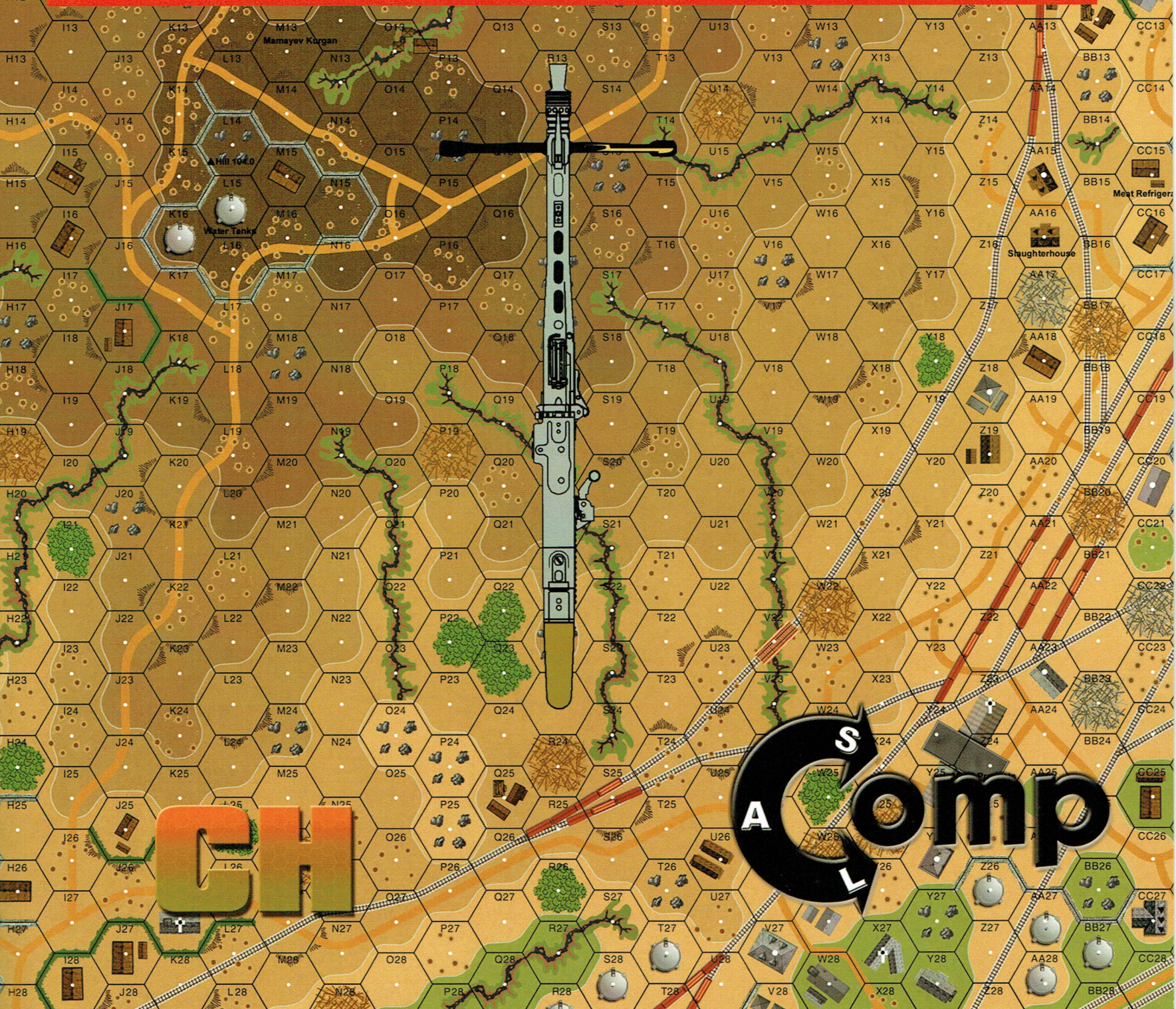
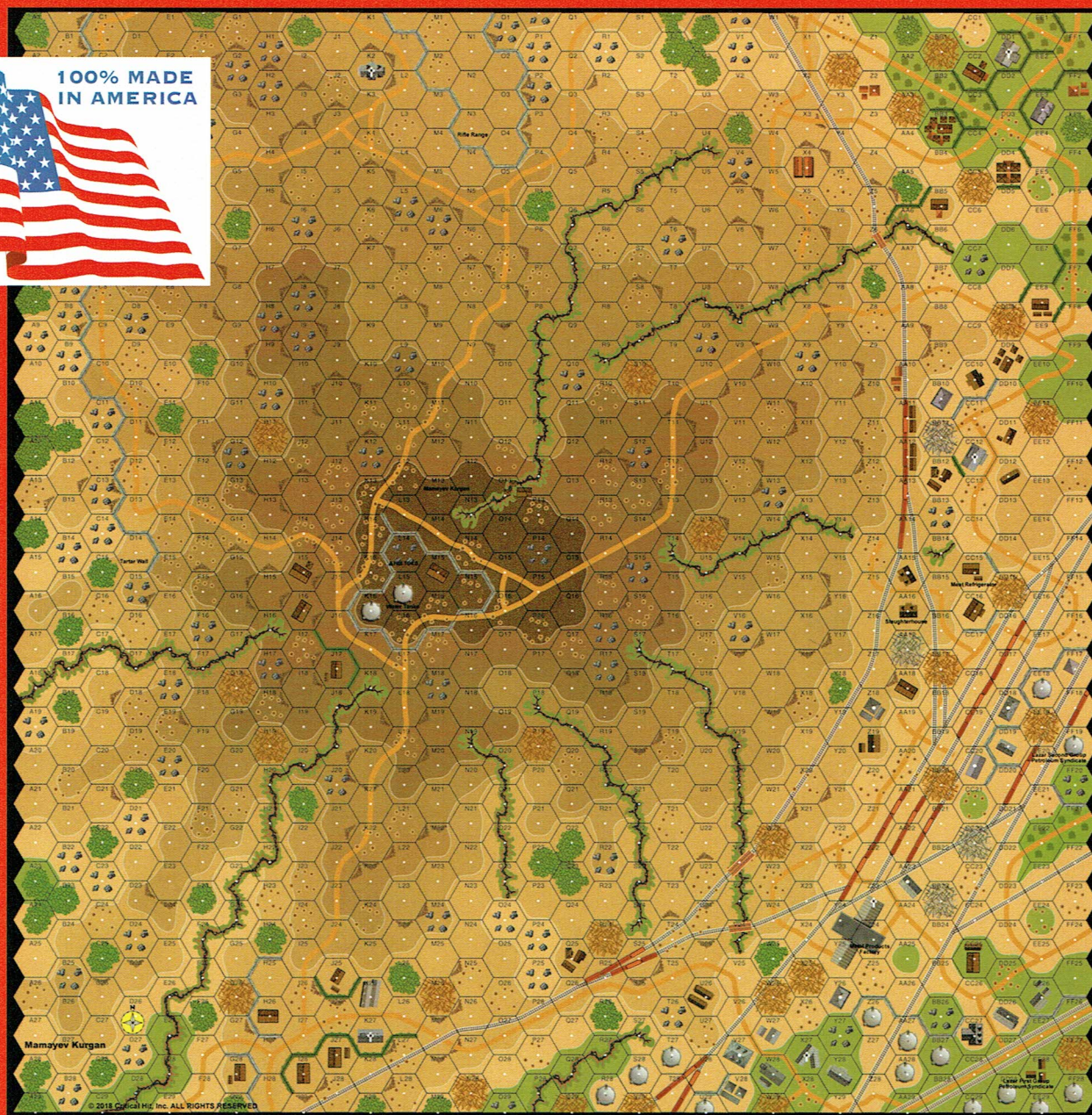


TO THE VOLGA!

2

MAMAYEV KURGAN





MAMAYEV KURGAN, STALINGRAD, RUSSIA, 14 September 1942: The fighting for Stalingrad was now deep into the heart of the city. The German 51st Corps had reached the lower slopes of the most dominant natural landmark in the city, the ancient Tartar burial mound known as Mamayev Kurgan. The exhausted remnants of the Soviet 9th Motorized Brigade and 269th NKVD Regiment had fallen back to these heights. They were soon reinforced by advance elements of the 13th Guards and 112th Rifle Divisions in fighting for this important position. Also known as Hill 102.0, this position was not permitted to fall to the control of the enemy. The NKVD defenders bolstered morale through whatever draconian measures were felt necessary to hold these vital heights. Despite heroic efforts, the overwhelming mass and momentum of the German attackers, supported by a softening up by artillery and Stukas, drove through to seize the summit and hold it, however tenuously.

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 2: Mamayev Kurgan™** continues the 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 + 15 scenarios that play on the map + Special Rules in color, 3-hole format.

MAMAYEV KURGAN, STALINGRAD, RUSSIA, 16 September 1942: Mamayev Kurgan was now completely unrecognizable as a park enjoyed by patrons only weeks earlier. Hardly a blade of grass remained where shells and bomb fragments were now sown. The whole hillside was pocked with craters that served as slit trenches for both sides in the endless attacks and counterattacks. The third regiment of the German 295th Division had begun a prolonged see-saw battle for control of the summit of Mamayev Kurgan. Four Soviet battalions from the 13th Guards and 112th Rifle Divisions counterattacked, managing to storm and seize the summit in confusing fighting. Unwilling to yield what both sides considered to be the best observation post in the city, the Germans counterattacked later that afternoon, retaking the summit but leaving the Soviets entrenched on the eastern slopes. Control of this hill would come to take on special meaning for both sides as they realized that control would allow the Germans to dominate the city, adjacent workers' settlements, and the approaches to both sides of the Volga River. For this reason, neither side would ever completely yield control, and a tragic slaughter, like the rest of the battle for Stalingrad, would continue until the battle for the city concluded.

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.

www-tactical-level-gaming.com

To the Volga 2: Mamayev Kurgan



Stalingrad 1942-43

MAMAYEV KURGAN 2 SPECIAL RULES

ORDER OF PRESENTATION:

- | | |
|-------------------------------|-------------------------------|
| 1. Mamayev Kurgan Railroads | 10. Orchard-Roads |
| 2. Wadi Terrain | 11. Crag |
| 3. Mamayev Kurgan Factories | 12. Shellholes |
| 4. Walls and Hedges | 13. Village Terrain |
| 5. Debris | 14. Printed Rubble |
| 6. Storage Tanks | 15. Off Map Roads |
| 7. Single Hex Two-Story House | 16. General Scenario/CG Rules |
| 8. Slopes | 17. MK Campaign Game |
| 9. Woods | 18. CG Charts and Tables |

INTRODUCTION:

Welcome to To the Volga 2: Mamayev Kurgan™, the new edition of this take on the seminal battle, only treated by urban modules to date in tactical-level. A new map that matches the palette of VOLGA 1 is provided, plus 15 scenarios, all playable on the historical map. A Platoon Leader CG is also provided as a free bonus. You'll need to own the ASLRB and Beyond Valor™ plus Red Barricades™ or Valor of the Guards™ to play this module, as well as Axis Minors.

Two talented CH designers joined forces to create this module. Larry Winslow created the map prototype. Dave Lamb designed the scenarios and CG. The result is a unique take on the Battle of Stalingrad.

These rules apply to all scenarios and campaign games set on the Mamayev Kurgan map and are referred to as MKSR.

APPLICABLE RB SSR: Unless noted otherwise, all SSR below apply in all MK scenarios-both CG and non-CG type. All RB SSR (found on the back of ASL Scenario RB 5) are used in MK scenarios, substituting references to 'RB' for 'MK' when necessary (EXC: SSR RB 2, RB 4, RB 16 are NA to all MK scenarios). The following Red Barricades rules also apply to all MK scenarios-both CG and non-CG type, except as noted: O.1 to O.8.

O1. Debris: (EX: hex U14) All rules apply [EXC: RB 1.6 is NA.]

O9. Storage Tanks: (EX: K16) All rules apply.

O10. MOL-Projector: All rules apply.

HISTORICAL SUMMARY:

The 295th Infantry Division was formed from newly trained soldiers on February 8, 1940. Battalion-sized unit cadres were provided by the 19th, 31st, 36th, 69th, 71st, and 267th Infantry Divisions. The 295th Division was in OKH reserve in May 1940, and was sent to Belgium in June. The following month it was stationed at Lille, France, before being sent to Rouen, where it remained until April 1941. The division was transferred to the 17th Army in southern Poland in May and first saw combat in Russia in 1941, fighting in Vinniza and in the encirclement battle at Uman. It penetrated the Dnieper and swept across the Ukraine and Donets, only to be turned back by the Russian winter offensive in 1941-42. The next year, the 295th was involved in the Kharkov-Izyum battles, Voronezh, and Kalach, as well as fighting on the Volga. It was surrounded in November 1942 and surrendered to the Russians in late January 1943. The commanders of the 295th during the fighting portrayed in this module were Major General Rolf Wuthmann (May 2, 1942), and Colonel/Major General Dr. Otto Korfes (November 16, 1942).

TO THE VOLGA 2: MAMAYEV KURGAN portrays an intimate look at operations by units such as the 295th Infantry Division, a unit that spent more than its fair share of time battling for control of the burial mound. There they were joined by famous German units such as the 71st Infantry, 100th Jager (and the attached 369th Croatian Regiment), 24th

Panzer, and many others. Their counterparts were equally famous, including the 95th Rifle, 284th Siberians, and 13th Guards, plus many more, smaller formations. All of these men portrayed in this simulation experienced or witnessed great feats of heroism and shameful acts of cowardice, as the best and worst traits of men involved in warfare were exposed.

The ancient Tartar burial mound known as "Mamayev Kurgan" stands out as a unique piece of terrain in the battle for Stalingrad. It was the most dominant natural landmark feature in the area. It's commanding presence allowed the possessor to observe all actions in nearly all other sectors as well as river traffic up and down the Volga. For artillery observation purposes, control of the summit was paramount.

The summit of Hill 104.0, the most common objective in most scenarios, is located in hex L14. This is surrounded by a walled enclosure and a few empty water tanks. As the apex of all fighting, this ground is covered by numerous shellholes from the constant shelling by both sides artillery. Numerous slopes also allow for the controller of such to dominate all lower levels. Numerous wadis snake down from the level 4 plateau to the lower levels, like the legs of some gargantuan spider. These features function as highways, allowing minimal protection for infantry coming up or going down the hill. The western edge of the base of the mound is covered by the Tartar Wall, while the northern part has a wall known as the 'Rifle Range.' The hill itself has little foliage near the summit or upper levels, due to the constant fighting, which has reduced all to debris fields where copses might have once existed.

