



# Dzerhezinsky Tractor Works

## The Battle of STALINGRAD: October 14-15, 1942



Дзержинские тракторные заводы (ДЗ)  
 0855 (СВРСБ) 107, 114 (117-1)  
 А. Ш. 118 (300500)  
 Тракторный завод №222  
 1. 20.000 кв. м  
 2. 10.000 кв. м

**Stalingrad**

СУБЪЕКТЫ ТРАКТОРНЫХ ЗАВОДОВ

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5. Тракторный завод №219	2.000 кв. м
6. Тракторный завод №218	34.000 кв. м
7. Тракторный завод №217	4.000 кв. м
8. Тракторный завод №216	1.000 кв. м
9. Тракторный завод №215	210.000 кв. м

Всего заводов 9  
 Площадь заводов 210.000 кв. м

Всего заводов 9  
 Площадь заводов 210.000 кв. м



DZERHEZINSKY TRACTOR WORKS The Battle of Stalingrad October 14-15, 1942 depicts the fighting between the elite Soviet 37th Guards and the German 305th Infantry Division supported by the tanks of the 14th and 24th Panzer Divisions. Students of this famous battle can recreate the struggle with their tactical level game system of choice using the enclosed, a full color historical battle map, all the play aids, rules and campaign data you need. Whatever system you choose, you can be sure that DZERHEZINSKY TRACTOR WORKS is the result of extensive research and testing.

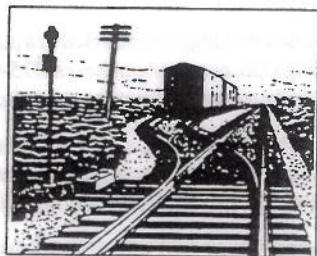
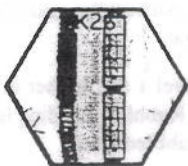


## Dzerhezinsky Tractor Works™

**INTRODUCTION:** Dzerhezinsky Tractor Works™ depicts the 14-15 October 1942 attack on the Dzerhezinsky Tractor Factory complex by the German 305th Infantry Division, supported by armored elements of the 14th and 24th Panzer Divisions. New VARIANT terrain is introduced and players will note the DTW CG utilizes a multi-scenario per day format. Platoon Leader 2.0 campaign game rules are used, with CG Special Rules detailed in this rules section.

### 1. TRACTOR WORKS TERRAIN

1.1 DTW introduces new terrain types, including new building variations, Wooden Fences, Fountains, Gravel Piles and Partially Rubbled Buildings. Terrain rules presented herein represent new or amended terrain rules. All other terrain depicted on the DTW map is of the same types as found on the RB map and all applicable rules sections apply.



### 2. RAIL HEXES

2.1 A Rail Embankment hex (EX: hex B15) has no effect on movement or LOS. *Non-moving* infantry units may claim a +1 TEM from direct fire attacks from the same or lower elevation which cross the embankment depiction. Otherwise, Rail Embankment hexes are treated as Open Ground, i.e. FFMO does apply for moving units. The TEM of a Rail Embankment hex is not cumulative with any other TEM. Note that Rail Embankment combination hexes such as Embankment-Debris (V32) and Embankment-Shellhole (T30) are more affected by the non-embankment terrain, while Embankment-Road (F13) does provide some cover.

2.2 RAILROAD CARS: Any hex containing rail car depictions (EX: E14) is a Railroad Cars hex. Each rail car *depiction* is a Level 1 obstacle (EXC: Gutted) and has a TEM of +2. A Railroad Cars hex is concealment terrain.

2.3 MF/MP COSTS: An infantry unit entering a Railroad Cars hex expends 2 MF unless entering via Bypass in which case the hex may only be traversed along hexsides which do not cross railway car depictions. Vehicles may only enter a Railroad Cars hex via Bypass.

EX: A unit moving from H17 pays 1 MF to use Bypass movement along the I18-I19 hexside of hex I18, then on to J18, thus avoiding the I19 Debris.

2.4 GUTTED RAILROAD CARS: A Flame may be created in a Railroad Cars hex. The kindle/spread #s are 9/10. A Railroad Cars hex becomes gutted at the end of any CG scenario in which a Flame/Blaze was placed. Place a Gutted counter (O5.5) in the hex. Such a hex may no longer be kindled nor may a Blaze spread into it. A Gut-

ted Railroad Car *depiction* is a Half-level obstacle. A KIA result which Rubbles a Railroad Car hex also makes it Gutted, as does Bombardment, against which its morale is 7. All other Railroad Cars rules apply normally to a Gutted Railroad Cars hex/depiction.



### 3. MACHINE PARTS YARD

3.1 A Machine Parts Yard (EX: hex G26) is a Half-level LOS obstacle, has a TEM of +2 and is concealment terrain. A Machine Parts Yard hex is treated as a building for ambush/street fighting purposes *only*. It may not be kindled, nor may a Blaze spread into it.

3.2 MF COSTS: An infantry unit entering a Machine Parts Yard pay 2 MF unless entering via Bypass in which case the Machine Parts Yard does not affect its movement.

3.3 GUNS: Small Target size guns, AT/INF/AA guns that are *not* large targets, and all mortars are the only 5/8" guns allowed to setup/enter a Machine Parts Yard hex.

3.4 VEHICLES: Vehicles may only setup in/enter a Machine Parts Yard hex via Bypass.

3.5 FORTIFICATIONS: Minefields are the *only* fortification which may be set up in a Machine Parts Yard hex.



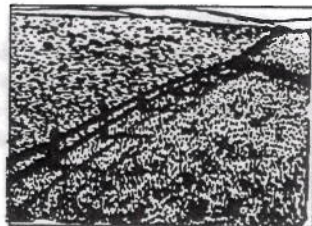
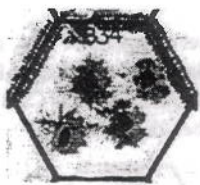
### 4. FOUNTAINS

4.1 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.

4.2 MF/MP COSTS: 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. For all units which enter via Bypass the Fountains do not affect movement (i.e. No Bog roll is made for vehicles).

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

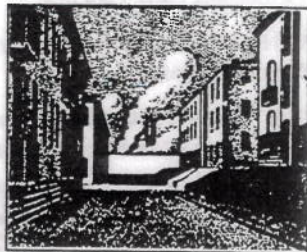
4.4 FORTIFICATIONS: The only fortifications allowed in a Fountain hex are non-hidden A-T mines (B28.53), wire and pillboxes. A Fountain hex may not be kindled, nor may a Blaze spread into one.



## 5. WOODEN FENCES

5.1 Wooden fences are hexside terrain (EX: hexside A33-A34) treated like a Hedge for all purposes (EXC: Trail break T5.2)

5.2 TRAIL BREAK: Any fully-tracked vehicle may create a TB across the wooden fence hexside by paying an additional 1/4 (FRU) of its MP. The only result of such a TB is to negate the MF/MP expenditure necessary for infantry and vehicles to cross that Wooden Fence hexside (i.e. wheeled vehicles may cross the TB and Half-tracked vehicles may cross with no Bog check).



## 6. TRACTOR WORKS FACTORIES

6.1 Each building on the DTW map that has  $\geq 1$  Rail Embankment or Road symbol entering it is a Factory. Normal Factory rules apply to DTW Factories except as amended below.

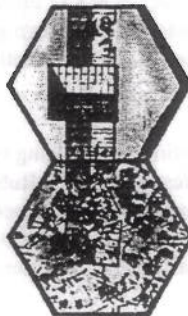
EX: Building Q22 is a Factory due to having Railroad Embankments entering it in hexes Q29 and T28. Building M35 is a Factory due to having roads entering it in hexes M34 and O39.

6.2 VEHICULAR-SIZED ENTRANCES: A non-rubbled DTW Factory Location that has a Railroad Embankment or road entering it is considered a Vehicular-Sized Entrance (B23.742; see also O.4-.4C).

6.3 EXISTING FACTORY RULES SECTIONS: Rules sections O5.3-5.6 apply normally to DTW Factories.

6.4 FANATIC RESISTANCE NESTS: During any CG scenario (or by FSR) the Russian may designate any building which has all of its ground level locations fortified and a Commissar set up within as a Fanatic Strongpoint. Each Good Order Russian infantry unit in any non-sewer (including rubble of the original building hexes, but not in-

cluding units in Bypass) Location of such a strongpoint is Fanatic. This benefit ceases immediately if there is no Commissar in any Location of the strongpoint (i.e., a broken/wounded/DM Commissar within *does not* remove the Fanatic benefit).



## 7. PARTIALLY RUBBLED BUILDINGS

7.1 Certain buildings are depicted in a partially rubbled condition (EX: Building O26, consisting of hexes O25-O27). All building and rubble rules apply normally except as amended below.

7.2 TEM: The TEM for units located on Level 1 and higher in the remaining upper level locations of a Partially Rubbled Building is reduced by -1 if the LOS is traced across the rubbled hex.

EX: There is no upper level in hex H15. Any fire traced across hex H15 directed at a unit in Level 1 of hex H14 receives only a +2 DRM.

Note: Depictions of partially-destroyed buildings such as H28 and F9 always represent rubble. With the exception of hexes such as D7 and EE16 where artistic detail is present, any building hex with 'junk' in the open ground is rubble.



