents and any SMC/SW stacked with them of the portion of their OB that sets up IN factory Q15.
3. The Germans may Fortify (B23.9) ≤ 2 building Locations.

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



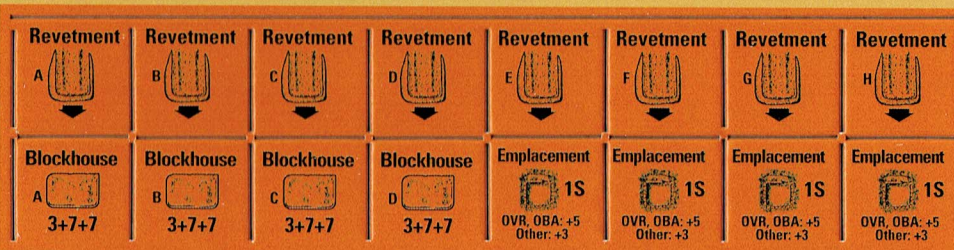
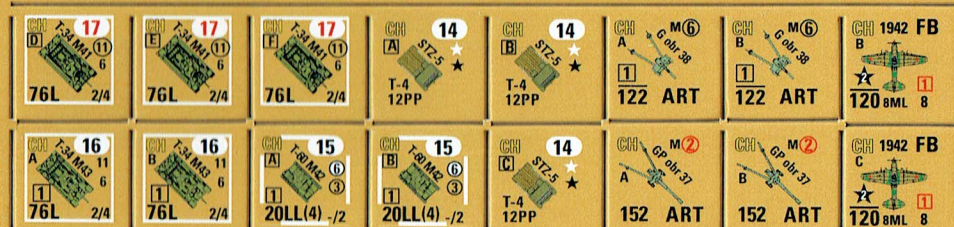
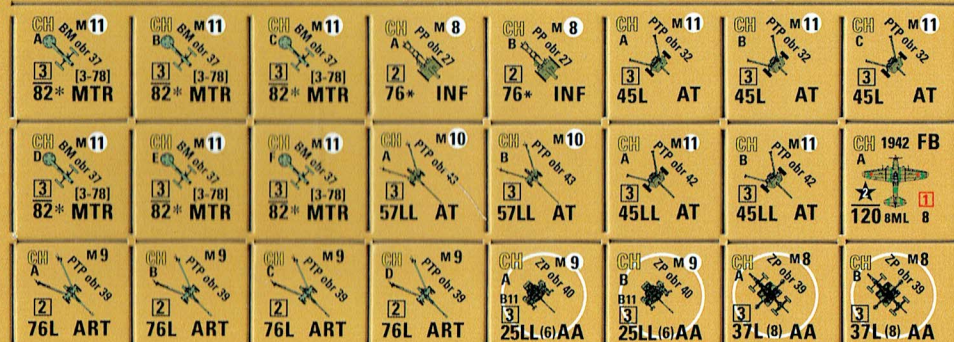
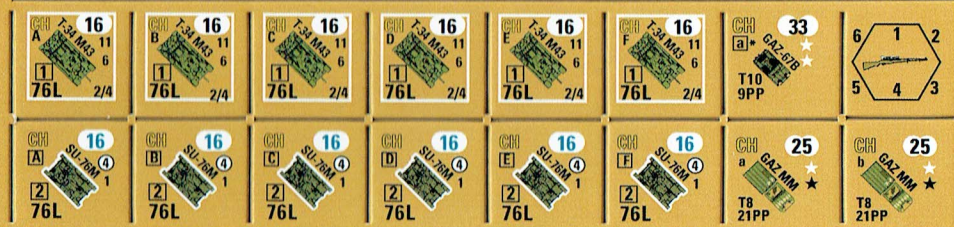
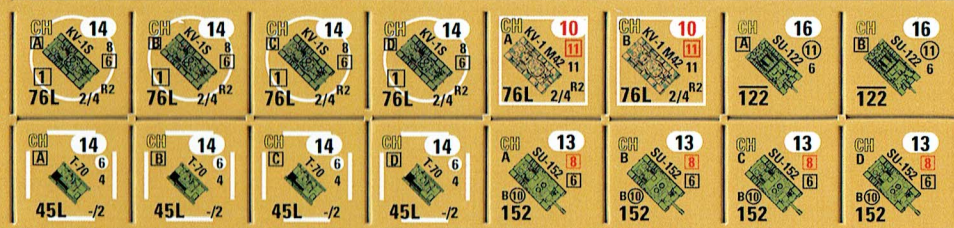
 E 6-2-8a	 E 6-2-8b	 E 6-2-8c	 E 6-2-8d	 E 6-2-8e	 E 6-2-8f	 E 6-2-8g	 E 6-2-8h	 E 6-2-8i	 E 6-2-8j
 E 6-2-8k	 E 6-2-8l	 E 2-4-8l	 E 2-4-8m	 E 2-4-8n	 E 2-4-8o	 E 2-4-8p	 E 2-4-8q	 E 2-4-8r	 E 2-4-8s
 E 4-5-8a	 E 4-5-8b	 E 4-5-8c	 E 4-5-8d	 E 4-5-8e	 E 4-5-8f	 E 4-5-8g	 E 4-5-8h	 E 4-5-8i	 E 4-5-8j
 E 4-5-8k	 E 4-5-8l	 E 4-5-8m	 E 4-5-8n	 E 2-4-8a	 E 2-4-8b	 E 2-4-8c	 E 2-4-8d	 E 2-4-8e	 E 2-4-8f
 1 4-4-7a	 1 4-4-7b	 1 4-4-7c	 1 4-4-7d	 1 4-4-7e	 1 4-4-7f	 1 4-4-7g	 1 4-4-7h	 1 4-4-7i	 1 4-4-7j
 1 4-4-7k	 1 4-4-7l	 1 4-4-7m	 1 4-4-7n	 1 4-4-7o	 1 4-4-7p	 1 4-4-7q	 1 4-4-7r	 1 4-4-7s	 1 4-4-7t
 C 4-2-6a	 C 4-2-6b	 C 4-2-6c	 C 4-2-6d	 C 4-2-6e	 C 4-2-6f	 C 4-2-6g	 C 4-2-6h	 C 4-2-6i	 C 4-2-6j
 C 4-2-6k	 C 4-2-6l	 C 4-2-6m	 C 4-2-6n	 C 4-2-6o	 C 4-2-6p	 E 6-2-8a	 E 6-2-8b	 E 6-2-8c	 E 3-2-8a
 1 5-2-7a	 1 5-2-7b	 1 5-2-7c	 1 5-2-7d	 1 5-2-7e	 1 5-2-7f	 1 5-2-7g	 1 5-2-7h	 1 5-2-7i	 1 5-2-7j
 1 5-2-7k	 1 5-2-7l	 1 2-2-7a	 1 2-2-7b	 1 2-2-7c	 1 2-2-7d	 1 2-2-7e	 1 2-2-7f	 1 2-2-7g	 1 2-2-7h
 C 2-2-6a	 C 2-2-6b	 C 2-2-6c	 C 2-2-6d	 C 2-2-6e	 C 2-2-6f	 C 2-2-6g	 C 2-2-6h	 C 2-2-6i	 C 2-2-6j
 E 3-2-8h	 E 3-2-8b	 E 3-2-8c	 E 3-2-8d	 E 3-2-8e	 E 3-2-8f	 E 3-2-8g	 1-2-7ee	 1-2-7ff	 1-2-7gg
aa FT 3  X10 NM 24*	bb FT 3  X10 NM 24*	cc FT 3  X10 NM 24*	dd FT 3  X10 NM 24*	MOL a  1/2PP vs. Inf: +4 FP vs. Veh: TK DR	MOL b  1/2PP vs. Inf: +4 FP vs. Veh: TK DR	a Radio 1PP  6/7/8	b Radio 1PP  6/7/8	a ATR 1PP  1-12	b ATR 1PP  1-12
gg FT 3  X10 NM 24*	hh FT 3  X10 NM 24*	ii FT 3  X10 NM 24*	jj FT 3  X10 NM 24*	MOL c  1/2PP vs. Inf: +4 FP vs. Veh: TK DR	MOL d  1/2PP vs. Inf: +4 FP vs. Veh: TK DR	d MTR 4PP  m41 [3-20] [3] 50*	e MTR 4PP  m41 [3-20] [3] 50*	f MTR 4PP  m41 [3-20] [3] 50*	c ATR 1PP  1-12