The southern and eastern ends of the map begin to once again enter the edge of the city. Just to the south off map lay the urban sprawl found in Valor of the Guards™, while to the northeast lay the famous Tennis Racket. Significant on-map locales are the Metal Products Factory (hex Y24), and the hard-fought-for block of buildings known as the Slaughterhouse and Meat Refrigerator (hexes adjacent to BB15). As with other well-known modules on the battle, the terrain at the eastern and southern base of the hill is laced with numerous railroad tracks. They are fortunately all treated as GLRR and are there mostly for cosmetic purposes, though there are some hexes with abandoned railway cars on them.

1. MAMAEYEV KURGAN RAILROADS

1.1 GLRR: All railroad hexes (EX: K28) on the Mamayev Kurgan map are Ground Level RR (B32.1-.11) [EXC: Railcar hexes also apply the rules below.]

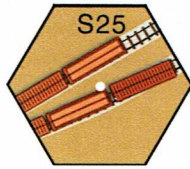


A Russian soldier using his spade to improve a trench network while others move across the Stalingrad battlefield using its protection.

To the Volga 2: Mamayev Kurgan



Stalingrad 1942-43



1.2 RAILCARS: Any hex containing one or more Railcar depictions (EX: S25) 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 X23 pays 1 MF to use Bypass movement along the Y23-X22 hexside, then moves to hex Y22, avoiding the hill in hex X22.

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.

1.5 RAILROAD BRIDGES: (EX: V24) These function as per B6.



2. WADI TERRAIN

2.1 WADI: Hexes like S24 contain Wadi (F5.) terrain (instead of being treated as Gullies.) There are no Gullies on the Mamayev Kurgan map.



3. MAMAYEV KURGAN FACTORIES

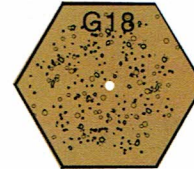
3.1 Each building on the Mamayev Kurgan map that has ≥ 1 road or GLRR entering it is considered a Factory as per O5 (see also B23.74 and O.4). Normal RB factory rules apply to MK factories with the following additions and exceptions.

3.2 VEHICULAR-SIZED ENTRANCES: A non-rubbled MK Factory Location that has a GLRR or road entering it is considered a Vehicular-Sized Entrance as per O5.2. All categories of Guns may set up in a Factory. They may enter/exit a Factory via non-Interior hex but may only enter/exit via a non-Vehicular-Sized Entrance while being Pushed [EXC: B23.93].

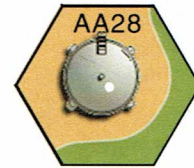
Example: Building Y25 is a Factory due to having GLRR entering it in hexes Y25 and Z24.

4. WALLS AND HEDGES: Hexsides like BB3/CC4 contain hedges (B9.). Hexsides like CC10/DD10 contain walls (B9.).

4.1 HILLSIDE WALLS AND HEDGES: Hexsides like C4/B3 are treated as Hillside Walls and Hedges (B9.6). Hexsides like J15/K16, L16/L17 and M16/M17 are not (i.e., treat the wall along those hexsides as if at the lower level).



5. DEBRIS: Hexes like G18 contain Debris (O1.) which is treated normally although it uses an alternative artistic depiction.



6. STORAGE TANKS: Hexes like AA28 contain Storage Tanks (O9.).



7. SINGLE-HEX TWO-STORY HOUSES: Hexes like V27 are treated as Single-Hex Two-Story House (B31.3) hexes normally. On the DTW map these hexes have a large center-dot with a '1' in its center.

8. SLOPES: Hexsides like R11/R12 contain Slopes (P2.).

9. WOODS: Hexes like R26 contain woods (B13.) terrain.

10. ORCHARD-ROADS: Hex AA2 is an example of orchard road (B14.6). Orchards are always out of season.

11. CRAG: Hexes like R22 contain crag (B17.) terrain.

12. SHELLHOLES: Hexes like R13 contain shellholes (B2.).

13. VILLAGE TERRAIN: Village Terrain (B31.) is found on the Mamayev Kurgan maps, including Narrow Streets (B31.1; EX: Z23/AA23), and Steeples (B31.2; EX: CC12).

14. PRINTED RUBBLE: The Mamayev Kurgan map contains numerous stone (EX: BB23) and wooden (EX: X25) printed rubble (O3.) Locations. Ignore tiny artifacts of the map art that extend into other hexes and treat these hexes as if a corresponding rubble counter were placed therein.

14.1 OCTOBER 1 BUILDING TO RUBBLE CONVERSION: All buildings on level 3 or 4 hill hexes are treated as rubble hexes on/after October 1st, and may be marked such with the appropriate counter type.

15. OFF MAP ROADS: Any road that exits the map is considered for purposes of A2.51 to extend beyond that map edge along the same lettered hex row or in hexes of the same coordinate, as that of the edge hex (also see RB 17.).

To the Volga 2: Mamayev Kurgan



Stalingrad 1942-43

16. GENERAL SCENARIO/CG RULES: The following rules and restrictions apply to all MK scenarios/CGs.

16.1 CIVILIAN INTERROGATION: Civilian Interrogation (E2.4) is NA.

16.2 NO QUARTER: No Quarter (A20.3) is in effect for both sides.

16.4 CONCEALMENT: Regardless of LOS during set up, units of both sides setting up in Concealment Terrain may always set up concealed. The OB allotment of “?” counters (or CG purchase of “?” counters) is meant to be used as Dummies (A12.11).

16.5 HtH CC: Both sides may declare Hand-to-Hand CC (J2.31).

16.6 PRISONER EXIT: Prisoners do not count double for EVP.

16.8 KINDLING: Kindling is NA for both sides.

16.9 BORE SIGHTING: Bore Sighting (C6.4) is NA [EXC: During a night scenario MMG/HMG may use Bore Sighting].



16.10 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.



16.11 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.

16.12 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.

16.13 RUSSIAN FANATICISM: Russian infantry are Fanatic (A10.8) in stone building/rubble Locations in some scenarios and only by SSR.



16.14 NKVD: Russian NKVD personnel are represented by 6-2-8/3-2-8 MMC with a hammer and sickle symbol in the upper right hand corner (make a side note if you do not own these MMC counters). NKVD MMC are 2nd line troops (A1.25), have an ELR of 5 and an underscored Morale (A19.13), as well as an increased broken Morale level. NKVD MMC receive a -1 Heat of Battle DRM (cumulative). When Field Promotion occurs (A18), a NKVD MMC will create a Commissar (A25.22, VotG23) per the table found in VotG 22. Rule VotG 23 applies for all uses of the 8+1 Commissar.

16.15 AXIS MINORS: The following rules apply to all Axis Minor units identified as “Croatian” units in any German OB. All normal Axis Minor rules apply (EXC: Croatians are NOT considered Allied Troops (A10.7), but are treated as German for leadership/fire direction purposes, and vice-versa for Croatian leaders with German units). The HoB DRM (A15.?) for all Croatian units is +1 (instead of +3).

16.15.1 USE OF GERMAN EQUIPMENT: Croatian units may use German SW with no Captured Use penalties (A21.11). Croatian crews

may use German Ordnance without additional penalties. Croatians use black TH# (C3.3).

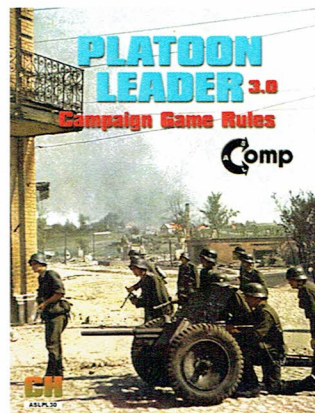
16.15.2 PAATC: Elite and 1st Line Croatian units may pass a normal PAATC when called upon to take a PAATC (A11.6).

16.15.3 ESCAPE: Croatian units may attempt to escape (A20.55).

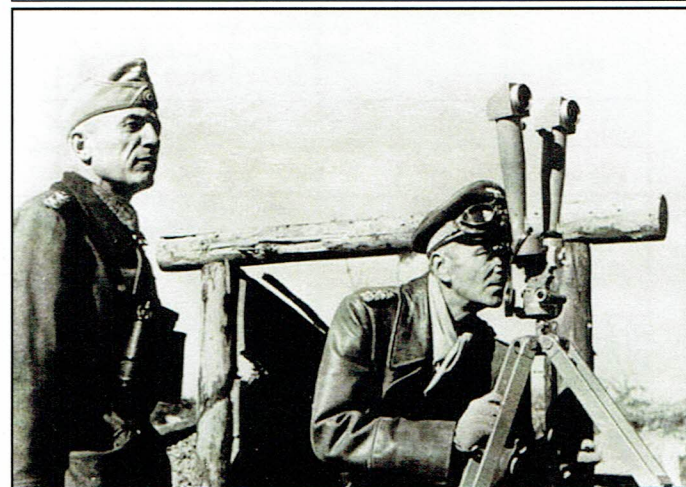
17. MK CAMPAIGN GAMES:

17.1 INTRODUCTION: A *Mamayev Kurgan* Campaign Game “Hill of Blood” is provided to offer CG enthusiasts the opportunity to utilize the entire map in a series of interrelated scenarios. In this edition of MK the use of Red Barricades™ CG rules (O11.) is an option due to the Stalingrad theme. With the exception of the new Reinforcement Group Charts, Fortifications Table, and DTW Historical DRM/EC/Weather Chart provided herein, all RB charts and tables may easily be used. However, the RG Notes are catered to the Platoon Leader™ Campaign Game rules with the release of PL 3.0.

17.2 PL STRATEGIC LOCATIONS: Hexes containing emplaced Guns and Cliff/Hillside Wall Locations are Strategic Locations (O11.2) in all MK CGs.



An updated edition of PLATOON LEADER in a 3.0 edition is shipping at the same time as Hill of Blood: The Battle of Stalingrad on Mamayev Kurgan.



General von Paulus peers through field glasses ... into the heart of the Stalingrad lines, possibly from a vantage point on Mamayev Kurgan.

To the Volga 2: Mamayev Kurgan



Stalingrad 1942-43



Warm weather likely drove this German crew of a Pzkw 4f1 from within the confines of their AFV as they headed into the maelstrom of Stalingrad during the time of heady advances.

Photo credits: National Archives.

18. CG CHARTS AND TABLES

MK CG DRM TABLE:

CG DRM	GERMAN	RUSSIAN
Leader	-1	0
Battle Hardening	-1	-1
Artillery OBA	0	-1
CP Replenishment	0	0
Intensity Level	MID	MID

MK HISTORICAL DRM/EC/WEATHER CHART:

CG DATE	TIME	CG SCEN	HIST. DRM		CP BONUS		WEATHER	WIND	ATTACKER	EC	MOON
			GER DRM	RUS DRM	GER	RUS					
23 Sept	DAY	1	-1	0	0	0	CLEAR	NONE	GERMAN	MODERATE	NA
24 Sept	NIGHT	2	-1	-1	+6	+3	CLEAR	NONE	GERMAN	MODERATE	Half Moon
25 Sept	DAY	3	-1	0	+2	+2	CLEAR	NONE	GERMAN	MODERATE	NA
26 Sept	DAY	4	0	0	+2	+1	CLEAR	MILD & GUSTY (E3.4)	GERMAN	MOIST	NA
26 Sept	NIGHT	5	-1	-1	+7	+6	CLEAR	MILD & GUSTY (E3.4)	IDLE	MOIST	Half Moon

GAME TURN RECORD TRACK:

1	2	3	4	5	6 ^②	7 ^④	8 ^⑤ *
---	---	---	---	---	----------------	----------------	------------------

FORTIFICATIONS AVAILABLE FOR PURCHASE:

CG DRM	GERMAN
Foxholes	Mines ^{G1}
Pillboxes ^R	HIP
"?"	Roadblock
Wire	Fortified Building ^G
Trenches	

Footnotes:

- R** Only Russians may purchase, and only for the Initial CG Scenario.
- G** Germans may not purchase for the Initial Scenario.
- I** Max 60 FP may be spent on Mines by Russians for Initial Scenario. Max 30 FP for both sides for all other CG Scenarios.

Bibliography:

Armageddon in Stalingrad, September-November, 1942. David M. Glantz. ©. 2009, University Press of Kansas.

Stalingrad: the Fateful Siege, 1942-1943. Antony Beevor. © 1998, Viking Publishing.

Stalingrad: 1942-1943, The Infernal Cauldron. Stephen Walsh. © 2000, Thomas Dunne Books.

Hitler Moves East, 1941-1943. Paul Carell. © 1965, Bantam Books.

Stalingrad. by Heinz Schroter, c. 1958, Ballantine Books.



This political cartoon of the era depicted the hopes of Hitler and German arms marching to their doom on the Stalingrad battlefield. What is left unsaid by the creator of this seminal image is the fact that as many Soviet soldiers died in the military disaster ... perhaps a second column with a Soviet banner ... heading into the maw of the Reaper, depicted by a skull, would be more evocative of the fates of many in a city that no longer bears the name of Stalin.

*CG Scenario ends automatically after second Player Turn on Turn 8

To the Volga 2: Mamayev Kurgan



Stalingrad 1942-43



MK Campaign Game 1: Hill of Blood

CG Days: 1230 23- PM 27 September 1942 (5 CG Days)

MAMAYEV KURGAN, STALINGRAD, RUSSIA, 22-27 September, 1942: It was apparent to General Paulus that further advances into the factories south and to the 'Tennis Racket' north of Mamayev Kurgan were making the situation worse until the resistance upon Mamayev Kurgan was finally settled. The nearly exhausted 295th division was soon to be reinforced by the fresh 100th Jäger and elements of the 24th Panzer division. In addition to seizing and retaining control of the summit, they would also need to control the Meat Combine and the surrounding blocks of buildings before moving east and south. The Russians were aware of these plans, and had heavily reinforced the hill. Reserves had been hastily prepared to counterattack enemy breakthroughs as they occurred. Even by Stalingrad's standards, neither side was prepared for the shocking losses each side was to suffer.

TERRAIN CONFIGURATION: The entire play area of the Mamayev Kurgan map is in play. Terrain is ETO.

PLATOON LEADER RECOMMENDED REDEPLOYMENT OPTION: A.

OBJECTIVES: The Germans win if they Control all hexes in/adjacent to the following hexes: L14, P14, Z24, and BB15 by campaign game end. The Germans win the CG immediately if they exit ≥ 60 CVP between X1 and FF11 during any one scenario, while also Controlling all hexes in/adjacent to hexes L14 and P14.

INITIAL SCENARIO VICTORY CONDITIONS: The Germans win if they Control all hexes in/adjacent to hexes L14.