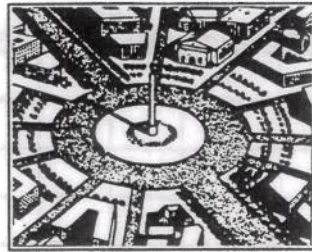
## 8. DEBRIS

8.1 Debris (EX: hex G28) is Inherent Terrain and [EXC: if in a Factory (O5.41) RB rules (O1) apply normally for DTW Debris.



## 9. OPEN ROOFED BUILDING HEXES

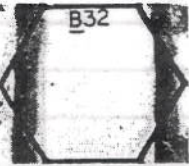
9.1 Some building depictions are depicted with no roof, or openings in their roofs (EX: C17). Treat the highest level of all Open Roofed Building Hexes as a Roofless Factory Location for all purposes.



## 10. SQUARE

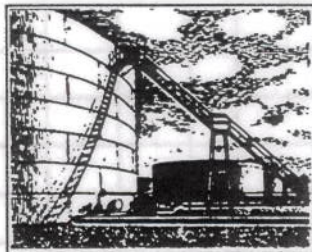
**10.1** Any hex that contains a paved vertex is a square hex. All Boulevard rules (B7) apply normally. *Only* Square hexes that contain a sewer symbol contain a manhole location.

EX: The only Square hexes on the DTW map are D19-20-21-22; E20-21-22; F19-20; G20-21; H20.



## 11. GRAVEL PILES

**11.1** Certain hexsides depict gravel piles left on the battlefield. A Gravel Pile (EX: hexside Y31-Z31) is treated as a Rail Embankment for all purposes.



## 12. STORAGE TANKS

**12.1** The round structures depicted on the map represent Storage Tanks (EX: hex Z26). Rules section RB9 applies normally to all Storage Tank hexes.

## 13. DTW CELLARS

**13.1** All multi-hex, non-Factory buildings found on the DTW map contain a Cellar beneath their ground-level Location (i.e. at building level -1). All RB Cellar rules sections (O6) apply normally to DTW Cellars.



## 14. SINGLE HEX TWO-STORY HOUSES

**14.1** Any building with a number "1" surrounded by a large white center dot (EX: hex C35) is treated as a Single Hex Two-Story House. Note: Any building with a "2" surrounded by a white square is a two Level building on the DTW map.

## 15. TRACTOR WORKS CAMPAIGN GAMES:

**15.1 STRATEGIC LOCATIONS:** Emplaced Guns and Cliffs are Strategic Locations in *all* DTW CG.

### 15.2 PLATOON LEADER 2.0 CG RULES:

**15.3** The Platoon Leader 2.0 CG rules system is used in the play of Dzerhezinsky Tractor Works™ with the following OPT. rules available.

**15.4 VARIANT RULES FOR USAGE OF SW TEAMS AND MG CREWS:** The following OPT. amendments may be applied to the listed rules section during the play of any DTW scenario *or* CG.

**A1.124 MACHINE GUN CREWS:** MG Crews (represented by a 2-2-8/2-2-7) are the only MMC than can fire a HMG/MMG normally. Any other MMC firing a HMG/MMG results in a decrease of 1 being applied to the MG's B# and ROF. A +1 DRM is applied to any TH attempt made by a MG manned by such units. The Inherent FP of any squad is halved when firing a HMG/MMG. Any SMC may fire HMG/MMG normally (i.e., as per A9.12).

**A1.1241 FIRE DIRECTION:** MG crews do not require a leader to direct any fire attack beyond range of 16 hexes. MG crews are immune to the effects of Covering (A7.9).

**1.1125 SUPPORT WEAPON TEAMS:** SW teams (represented by a 1-2-8/1-2-7) are the only MMC that may fire a Friendly LtMtr/ATR/MOL Projector normally. Any other MMC usage results in a decrease of 1 being applied to the MG's B# and ROF. A +1 DRM is applied to any TH attempt made by a MG manned by such units. Any SMC fire LtMtr/ATR/MOL Projector normally (i.e., as per A9.12).

**A22.3 USAGE:** Only designated Assault Engineer/Pioneer MMC and designated SMCs (EXC: Heroes) (i.e., SMC received as part of a purchased RGs) may use FT normally. There is a +1 DRM to all FT attacks and the B# is decreased by 1 for every level of decrease in squad quality (EX: non-Assault Engineer/Pioneer elite add +1 to any FT attack and decrease the B# by 1; 1st Line infantry add +2, etc.).

## 16. RULES REFERENCES:

**16.1** All RB SSR are in effect (i.e., RB1-RB18 on the back of RB5).

**16.2 CHAPTER DIVIDER:** The PL 2.0 Chapter Divider provides for the placement of Eliminated Units and other record-keeping functions ancillary to the play of *Tractor Works*.

**16.3 CG CARD:** The graphic depiction of units on a CG Card is superseded in *all* cases by the text description of the OB for that particular RGs (for all Platoon Leader 2.0 CGs).

### DEDICATION

Dedicated to the memory of my departed grandparents, especially my grandmother Vienna Stephens, who passed from this world on October 25, 1997. Even in retirement she enjoyed her beloved games. I inherited that same passion from her and for that I will always be truly thankful.  
Peter Mudge, December 7, 1997

### THE TRACTOR WORKS SQUAD

Bootless Joe Waldron, Peter Mudge, Robbie Weissbard, Nick Kabir, Ray Tapio, Kurt Martin, Dave Lamb, Oliver Giancola, Steve Pleva, Rich Pucci, Charlie Kibler, the *unknown* German, Don Petros, Vic Provost, Tom Morin and their Spirit of Stalingrad which emanates from a basement in Holyoke, Sarah Ann Julia Gallo, Scott and Glenn - the Houseman Brothers (and their card!), Mike Klautky, Brian Laetham, Darrell Andersen, Rick Rodgers, Mark Porterfield, Kevin Maldonado (found at *litigator-crossing*) and Mike Gribbroek

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# Dzerhezinsky Tractor Works CGs Roster Chart

(Permission to photo-copy this form for personal use is hereby granted by Critical Hit!, Inc.)

**CG:**

**Nationality:**

**Record Sheet #**

CG Scenario	DRM	Start	CP Repl.Total	ELR	EC	RGs Purchased: RGs ID and CP cost	SAN Spent	CP Left	Initiative	Win/Loss	Notes:
-------------	-----	-------	---------------	-----	----	-----------------------------------	-----------	---------	------------	----------	--------


HIP Locations		
Unit(s)	Hex	CA

Minefields	
Strength	Location
	<input type="checkbox"/> AP <input type="checkbox"/> AT
	<input type="checkbox"/> AP <input type="checkbox"/> AT
	<input type="checkbox"/> AP <input type="checkbox"/> AT
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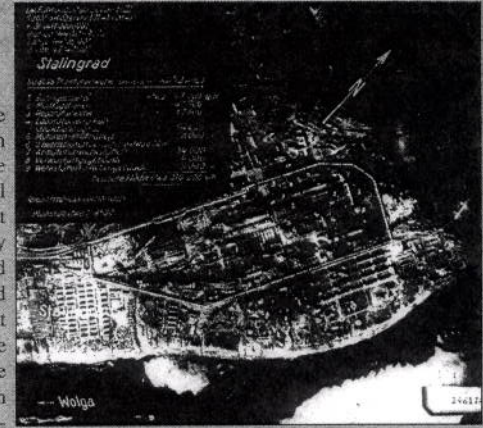
Fortifications	
Type	Location

**Note CVP Totals Here**



# THE VOLGA CORRIDOR

Dzerzhinsky Tractor Works, Stalingrad, 14 October, 1942: The early days of October during the battle for Stalingrad saw both sides trying to probe for a weak spot in their opponent's defenses. To the north of the city, Soviet forces struck out against the prepared positions of the Sixth Army. Lend-lease tanks were sent out against the German 3rd Motorized Infantry Division; in one day this unit destroyed 29 Churchill and M-3 tanks. Soviet guns shelled the German trenches by night and a concentration of Russian forces at Beketovka attracted German attention, already strung out along a front hundreds of miles long patrolled by the Fourth Panzer Army alone. When Paulus requested fresh reinforcements in the form of the replenished 14th Panzer Division and 29th Motorized Division to continue his offensive action, Army Group B advised these were the only reserve available on the southern front. Paulus renewed his appeals, stating plainly that the attack could not be continued without fresh manpower. While Paulus' wishes were not ceded to in the form of the 29th Motorized, the 305th Infantry Division under General Steinmetz, and a large portion of the 14th Panzer under General-Major Heim were ordered to the Sixth Army forthwith. Paulus prepared an offensive aimed directly at the Dzerzhinsky Tractor Factory area. It would be led by his old friend *General-leutnant* Jaenecke and would require the 305th Infantry to lead the attack into the heart of the Tractor Works, supported by armored elements of the 24th and 14th Panzer Divisions. On the right flank, parts of the 24th Panzer would maintain contact with the German lines. The attacking force was augmented with Pioneers and assault guns. All of the artillery battalions of the LI Corps would be in support of the operation, although ammunition was limited. A light rain the night before did nothing to disrupt the timetable of the attack. At dawn on October 14, the German artillery began to shell the Tractor Works and nearby river landings. As the first light improved, Stukas struck at pre-selected targets.