 Maj Andri 10-3	 Lt Leath 10-2	 Com Vukha 10-2	 Com Zakhar 9-2	 Lt Yakim 9-2	 Sgt Balenki 9-1	 Sgt Isai 9-1	 Sgt Fedor 8-1	 Sgt Banya 8-1	 Sgt Chir 8-0
 Sgt Fedya 8-0	 Sgt Ilya 8-0	 Cpl Melior 7-0	 Cpl Vukly 7-0	 Cpl Gushan 6+1	 Cpl Tikhon 6+1	 Suptan 1-4-9	 Pvt Foka 1-4-9	 Borislav 1-4-9	 Sgt Dmitry 8-1
 2-2-8 a	 2-2-8 b	 2-2-8 c	 2-2-8 d	 2-2-8 e	 2-2-8 f	 Maj Fochin 10-3	 Sgt Gracha 9-1	 Sgt Iosh 8-1	 Sgt Kih 8-0
 1-2-7 a	 1-2-7 b	 1-2-7 c	 1-2-7 d	 1-2-7 e	 1-2-7 f	 E 2-4-8h	 E 2-4-8i	 E 2-4-8j	 E 2-4-8k
 1 2-3-7a	 1 2-3-7b	 1 2-3-7c	 1 2-3-7d	 1 2-3-7e	 1 2-3-7f	 1 2-3-7g	 1 2-3-7h	 1 2-3-7i	 1 2-3-7j
 1 2-3-7k	 1 2-3-7l	 1 2-3-7m	 1 2-3-7n	 1 2-3-7o	 1 2-3-7p	 1 2-3-7q	 1 2-3-7r	 1-2-7aa	 1-2-7bb
aa ATR  1PP 1-12	bb ATR  1PP 1-12	cc ATR  1PP 1-12	dd ATR  1PP 1-12	BAZ 44 a  1PP X11 8-4	BAZ 44 b  1PP X11 8-4	BAZ 44 c  1PP X11 8-4	BAZ 44 d  1PP X11 8-4	 1-2-7cc	 1-2-7dd
 E 3-2-8a	 E 3-2-8b	 E 3-2-8c	 E 3-2-8d	 E 3-2-8e	 E 3-2-8f	 E 3-2-8g	 E 3-2-8h	 E 3-2-8i	 E 3-2-8j
a FT  X10 1PP 24-1	b FT  X10 1PP 24-1	c Radio 1PP  6/7/8	d Radio 1PP  6/7/8	a Phone 1PP  X12 11	g LMG 1PP  B11 2-6	h LMG 1PP  B11 2-6	i LMG 1PP  B11 2-6	j LMG 1PP  B11 2-6	k LMG 1PP  B11 2-6
a DC 1PP  X12 30-1	b DC 1PP  X12 30-1	c DC 1PP  X12 30-1	d DC 1PP  X12 30-1	e DC 1PP  X12 30-1	ee ATR 1PP  1-12	ff ATR 1PP  1-12	f MMG B11  5PP [2] 4-10	c FT 1PP  X10 24-1	d FT 1PP  X10 24-1
a LMG 1PP  B11 2-6	b LMG 1PP  B11 2-6	c LMG 1PP  B11 2-6	d LMG 1PP  B11 2-6	e LMG 1PP  B11 2-6	f LMG 1PP  B11 2-6	a MTR 4PP  m41 [3-20] [3] 50*	b MTR 4PP  m41 [3-20] [3] 50*	c MTR 4PP  m41 [3-20] [3] 50*	e MMG B11  5PP [2] 4-10
a MMG B11  5PP [2] 4-10	b MMG B11  5PP [2] 4-10	c MMG B11  5PP [2] 4-10	d MMG B11  5PP [2] 4-10	a HMG 5PP  6-12	b HMG 5PP  6-12	c HMG 5PP  6-12	a HMG 5PP  50 cal 8-16	b HMG 5PP  50 cal 8-16	c HMG 5PP  50 cal 8-16
 2-2-8 g	 2-2-8 h	 2-2-8 i	 2-2-8 j	 2-2-8 k	 2-2-8 l	 2-2-8 m	 2-2-8 n	c Phone 1PP  X12 11	d Phone 1PP  X12 11
b Phone 1PP  X12 11	d HMG 5PP  6-12	 1-2-7ee	 1-2-7ff	 1-2-7gg	 1-2-7hh	MOL e  1/2PP vs. Inf: +4 FP vs. Veh: TK DR	MOL f  1/2PP vs. Inf: +4 FP vs. Veh: TK DR	MOL g  1/2PP vs. Inf: +4 FP vs. Veh: TK DR	MOL h  1/2PP vs. Inf: +4 FP vs. Veh: TK DR