INITIAL SCENARIO SPECIAL RULES:

I1. All MKSR apply to all CG scenarios. EC are Moderate, with no wind at start. Weather is Clear. The Initial Scenario is a German Attack Scenario. The Russians are Idle.

I2. Units received as part of each nationality's at start OB do not count toward CG limits.

I4. No German RG may be purchased as Reserve. Reinforcing German RGs enter on/after Turn 1.

I5. All map-edge hexes in the German setup/entry area are considered German Controlled at start. All other hexes are Russian Controlled.

CAMPAIGN SPECIAL RULES:

MK1. All MKSR apply to all CG scenarios.

MK2. No Quarter and Hand-to-Hand CC are in effect.

MK3. Any empty unarmed vehicle (See RG Notes J & K) that is not Towing a Gun or carrying Passengers, and is not within two hexes of a Gun/Infantry unit, is Recalled. Any such Recalled vehicle may begin the

INITIAL RUSSIAN OB:

Elements of the 95th Rifle Division [ELR: 3] set up anywhere outside the German setup area {SAN: 5}:

RG Rifle Company $\times 2$	6 CPP
RG SMG Company	60 FPP
RG HW Pltn	



INITIAL GERMAN OB

Elements of the 516th and 518th Infantry Regiments, 295th Division, 24th Panzer Division, and 100th Jäger Division [ELR: 4] set up west-of hexrow G, and/or on/west-of hexrow O in hexes numbered ≤ 4 {SAN: 4}:

RG: Rifle Company $\times 2$	RG: HW Pltn
RG: Stosstruppe Pltn	15 CPP



next firefight reclaimed (3.461), and is subject to the restrictions of MK3 again when empty.

MK4. FME: The Friendly Map Edge for the Russians is the North Edge on/between Q1-FF8; for the Germans it is the west edge. These are the only eligible reinforcement entry hexes as well.

MK5. The CG SR Table has a column titled "CP Bonus". This is the number of additional CP that each side receives during that RePh that are added to the CP Replenishment Total derived by DR (2.12).

MK6. Strategic Terrain Types: All types listed by PL 3.0 definition are present [EXC: Military Crest is NA]. In addition, any hex that is "Upslope" on ≤ 3 hexsides is considered Strategic Terrain (EX: J10), and all level 4 hill hexes are considered Strategic Terrain.

MK7. Bore Sighting is NA.



The Junkers JU-87 'Stuka' still loomed over the Stalingrad battlefield as an ominous presence. The legendary but out-dated German dive bomber would serve on the Eastern Front until almost the end of the war.

To the Volga 2: Mamayev Kurgan



Stalingrad 1942-43

CONSOLIDATED RG Notes:

- a Available for on-map setup on CG day of purchase.
- b Bombardments are resolved as per C1.8 [EXC: the bombardment affects a rectangular shaped area 10 hexes from north to south by 7 hexes east to west. A third die is rolled during each DR. A 6 on that third die results in the hex being immune to attack].
- c Each German Gun is accompanied by a 2-2-8 Crew; each MMG/HMG by a 2-4-8 HS MMC (A25.11). Each Russian Gun is accompanied by a 2-2-8 Crew; each MMG/HMG by a 2-4-8 HS.
- d These RG may begin play as Depleted (EXC: Units provided in the at-start CG OOB are not subject to Depletion). Once purchased the unit makes a secret DR; a result ≥ 9 results in that unit being Depleted. That unit receives the number of units to the right of the slash. A depleted unit makes a secret dr for each SW; a result < 4 allows it to receive the SW, otherwise it is forfeit. The MG Pltn make a secret dr for each SW and its accompanying HS/Crew, of which a dr of > 4 results in both being forfeit [EXC: At least two weapons (& accompanying Crew/HS) of each MG Pltn. must be received; continue making dr until at least three remain]. All Depletion DR are subject to the Historical DRM.
- e These units are Assault Engineers/Sappers (H1.22/1.23).
- f These Russian RG must roll for Quality: If it is a Rifle Platoon (I1), a secret dr of ≤ 2 results in the unit being 4-5-8 squads, otherwise they are 4-4-7 squads; If it is a SMG Platoon (I2), a secret dr of ≤ 2 results in the unit being 6-2-8 squads, otherwise they are 5-2-7 squads. **Note:** *If the game counter-mix of one type of unit is exhausted the player must use the alternate type.*
- g The Germans may opt when purchasing this RG (and before rolling for Depletion) to replace one StuG IIIB for one StuG IIIG, or (for A3) replace one Pz IV F1 for one Pz IV F2. If the RG is Depleted, then randomly determine which AFV are removed.
- h Each side may replenish in the RePh any DC/FT/LATW used during the course of the firefight, provided they were not captured or eliminated due to a 12 attack DR.
- i The German may opt when purchasing this RG (and before rolling for Depletion) to replace one SPW 251/1 for one SPW 251/10. If the RG is Depleted, then randomly determine which AFV are removed. The A7 RG may not be purchased unless one of either I1, I2 or I3 are also purchased during that RePh.
- j This RG comes with two prime mover vehicles of the purchasers choice if it enters play from Off Map: either the SdKfz 7, or the SdKfz 11.
- k This RG comes with two prime mover vehicles of the purchasers choice if it enters play from Off Map: either the ZIS-5 truck, or the GAZ-MM truck.
- l Determine Leaders (SMC) as per 2.361 (for Company-sized units roll three times for un-depleted units; twice for depleted units). The Legacy drm is NA.
- m The attack option costs the Germans two CP and it expends two of the CG Max if used during a night firefight.
- n Offboard Observer is secretly recorded before all setup at Level 4 of any FME hex.
- o Increase CP by one per Pre-Registered hex (C1.73) purchased with module (no module may have > 2 Pre-Registered hexes). Add the following rule to PL rule CG4: CG4.1, A Field Phone may be moved prior to making its first Contact DR. Such movement is limited to 3 hexes per MPh and is considered Hazardous Movement. The phone and the unit Possessing it must be placed on map to use such movement but may be placed under a "???" marker if out of the LOS of a Good Order enemy unit. German Offboard Observer is at level 3 of any friendly-
- p Must enter as reinforcements if entered on the CG Day of purchase [EXC: 2.32; 2.34]. The RG is available for on-map setup if purchased on any CG Day prior to that of the current firefight.
- q Fighter-Bomber arrival determined as per E7.2-.21. Germans may choose which type of aircraft when purchased (i.e., FB or DB).
- r German/Croatian Infantry Pltns. that have an RG ID of I2, I5, or I6 arrive with an LMG. RG ID I2 also comes with 1x FT, and 3x DC. The Rif. Coy. (I1) in it's non-depleted state arrives with: 1x HMG, 1x MMG, 2x LMG, 1x 50mm MTR, and 1x ATR. The Rif. Coy. I1 rolls the following *if it is Depleted*. Roll a die for each MG, a dr of ≥ 4 results in that weapon being forfeit (and a maximum of one LMG only is possible). A dr of ≥ 4 results in that unit forfeiting its 50mm Lt. MTR. A dr = 6 results in an ATR accompanying this unit. If any German Inf. Pltn. is depleted, roll for each weapon: a dr ≥ 4 results in that SW being forfeit.
- s Russian Infantry Pltns. (I3) arrives with: 1x LMG, 1x FT and 4x DC. If it is depleted, roll for each weapon: a dr ≥ 4 results in that SW being forfeit. The Rifle/SMG Coy. (I1/I2) in it's non-depleted state arrives with: 1x HMG, 1x MMG, 2x LMG, 1x 50mm MTR, and 1x ATR. The Rif. Coy. I1 rolls the following *if it is Depleted*. Roll a die for each MG, a dr of ≥ 4 results in that weapon being forfeit (and a maximum of one LMG only is possible). A dr of ≥ 4 results in that unit forfeiting its 50mm Lt. MTR. A dr = 6 results in an ATR accompanying this unit.
- u This RG Unit may set up On-Map and be purchased at no additional CP to do so, if it is bought with all its tanks being Dug In AFVs (D9-9.53). Dug In AFV's may begin play HIP (in concealment terrain) or Concealed (in non-concealment terrain - "??") lost when enemy unit has LOS). Such a Unit may only be HIP/concealed this way in the RePh following an Idle Night Firefight. Dug In AFVs may be returned to normal mobile status (ie. no longer Dug-In) during any subsequent RePh (no CP/FP expenditure needed to do so).
- w Patrols are OPTIONAL in Mamayev Kurgan. Use the Patrol rules in 2.7.
- x This RG must roll for Quality: a secret dr of ≤ 2 results in the unit being 4-4-7 squads, otherwise they are 3-4-7 squads. This unit is not available for purchase until scenario 3. **Note:** *If the game counter-mix of one type of unit is exhausted the player must use the alternate type.*



Still impressive to this day, the image of Germany's armored might before the thought of defeat entered the collective psyche of the Wehrmacht. Above, a Sturmgeschütz battalion moves on Stalingrad with a mix of StuG IIIB and StuG IIIG marks, plus support vehicles. At full strength, a StuG battalion consisted of 42 assault guns.

To the Volga 2: Mamayev Kurgan



Stalingrad 1942-43

GERMAN REINFORCEMENT GROUP CHART						
RG ID	Description	Unit Strength	Units	CP Cost	Scen Max	CG Max CG1/CG2
I1	Rifle Company	12/9	4-6-7 ^{dpr}	6	2	3
I2	Pioniere Pltn	3/2	8-3-8 ^{dehpr}	5	2	2
I3	HW Pltn.	HMG×2, MMG×2, 81*mm MTR× 2 ^{cdlp}		3	1	2
I4	Battalion HQ	10-2, 8-1, 4-6-8, Kfz 4 ^a		2	1	1
I5	Stosstruppe Pltn	3/2	5-4-8 ^{dpr}	2	2	6
I6	Croatian Rifle Pltn	3/2	3-4-7 ^{dprx}	2	3	6
G1	Anti Tank Gun Section I	3/2	50L PaK 38 ^{acdj}	3	1	1
G2	Anti Tank Gun Section II	3/2	75L PaK 40 ^{acdj}	4	1	1
G3	Infantry Gun Section	3/2	105 leFH18 ART ^{acdj}	5	1	2
G4	AA Gun Section	3/2	2cm FlaK 38 ^{acdj}	3	1	1
O1	Battalion Mortar	80+mm Btln MTR OBA Module ^{ao}		3	2	2
O2	Medium Arty	100+mm OBA Module ^{ao}		4	2	1
O3	Hvy Arty	150+mm OBA Module ^{ao}		6	2	1
O4	Offb'd Observer	Offboard Observer ^{ao}		1	2	2
O5	Aerial Spotter Plane	Observation Plane (E7.6) ^{ao}		1	1	3
O6	Bombardment ^b			8	2	2
A1	Med. Panzer Pltn. 1	3/2	PzKw IIIH ^{kl}	6	1	2
A2	Med. Panzer Pltn. 2	3/2	PzKw IIJ ^{kl}	6	1	1
A3	Med. Panzer Pltn. 3	3/2	PzKw IV F1 ^{dgl}	7	1	2
A4	Sturmgeschutz Pltn.	3/2	StuG IIIB ^{dgl}	7	1	2
A5	Half-track Pltn. 1	3/2	SPW 251/1 ^{di}	4	2	2
A6	Half-track HQ Pltn	2/1	SPW 250/1 ^d	3	1	1
A7	Pz. Aufklaerungs Pltn	2/1	SPW 251/sMG ^{di}	3	1	2
M1	Fortifications	20 FP ^a		1	3	9
M2	Sniper	SAN Increase +1		1	2	4
M3	Attack Option	Attack Chit ^w		1	1	4
P1	Patrol ^w			1	1	5
S1	Air Support	1-3	'42 DB or FB w/bombs ^q	4	1	4

To the Volga 2: Mamayev Kurgan



Stalingrad 1942-43

★ RUSSIAN REINFORCEMENT GROUP CHART ★						
RG ID	Description	Unit Strength	Units	CP Cost	Scen Max	CG Max
I1	Rifle Company	12/8	4-5-8/4-4-7 ^{drips}	5	2	6
I2	SMG Company	9/7	6-2-8/5-2-7 ^{drips}	4	1	4
I3	Guards Engineer Pltn	3/2	6-2-8 ^{dehps}	3	2	2
I4	HW Platoon	HMG .50-cal. HMG MMG×2, 82*mm MTR× 2 ^{acd}		6	1	3
I5	Regimental HQ	9-2, 8-0, 2-4-8 ^a		4	1	1
G1	AT Battery	2/1	45L AT ^{adck}	3	1	1
G2	ART Battery	2/1	76L ART ^{adck}	4	1	1
G3	INF Battery	2/1	76* INF ^{adck}	5	1	1
G4	AA Battery	2/1	37L AA ^{adck}	3	1	1
O1	Battalion Mortar	80+mm Btltn MTR OBA Module ^{ano}		4	1	2
O2	Light Arty	70+mm OBA Module ^{ano}		3	1	2
O3	Medium Arty	120+mm OBA Module ^{ano}		5	1	2
O4	Katyusha	200+mm Rocket OBA Module ^o		4	2	2
O5	Offb'd Observer	Offboard Observer ^o		1	1	2
A1	Light Tank Pltn	3/2	T-60 M42 ^{du}	3	1	2
A2	Medium Tank Pltn	3/2	T-34 M41 ^{du}	6	2	2
A3	Heavy Tank Pltn	3/2	KV-1 M42 ^{dl}	6	1	1
M1	Fortifications	20 FP ^a		1	3	12
M2	Sniper	SAN Increase +1		1	1	5
M3	Attack Option	Attack Chit		1	1	2
P1	Patrol ^w			1	1	3
S1	Air Support	1	'42 FB w/bombs ^q	4	2	1



At left is a photo of Mamayev Kurgan, snapped in 1943 after the battle had come to an end. The image lends the viewer some perspective on the relative height and steepness of this terrain feature, also known as "Height 102". In the middle of the background, on the hill side of the Volga, is a portion of the city, providing more visual information, in this case the value of Mamayev Kurgan as an observation post.

Note: The bonus CG included was designed using a deductive methodology instead of tradition counter-pushing.