## CG SCENARIO RULES:

CGSR II-14 apply only to the Initial Scenario and its applicable RePh steps. I5 and I6, and DTW 15.1-16.3 apply to all TW1 CG Scenarios.

**I1.** Initial EC are Wet, with no wind at start. Weather is Clear.

**I2.** The German may not purchase either of the following RGs for CG Scenario 1: SAN increase (M2); any Gun battery (i.e., G1-2-3).

**I3.** The OB-given Battalion Mortar received by the German *must* use the OB-given Off-board Observer RGs and may freely Pre-Register  $\leq 2$  hexes *prior* to the Russian setup.

**I4.** German RGs units purchased for the initial scenario are available at scenario start (i.e., they may enter on/after Turn 1). Russian T-70s in the initial OB must be set up *Dug-In*.

**I5.** A side may make a dr in RePh step 3.3 to replenish each DC or FT "used" (not destroyed/captured/otherwise lost) in the preceding

scenario (only) if it retains any squad(s) in a Friendly MLR whose RGs came equipped with that type of SW. DC: 1-5 Replenished, 6 Lost; FT: 1-4 Replenished, 5-6 Lost.

**I6.** Attempts to Clear Rubble and/or Debris is limited to six per side, per RePh. Boresighting is NA. See TW 15.1 (i.e., emplaced guns and Cliffs are Strategic Locations). The east edge is considered a *river* hex for VC.

**CG Dates:** Dawn 14 October, 1942-Dawn 15 October, 1942 [six CG scenarios]

**TW 1 VICTORY CONDITIONS:** The Germans win upon the conclusion of the Campaign Game if they Control 10 non-gully, Level 1 Cliff Locations within 3 hexes of a River hex *and* non-Isolated (i.e., within a Friendly MLR) OR if they Control (A26.1)  $\geq 7$  or more of the numbered factory complex buildings at the end of any CG Scenario.

**INITIAL SCENARIO VICTORY CONDITIONS:** The Germans must control  $\geq 25$  Stone Locations at scenario end.

**INITIAL SCENARIO:** Germans Attack, Russians Idle.

**TERRAIN CONFIGURATION:** The *entire* TW map is in play.

### INITIAL RUSSIAN OB:

Elements of the 37th Guards Rifle Division [ELR:3] set up on/east of hexrow B (Russian FBE is south edge for AFV, east edge for non-AFV): [SAN:4]

I1: Gds. Rifle Coy. x 3      Fortified Building Locations x 6  
 G1: AT Bty. x 2              10 CP  
 T-70 x 4 (see CGSR I4)      40 FP



### Fortifications Available for purchase:

Foxholes <sup>G</sup>	Trenches <sup>G</sup>
Pillboxes <sup>R</sup>	AP Mines <sup>G,1</sup>
"9"	HIP <sup>G</sup>
Wire <sup>G</sup>	Set DC <sup>G</sup>
Roadblock <sup>G</sup>	AT Mine <sup>G,1</sup>
Booby Traps <sup>G</sup>	Dummy Minefield <sup>G</sup>
Fortified Building <sup>G</sup>	Tunnel <sup>R</sup>

<sup>R</sup> Russian only and *only* for Initial CG Scenario.

<sup>G</sup> Germans may *not* purchase for Initial CG Scenario.

<sup>1</sup> Max 60 FP on mines per side for Initial CG Scenario; 30 FP for all other CG Scenarios.

### INITIAL GERMAN OB:

Elements of the 305th Infantry Division and support elements from the 14th and 24th Panzer Divisions [ELR:4] enter on/after Turn 1 along the west edge (west edge is the German FBE): [SAN:3]

A1: StuGIIIB Pltn. x 2      O1: Btn. MTR OBA  
 A4: PzIIIB Pltn. x 2      O4: Offb'd Observer  
 I1: Rifle Coy. x 2        B1: Bombardment  
 I2: PzGr Pltn. x 5        17 CP



CG DRM:	GERMAN	RUSSIAN
Leader	-1	0
Battle Hardening	0	-1
Artillery OBA	0	0
CP Replenishment	-4	-2
Intensity Level	LOW	LOW

Scenario	TW1	TW2	Time/Date	Attacker	Weather	EC	Wind	Moon	Hist	DRM
1			Dawn 14/10/42	German	Clear	Wet	None	NA	-1	
2			AM 14/10/42	German	Clear	Moist	None	NA	0	
3			PM 14/10/42	German	Clear	Moist	None	NA	0	
4			Dusk 14/10/42	Dual	Clear	Moist	None	NA	0	
5			Night 14/10/42	German	Clear	Moist	None	None	0	
6	1		Dawn 15/10/42	German	Clear	Moist	None	NA	-1	
		2	AM 15/10/42	German	Clear	Moist	None	NA	0	
		3	PM 15/10/42	German	Clear	Moist	None	NA	0	
		4	Dusk 15/10/42	German	Clear	Moist	None	NA	0	
		5	Night 15/10/42	German	Clear	Moist	None	None	0	



# Elements of the 305th Infantry Division & the 14th and 24th Panzer Divisions

# German CG Card

ID	Unit Description and Composition	Type	CP Cost	Maximum Scen.	CG1/2	Notes
S1	Stukas	E7.2 '42 FB with bombs	1	1	4/2	t
A1	Sturmgeschutz Pltn. 	3xStuGIII B	4	2	2/2	lr
A2	Sturmgeschutz Pltn. 	3xStuGIII G	5	2	2/2	lr
A3	Leichte Panzer Pltn. 	4xPzIIIF	3	2	2/1	lr
A4	Panzer Pltn. 	3xPzIIIH	3	2	3/3	glr
A5	Panzer Pltn. 	3xPzIIIL	4	2	3/2	glr
A6	Panzer Pltn. 	3xPzIVF1	5	2	2/1	glr
A7	Panzer Pltn. 	3xPzIVF2	6	2	2/1	glr
A8	PSW Pltn. 	4xPSW 222(L) AC	3	2	3/1	lr
A9	Half-track Pltn. 	4xSPW 251/1 HT	2	2	2/1	ghr
I1	Rifle Coy. 	12x4-6-7 MMC	7	2	5/5	lrz
I2	Panzergrn. Pltn. 	4x4-6-8 MMC	4	3	4/4	lrz
I3	Sturm Pltn. 	3x5-4-8 MMC	3	2	4/4	lrz
I4	Pionier Pltn. 	3x8-3-8 MMC	5	2	3/4	elrz
I5	HW Pltn. 	2x81mm MTR, 2xHMG, 2xMMG	6	1	2/3	ac
O1	Battalion Mortars 	81mm OBA	2	2	4/5	ap
O2	Medium Artillery 	105mm OBA	4	2	2/3	ap
O3	Heavy Artillery 	150mm OBA	6	2	2/1	ap
O4	Offboard Observer 		1	2	2/2	o
O5	Spotter Plane 	E7.6	1	1	2/4	s
B1	Bombardment 		8	1	2/1	b
G1	AT Gun Sect. I 	3x50mm PaK 38	3	1	1/2	ac
G2	AT Gun Sect. II 	3x75mm PaK 40	4	1	1/1	ac
G3	Inf. Gun Sect. 	3x7.5cm INF, 1x150mm INF	5	1	1/2	ac
M1	Fortifications 	20FP	1	2	6/5	a
M2	Sniper 	SAN +1	1	1	4/4	
M3	Attack Option 		1	1	5/4	

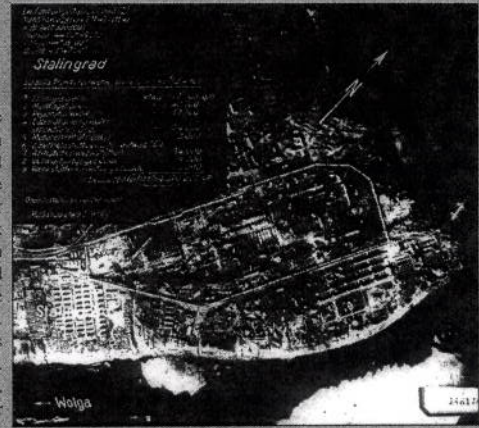
a. Available for on-map setup on CG day of purchase [EXC: German Initial Scenario].  
 b. Bombardments are resolved as per C1.8 [EXC: the bombardment affects a rectangular shaped area 10 hexes from north to south by 7 hexes from east to west. There are no immune hexes]. Bombardment may not be used during a night scenario.  
 c. Each German AT/INF Gun comes with a 2+2-8 crew; each German HMG/MMG/MTR comes with a 1-2-7 crew.  
 d. German 8-3-8 are Assault Engineers (H1.22).  
 e. For each Pltn. purchased, the German may immediately purchase one Panzergrenadier Pltn. (I2) for 3 CP.  
 f. May exchange one SPW 251/1 for one SPW 251/10.  
 g. Determine Leaders (SMC) as per 3.12-121. I3 & I4 units receive a -1 DRM. H1 makes 2 DR on Leader Table.  
 h. Off-board Observer is secretly recruited before setup and may trace an LOS from Level 3 (i.e. the second level) of any friendly controlled west or south edge hex (Note the German controls the west edge at the start of the Initial Scenario of CG