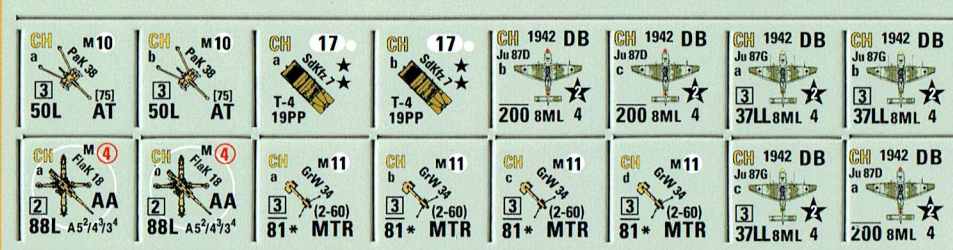
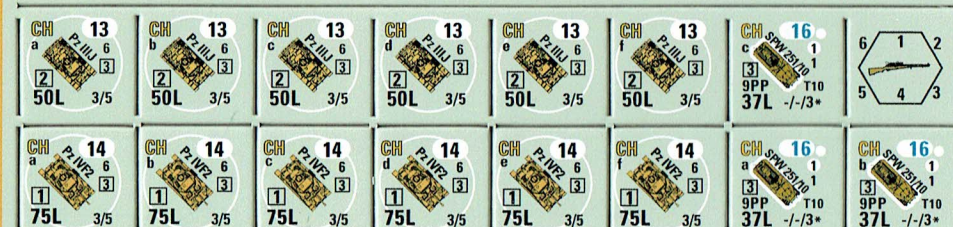
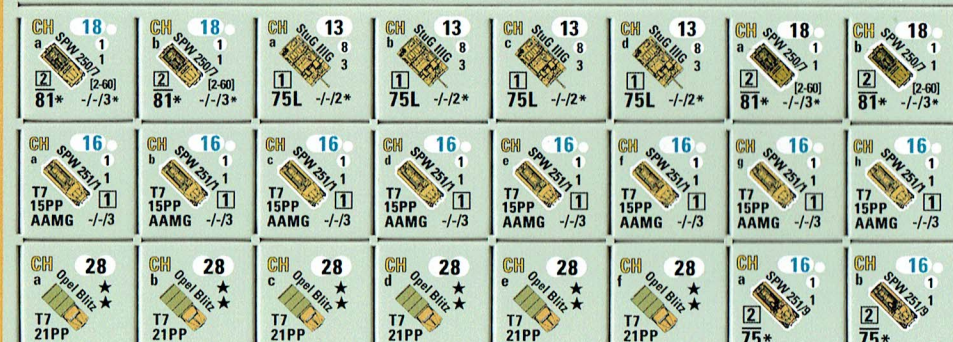
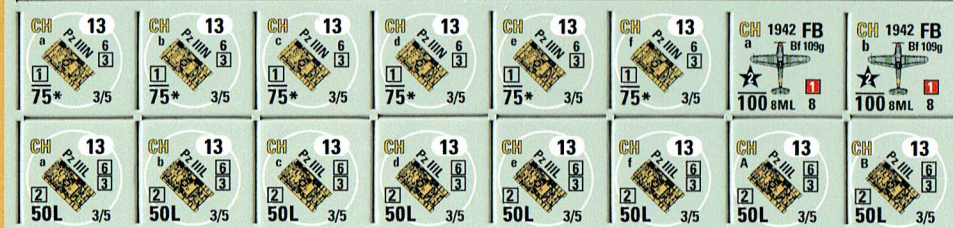
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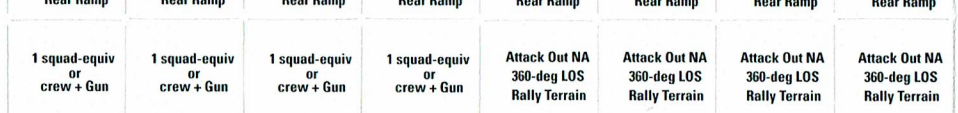
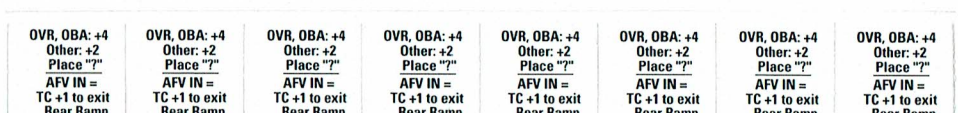
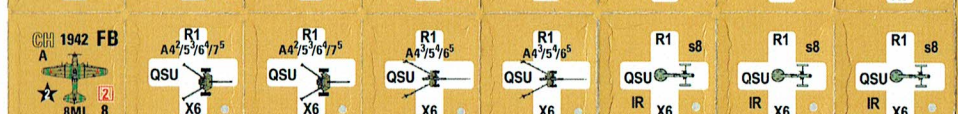
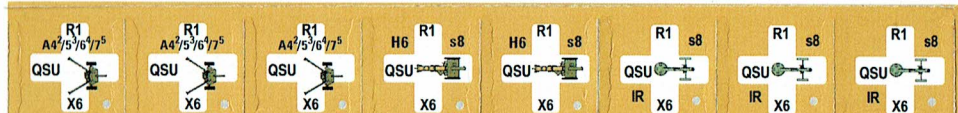
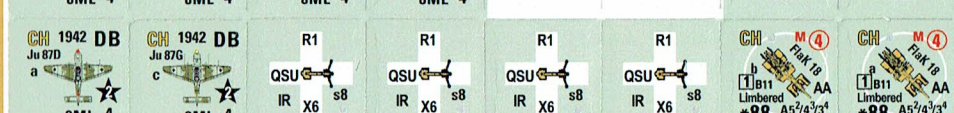
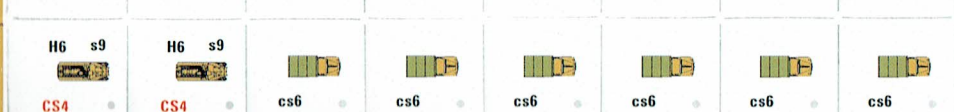
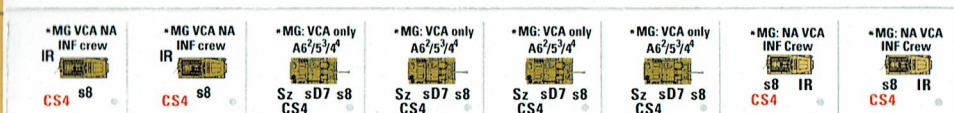
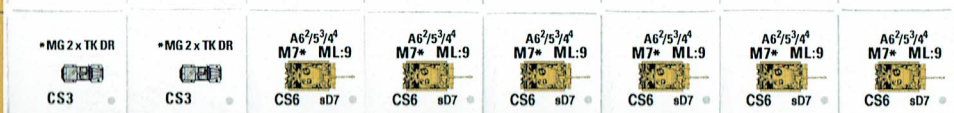
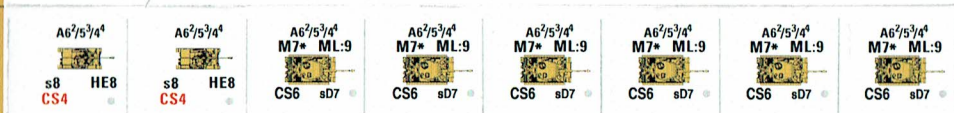
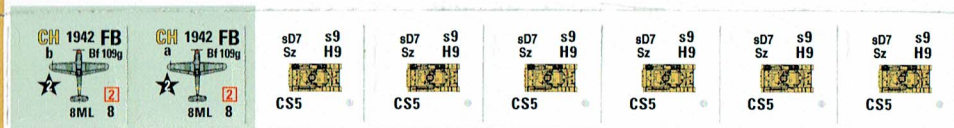
ASLComp Russian 43 AFVs/Guns 2018_1