DEVIL'S SUMMIT

ver. 1.1

#1

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



Elements of the 295th and 71st Divisions, and 204th Panzer Regiment [ELR: 4] enter on/after Turn 1 along the west edge {SAN: 3}:

E 4-6-8 3	1 4-6-7 12	2-2-8 2	9-2 2	8-1 2	8-0 2	3PP 2 5-12	1PP 1 3-8	1PP 1-12	5PP 3 50*	X12 1PP 30-1	16 1 T7 15PP AAMG -/-/3 3	16 1 3PP 25/3MG 7PP* CMG -/7*/3*
13 6 2 50L 3/5	14 6 1 75* 3/5	M10 2 75* INF	8-1	Enter on Turn 3 along the west edge:				13 6 2 50 3/5	9-1			
4		2							3			



Elements of the 9th Motorized Brigade, 34th Guards Regiment, 269th NKVD Regiment, and 416th Rifle Regiment of 112th Rifle Division [ELR: 3] set up on/east of hexrow I {SAN: 4}:

E 6-2-8 3	1 4-4-7 10	C 4-2-6 5	2-2-8 3	9-0 2	9-1 2	8-0 2	6+1 2	5PP 3 6-12	5PP B11 2 4-10	1PP B11 1 2-6	1PP 1-12	4PP [3-20] 3 50*
x12 1PP 11	7 morale 10	Misses 12 A-P factors	Misses 3 A-T factors	M11 3 45L AT	Pz III 8 2 76* INF	T-34 M41 76L 2/4	1+3+5 2	OVR, OBA: +4 Other: +2 8	5 1S OVR, OBA: +4 Other: +2 6	dr = MF CC: +1/-1 3		
				2			Dug-In (see SR #7)					

MAPLAYOUT:

Mamayev Kurgan



(only hexes numbered ≥ 7 and ≤ 22 on/ west-of hexrow V are playable)

OBJECTIVES: The Germans win at game end if they Control all Level 4 hill hexes ≤ 2 hexes from hex L14.

SCENARIO RULES:

1. All MKSR are in effect. EC are Dry, with a Mild Breeze from the northeast at start.

MAMAYEV KURGAN, STALINGRAD, RUSSIA, 14 September 1942: The fighting for Stalingrad was now deep into the heart of the city. The German 51st Corps had reached the lower slopes of the most dominant natural landmark in the city, the ancient Tartar burial mound known as Mamayev Kurgan. The exhausted remnants of the Soviet 9th Motorized Brigade and 269th NKVD Regiment had fallen back to these heights. They were soon reinforced by advance elements of the 13th Guards and 112th Rifle Divisions in fighting for this important position. Also known as Hill 102.0, this position was not permitted to fall to the control of the enemy. The NKVD defenders bolstered morale through whatever draconian measures were felt necessary to hold these vital heights. Despite heroic efforts, the overwhelming mass and momentum of the German attackers, supported by a softening up by artillery and Stukas, drove through to seize the summit and hold it, however tenuously.

VARIATIONS:

- ✚ Russian OBA has Scarce Ammunition (C1.211).
- ★ Remove one Pz IIIH from the German reinforcements.

- The Russians receive one module of 80+mm battalion mortar OBA (HE only).
- The Germans receive one module of 100+mm OBA (HE and Smoke), directed by an Offboard Observer (C1.63) located at ground level in a west edge hex secretly recorded during German setup.
- The Russians may use HIP for ≤ 1 squad-equivalent and any SMC/SW stacked with it, as well as for the leader possessing the Field Phone.
- The Germans receive Random Air Support (E7.; see E7.2 for arrival) in the form of two '42 DB with bombs; they are automatically Recalled after three full game turns.
- Hand-to-Hand CC (J2.31) may be declared by either side.
- The T-34 M41 in the Russian OB is a Dug-In AFV (D9.54).



#2

© 2018 Critical Hit, Inc.

#3

Elements of the 39th Guards Regiment, 416th Rifle Regiment, and 189th Tank Brigade [ELR: 3] set up ≤ 3 hexes from hex S12 [SAN: 4]:

 E 6-2-8 3	 E 4-5-8 3	 14-4-7 3	 2-2-8 3	 1-2-7 3	 8-0 3	MMG 5PP B11 2 4-10 2	LMG 1PP B11 1 2-6 2	DC 1PP X12 30-1 2	MOL-P 2PP B11 X12 4-4 2	? 7 morale 4	CH 3p M 8 2 76* INF 2	Foxhole 5 OVR, OBA: +4 1S Other: +2 5
---	---	--	---	---	---	--	---	---	---	--	---	---

One group enters on each of Turns 1 and 3 along the north and/or east board edge(s) ≤ 4 hexes from hex U10 (see SR #2):

Group 1:

 E 6-2-8 3	 10-2 3	LMG 1PP B11 1 2-6 2	DC 1PP X12 30-1 2	FT X10 24-1 2
---	--	---	---	---

Group 2:

 2-2-8 3	 9-2 3	dm HMG 50 cal 3PP 2	MMG 5PP B11 2 4-10 2
---	---	---	--

Group 3:

CH 15 30 M2 1 20LL (4) -/2 2	CH 17 30 M2 1 76L 2/4 2	9-1 2
--	---	---

**Mamayev
Kurgan**

SCRAPYARD

ver. 1.1

#4

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

Elements of the 516th Infantry Regiment, 295th Division [ELR: 4] set up ≤ 4 hexes from hex D16 {SAN: 3}:

E 4-6-8 4	1 4-6-7 10	2 4-4-7 4	2-2-8	9-1	8-1	8-0	7-0	4PP 3 7-16	3PP 2 5-12	1PP 1 3-8	5PP 3 50*	1PP 8
--------------	---------------	--------------	-------	-----	-----	-----	-----	---------------	---------------	--------------	--------------	----------

Elements of KG Salzer, 24th Panzer Division enter on/after Turn 1 along the west edge on hexes numbered ≥ 20, OR on/after Turn 2 along the south edge on/west-of hex H28:

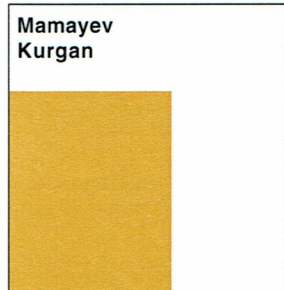
E 5-4-8 5	8-1	7-0	1PP 1 3-8	X12 1PP 30-1	X10 1PP 24-1	13 1 75L	16 9PP 37L T10 -/-/3*	16 1 15PP AAMG -/-/3	8-1
--------------	-----	-----	--------------	-----------------	-----------------	-------------	--------------------------	-------------------------	-----

Elements of the 90th and 161st Rifle Regiments [ELR: 3] set up on Level 3 or 4 hill hexes outside the German setup area {SAN: 4}:

E 4-5-8 5	1 4-4-7 13	2-2-8	9-1	8-1	8-0	5PP 3 8-16	5PP B11 2 4-10	1PP B11 1 2-6	1PP 1-12	4PP 3 50*	X12 1PP 30-1	x12 1PP 11
--------------	---------------	-------	-----	-----	-----	---------------	-------------------	------------------	-------------	--------------	-----------------	---------------

7 morale 10	45L AT	OVR, OBA: +4 Other: +2	5 1S OVR, OBA: +4 Other: +2
----------------	--------	---------------------------	-----------------------------------

MAPLAYOUT:



(only hexes numbered ≥10 and west-of hexrow U are playable)

VARIATIONS:

- ✚ Replace one Marder II with a Pz IVF1.
- ★ Replace the Russian 9-1 leader with a 9-2.

SCENARIO RULES:

1. All MKSR are in effect. EC are Dry, with no wind at start.
2. The Russians receive one module of 80+mm OBA (HE and Smoke).
3. The Germans receive one module of 100+mm OBA (HE and Smoke).
4. The Russians may use HIP for ≤ 1 squad-equivalent and any SMC/SW stacked with it.
5. Hand-to-Hand CC (J2.31) may be declared by either side.

OBJECTIVES: The Germans win at game end if they Control hex L14 and all adjacent hexes, and have more unbroken MMC than the Russians on Level 4 hill hexes.

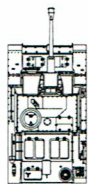
MAMAYEV KURGAN, STALINGRAD, RUSSIA, 20 September 1942: General Chuikov had begun a general assault in the city. However, at the same time, the German 516th Regiment, reinforced by elements of the "rested" 24th Panzer Division once again assaulted the crest of Mamayev Kurgan. Here they engaged in fierce close-quarters combat with elements of the 95th and 112th Rifle Divisions. Kampfgruppe Salzer from the 26th Grenadier Regiment left its resting place near the "Sheep Breeding Farm", crossed Gumrak airfield, and relieved the 516th Regiment for its assault on the burial mound and the Volga beyond. The fighting was unusually intense and vicious, with the Germans forcing the Russians from the summit once again, but not completely from all the surrounding slopes. Exhausted, the Germans dug in and awaited the inevitable counterattack.



THE INFERNO

#5

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



Elements of the 516th and 518th Infantry Regiments, and 4th Motorcycle Battalion, 295th Division [ELR: 4] set up on Level 3 or 4 hill hex(es) west of hexrow P, and/or in any hex numbered ≥ 20 {SAN: 3}:

 E <u>8-3-8</u> 3	 E <u>5-4-8</u> 6	 1 <u>4-6-7</u> 6	 2 <u>4-4-7</u> 5	 <u>2-2-8</u> 3	 10-3 3	 9-2 2	 8-1 2	 8-0 2	 7-0 2	 HMG 4PP <u>3 7-16</u> 2	 MMG 3PP <u>2 5-12</u> 2	 LMG 1PP <u>1 3-8</u> 5
--	--	--	--	--	--	---	---	--	---	---	---	--

 5PP MTR [2-13] <u>3 50*</u> 2	 DC X12 1PP 30-1 4	 1PP FT X10 24-1 2	 Radio 1PP 8 7 morale 9	 ? 7 morale 9	 CH M11 GWW 34 (2-60) <u>3 81* MTR</u> 2	 CH M10 10-18 <u>2 75* INF</u> 2	 CH M⑥ 16-33 <u>150* INF</u> 2	 CH SMC HMG 13 8 3 <u>75L -/-2*</u> 2	 Foxhole 5 1S OVR, OBA: +4 Other: +2 9
---	---	---	---	---	--	---	---	---	--



Elements of the 90th and 161st Rifle Regiments [ELR: 3] set up in hexes numbered ≤ 19 east of hexrow P {SAN: 4}:

E 6-2-8 4	E 4-5-8 4	1 4-4-7 6	C 4-2-6 3	2-2-8 3	10-0 2	9-2 2	8-0 2	HMG 5PP 3 6-12 2	MMG 5PP B11 2 4-10 2	LMG 1PP B11 1 2-6 2	ATR 1PP 1-12 2	MTR 4PP 3 50* 2
Phone x12 1PP 11 2	CH M11 BWA 30-37 (3-78) 82* MTR 2	CH M8 PP 30-37 76* INF 7	Trench OVR, OBA: +4 Other: +2 7	Foxhole 5 1S OVR, OBA: +4 Other: +2 8	Enter on Turn 4 on/adjacent-to hex P8:			E 6-2-8 2	1 5-2-7 2	8-1 2	DC 1PP X12 30-1 2	LMG 1PP B11 1 2-6 2

MAPLAYOUT:

Mamayev
Kurgan



(only hexes numbered ≥ 8 and ≤ 25
west-of hexrow W are playable)

VARIATIONS:

✚ Replace one Marder II with a Pz IVF1.

★ Replace the Russian 9-1 leader with a 9-2.

SCENARIO RULES:

1. All MKSR are in effect. EC are Dry, with no wind at start.
2. The Russians receive one module of 80+mm battalion mortar OBA (HE only).
3. The Germans receive one module of 150+mm OBA (HE and Smoke) with Scarce Ammunition (C1.211).
4. The Russians may use HIP for ≤ 2 squad-equivalents and any SMC/SW stacked with them.
5. The Germans receive Random Air Support (E7.; see E7.2 for arrival) in the form of two '42 DB with bombs; they are automatically Recalled after three full game turns.
6. Hand-to-Hand CC (J2.31) may be declared by either side.
7. German 8-3-8 squads (and their HS) are Assault Engineers (H1.22; A11.5).

OBJECTIVES: The Germans win at game end if there are no unbroken Russian non-crew MMC on Level 4 hill hexes nor on any Level 3 hill hex ≤ 3 hexes from R17.

MAMAYEV KURGAN, STALINGRAD, RUSSIA, 22 September 1942: Precipitating some of the heaviest fighting to date, two regiments from the 295th Division had renewed their assault against the Russian defenses on Mamayev Kurgan and the middle reaches of the Dolgii Ravine to the south in another 'final' attempt to break the stalemate atop the burial mound. It was essential to remove the threat to the flank of the 51st Corps, which was about to make its offensive against the southern factory district, created by Russian contention for the hill. Following a preemptory bombardment by VIII Air Corps and artillery, two regiments began their assault just past dawn in sunny conditions. The bombardment failed to adequately weaken the Russian strength, which "... offered very tough resistance with mortars, artillery, and rocket-launchers, in part from the eastern shore of the Volga, not to mention violent counterthrusts. In costly combat with flamethrowers, and concentrated charges, well-supported by assault guns and pioneers, the infantrymen gained ground but their low strengths prevented a large gain of ground." Against fierce resistance the assault groups pushed the Russian defenders up the southern slopes of the mound, while suffering heavy losses. They also failed to completely retake the summit. This proved to the German High Command that the 295th Division was no longer capable of completing the difficult tasks assigned it. Towards dusk, counterattacks were launched against the western slopes of the mound and the 26th Panzergrenadier Regiment was hard-pressed to fend them off.