1, and controls the north, west and south edge at the start of the Initial Scenario of CG TW2).  
 p. Increase CP cost by one per Pre-Registered hex (C1.73) purchased with module.  
 r. Must enter as reinforcements if entered on the CG Day of purchase [EXC: 3.9; 3.91]. The RGs is available for on-map setup if purchased on any CG Day prior to that of the scenario.  
 s. Observation Plane (E7.6) is available for 105mm and 150mm OBA only and may use any board edge as its FBE.  
 t. Only one Stuka module may be on map during a CG scenario.  
 u. German RGs receive the following SW/SMC: Rifle Coy - 1xHMG, 1xMMG, 1xLMG, 1xLMTR, 1x7-0; PzGr Pltn - 1xLMG; Sturm Pltn - 1xLMG, 1xDC; Pionier Pltn - 1xLMG, 2xDC, 1xFT. [Note 1 applies for Leaders]



# SEIZING THE FACTORY

**Dzerzhinsky Tractor Works, Stalingrad, 15 October, 1942:** As the German infantry and panzers crossed the railroad embankment on the 14th, they came under immediate fire from Russian machine-guns. Mortar fire was soon dropping among the exposed attackers, who found themselves so close to their enemy that friendly artillery and aerial bombs were an added danger. Despite the enemy resistance, by dusk on the 14th the Tractor Works was surrounded on three sides and the combat settled into its usual evening lull. By midnight troopers of the II Battalion, 103rd Panzer Grenadier Regiment discovered that a street leading to the Volga was apparently undefended; this information was duly reported back to headquarters and the battalion commander, *Hauptmann* Domaschk quickly shifted his unit, followed by tanks of the 36th Panzer Regiment, to exploit this opening. At dawn of the 15th of October, a narrow corridor was secure to the river and German infantry fanned out along the river to attack Soviet positions from the rear. Fighting soon drew the Germans into the smashed shops of the factories themselves. Men lunged at one another across work tables, chairs and amid falling plaster. The interior of the great factories soon resembled a charnel house. Glass littered the floors and blood was smeared across the walls; blood from men of both nationalities. Cannon shells and tracer lights flew through the inside of the structures. The close proximity of the combatants led to Stuka air strikes being indiscriminately launched against friend and foe. Paulus' battering ram tactics were not a high form of the military art, but their effects were felt by the Guardsmen, and their leaders on this day. The commander of the 37th Guards, Zholudev, would himself be a casualty, buried in rubble up to his neck for hours before being rescued. He later collapsed in Chuikov's arms in shock when he tried to describe the annihilation of 5,000 of his men. Chuikov's headquarters was no safer; thirty men around the Soviet commander died from enemy fire. The Germans would soon hold all of the Dzerzhinsky Tractor Works...but at a great cost of men and machines.



## CG SCENARIO RULES:

CGSR II-14 apply only to the Initial Scenario and its applicable RePh steps. 15 and DTW 15.1-16.3 apply to all TW2 CG Scenarios.

- 11. Initial EC are Moist, with no wind at start. Weather is Clear.
- 12. Neither side has RGs purchase restrictions for the Initial Scenario.
- 13. The OB-given Battalion Mortar received by the German *must* use the OB-given Off-board Observer RGs and may freely Pre-Register ≤ 2 hexes *after* the Russian setup.
- 14. German RGs units purchased for the initial scenario are available at scenario start (i.e., they may enter on/after Turn 1).
- 15. A side may make a dr in RePh step 3.3 to replenish each DC or FT 'used' (not destroyed/captured/otherwise lost) in the preceding scenario (only) if it retains any squad(s) in a Friendly MLR whose RGs came equipped with that type of SW. DC: 1-5 Replenished, 6 Lost; FT: 1-4 Replenished, 5-6 Lost.

16. Attempts to Clear Rubble and/or Debris are limited to six per side, per RePh. The east board edge is considered a *river* hex for VC purposes.

**CG Dates:** Dawn 15 October, 1942-Night 15 October, 1942 [five CG scenarios]

**TW 2 VICTORY CONDITIONS:** The Germans win at the end of any CG Scenario if they Control (A26.1) ≥ 10 of the 13 numbered buildings AND ≥ 10 non-gully, Level 1 Cliff Locations ≤ 3 hexes from a River hex *and* non-Isolated (i.e., within a Friendly MLR). The Russians win at the *end* of any CG Scenario in which the Germans cannot fulfill the second part of their VC (i.e., 10 non-isolated Cliff Locations).

**INITIAL SCENARIO VICTORY CONDITIONS:** Germans must control ≥ 15 Stone Locations *within* the Russian setup area at scenario end.

**INITIAL SCENARIO:** Germans Attack, Russians Idle.

**TERRAIN CONFIGURATION:** The *entire* TW map is in play.

### INITIAL GERMAN OB:

Elements of the 305th Infantry Division and support elements from the 14th and 24th Panzer Divisions [ELR:4] set up ≥ 2 hexes south of the Russian setup line (west edge is the German FBE): {SAN:3}

- A1: StuGIIIB Pltn x 2
- A4: PzIIIH Pltn x 2
- A9: Half-Track Pltn. x 1
- I1: Rifle Coy x 2
- I2: PzGr Pltn x 3
- I4: Pionier Pltn x 1
- O1: Battalion MTR OBA
- O4: Offb'd Observer
- B1: Bombardment
- 15CP, 40 FP



### Fortifications Available for purchase:

Foxholes <sup>G</sup>	Trenches <sup>G</sup>
Pillboxes <sup>R</sup>	AP Mines <sup>G,1</sup>
"G"	HIP <sup>G</sup>
Wire <sup>G</sup>	Set DC <sup>G</sup>
Roadblock <sup>G</sup>	AT Mine <sup>G,1</sup>
Booby Traps <sup>G</sup>	Dummy Minefield <sup>G</sup>
Fortified Building <sup>G</sup>	Tunnel <sup>R</sup>

<sup>R</sup> Russian only and *only* for Initial CG Scenario.

<sup>G</sup> Germans may *not* purchase for Initial CG Scenario.

<sup>1</sup> Max 60 FP on mines per side for Initial CG Scenario; 30 FP for all other CG Scenarios.

### INITIAL RUSSIAN OB:

Elements of the 37th Guards Rifle Division [ELR:3] set up on/north of the line G1-G27-R32-KK23 (south is the FBE for AFVs, east for non-AFVs): {SAN:4}

- A2: Medium Tank Pltn x 1
- I1: Gds. Rifle Coy. x 2
- I2: Guards SMG Coy. x 1
- I4: Storm Pltn. x 2
- G1: AT Bty. x 1
- G2: ART Bty. x 1
- 12 CP
- 50 FP
- Fortified Building Locations x 10



CG DRM:	GERMAN	RUSSIAN
Leader	-1	0
Battle Hardening	0	-1
Artillery OBA	0	0
CP Replenishment	-4	-2
Intensity Level	LOW	LOW

	TW1	TW2	Time/Date	Attacker	Weather	EC	Wind	Moon	Hist	DRM
Scenario	1		Dawn 14/10/42	German	Clear	Wet	None	NA	-1	
	2		AM 14/10/42	German	Clear	Moist	None	NA	0	
	3		PM 14/10/42	German	Clear	Moist	None	NA	0	
	4		Dusk 14/10/42	Dual	Clear	Moist	None	NA	0	
	5		Night 14/10/42	German	Clear	Moist	None	None	0	
	6	1	Dawn 15/10/42	German	Clear	Moist	None	NA	-1	
		2	AM 15/10/42	German	Clear	Moist	None	NA	0	
		3	PM 15/10/42	German	Clear	Moist	None	NA	0	
		4	Dusk 15/10/42	German	Clear	Moist	None	NA	0	
		5	Night 15/10/42	German	Clear	Moist	None	None	0	

*\*Note: Numbered buildings refers to the nine buildings listed on the game turn chart on the map for all TW Campaigns and Firefights.*





# Elements of the 37th Guards Rifle Division

# Russian CG Card

ID	Unit Description and Composition	Type	CP Cost	Maximum Scen.	CG1/2	Notes
A1	Light Tank Pltn.	4xT-70	3	1	2/3	lr
A2	Medium Tank Pltn.	3xT-34 M41	5	1	1/3	lr
I1	Guards Rifle Coy.	12x4-5-8 MMC	10	3	4/4	lrz
I2	Guards SMG Coy.	6x6-2-8 MMC	6	2	2/3	lrz
I3	MOL Projector Sect.	3xMOL-P	2	1	2/3	ac
I4	Storm Pltn.	3x6-2-8 MMC	4	2	3/3	elrz
I5	HW Pltn.	2x82mm MTR, .50 cal., HMG, 2xMMG6		1	2/2	ac
O1	Battalion Mortars	82mm OBA	2	1	2/2	ap
O2	Light Artillery	76mm OBA	2	1	1/1	ap
O3	Medium Artillery	120mm OBA	4	1	1/1	ap
O4	Heavy Artillery	150mm OBA	7	1	1/1	ap
O5	Katyushas	200mm Rocket OBA	4	1	1/1	ap
B1	Bombardment		8	1	1/1	b
G1	AT Gun Battery	3x45mm PTP obr. 42	4	1	1/2	ac
G2	ART Battery	4x76mm P obr. 39	6	1	2/2	ac
G3	Inf. Gun Sect.	3x76mm PP obr. 27	4	1	1/1	ac
G3	A-A Gun Sect.	4x 37mm ZP obr. 39	5	1	1/1	ac
M1	Fortifications	40FP	1	4	15/10	a
M2	Sniper	SAN +1	1	1	5/4	
M3	MOL Capability		2	1	4/4	am
M4	Attack Option		2	1	2/2	

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 area 10 hexes from north to south by 7 hexes from east to west. There are no immune hexes]. Bombardment may not be used during a *night* scenario.

c Each Russian AT-Gun/5/8" MTR is accompanied by a 2-2-8 crew; each Russian HMG/MMG/1/2" MTR/MOL Projector is manned by a 1-2-7 crew.

e Russian *Storm Pltn.* (i.e., make a side record if necessary) 6-2-8 squads are Assault Engineers (H1.22).