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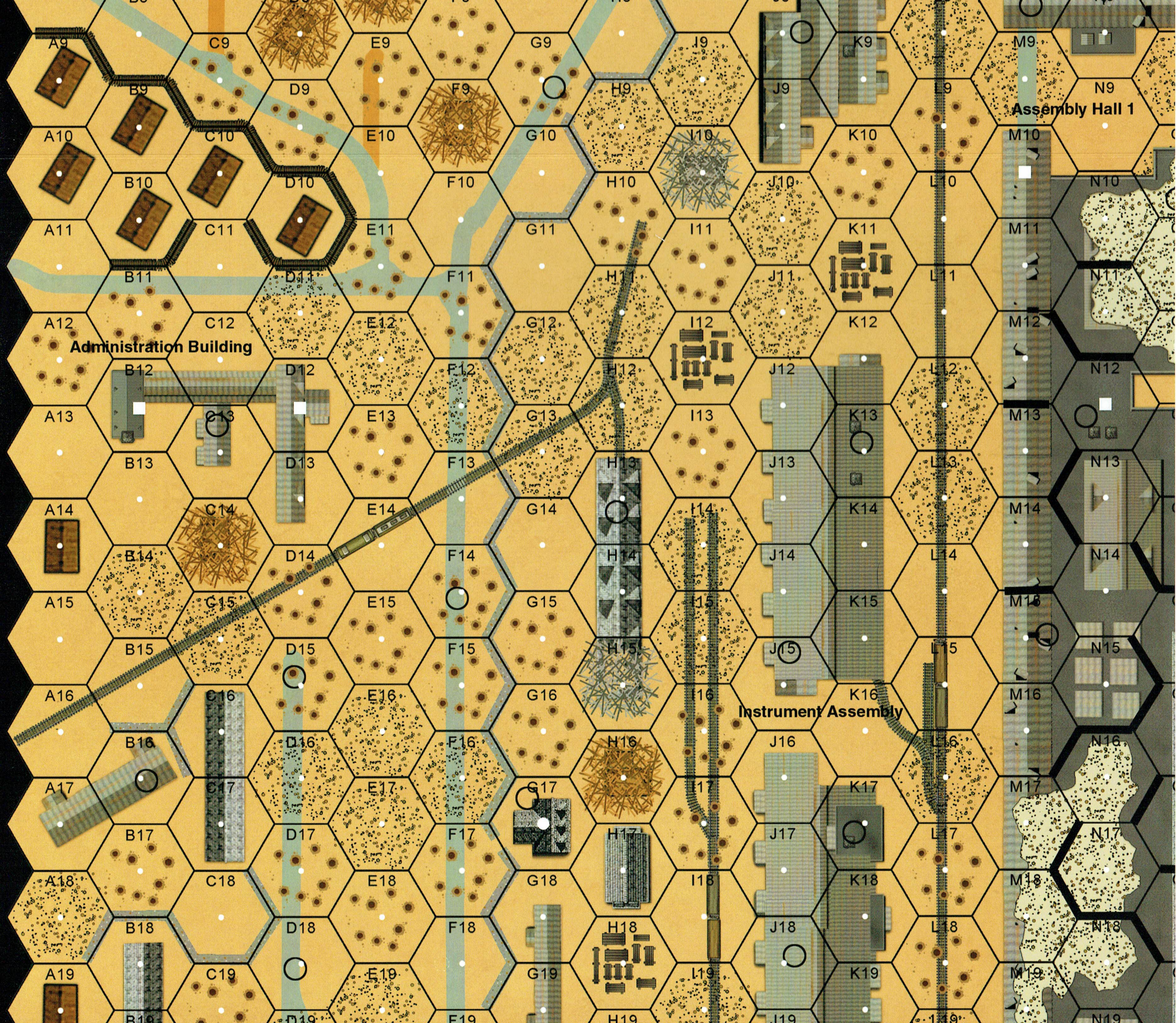