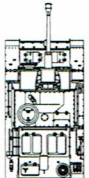


UNDER SHELL AND BOMB

...continued on back of scenario #15

#7

 RUSSIAN Sets Up First  GERMAN Moves First	1	2	3	4	5	6	7	8	9	10
---	----------	----------	----------	----------	----------	----------	----------	----------	----------	-----------

Elements of the 54th and 227th Jäger Regiments, and 245th Assault Gun Brigade [ELR: 4] set up on/west-of hexrow G, and/or on/west-of hexrow O in hexes numbered ≤ 4 {SAN: 4}:

 E 8-3-8 4	 E 5-4-8 9	 1 4-6-7 12	 2-2-8 6	 10-3 2	 9-2 2	 9-1 2	 8-1 2	 8-0 2	 7-0 2	 HMG 4PP 3 7-16 2	 MMG 3PP 2 5-12 4	 LMG 1PP 1 3-8 6	 ATR 1PP 1-12 4
--	--	---	--	---	--	--	--	---	--	---	---	--	---

 SPP MTR [2-13] 3 50* 3	 DC X12 1PP 30-1 7	 1PP FT X10 24-1 2	 Radio 1PP 8 2	 Trench OVR, OBA: +4 Other: +2 9	 Foxhole 5 1S OVR, OBA: +4 Other: +2 9	 CH M11 GW 34 (2-60) 81* MTR 2	 CH M6 MG 23 150* INF 2	 CH M7 PAK 38 76L AT 2	 CH M10 PAK 38 50L AT 2	 CH 14 6 3 75* 5
---	--	--	--	--	---	---	---	---	---	--

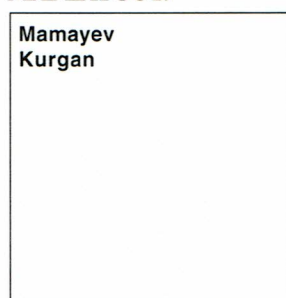
 CH 13 8 3 75L -/-2* 3	 9-2 3	 8-1 3
--	--	--

Elements of the 517th and 518th Infanterie Regiments, KG Salzer set up on/south-of the K29-U25-U29 hexgrain:

 E 8-3-8 3	 E 5-4-8 4	 1 4-6-7 7	 2 4-4-7 3	 2-2-8 2	 9-2 2	 8-1 2	 8-0 2	 7-0 2	 HMG 4PP 3 7-16 2	 MMG 3PP 2 5-12 3
--	--	--	--	--	---	--	--	--	---	---

 1PP LMG 1 3-8 4	 1PP ATR 1-12 3	 SPP MTR [2-13] 3 50* 2	 DC X12 1PP 30-1 4	 1PP FT X10 24-1 2	 Radio 1PP 8 2	 CH M11 GW 34 (2-60) 81* MTR 2	 CH 14 6 3 75* 3/5 2	 CH 14 6 3 75L 3/5 2	 CH 13 6 3 50 3/5 2
---	--	---	--	--	--	---	--	---	---

MAPLAYOUT:





OBJECTIVES: The Germans win at game end by Controlling hexes/buildings worth ≥ 25 VP. VP are awarded for Control of hexes/buildings as follows: (hexes) L14 = 6 VP; I8, J17, K16, I15, L10, L15, L18, L19, M15, P14, P15, S12 = 1 VP; (buildings) Y25 = 4 VP; AA16, CC15 = 3 VP.

SCENARIO RULES:

1. All MKSR are in effect. EC are Dry, with a Mild Breeze from the south-west at start.
2. The Russians receive one module of 80+mm battalion mortar OBA (HE and Smoke).
3. The Germans receive one module of 100+mm OBA (HE and Smoke) and one module of 70+mm OBA (HE and Smoke).

4. The Russians may use HIP for ≤ 3 squad-equivalents and any SMC/SW stacked with them. The Russians may Fortify (B23.9) ≤ 4 building Locations. MKSR 16.13 is in effect.
5. The Germans receive Random Air Support (E7.; see E7.2 for arrival) in the form of three *42 DB with bombs; they are automatically Recalled after three full game turns.
6. After all setup (including any offboard) but prior to start of play, the German player may place ≤ 3 ARs anywhere on board, make a Direction/Extent-of-Error DR for each [EXC: maximum Extent of Error is 1 hex], and place a FFE:1 counter in each of the resulting hexes (remove the ARs). Each FFE:1 represents a 120+mm Rocket OBA Fire Mission. Resolve the FFE:1 immediately and then replace it with a FFE:2. After play begins, resolve the rest of these three Fire Missions normally [EXC: they may be neither corrected nor voluntarily canceled], after which access to this Rocket OBA is permanently lost.
7. Hand-to-Hand CC (J2.31) may be declared by either side.
8. German 8-3-8 squads (and their HS) are Assault Engineers (H1.22; A11.5).
9. Any MMC in eligible terrain may begin play set up in a Foxhole.

MAMAYEV KURGAN, STALINGRAD, RUSSIA, 27 September 1942: Acknowledging the damage done to his army in assaulting the southern and central sections of the city, General von Paulus had systematically reconfigured his forces for a fresh assault. Two shock groups were formed, with one consisting primarily of the 100th Jäger Division, whose task was to clear and control Mamayev Kurgan, followed by an advance into the Tennis Racket and the Bannyi Ravine and finally to occupy the Krasnyi Oktiabr workers' settlements. Paulus' counterpart, General Chuikov was well aware of these preparations and had planned appropriate spoiling attacks, though he was unaware of the fresh German reinforcements. His attack was disrupted before it could even begin, with waves of Stukas strafing his advancing forces. His strongpoint on the crest of the burial mound was destroyed. Bombs and artillery cut down the attackers, decimating their ranks and allowing the following German advance to gain ground. The jägers advanced two regiments abreast and captured the western slopes, but initially failed to take the southern slopes. The 227th Jäger Regiment's vigorous assaults, supported by intense artillery, destroyed the Russian ability to hold on. The Germans would secure the summit that evening (though some bypassed remnants would harass the Germans on the southern and western slopes for the next few days). By day's end, the 95th Division retained a foothold on the northern and eastern slopes of the burial mound, but was down to only 400 effective fighting men.



© 2018 Critical Hit, Inc.

Scenario Rules continued...

- The Germans suffer from Ammunition Shortage (A19.131).
- The Russians receive a module of 150+OBA (HE only) with Plentiful Ammunition (C1.211) and one Pre-Registered hex (C1.73), directed by an Offboard Observer (C1.63) located at ground level in an east edge hex secretly recorded before German setup.
- The Russians receive Random Air Support (E7.; see E7.2 for arrival) in the form of two '42 FB with bombs; it is automatically Recalled after three full game turns.

- The Russian player may conduct a pre-game Bombardment (C1.8) [EXC: only hexes ≤ 5 hexes from a hex selected by the Russian player are affected; contrary to C1.81, spared hexes are determined by a subsequent dr made with each Bombardment MC DR: on dr of '6' the hex is spared]; an additional +2 DRM applies to all Bombardment MC DR.
- Hand-to-Hand CC (J2.31) may be declared by either side.

UNDER SHELL AND BOMB

continued...

#7



Elements of the 95th Rifle Division [ELR: 3] set up anywhere outside the German setup area north/west of the railroad running from W1-AA14-U24-I29 {SAN: 5}:

E 6-2-8 8	E 4-5-8 8	1 4-4-7 12	C 4-2-6 4	2-2-8 3	1-2-7 3	9-0	9-2	9-1	8-1	8-0	5PP B11 2 4-10	1PP B11 1 2-6
												3
1PP 1-12 3	B11 X12 4-4 3	7 morale 17	PP M 8 2 76* INF	PP M 8 3 37L(8) AA								
			2									

Elements of the 1045th Rifle Regiment set up anywhere east of the railroad running from W1-AA14-W22, and/or in hexes numbered ≥ 23 on/east of hexrow W:

E 6-2-8 3	E 4-5-8 4	1 4-4-7 6	2-2-8	1-2-7	9-2	8-1	8-0	5PP B11 2 4-10	1PP B11 1 2-6	1PP 1-12	B11 X12 4-4	1PP X12 30-1
PP M 9 2 76L ART	OVR, OBA: +4 Other: +2 1+3+5											
	4											

Elements of the 95th Training and Heavy Weapons Battalion set up ≤ 4 hexes from hex N14:

E 2-4-8 8	2-2-8 4	10-0	10-2	8-1	5PP 3 8-16	5PP 3 6-12	5PP B11 2 4-10	4PP 3 50*	1PP 11	PP M 11 3 45L AT	PP M 11 3 82* MTR
PP M 9 2 76L ART	14 6 45L -/2	OVR, OBA: +4 Other: +2 1+3+5	dr = MF CC: +1/-1	1+3+5							
	2	9	3	3							
	Dug-In										

Elements of the 137th Tank Brigade enter on Turn 5 along the east edge in any hex numbered ≤ 13:

17 11 6 76L 2/4	15 11 6 20LL(4) -/2
2	2

MAMAYEV KURGAN CREDITS

Original Design: David Lamb

Development: Raymond J. Tapio, David Lamb

Playtesting/Editing: PJ Norton, Fred Schwarz, Michael Faulkner, Trent Dobbs, Lawrence Davies, Michael Fetty, Matt Keurajian, Guy Flummerfelt, Ross Tweten, Will Willow, Richard Smit, David Lamb

Photo Credits: The National Archives

©2018 Critical Hit, Inc. ALL RIGHTS RESERVED

VARIATIONS:

✚ MKSR 16.13 is not in effect.

★ Remove one Pz IIIH from the German reinforcements.

FRAUGHT WITH DANGER

#8

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

Elements of the 100th Jäger Division [ELR: 4] set up on/west-of hexrow L {SAN: 4}:

E 8-3-8	E 5-4-8	1 4-6-7	2-2-8	10-2	9-1	8-1	8-0	3PP 2 5-12	1PP 1 3-8	5PP 2-13 3 50*	X12 1PP 30-1	1PP 24-1
2	4	6	2				2	2	4		2	

7 morale 8	M11 81* MTR	M10 75* INF	OVR, OBA: +4 Other: +2
			5

Elements of the 245th Assault Gun Brigade and 369th Croatian Regiment [ELR: 3] enter on Turn 2 along the west edge:

E 4-4-7	1 3-4-7	8-1	1PP 1 3-8	X12 1PP 30-1	14 6 3 75*	13 8 3 75L -1/-2*	9-1
2	3			2		2	

Elements of the 90th Rifle Regiment, 95th Rifle Division [ELR: 3] set up on/east of hexrow N {SAN: 5}:

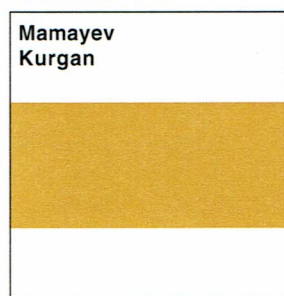
E 6-2-8	E 4-5-8	1 4-4-7	2-2-8	1-2-7	9-0	9-2	8-1	8-0	5PP B11 2 4-10	1PP B11 1 2-6	1PP 1-12	B11 X12 2PP 4-4
4	6	4		2					2	3	2	2

7 morale 8	M 8 76* INF	OVR, OBA: +4 Other: +2	5 OVR, OBA: +4 Other: +2	1S dr = MF CC: +1/-1
		7	4	2

Enter on Turn 4 along the east edge:

1 5-2-7	1 4-4-7	9-1	1PP B11 1 2-6	1PP 1-12	10 11 76L 2/4 R2
2	2				2

MAPLAYOUT:



(only hexes numbered ≥ 10 and ≤ 20 on/between hexrows G-T are in playable)

VARIATIONS:

- ✚ Replace one German 8-0 leader with an 8-1.
- ★ Bombardment hexes are spared on a subsequent dr ≥ 5 (see SR #3).

SCENARIO RULES:

1. All MKSR are in effect. EC are Dry, with a Mild Breeze from the south-west at start.
2. The German player may conduct a pre-game Bombardment (C1.8) [EXC: only hexes ≤ 5 hexes from a hex selected by the German player are affected; contrary to C1.81, spared hexes are determined by a subsequent dr made with each Bombardment MC DR: on a dr of '6' the hex is spared.]
3. Hand-to-Hand CC (J2.31) may be declared by either side.
4. German 8-3-8 squads (and their HS) are Assault Engineers (H1.22; A11.5).

OBJECTIVES: The Axis wins at game end by Controlling ≥ 24 Level 4 hill hexes.

MAMAYEV KURGAN, STALINGRAD, RUSSIA, 28 September 1942: The German 51st Corps' offensive was still underway. Following up on the previous day's success, the 227th Jäger Regiment had been reinforced by the reserve 369th Croatian Regiment. Both regiments would thrust and parry against the 90th Rifle Regiment for control of the eastern section of the summit of the burial mound, while more of its[amd24] strength was spent trying to secure the nearby Meat Combine and Tennis Racket. Though still strong, they proved unable to crack the Russian defenses atop the burial mound.



HITLER'S LITTLE HELPERS

#9

⚔️ RUSSIAN Sets Up First	1	2	3	4	5
★ AXIS Moves First					



Elements of the 369th Croatian Regiment, and 516th Infanterie Regiment [ELR: 3] set up in hexes numbered ≥ 18 {SAN: 3}:

 E 4-4-7	 1 3-4-7	 1 1-3-7	 8-1	 1PP 3-8	 5PP [2-13] 3 50*	 1PP 30-1
2	3					

Elements of the 516th Infanterie Regiment enter on Turn 2 along the south edge:

 E 8-3-8	 1 4-6-7	 9-1	 8-1	 1PP 3-8	 1PP 30-1
2					



Elements of the 1045th Rifle Regiment [ELR: 3] set up in hexes numbered ≤ 16 {SAN: 4}:

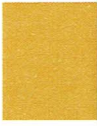
 E 8-5-8	 C 4-2-6	 C 2-2-6	 2-2-8	 8-1	 1-4-9	 5PP B11 [2] 4-10	 1PP B11 [1] 2-6	 7 morale	 M9 PTP 64-39 [2] 76L ART	 OVR, OBA: +4 Other: +2
2								5		2

Enter on Turn 3 along the east edge in hexes numbered ≤ 14 :

 E 6-2-8	 1 4-4-7	 7-0	 1PP B11 [1] 2-6
2			

MAPLAYOUT:

Mamayev Kurgan



N



(only hexes numbered ≥ 10 and ≤ 20 on/east of hexrow W are playable)

VARIATIONS:

⚔️ Delete the 2-2-6 HS from the Russian OB.

★ Russian Reinforcements enter on Turn 2.

OBJECTIVES:

The Axis wins at game end by Controlling ≥ 3 buildings adjacent to hex BB15.

SCENARIO RULES:

1. All MKSR are in effect. EC are Moderate, with a Mild Breeze from the southwest at start.

2. The Russians may fortify ≤ 2 building Locations (B23.9).

3. The Croatian 4-4-7 and German 8-3-8 squads (and their respective HS) are Assault Engineers (H1.22; A11.5) and Sappers (B28.8).

4. Once per game, the Axis player may place a full-strength +3 Smoke counter in any one hex as the first action of his PFPh.

5. Hand-to-Hand CC (J2.31) may be declared by either side.

MAMAYEV KURGAN, STALINGRAD, RUSSIA, 28 September 1942:

Just to the east of the burial mound lay the Meat Combine—a series of buildings near the base of the hill that had been extensively fought over for many days. Now, it was the turn of the Croatian regiment attached to the 100th Jäger Division. It reinforced the 295th Division's infantry scrabbling through the ruins of this block of buildings. The crack Siberian troops of the 284th Rifle Division were dogged and tough fighters, determined to hold this terrain that protected access to the hill and was a vital gateway to the nearby Volga crossings. The Soviet commanders soon took note that the Germans were less decisive and well-coordinated than in the past, and that they were 'losing their punch.' This was the time for counterattacks to retake some lost ground.



© 2018 Critical Hit, Inc.