I Determine Leaders (SMC) as per 3.12-121. I4 units receive a -1 DRM.

m All Russian personnel receive MOL capability for one CG scenario.

p Increase CP cost by *two* per Pre-Registered hex (C1.73) purchased with module.

r Must enter as reinforcements if entered on the CG Scenario purchased [EXC: 3.9; 3.91]. The RGs is available for on-map set up if purchased on any previous CG Scenario.

z Russian RGs receive the following SW/(add'l)SMC: Guards Rifle Coy - 1xHMG; 1xMMG; 2xLMG; 1xATR; 1xLtMTR; 1x7-0; Guards SMG Coy. - 2xLMG; Storm Pltn - 1xLMG; 2xDC; 1xFT. [Note I applies for Leaders]

## Dzerhezinsky Tractor Works™



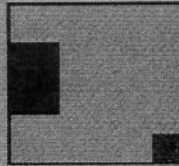


## Firefight TW-A:

# The Fortress

**STALINGRAD, 14 October 1942:** Relatively unscathed by the pre-assault bombardment, the menacing structure which stood at the western edge of the Dzerhezinsky Tractor Works was simply labeled the "Administration Building" on all of the German maps. It stood as a bulwark against the 305th Infantry's first assault, with automatic weapons fire pouring from every window. Armored support was called into the fray and Stukas rained down bombs, smashing into the buildings below. The fighting soon deteriorated into a room-by-room affair amid burning and rubble buildings. Unlike the attack of the 4th, LI Corps artillery and Stukas were successful in pushing the Guardsmen back toward the heart of the factories.

**GAME LENGTH:** 6 turns; Russians set up first, the Germans move first.



EC: Clear with no wind.

### MAP CONFIGURATION:

The *Tractor Works* map is used for this firefight with the following restrictions: Only hexrows A - I numbered 11 - 30 are in play.

### OBJECTIVES:

The Germans win *immediately* if they control all ground level hexes of building G22 or at game end by controlling  $\geq 7$  stone buildings/Pillbox/Factories within the Russian set up area. The Russians win by avoiding the German VCs or immediately upon eliminating/immobilizing/Recalling *all* German AFVs.

### HANDICAPS:

- Exchange the 45L AT-gun for a 45LL.
- Any German Infantry unit possessing a DC or FT is fanatic.
- Any mutually agreed upon alteration to either side's OB.

### FIREFIGHT SPECIAL RULES (FSR):

- FSR1.** No AFV may enter/Bypass building G22.
- FSR2.** The German may roll for Air Support which arrives in the form of two '42 Stukas w/bombs. All German 8-3-8 and 5-4-8 squads (and any resulting HS) are Assault Engineers (H1.22). The Germans are Elite (C8.2).
- FSR3.** The Russians may not enter a sewer after turn four. Units still in a sewer Location at the end of turn five are eliminated. The Russians may fortify four Locations (tunnels are NA) and have Booby Trap Level C (exchanging mine factors to increase this level before the start of play is NA).
- FSR4.** The Russians secretly and randomly select two chits labeled A-E (use Acquisition markers) **A:** Replace one HMG with a .50 cal. HMG; **B:** Increase SAN from 5 to 6; **C:** Increase Booby Traps from Level C to Level A; **D:** use HIP for one squad/equivalent (and any SW/SMC set up with it); and **E:** all non-crew MMC have MOL capability.



### RUSSIAN ORDER OF BATTLE:

#### Elements of the 37th Guards Rifle Division:

4-5-8	4-4-7	5-2-7	6-2-8	2-2-8	1-2-7	9-2	9-0	8-1	7-0
6	4	2	2	3	5				
6-12	4-10	2-5	1-12	50* [9-20]	4-4	7 morale		30-1	
2	3	3				10	18 AP		
1-5+7		OVR, OBA, +4 Other: -2	MPR/RFP: dr = MF CC: +1/-1	ART u9	45L	u11			
			2	3					

**SET UP RESTRICTIONS:** Russians set up *concealed*  $\geq 2$  hexes from the German perimeter.

ELR: 3 — SAN: 5

### GERMAN ORDER OF BATTLE:

#### Elements of the 305th Infantry Division:

4-6-8	4-6-7	2-2-8	10-2	6-1	7-0	7-16	5-12	3-8	30-1
3	7	4				2	2	3	
7 morale									
10									

**SET UP RESTRICTIONS:** 305th elements set up *concealed* on/ west of hexrow C and south of hexes with a coordinate of 15.

ELR: 4 — SAN: 3

### GERMAN REINFORCEMENTS:

#### Elements of the 24th Panzer Division and Pioneers from the 305th Infantry Division:

5-4-8	8-3-8	6-1	8-0	3-8	30-1	24-1
3	3			3	3	
14 75*	13 50L	9-2	9-1			81mm Battalion Mortar (HE & S) & 150mm LI Corps OBA (see below)
3	2					

**ENTRY:** Enter along the west edge on turn one.

**OFF BOARD ARTILLERY:** The Germans receive one 81mm Battalion Mortar (HE & S) directed by an offboard observer at Level 2 along the west edge; secretly choose this hex before all setup. *Once*, before converting an SR/FFE-C to an FFE-1 the Germans may declare that the next fire mission is from LI Corps, which is an 150mm OBA (HE only). The Germans must remove two *additional* black chits from their draw pile. All remaining OBA missions are 81mm.

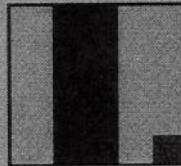


## Firefight TW-B:

# Rattenkreig

**STALINGRAD, 15 October 1942:** By dusk on the 14th the Germans had surrounded the Tractor Works on three sides. The victorious LI 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 be boasting to his cronies in the *Burgerbraukellar* that all but small pockets of the city had been taken. In reality, the battle for the Tractor Works evolved largely into numerous deadly firefights between small groups, or even individuals, as they fought for stairways and rooms in the smashed buildings. Hand-to-hand duels were conducted with bayonet, knife and shovel amid the debris. Few prisoners were taken. The fighting all over Stalingrad had developed into what the German infantry nicknamed *Rattenkrieg*...the war of the rats.

**GAME LENGTH:** 6 turns; Russians set up first, the Germans move first.



EC: Overcast, with no wind.

### MAP CONFIGURATION:

The *Tractor Works* map is used for this firefight with the following restrictions: Only hexrows H - V are in play.

### OBJECTIVES:

The Germans win at game end by controlling  $\geq 3$  of the following victory buildings: [9a (J8); 2 (M10); 3 (M6); 5 (Q10)], provided they have lost  $\leq 28$  CVP.

### HANDICAPS:

- Replace the Russian 6+1 leader with an 8-0.
- Add one DC to the German OB.
- Any mutually agreed upon alteration to either side's OB.

### FIREFIGHT SPECIAL RULES (FSR):

**FSR1.** The Russians may set up one squad/equivalent (and any SW/SMC set up with it) utilizing HIP. The Russians may fortify six building Locations (tunnels are NA). Note TW6.4.

**FSR2.** The Russian OT-34 is immobilized, and has no MG, but may Bore Sight and set up utilizing HIP (i.e., if in concealment terrain). One other eligible Russian weapon may also Bore Sight.

**FSR3.** The Russian suffers the effects of Ammo Shortage (A19.131) on any DR of "11" or "12".



### RUSSIAN ORDER OF BATTLE:

#### Elements of the 37th Guards Rifle Division:

4-5-8	4-4-7	4-2-6	6-2-8	1-2-7	8-0	8-0	8-0	4-10	2-8
4	3	3	2						2
X12 4-4	X12 30-1	7 morale		17 6	76 -1/4				
		11							

Choose one of the following three and set up with the rest of the Russian OB:

45L	M11	2-2-8	or	76*	M6	2-2-8	or	8-16	2-2-8
-----	-----	-------	----	-----	----	-------	----	------	-------

**SET UP RESTRICTIONS:** Russians set up *on or north* of a perimeter consisting of the line H10 - P14 - V11.

ELR: 3 — SAN: 5

### GERMAN ORDER OF BATTLE:

#### Elements of the 305th Infantry Division:

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

**SET UP RESTRICTIONS:** Set up on or south of a line delineated by the hexes H12 - O16 - V12.

ELR: 3 — SAN: 3

#### Attached Sturmgeschutz and Panzers from the 14th Panzer Division:

14 75*	13 50L
2	2



**SET UP RESTRICTIONS:** Panzers and *Sturmgeschutz* set up on or south of hexes with a coordinate of 15.

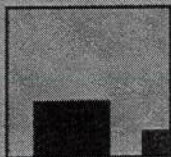
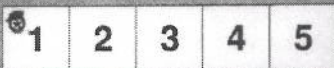


## Firefight TW-C:

# Before the Storm

**STALINGRAD, 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 Mecheika. 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 nought, as on the 14th Paulus launched his supreme effort.