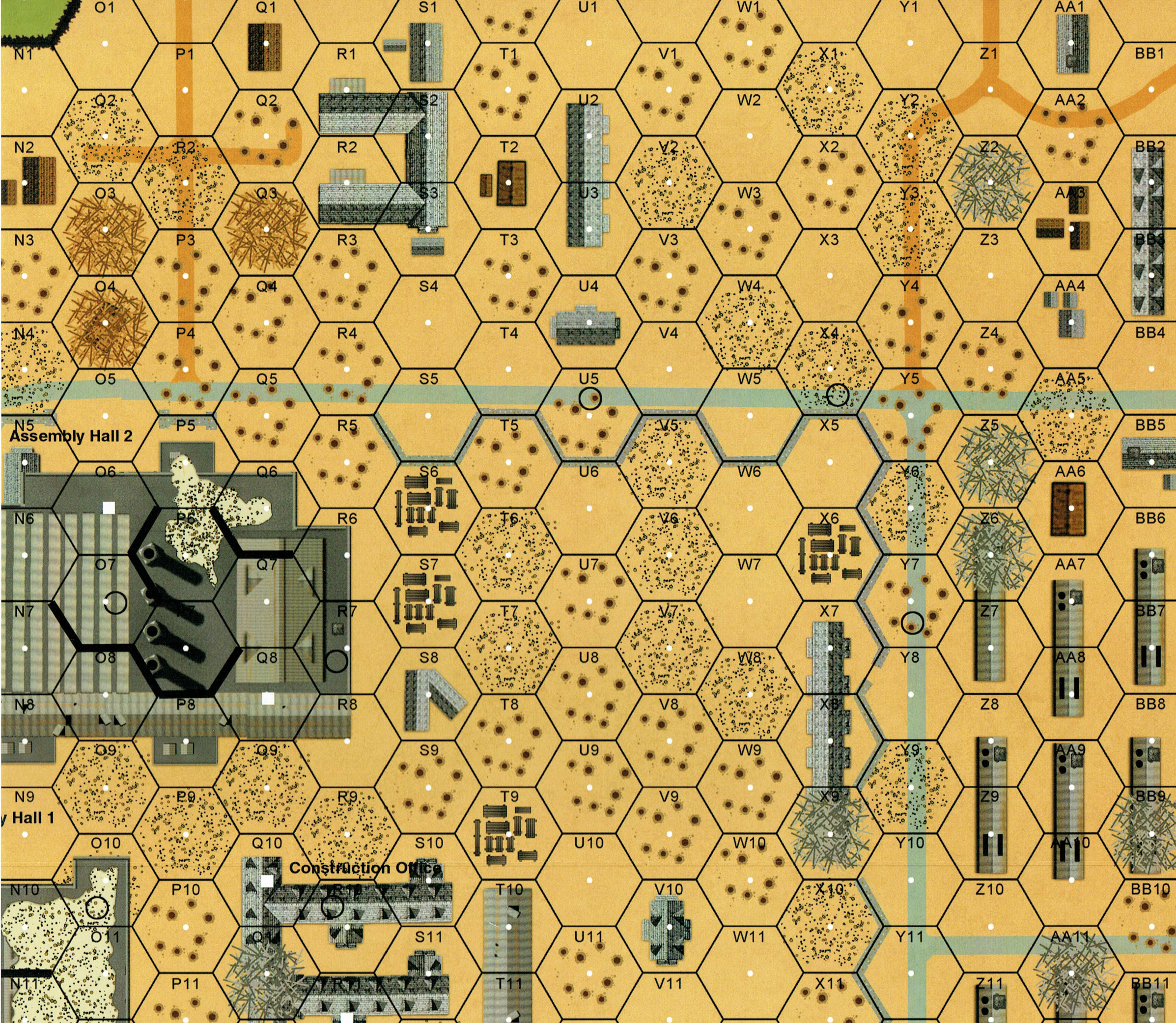
ASLComp German 43 AFVs/Guns 2018_1

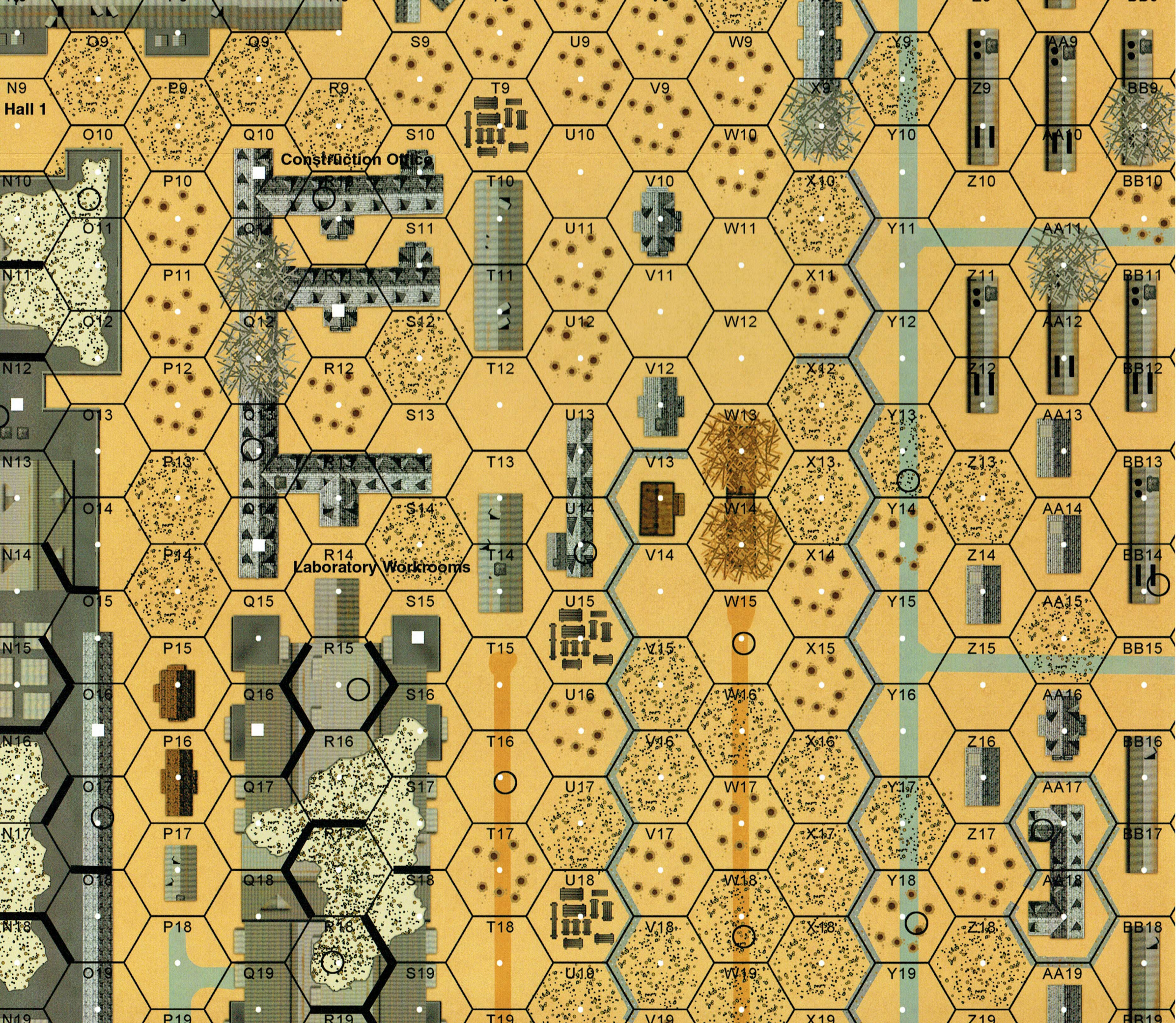