BUT NOT THERE YET

#10

+ AXIS Sets Up First ★ RUSSIAN Moves First	1	2	3	4	5	6	7
---	---	---	---	---	---	---	---

Elements of the 517th Infanterie Regiment [ELR: 3] set up ≤ 3 hexes from hex N15 {SAN: 4}:

1 4-6-7 3	2 4-4-7 6	2-2-8	8-1	8-0	4PP 3 7-16	3PP 2 5-12	1PP 1 3-8	7 morale 8	M10 2 75* INF	OVR, OBA: +4 Other: +2 6	5 1S OVR, OBA: +4 Other: +2 3	dr = MF CC: +1/-1 2
--------------	--------------	-------	-----	-----	---------------	---------------	--------------	---------------	------------------	--------------------------------	--	---------------------------

Elements of the 369th Croatian Regiment and 516th Infanterie Regiment set up in hexes numbered ≥ 15 on/between hexrows X and AA (see SR #4):

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

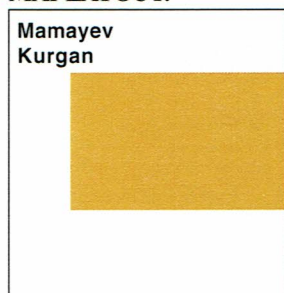
Elements of the 95th Rifle Division [ELR: 3] set up ≤ 4 hexes from hex U11 {SAN: 4}:

E 6-2-8 5	1 5-2-7 3	1 4-4-7 4	2-2-8	1-2-7	9-0	9-2	8-1	5PP B11 2 4-10	1PP B11 1 2-6	2PP B11 X12 4-4	X12 1PP 30-1 2	X10 24-1
--------------	--------------	--------------	-------	-------	-----	-----	-----	-------------------	------------------	--------------------	----------------------	-------------

Elements of the 90th Rifle Regiment and Siberian 1045th Regiment set up on/ east of hexrow CC:

PP M 8 2 76* INF	OVR, OBA: +4 Other: +2 8	E 6-2-8 2	E 4-5-8 2	1 4-4-7 2	9-0	8-0	5PP 3 6-12	1PP B11 1 2-6	X12 1PP 30-1 2
---------------------	--------------------------------	--------------	--------------	--------------	-----	-----	---------------	------------------	----------------------

MAPLAYOUT:



(only hexes numbered ≥ 8 and ≤ 20 on/ east of hexrow I are playable)

VARIATIONS:

- Game Length is reduced to 6 turns.
- Game Length is increased to 8 turns.

SCENARIO RULES:

- All MKSR are in effect. EC are Moderate, with no wind at start.
- The Russians receive Random Air Support (E7.; see E7.2 for arrival) in the form of two '42 FB with bombs; they are automatically Recalled after three full game turns.
- Hand-to-Hand CC (J2.31) may be declared by either side.
- German and Croatian units may freely share their concealment counter allotment during setup.

OBJECTIVES: The Russians win at game end by Controlling all hexes ≤ 1 hex from hexes BB15 and L15.

MAMAYEV KURGAN, STALINGRAD, RUSSIA, 29 September 1942: The Germans had resumed their offensive to clear the central and lower city sectors of all Soviet resistance. On Mamayev Kurgan, the 295th Division was tasked with clearing the summit. They had succeeded in clearing this and the northern slopes, shifting their assault regiment southward, when a rapid Russian counterattack nearly retook all of the lost ground. The Germans were able to retain their gains, and also to allow the Croatian 369th Regiment, supported by a battalion of the German 516th Regiment, to capture the western portion of the Meat Combine block, while also holding off fierce counterattacks. They pushed their lines ever closer to the Volga, but were not there yet.



ARISEN ONCE MORE

#11

✚ RUSSIAN Sets Up First

★ GERMAN Moves First

1

2

3

4

5

6

7



Elements of the 100th Jäger Division [ELR: 3] set up ≤ 4 hexes from hex J10 {SAN: 3}:

3	3	6	9-2	8-1	8-0	2	2	3	3	2	16	14	3
E 5-4-8	E 4-6-8	1 4-6-7				2 5-12	1 3-8	50*	1PP 30-1	7PP* CMG -7*/3*	75*	OVR, OBA: +4 Other: +2	

Elements of the 516th Infanterie Regiment and 369th Croatian Battalion set up ≤ 3 hexes from hex J16 and/or in hexes numbered ≥ 18:

5	4	9-1	8-0	2	2	2	2	4	8-1	2	1PP 30-1
1 4-6-7	2 4-4-7			2 5-12	1 3-8	OVR, OBA: +4 Other: +2	E 4-4-7	1 3-4-7			



Elements of the 95th and 284th Rifle Divisions [ELR: 3] set up ≤ 3 hexes from R12 and/on in hexes numbered ≤ 16 on/east of hexrow U {SAN: 5}:

3	9	9	2	2	10-0	10-2	9-1	8-0	3	3	2	3
E 6-2-8	E 4-5-8	1 4-4-7	2-2-8	1-2-7					5PP 8-16	5PP 6-12	B11 2 4-10	B11 1 2-6

4PP [3-20] 3 50*	B11 2PP X12 4-4	7 morale 16	PTP M11 3 45L AT	PTP M8 2 76* INF	OVR, OBA: +4 Other: +2	5 1S OVR, OBA: +4 Other: +2
					5	12

MAPLAYOUT:

Mamayev Kurgan



(only hexes numbered ≥ 7 and ≤ 20 are playable)

VARIATIONS:

✚ Replace one Marder II with a Pz IVF1.

★ Replace the Russian 9-1 leader with a 9-2.

SCENARIO RULES:

1. All MKSR are in effect. EC are Moderate, with a Mild Breeze from the northeast at start.
2. The buildings in hexes AA16 and CC15 are Fanatic Strongpoints (MKSR 16.11).
3. The Russians may use HIP for ≤ 2 squad-equivalents and any SMC/SW stacked with them.
4. Hand-to-Hand CC (J2.31) may be declared by either side.

OBJECTIVES: The Axis wins at game end by Controlling all Level 3 and 4 hill hexes on/east-of hexrow P and all buildings adjacent to hex BB15.

MAMAYEV KURGAN, STALINGRAD, RUSSIA, 30 September 1942: The 100th Jäger Division was tasked with mopping up bypassed pockets of resistance on the western slopes of Mamayev Kurgan, while the 295th was busy trying to expel the Russian 284th Division from the northern and eastern slopes, as well as from the nearby Meat Combine. They failed in this and instead found themselves fighting tenaciously to retain control of the crest and their hold on the northern and eastern slopes. The latter was lost to a local counterattack, as was part of the Meat Combine. General von Paulus was just unable to replace his lost strength as easily as the Russians could. This weakness was prevalent and the gap between the two sides grew wider.



#12

Elements of the 516 Infanterie Regiment [ELR: 3] set up concealed IN wadis on/west-of hexrow U {SAN: 2}:

 E 5-4-8	 1 4-6-7	 9-1	 8-1	 8-0	 dm MMG 1 2PP	 LMG 1 3-8	 DC X12 1PP 30-1	 FT X10 24-1
6	4				2	2	2	

MAP LAYOUT:

Mamayev Kurgan





(only hexes numbered ≤ 8 and on/east of hexrow Q are playable)

VARIATIONS:

-  The Germans must exit ≥ 10 EVP to win.
-  The Germans must exit ≥ 12 EVP to win.

MAMAYEV KURGAN, STALINGRAD, RUSSIA, 3 October 1942: Following German success at finally clearing the northern slopes of Mamayev Kurgan, General Chuikov and his headquarters came under direct threat. In an attempt to replicate the success of a raid a few nights earlier, a battlegroup of the 295th Division attempted to infiltrate stealthily down from Mamayev Kurgan via ravines and drainage ditches to flank Russian positions just to the north, coming unknowingly close to the Russian HQ. Chuikov reacted quickly, dispatching Russian guardsmen who countered savagely, ambushing the Germans at close quarters with submachine guns and grenades. A short, fierce melee followed, which ended with the Germans withdrawing back up the hill.

- ✚ The Germans must exit ≥ 10 EVP to win.
- ★ The Germans must exit ≥ 12 EVP to win.

1. All MKSR are in effect. EC are Moderate, with a Mild Breeze from the northeast at start.
2. Night Rules (E1.) are in effect. The initial Base NVR is 2 hexes with Cloud Cover and No Moon. The Majority Squad Type of both sides is Normal. The Germans are the Scenario Attacker, while the Russians are the Scenario Defender.
3. Hand-to-Hand CC (J2.31) may be declared by either side.



#13

Elements of the 241st Rifle Regiment [ELR: 3] set up ≤ 3 hexes from hex S13 and/or in hexes numbered ≤ 16 on/east-of hexrow Y {SAN: 5}:

 E 4-5-8 6	 1 4-4-7 6	 2-2-8 2	 1-2-7 2	 9-0 2	 9-1 2	 8-0 2	 HMG 5PP 3 6-12 2	 MMG 5PP B11 2 4-10 2	 LMG 1PP B11 1 2-6 2	 ATR 1PP 1-12 2	 MTR 4PP [3-20] 3 50* 2	 MOL-P B11 X12 2PP 4-4 2
--	--	--	--	--	--	--	---	--	--	---	---	--

Elements of the 1st Battalion, 1045th Siberian Regiment enter on Turn 3 along the east edge in hexes numbered ≥ 16 :

 Phone 1PP 11 8	 ? 7 morale 8	 CH M11 PTP obs-32 3 45L AT 5	 CH M9 PTP obs-28 2 76L ART 5	 Trench OVR, OBA: +4 Other: +2 5	 Foxhole 5 1S OVR, OBA: +4 Other: +2 6	 LMG 1PP B11 1 2-6 4	 DC 1PP X12 30-1 4
--	--	---	---	--	---	--	--

**Mamayev
Kurgan**



OBJECTIVES: The Germans win at game end if there are no Good Order Russian MMC on any Level 3 or 4 hill hex and they Control all buildings adjacent to hex BB15.

1. All MKSR are in effect. EC are Moderate, with a Mild Breeze from the northeast at start.
2. The Russians receive one module of 120+mm OBA (HE only).
3. The Russians may use HIP for ≤ 1 squad-equivalent and any SMC/SW stacked with it.
4. Hand-to-Hand CC (J2.31) may be declared by either side.
5. The buildings in hexes AA16 and CC15 are Fanatic Strongpoints (MKSR 16.11).



#14

Elements of the 284th Siberian Division [ELR: 3] set up on/east of the (alternate) hexgrain N8-N12-P13-P20 {SAN: 6}:

3 7 10 3 2 2 2 2 2 3 3 3 2

MOL-P DC FT ? CH M 11 CH M 9 Trench Foxhole

B11 X12 2PP 4-4 1PP 30-1 1PP FT X10 24-1 7 morale 3 (3-78) 82* MTR 2 76L ART 6 5 1S 0VR, OBA: +4 Other: +2

**Mamayev
Kurgan**



VARIATIONS:

- ✚ In the Objectives, change “unbroken” to “Good Order”.
- ★ Replace one LMG with a HMG in the Russian OB.

SCENARIO RULES:

1. All MKSR are in effect. EC are Wet, with a Mild Breeze from the northeast at start. Ground Snow (E3.72) is in effect.
2. The Germans receive Random Air Support (E7.; see E7.2 for arrival) in the form of two '42 DB with bombs; they are automatically Recalled after three full game turns.
3. The Russians receive a module of 80+mm OBA (HE and Smoke) directed by an Offboard Observer (C1.63) located at ground level in an east edge hex secretly recorded before German set up.
4. The Russians may use HIP for ≤ 2 squads-equivalents and any SMC/SW stacked with them.
5. German 8-3-8/5-4-8 squads and their HS are Assault Engineers (H1.22; A11.5) and Sappers (B28.8), and are considered to have underlined morale.
6. Hand-to-Hand CC (J2.31) may be declared by either side.

OBJECTIVES: The Germans win immediately upon Controlling all Level 4 hill hexes provided there are no unbroken Russian MMC on Level 3 hill hexes. OR upon exiting ≥ 25 EVP off the east edge.

MAMAYEV KURGAN, STALINGRAD, RUSSIA 11 November, 1942: Freshly reinforced, though still desperately under-strength, the Germans unleashed what would be their long-awaited final offensive in Stalingrad. Once again, the fight for Mamayev Kurgan would be more or less a side-show to the main thrusts to eradicate the remaining Russian presence[amd36] west of the Volga River. The Siberians fought desperately to maintain their foothold on Mamayev Kurgan, encountering Stukas, tanks and heavy artillery fire. Even with winter in full force, the icing-over Volga preventing supplies and replacements from crossing[amd37], and with assistance from elements of four fresh pioneer battalions specially trained in urban fighting, the Germans were unable to force the Siberians from their last tenuous toehold on the burial mound.



TEARS OF JOY

#15

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



Remnants of the 64th Artillery Regiment, 733rd Heavy Artillery Regiment, 51st Corps, and 295th Infanterie Division [ELR: 1] set up on Level 3 or 4 hill hexes {SAN: 3}:

1 4-6-7	2 4-4-7	3 4-3-6	2-2-8	1-2-7	8-1	7-0	6+1	HMG 4PP 3 7-16	MMG 3PP 2 5-12	1PP LMG 1 3-8	? 7 morale	Minefield Mines 11
2	3	5	6	6							8	24 A-P factors

CH M11 81* MTR 2	CH M12 120* MTR 2	CH M2 150 ART 2	CH M6 105 ART 4	CH M10 20L AA 2	Trench OVR, OBA: +4 Other: +2 3	Foxhole 5 1S OVR, OBA: +4 Other: +2 12	MPh/RtPh: dr = MF CC: +1/-1 10
------------------------	-------------------------	-----------------------	-----------------------	-----------------------	--	--	---

Enter on Turn 1 along the south edge with all Guns in tow and all Personnel as Passengers:

5 4-4-8	2 4-4-7	2-2-8	9-1	dm HMG 1 2PP 11 3-8	DC X12 1PP 30-1	CH M7 76L AT 2	CH M10 50L AT 3	CH 18 T6 16PP 3	CH 28 T7 21PP 2
---------	---------	-------	-----	---------------------------	-----------------------	----------------------	-----------------------	-----------------------	-----------------------



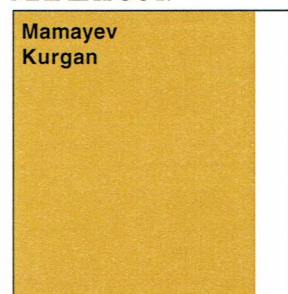
Elements of the 284th Rifle Division [ELR: 3] set up ≤ 4 hexes from hex V10 {SAN: 4}:

6 6-2-8	4 4-5-8	6 1 4-4-7	1-2-7	10-2	9-1	8-1	8-0	5PP MMG B11 2 4-10	1PP LMG B11 1 2-6	MOL-P B11 2PP X12 4-4	DC X12 1PP 30-1
6	4	6							3		2

Elements of the 121st Tank Brigade enter on Turn 1 along the west edge on hexes numbered ≤ 20:

1 5-2-7	8-0	1PP LMG B11 1 2-6	CH 14 T6 4 45L -/2	CH 17 T6 6 76L 2/4	9-1
4			2	7	

MAPLAYOUT:



(only hexes on/west-of
hexrow AA are playable)

VARIATIONS:



Delete SR #4.