**GAME LENGTH:** 5 turns; Germans set up first, the Russians move first.



EC: Clear and Moist with no wind.

### MAP CONFIGURATION:

The *Tractor Works* map is used for this firefight with the following restrictions: Only hexes J - Y numbered  $\geq 27$  are in play.

### OBJECTIVES:

The Russians win *immediately* if they control the Factory (N36), or at game end by solely Controlling three of the four multi-hex buildings within the German set up area.

### HANDICAPS:

- Exchange one HMG for a .50 cal.
- Add one wire and 8 AP mine factors to the German OB.
- Any mutually agreed upon alteration to either side's OB.

### FIREFIGHT SPECIAL RULES (FSR):

**FSR1.** Place Wooden Rubble markers in V28 and V30. Place a Stone Rubble marker in V27. Both sides use DTW 15.4.

**FSR2.** The German may roll for Air Support which arrives in the form of one '42 Stuka w/bombs on a dr  $\leq$  the current turn number. The Germans automatically receive this air support on player turn three if it has not already arrived.

**FSR3.** At the start of German player turn one, an Aerial Observer (E7.6) controlling an 81mm Battalion Mortar (HE only) OBA module is automatically received. Harassing fire is NA. All LOS Task Checks are taken from the west and/or south edge. Any FFE-2/FFE-C in effect at the start of game turn five will continue (i.e., Correction is NA) until its cycle is completed. The Stuka and Aerial Observer are automatically Recalled at the end of game turn four.

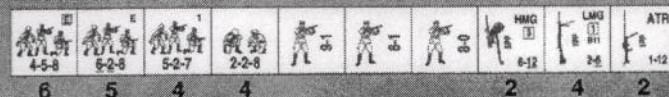
**FSR4.** The Russians may fortify two building Locations (tunnels



are NA). The Russians may only use Human Wave twice in the scenario. The 6-2-8 squad entering on turn two is an Assault Engineers (H1.22) and Fanatic. German 8-3-8 is an Assault Engineer. **FSR5.** The Germans may utilize HIP for one squad/equivalent (and any SW/SMC set up with them). *Only* German units that set up HIP, AFV, and wire may set up in hexes numbered  $\geq 34$  and west of the road running from Y33 - T40.

### RUSSIAN ORDER OF BATTLE:

Elements of the 37th Guards and 95th Rifle Divisions:



**SET UP RESTRICTIONS:** Russians set up *concealed* in hexes numbered  $\leq 29$ .

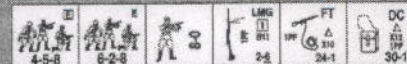
ELR: 3 — SAN: 5

### Armored Elements:



**ENTRY:** Enter along the south edge on turn one.

### Infiltrators from the 37th Guards Division:



**ENTRY:** Enter along the east edge on turn two.

### GERMAN ORDER OF BATTLE:

Elements of the 389th Infantry and 24th Panzer Divisions:



**SET UP RESTRICTIONS:** Germans set up concealed on/between hexes with coordinates 31 - 33 and west of the Y33 - T40 road (see FSR 5).

ELR: 4 — SAN: 4



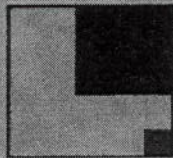


## Firefight TW-D:

# The Housing District

**STALINGRAD, 15 October 1942:** By 11:30 A. M., on the 14th, 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 the 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 the ambush of camouflaged anti-tank guns and T-34 tanks dug in and concealed amongst the shattered buildings, traps toward which the enemy was channeled to great effect time and again during the fighting.

**GAME LENGTH:** 6.5 turns; Russians set up first, the Germans move first.



**EC:** Clear, with no wind.

### MAP CONFIGURATION:

The *Tractor Works* map is used for this firefight with the following restrictions: Only hexerows on/east of U and numbered ≤ 26 are in play.

### OBJECTIVES:

The Germans win at game end if they control 14 of the 19 multi-hex stone buildings (including partially rubble buildings/debris) within the Russian set up area without losing ≥ 16 CVP.

### HANDICAPS:

- The Russians may add a Set DC (A23.7) to their OB.
- Germans are Stealthy for Searching (A12.152) purposes only.
- Any mutually agreed upon alteration to either side's OB.

### FIREFIGHT SPECIAL RULES (FSR):

- FSR1.** All German AFV may move *through* debris along a road hexside by expending 1/4 MP (FRD) *without* risking a Bog check.
- FSR2.** Prior to all set up the Russians may designate four multi-hex buildings in within their set up area as having Cellars (O6.0). All other multi-hex buildings have a ground/1st Level only. The Russians may fortify one building Location (tunnels are NA); any MMC/SMC in a fortified Location are Fanatic (i.e., Good Order and broken units).
- FSR3.** The Russians suffer from Ammo Shortage (A19.131) and TW A1.124-41 are in effect. The four mine factors represent a special booby-trap capability that works as follows: they may set up utilizing HIP like mines in any Level 1, ground level or Cellar Location but attack only *once*. Any time a unit moves into a Location containing this booby-trap it immediately takes a 2MC; all unbroken units following the attack are pinned. In all other respects they are treated as A-P mines (i.e., Searching, etc.)

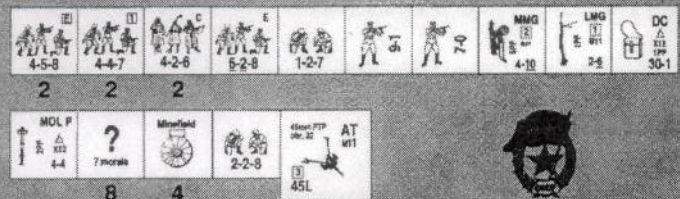


**FSR4.** The German 3-3-8 HS are Assault Engineers (H1.22). Sewer exit/entrances may be rendered un-usable by these 3-3-8 as follows: if a Good Order 3-3-8 is in a Location with a Sewer the German may make a dr as per A4.44. Following a successful Recovery dr the unit may use B8.61 and the Sewer exit/entrance is considered eliminated (make a side record).

**FSR5.** The Russians may utilize HIP for two squads/equivalents (and any SW/SMC set up with them).

### RUSSIAN ORDER OF BATTLE:

Elements of the 37th Guards and 95th Rifle Divisions:

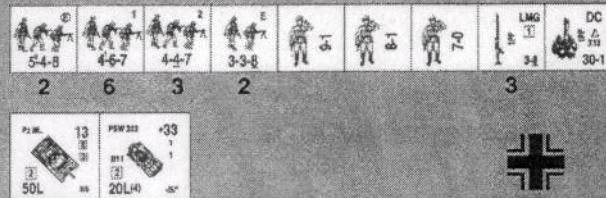


**SET UP RESTRICTIONS:** Russians set up *within* (i.e., not on a road hex) the road net defined by Y5 - Y20 - DD20 - DD4.

**ELR:** 3 — **SAN:** 5

### GERMAN ORDER OF BATTLE:

Elements of the 305th Infantry and 24th Panzer Divisions:



**SET UP RESTRICTIONS:** Germans set up anywhere *outside* the Russian road net (i.e., not on a road hex).

**ELR:** 3 — **SAN:** 3



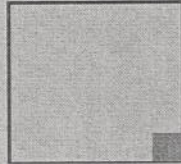
## Battle TW-A:

# Zholudev's Guards

**STALINGRAD, 7 October 1942:** The early days of October saw both sides trying to find a weak spot in the other's lines. Following the bloodletting in the Owrashnaya Woods on 27 September, the 389th Infantry Division was thrown back into the fight, this time aimed at the Dzerzhzinsky Tractor Works. In the meantime, *Stavka*, in early October ordered a Special Defense Command be set up opposite the city. The primary result of this move was the creation of an artillery division on the east bank of the Volga; some troops were sent to the west bank. Among those replacements for 62nd Army was the 37th Guards Division of General Zholudev. Using the new strength added to the defenders, a heavy toll was exacted on the Germans as the Guards slowly fell back into the factories.

**GAME LENGTH:** 11 turns; Russians set up first, the Germans move first.

1	2	3	4	5	6
7	8	9	10	11	



**EC:** Moderate with no wind.

### MAP CONFIGURATION:

The entire *Tractor Works* map is used for this firefight.

### OBJECTIVES:

The Germans win *immediately* if they control all ground level hexes of six of the nine numbered buildings listed on the game map turn record chart (i.e., 1-9). The Russians win by avoiding the German VCs or *immediately* upon eliminating/immobilizing/Recalling *all* German AFVs.

### HANDICAPS:

- Replace the 9-1 leader in the Russian OB with a 9-2.
- Add one additional StuG IIIG to the German OB.
- Any mutually agreed upon alteration to either side's OB.

### FIREFIGHT SPECIAL RULES (FSR):

- FSR1.** All German 8-3-8 and 5-4-8 squads (and any resulting HS) are Assault Engineers (H1.22). The Germans are Elite (C8.2).
- FSR2.** The Russians may not enter a sewer after turn nine. Units still in a sewer Location at the end of turn ten are eliminated. The Russians may fortify six Locations (tunnels are NA) and have Booby Trap Level C (exchanging mine factors to increase this level before the start of play is NA).
- FSR2.** The Russian T-34 tanks have Inexperienced Crews.
- FSR3.** All DTW rules apply (i.e., including 15.3 OPT. MG Crews and Support Weapon Teams) [EXC: only one sniper is used for each side, ignore RB 8 but apply RB 17, i.e., allow two self-rally attempts per side].