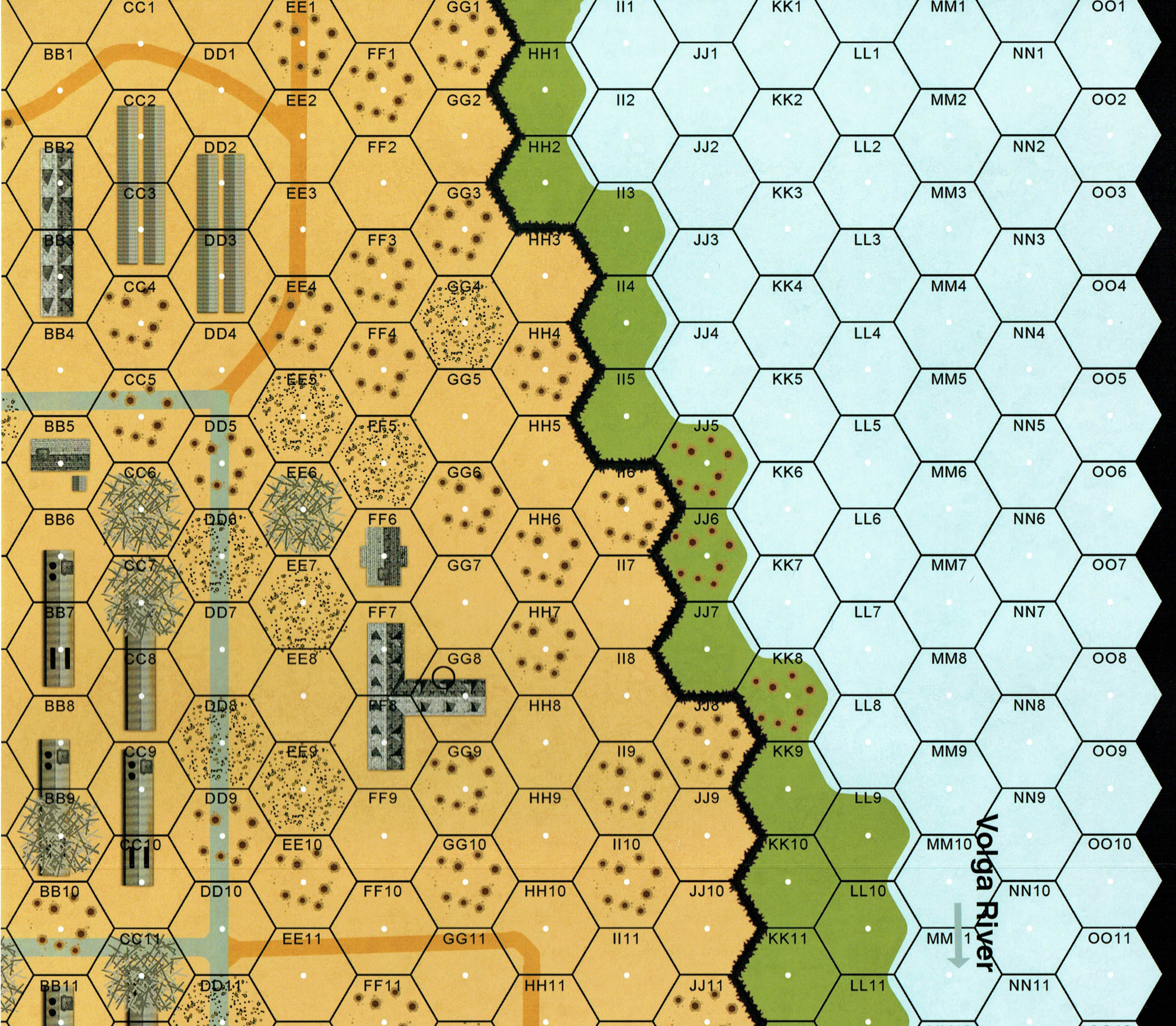


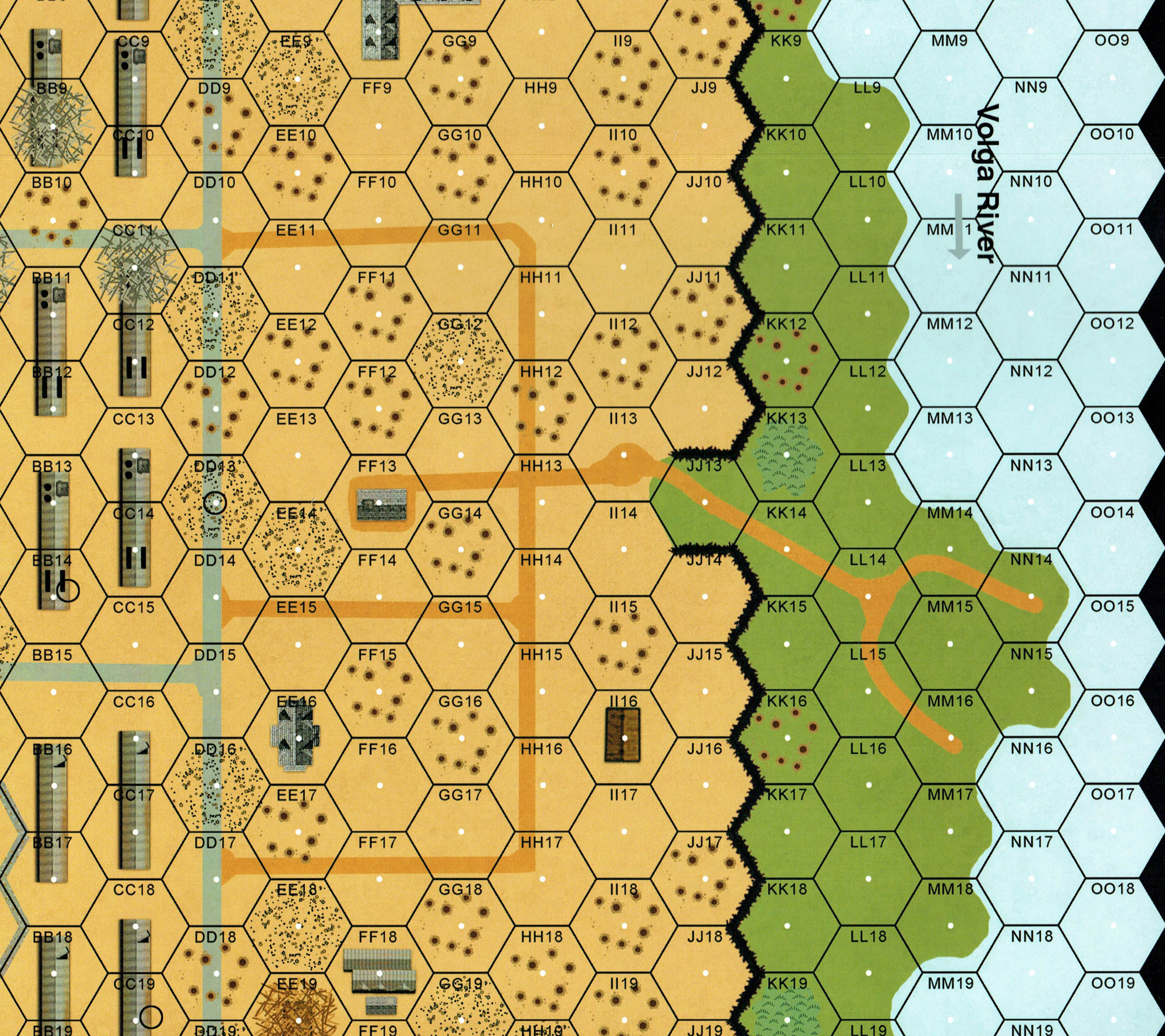


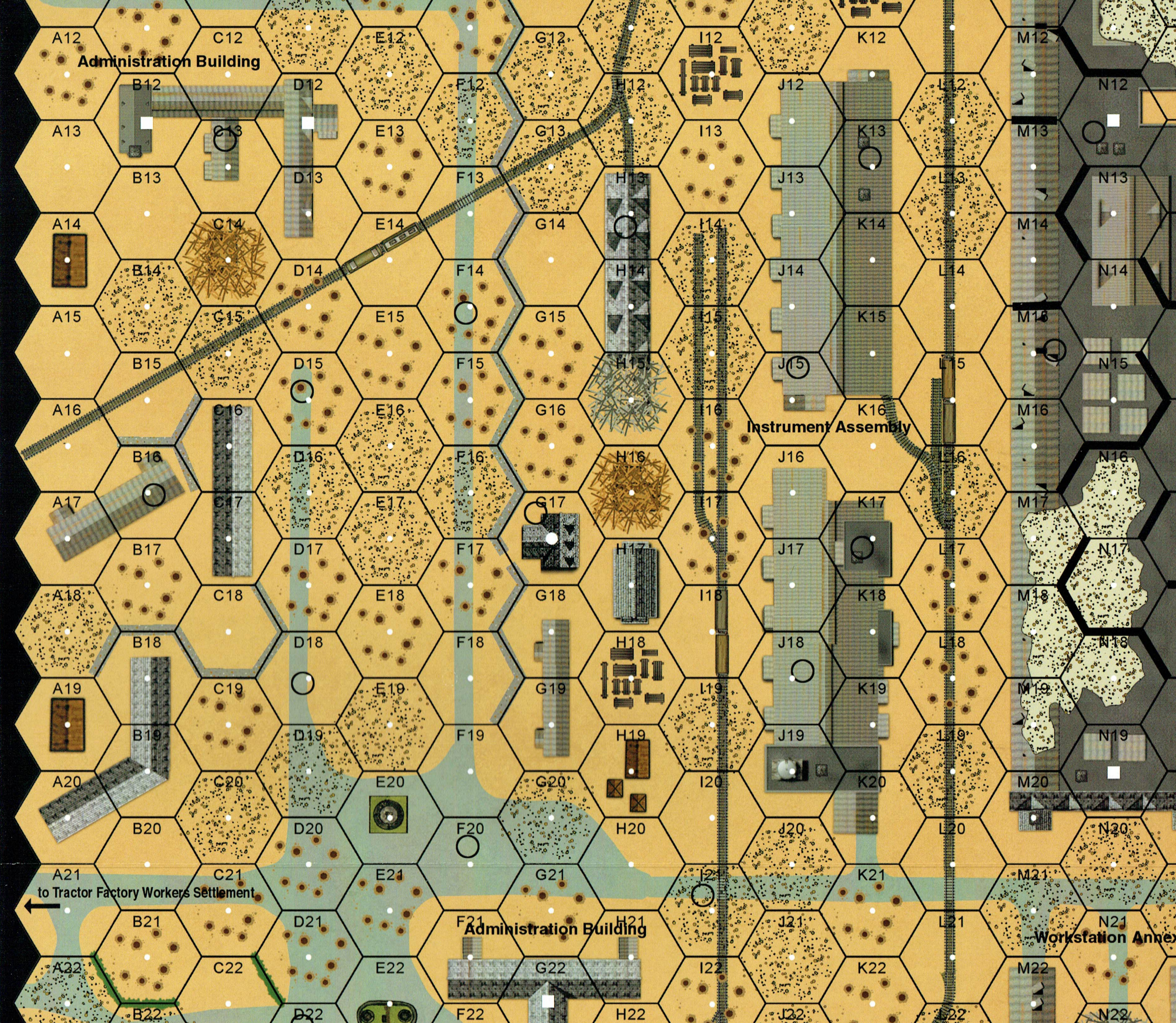