Add another T-34 M41 to the Russian OB.

SCENARIO RULES:

1. All MKSR are in effect. EC are Wet, with a Mild Breeze from the northeast at start. Ground Snow (E3.72) is in effect. All German units are affected by the penalties of Extreme Winter (E3.741-.742) as if the date were pre-April 1942.
2. Russian 6-2-8 squads and their HS are Assault Engineers (H1.22; A11.5) and Sappers (B28.8).
3. At the end of each of his PFPh and DFPh, the German player earns 1 VP for each German ART or MTR Gun that has not fired during that phase (counting the immediately preceding MPh as part of the DFPh) and has maintained a CA facing east/northeast throughout the phase. Make a DR for each such Gun: this DR triggers malfunction/low-ammo and Sniper attacks as if it were a TH DR.

...continued on back

MAMAYEV KURGAN, STALINGRAD, RUSSIA, 26 January 1943: The end was near. The Germans had been surrounded for more than two months and were near the end of their ability to put up any resistance. One last bright spot was atop the burial mound: the Germans had concentrated the remnants of several batteries of field guns there. Up until now, they had provided the necessary support to keep the army able to actively resist repeated Russian attacks. Now they were down to their last few rounds of ammunition. Russian armored columns from the west were finally coordinating their attacks with those coming from the Volga River. The burial mound was subject to massive artillery and air bombardment. An unbroken hail of gunfire-coming from everything individual tanks to mighty "Stalin's Organs"-buried one square mile under its weight for eight hours. Every single German gun fired back until it either ran out of ammunition, burst its barrel, or was destroyed. Their crews then engaged their targets directly when assaulted by waves of infantry and tankers. Crewmen attempted to destroy their guns before becoming overrun, but many guns were captured as their crews had already perished. By nightfall, the burial mound finally came completely under Russian control as both attacking forces met up and tears of joy were wept.



Scenario Rules continued...

4. The Germans suffer from Ammunition Shortage (A19.131).
5. The Russians receive a module of 150+OBA (HE only) with Plentiful Ammunition (C1.211) and one Pre-Registered hex (C1.73), directed by an Offboard Observer (C1.63) located at ground level in an east edge hex secretly recorded before German setup.
6. The Russians receive Random Air Support (E7.; see E7.2 for arrival) in the form of two '42 FB with bombs; it is automatically Recalled after three full game turns.

7. The Russian player may conduct a pre-game Bombardment (C1.8) [EXC: only hexes ≤ 5 hexes from a hex selected by the Russian player are affected; contrary to C1.81, spared hexes are determined by a subsequent dr made with each Bombardment MC DR: on dr of '6' the hex is spared]; an additional +2 DRM applies to all Bombardment MC DR.
8. Hand-to-Hand CC (J2.31) may be declared by either side.

UNDER SHELL AND BOMB

continued...

#7



Elements of the 95th Rifle Division [ELR: 3] set up anywhere outside the German setup area north/west of the railroad running from W1-AA14-U24-I29 {SAN: 5}:

E 6-2-8 8	E 4-5-8 8	1 4-4-7 12	C 4-2-6 4	2-2-8 3	1-2-7 3	9-0	9-2	9-1	8-1	8-0	5PP B11 2 4-10	1PP B11 1 2-6
												3
1PP 1-12 3	B11 X12 2PP 4-4 3	7 morale 17	PP M 8 2 76* INF	PP M 8 3 37L (8) AA	2							

Elements of the 1045th Rifle Regiment set up anywhere east of the railroad running from W1-AA14-W22, and/or in hexes numbered ≥ 23 on/east of hexrow W:

E 6-2-8 3	E 4-5-8 4	1 4-4-7 6	2-2-8	1-2-7	9-2	8-1	8-0	5PP B11 2 4-10	1PP B11 1 2-6	1PP 1-12	B11 X12 2PP 4-4	1PP X12 30-1
PP M 9 2 76L ART	OVR, OBA: +4 Other: +2 1+3+5											

Elements of the 95th Training and Heavy Weapons Battalion set up ≤ 4 hexes from hex N14:

E 2-4-8 8	2-2-8 4	10-0	10-2	8-1	5PP 3 8-16	5PP 3 6-12	5PP B11 2 4-10	4PP 3 50*	1PP 11	PP M 11 3 45L AT	PP M 11 3 82* MTR
PP M 9 2 76L ART	14 6 45L -/2	OVR, OBA: +4 Other: +2 1+3+5	dr = MF CC: +1/-1	1+3+5							

Elements of the 137th Tank Brigade enter on Turn 5 along the east edge in any hex numbered ≤ 13:

17 11 6 76L 2/4	15 6 3 20LL (4) -/2
2	2

MAMAYEV KURGAN CREDITS

Original Design: David Lamb

Development: Raymond J. Tapio, David Lamb

Playtesting/Editing: PJ Norton, Fred Schwarz, Michael Faulkner, Trent Dobbs, Lawrence Davies, Michael Fetty, Matt Keurajian, Guy Flummerfelt, Ross Tweten, Will Willow, Richard Smit, David Lamb

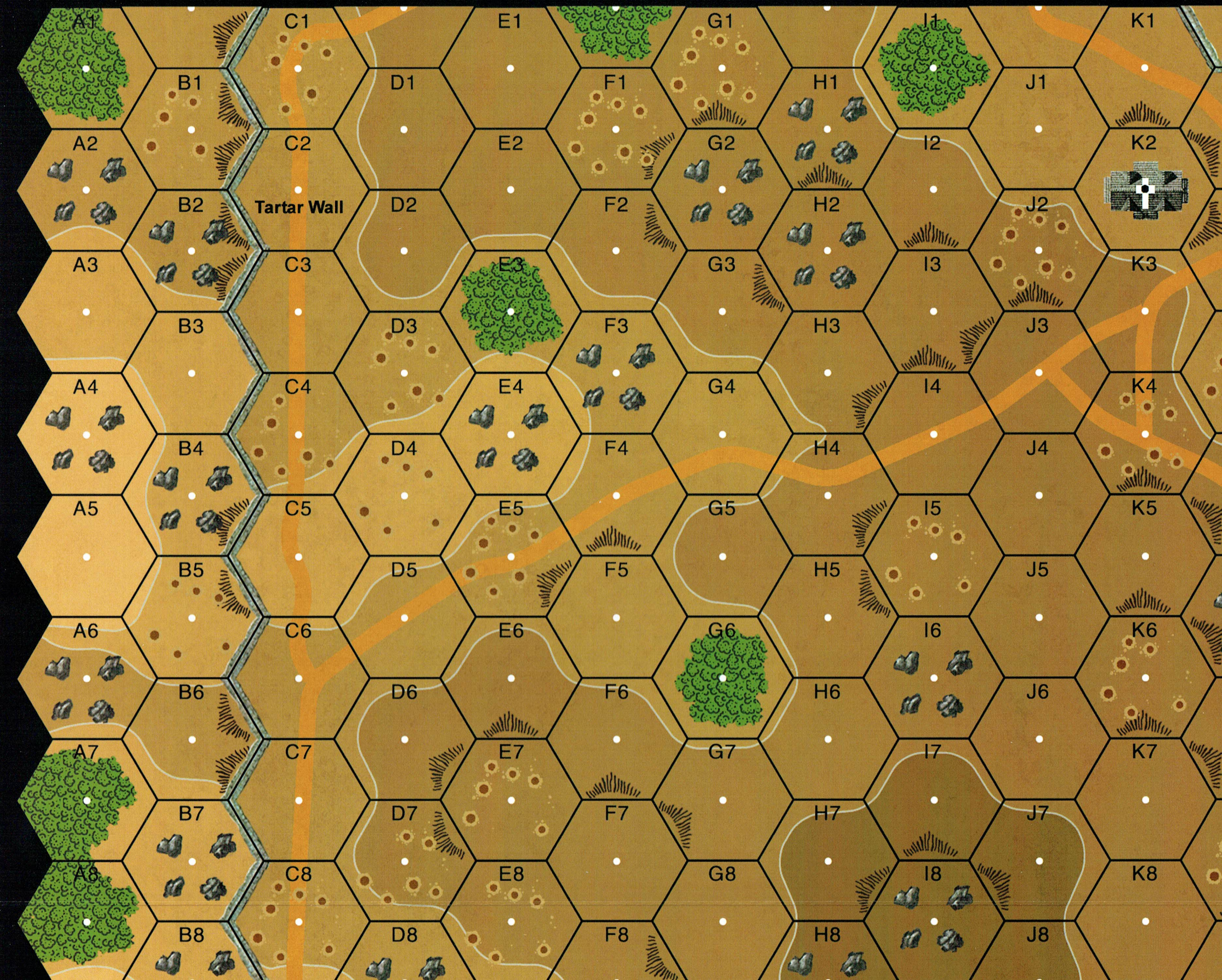
Photo Credits: The National Archives

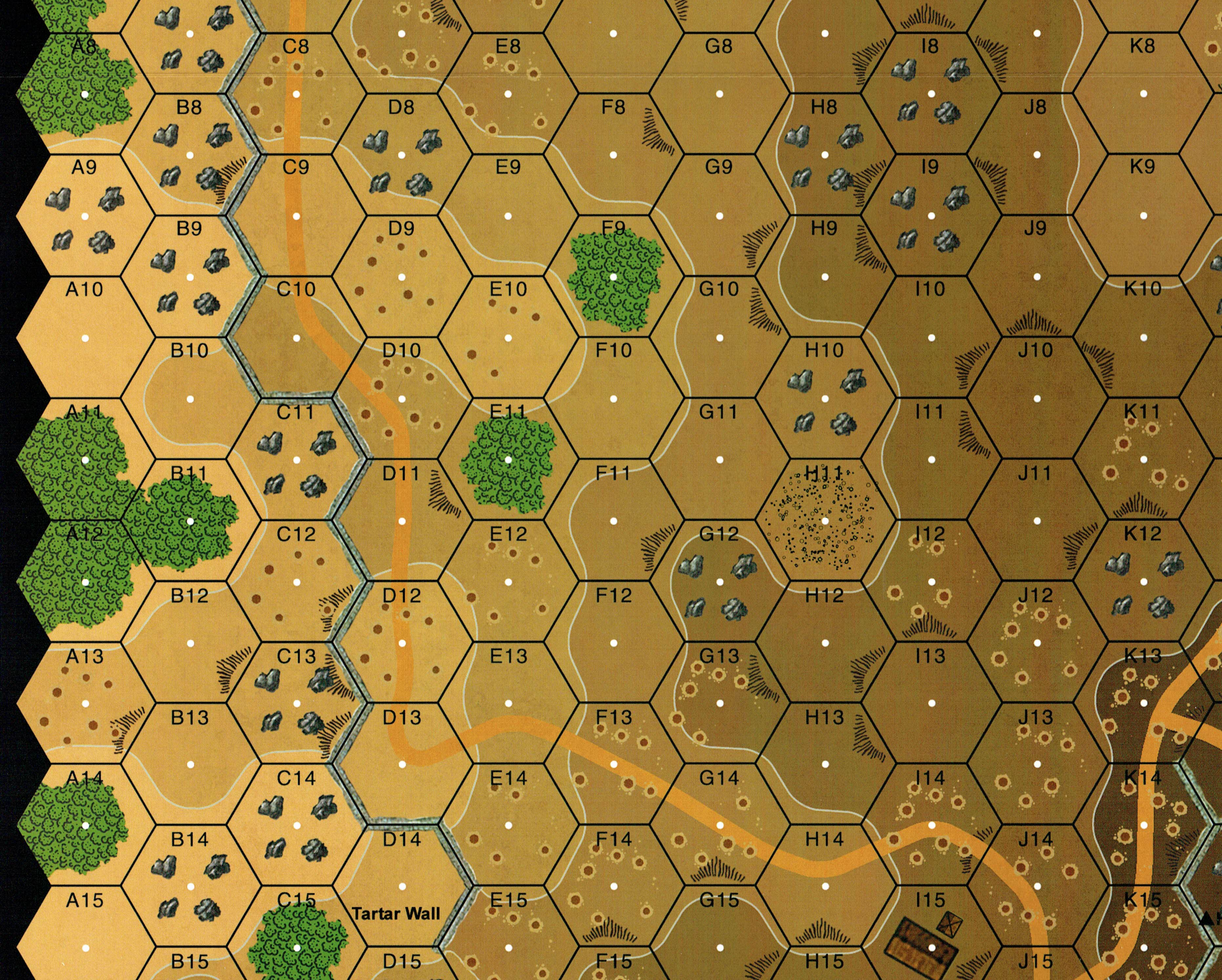
©2018 Critical Hit, Inc. ALL RIGHTS RESERVED