### RUSSIAN ORDER OF BATTLE:

#### Elements of the 37th Guards Rifle Division:

6-2-8 16	4-5-8 8	2-2-8 4	9-1 1	8-1 1	8-0 1	FP: 8 Rng: 10 ROF: 3 HMG 1	FP: 4 Rng: 10 ROF: 2 Br: 11 MMG 1	FP: 2 Rng: 6 ROF: 1 LMG 4	45mm PFP obr. 32 MA: 45L ROF: 3 Mr: 11 AT 4
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7-0 1	Phone Cast: 11 Dr: 12
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82mm Battalion Mortar (HE & S)

**SET UP RESTRICTIONS:** Set up on/east of hexrow F.

**ELR:** 3 — **SAN:** 6

**Tractor Workers Militia and assembly line tanks:**

4-2-6 16	7-0 1	FP: 4 Rng: 10 ROF: 2 Br: 11 HMG 1	FP: 2 Rng: 6 ROF: 1 Br: 11 MMG 1	FP: 2 Rng: 6 ROF: 1 LMG 1	T-34 M1 HP: 17 MA: 74L MG: 124 ROF: 1 6*
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**SET UP RESTRICTIONS:** Set up in any hex of Assembly Hall - One (#2 on the on-map turn record chart) and/or Assembly Hall - Two (3).

### GERMAN ORDER OF BATTLE:

#### Elements of the 389th Infantry Division:

4-6-8 4	1-4-6-7 24	2-2-8 4	9-2 1	9-1 1	8-1 1	8-0 1	FP: 1 Rng: 10 ROF: 3 HMG 2	FP: 5 Rng: 12 ROF: 2 MMG 2	FP: 3 Rng: 9 ROF: 1 LMG 3
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8-3-8 4	9-1 2	FP: 8 Rng: 8 ROF: 1 HMG 3	FP: 30 Rng: 1 DC 3	1PP FT X10 24-1 2
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**SET UP RESTRICTIONS:** 389th elements set upon/west of hexrow C.

**ELR:** 4 — **SAN:** 3

### GERMAN REINFORCEMENTS:

#### Elements of the 16th Panzer Artillery Regiment:

MP: 13 MA: 75 ROF: 1 2	HP: 13 MA: 76L MG: 42 ROF: 1 5	9-2 1
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81mm Battalion Mortar (HE & S)

**ENTRY:** Enter along the west edge on turn one.

**OFF BOARD ARTILLERY:** The Germans receive one 81mm Battalion Mortar (HE & S) with Plentiful Ammo directed by an offboard observer at Level 2 along the west edge; secretly choose this hex before all setup. The Russians receive one 82mm Battalion Mortar (HE & S).



## Solitaire Campaign xTW-1:

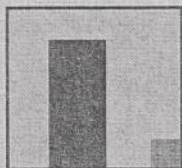
# Knight's Cross

**INTELLIGENCE BRIEFING:** Following the October 14 attack on the Dzerhezinsky Tractor Factory complex, a corridor was punched through to the Volga by dusk. At dawn on the 15th, a narrow corridor had been secured to the river and the German infantry fanned out to attack Soviet positions from the rear. Your mission is to lead your soldiers into the heart of this vital complex and eliminate enemy resistance to free up friendly forces to strike south and seize the next objective of 6th Army, the *Barrikady*.

**STARTING ATTITUDE (3.2):** Hold {A2a}

**SOLITAIRE CAMPAIGN TABLES (12.32):**

ENEMY SAN	FRIENDLY SAN
6	4
ENEMY AC#	RE NUMBERS
4	5/6 ENEMY RE#
	3/4 FRIENDLY RE#



**MAP CONFIGURATION (13.):**

The *Tractor Works* map is used for this campaign. No other mapboards may be activated during this campaign. The Russian must set up on/within the area on map defined by G6-G35-R40-V38-V13-G6. The German may set up anywhere outside this area. The German FBE is the west edge and the north and south edges west of hexrow P.

**VICTORY POINT OBJECTIVE LOCATIONS (14.):**

All MULTI-LOCATION (S14.3) stone buildings and Factories within the *initial* Russian set up area are VPO Locations (14.)

**SUSPECT PLACEMENT & ENTRY (4.):**

Use Table xA9e to place S? Location of a multi-hex building or the Rooftop of a Factory. In all non-building hexes with a +1 TEM or greater, a dr of 1-2 will place a S? in the hex. After FRIENDLY set up, during the RPh of turn one of *each* new CG scenario, re-roll for new S? in each hex/Location that is *not* FRIENDLY controlled at CG scenario start.

**PLAY SET UP ORDER:**

S? are set up first on the mapboard within the area defined by G10-G35-R-40-FF33-FF13-P5-G10 or within the current MLR. FRIENDLY units are then set up anywhere on the map outside of this original set up area (or ther current ENEMY MLR) and may enter anywhere along the FBE on/after turn one/Initial Scenario. The FRIENDLY side moves first.

**SOLITAIRE CAMPAIGN END (see also 12.5):**

The campaign begins on Dawn of October 15, 1942 and ends after the conclusion of the Dawn scenario on October 16, 1942 (six CG scenarios) or immediately upon the German controlling all ground level Locations of all nine buildings listed on the game turn track at the end of any CG scenario. Each scenario has a variable game length; at the end of the Russian CCPh of turns 5-8, a dr is made. If a dr  $\leq$  to the circled turn number on the game turn track (on map) is made prior to turn eight, the scenario immediately ends. The following victory levels apply at campaign end (deduct Enemy VP from any



Friendly VP earned);  $\leq 80$ — Von Paulus surrenders, total defeat!; 81 - 100—marginal victory, death and destruction continue and Hitler brags about the expected fall of Stalingrad to his cronies in the *Burgerbraukeller*;  $\geq 101$ —Chuikov calls on 62nd Army to lay down their arms and cross the Volga on rafts and flotsam.

**SCHEDULE OF VICTORY POINTS (12.6; 9.41; 17.1321):**

\* The ENEMY gains VP for Casualty VP earned.

\* The FRIENDLY side earns 1 VP for *each* ground level Factory (TW6.) Location within the original Russian set up are devoid of all Good Order MMC at the end of any CG scenario. An additional 1 VP is earned for each ground level hex in any fully controlled numbered building within the original Russian set up area.

\* The ENEMY gains one VP for each FRIENDLY CP spent.

**SOLITAIRE CAMPAIGN RULES (SCR):**

**SSCR1.** This campaign is set in EF (Platoon Leader CG6a) and Stalingrad. Solitaire rules section xSSCR apply to all solitaire campaigns set in Stalingrad. This CG is MID intensity for the German.

**SSCR2.** The FRIENDLY at start OB is listed below:

RGs: Rifle Coy x 2	RGs: Offb'd Observer
RGs: PzGr Pltn x 4	RGs: Battalion MTR OBA
RGs: StuGIII B Pltn x 3	RGs: Bombardment
RGs: PzIIIB Pltn x 2	15CP

All RGs are eligible for purchase for the Initial CG Scenario.

**SSCR3.** Russian Counter-Attack Option: For each CG Scenario *after* Scenario two, on a 0 dr (made prior to all set up) change ENEMY (i.e., Russian) Attitude to *Advance* and give the Russians two Human Waves (use R10) during that CG Scenario [as per SASL 4.3]. A DRM modifier applies to this dr as follows: CG Scenario three -1; four -2; five -3. To determine the two hexes for 4.3, use ENEMY Map edges in lieu of Enemy Board Edge. The Human Waves enter on Russian turns one and two on the same board edge [EXC:Letter chits draw for Human Wave: draw two letter chits to choose between O1-GG1 (north edge is used on a dr of 1-3) and M40-Y40 (south edge is used on a dr of 4-6).] Make the dr to determine map edge *after* all set up and make a chit draw for each Human Wave.

**SSCR4.** A +2 DRM to any DR made on Table A1. Use xA5 (found on Russian Generation Tables card) to replace A5. Any final even DR made on Table A1 results in a possible Trench or Fortified Location; make a subsequent dr on xA5.

**SSCR5.** An ENEMY RE can occur even if no unit has been activated. Consider the nearest FRIENDLY controlled numbered building to be a VPO for 9.25-.251. A +1 drm to the colored dr (2.3) applies to the RE Table for both sides (see xA11).

**SSCR6.** Substitute DTW map for "city mapboard" in 5.1.

**SSCR7.** At start ELR for the Germans is "4" and the Russians "3".



## Solitaire Campaign xTW-1a:

# Knight's Cross

**INTELLIGENCE BRIEFING:** Following the October 14 attack on the Dzerhezinsky Tractor Factory complex, a corridor was punched through to the Volga by dusk. At dawn on the 15th, a narrow corridor had been secured to the river and the German infantry fanned out to attack Soviet positions from the rear. Your mission is to lead your soldiers into the heart of this vital complex and eliminate enemy resistance to free up friendly forces to strike south and seize the next objective of 6th Army, the *Barrikady*.