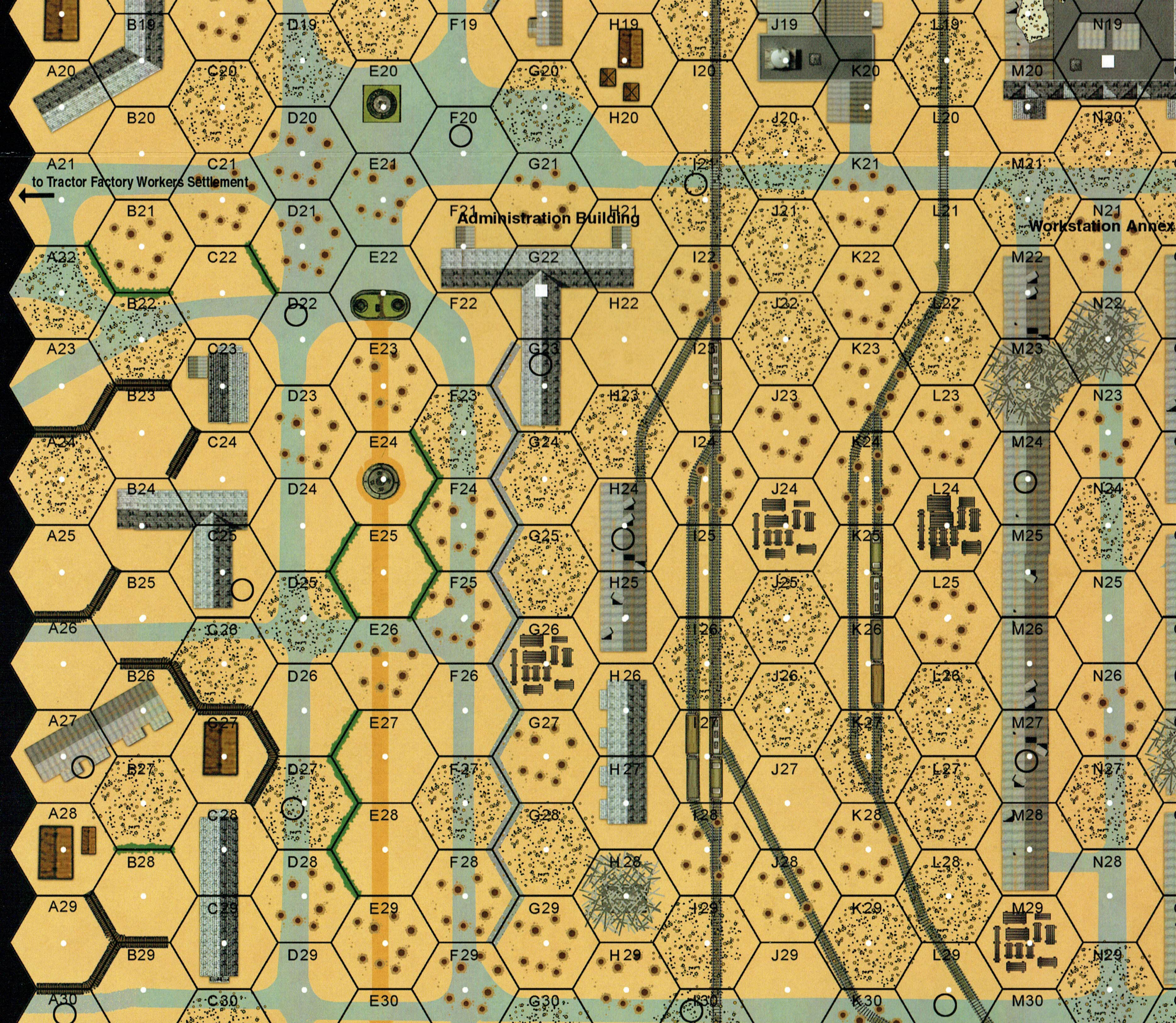
Administration Building

Instrument Assembly

Administration Building

Workstation Annex

to Tractor Factory Workers Settlement



A21
to Tractor Factory Workers Settlement
←

Administration Building

Workstation Annex