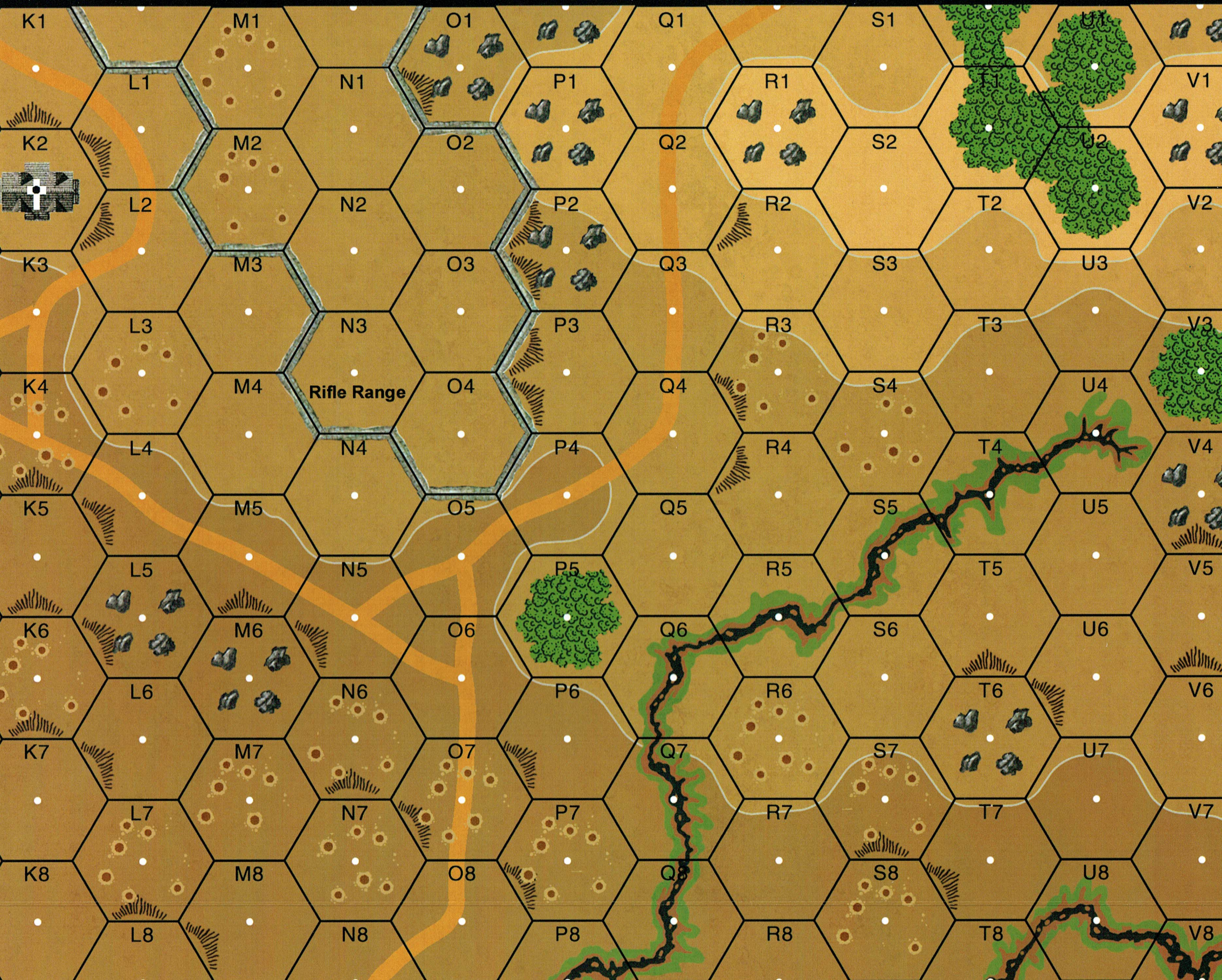
VARIATIONS:

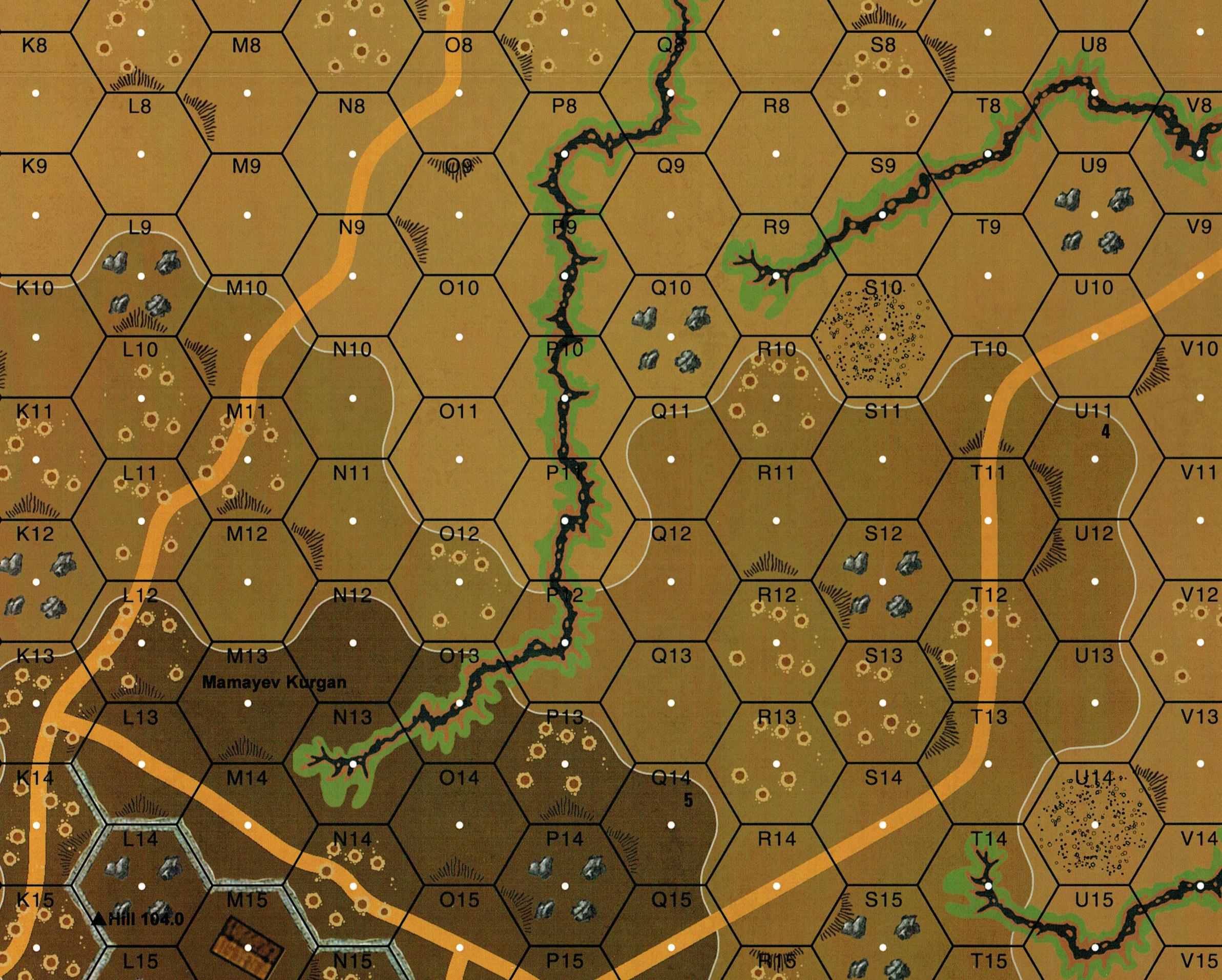
MKSR 16.13 is not in effect.

Remove one Pz IIIH from the German reinforcements.





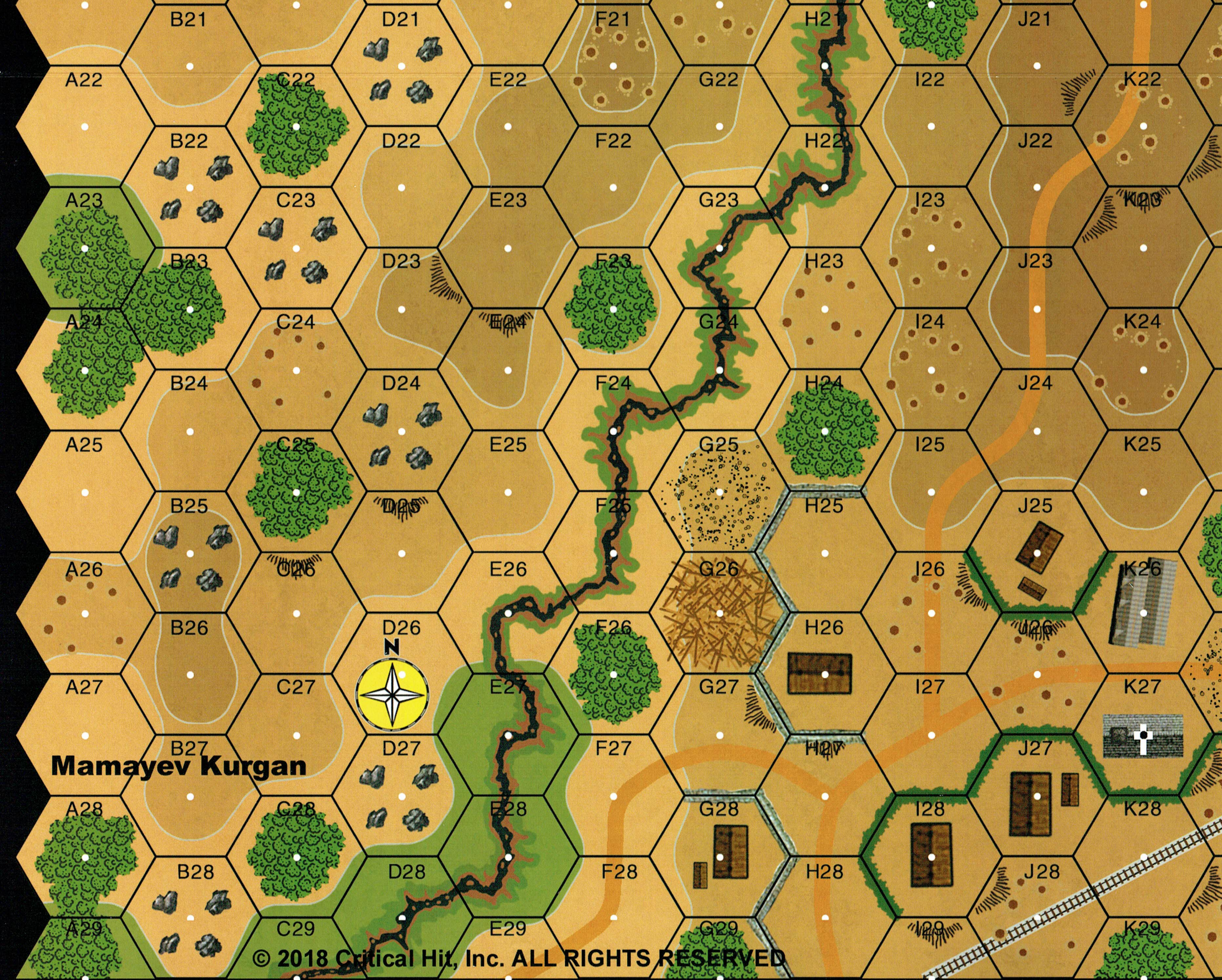








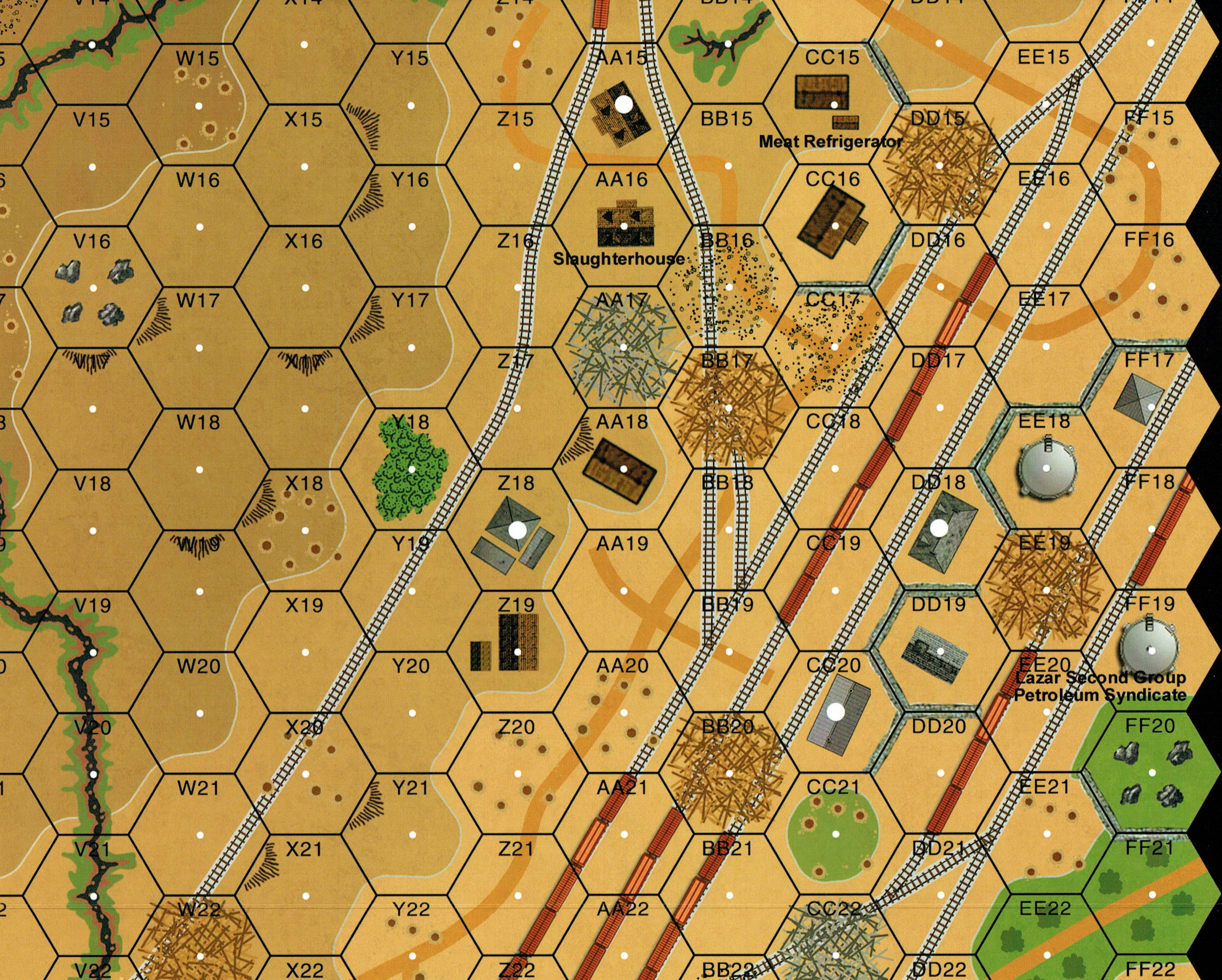




Mamayev Kurgan







W15

Y15

AA15

CC15

EE15

V15

X15

Z15

BB15

DD15

FF15

Meat Refrigerator

W16

Y16

AA16

CC16

EE16

V16

X16

Z16

BB16

DD16

FF16

Slaughterhouse

W17

Y17

AA17

CC17

EE17

V17

X17

Z17

BB17

DD17

FF17

W18

Y18

AA18

CC18

EE18

V18

X18

Z18

BB18

DD18

FF18

W19

Y19

AA19

CC19

EE19

V19

X19

Z19

BB19

DD19

FF19

W20

Y20

AA20

CC20

EE20

V20

X20

Z20

BB20

DD20

FF20

Lazar Second Group
Petroleum Syndicate

W21

Y21

AA21

CC21

EE21

V21

X21

Z21

BB21

DD21

FF21

W22

Y22

AA22

CC22

EE22

V22

X22

Z22

BB22

DD22

FF22