**STARTING ATTITUDE (3.2):** Hold {A2a}

**SOLITAIRE CAMPAIGN TABLES (12.32):**

**ENEMY SAN**      **FRIENDLY SAN**

6                      4

**ENEMY AC#**      **RE NUMBERS**

4                      5/6 ENEMY RE#  
3/4 FRIENDLY RE#



**MAP CONFIGURATION (13.):**

The *Tractor Works* map is used for this campaign. No other mapboards may be activated during this campaign. The Russian must set up on/within the area on map defined by G6-G35-R40-V38-V13-G6. The German may set up anywhere outside this area. The German FBE is the west edge and the north and south edges west of hexrow P.

**VICTORY POINT OBJECTIVE LOCATIONS (14.):**

All MULTI-LOCATION (S14.3) stone buildings and Factories within the *initial* Russian set up area are VPO Locations (14.)

**SUSPECT PLACEMENT & ENTRY (4.):**

Use Table xA9e to place S? Location of a multi-hex building or the Rooftop of a Factory. In all non-building hexes with a +1 TEM or greater, a dr of 1-2 will place a S? in the hex.

**PLAY SET UP ORDER:**

S? are set up first on the mapboard within the area defined by G6-G35-R40-V38-V13-G6 or within the current MLR. FRIENDLY units are then set up anywhere on the map outside of this original set up area (or their current ENEMY MLR) and may enter anywhere along the FBE on/after turn one/Initial Scenario. The FRIENDLY side moves first.

**SOLITAIRE CAMPAIGN END (see also 12.5):**

The campaign begins on Dawn of October 15, 1942 and ends after the conclusion of the Dawn scenario on October 16, 1942 (six CG scenarios) or immediately upon the German controlling all ground level Locations of all nine buildings listed on the game turn track at the end of any CG scenario. Each scenario has a variable game length; at the end of the Russian CCPh of turns 5-8, a dr is made. If a dr  $\leq$  to the circled turn number on the game turn track (on map) is made prior to turn eight, the scenario immediately ends. The following victory levels apply at campaign end (deduct Enemy VP from any Friendly VP earned):  $\leq 80$ — Von Paulus surrenders, total defeat!; 81 - 100—marginal victory, death and destruction continue and Hitler brags about the expected fall of Stalingrad to his cronies in the *Burgerbraukeller*;  $\geq 101$ —Chuikov calls on 62nd Army to lay down their arms and cross the Volga on rafts and flotsam.



**SCHEDULE OF VICTORY POINTS (12.6; 9.41; 17.1321):**

- \* The ENEMY gains VP for Casualty VP earned.
- \* The FRIENDLY side earns 1 VP for *each* ground level Factory (TW6.) Location within the original Russian set up area are devoid of all Good Order MMC at the end of any CG scenario. An additional 1 VP is earned for each ground level hex in any fully controlled numbered building within the original Russian set up area.
- \* The ENEMY gains one VP for each FRIENDLY CP spent.

**SOLITAIRE CAMPAIGN RULES (SCR):**

**SSCR1.** This campaign is set in EF (Platoon Leader CG6a) and Stalingrad. Solitaire rules section xSSCR apply to all solitaire campaigns set in Stalingrad. This CG is HIGH intensity for the German.

**SSCR2.** The FRIENDLY at start OB is listed below:

RGs: Rifle Coy x 2	RGs: Offb'd Observer
RGs: PzGr Pltn x 4	RGs: Battalion MTR OBA
RGs: StuGIII B Pltn x 3	RGs: Bombardment
RGs: PzIIH Pltn x 2	15CP

All RGs are eligible for purchase for the Initial CG Scenario.

**SSCR3.** Russian Counter-Attack Option: For each CG Scenario *after* Scenario two, on a 0 dr (made prior to all set up) change ENEMY (i.e., Russian) Attitude to *Advance* and give the Russians two Human Waves (use R10) during that CG Scenario [as per SASL 4.3]. A DRM modifier applies to this dr as follows: CG Scenario three -1; four -2; five -3. To determine the two hexes for 4.3, use ENEMY Map edges in lieu of Enemy Board Edge. The Human Waves enter on Russian turns one and two on the same board edge [EXC:Letter chits draw for Human Wave: draw two letter chits to choose between OI-GGI (north edge is used on a dr of 1-3) and M40-Y40 (south edge is used on a dr of 4-6).] Make the dr to determine map edge *after* all set up and make a chit draw for each Human Wave.

**SSCR4.** A +2 DRM to any DR made on Table A1. Use xA5 (found on Russian Generation Tables card) to replace A5. Any final even DR made on Table A1 results in a possible Trench or Fortified Location; make a subsequent dr on xA5.

**SSCR5.** An ENEMY RE can occur even if no unit has been activated. Consider the nearest FRIENDLY controlled numbered building to be a VPO for 9.25-.251.

**SSCR6.** A +1 drm to the colored dr (2.3) applies to the RE Table for both sides (see xA11).



# ✚ German Generation Tables

## G1: ACTIVATION CHECK (AC) (5.1)

Unchanged

## G3: LEADERS (5.72)

Unchanged

## G4: SW (5.75)

Unchanged

## G6: STANDARD AFV & G6a SPG & G6c TD (5.71)

≤ 4 StuG IIIB  
5-6 StuG IIIG  
7-8 Pz IIIH  
9-10 Pz IVF2  
11-12 Pz IVF1

## G7a: ESCORT VEHICLES

Unchanged

## G8: OBA

Unchanged

## G2: SQUAD/HS (5.72)

≤ 3 4-6-8  
4-5 5-4-8  
6-9 4-6-7  
10-11 4-4-7  
12 8-3-8\*

\*Assault Engineers (H1.22)

## G5a: AT-GUNS & INF GUNS (5.76)

≤ 6 50L AT  
7-9 37L AT  
10-12 75\* INF

## G6b: RECON VEHICLE (5.71)

Unchanged

## G7: TRANSPORT

≤ 4 SPW 251/1  
5 Captured\*  
6-7 Opel Blitz  
8 Sdkfz 7  
9 Sdkfz 11  
10-12 Buessing-NAG

**Stalingrad Design Contest:** The battlefield around Dzerhezinsky Tractor Works awaits your scenario designs. Submit your design for a new Firefight, Battle or Campaign based on the DTW map. The winning entries will be published, with photo and gaming mini-bio of the winners and one of those hot new Stalingrad Framed Neon-Light posters from Neonetics will be awarded one winner!





# Russian Generation Tables

## R1: ACTIVATION CHECK (AC) (5.1)

Unchanged

## R3: LEADERS (5.72)

Unchanged

## R4: SW (5.75)

Replace and add the following:

dr 11 MOL Projector

\*each HMG/MMG/ATR/LtMtr is  
manned by a 1-2-7 crew (i.e., received  
in addition to any squad)

## R2: SQUADS (5.72)

No drm for dates apply

≤ 3 6-2-8

4-7 4-5-8

8-9 4-4-7

9-12 5-2-7

## R5: STANDARD GUNS & R5a AT GUNS (5.76)

≤ 2 37LAA

3-4 76L ART

5-8 45L AT

9-10 45LL AT

11 57LL AT

12 76\* INF

## R6: STANDARD AFV & R6a SPG (5.71)

≤ 3 OT-34

4-7 T-34 m41

8-9 T-70

10 T-60 m40

11 T-60 m42

12 OT-34

## R7: Transport

≤ 4 ZIS-5

5-8 GAZ-MM

9-12 IAG-6

## R8: OBA

Unchanged

## R7a: ESCORT VEHICLE & R6b RECON VEHICLE

Unchanged

## R10: HUMAN WAVE (4.34)

Unchanged [EXC: use SSCR3 to  
determine map edge]

## xA9e: Stalingrad Map S? Place- ment (4.12)

≤ 2 Cellar

3-4 Ground level & Cellar\*

5 First Level\*

6-7 Ground Level

8-9 none or rooftop\*\*

10 Each Level\*

11 Second level\*

≥ 12 Ground & Second level\*

\* Ground level only in NA

\*\* S? placed at rooftop if available in this  
hex

## xA5: Fortifications Table 5.74

≤ 4 Trench\*

5-6 Trench or Fortified Location if  
applicable\*

\*if rolled for a tank, replace with a Dug-In tank  
(EXC: OT-34) unless NA.

### Cumulative drm:

-1 MMC is elite

+1 All MMC are Conscripts

+x as per RE

## ✚ German Random Events Table Changes:

All references to "any mapboard" refer to the DTW map. German units otherwise specified as entering along the north or south map edge enter along the west or north or south edge west of hexrow P (make a Random dr). Note the combined tables for Tanks/SPG/TD, etc. All guns are towed onboard (i.e., not manhandled). Any RE which call for an effect that lasts for "the duration of the Mission" actually lasts for one Mission Scenario. Any RE that calls for a Random dr to determine the affected unit (EX: RE 42, "Determine the AFV affected by a Random dr") uses the RE Marker, choosing the nearest applicable unit (make a dr for ties).

**2a. Random Events Marker:** Some RE require the determination of the nearest unit or other random choices. At the start of each mission, place a RE Marker (use a sniper counter of a nationality not in play) in the same hex as one of a side's sniper. This is the RE Marker start hex. Once play begins, the RE Marker is moved using in the same manner as a sniper and is placed in a new hex as called for in applicable RE.

**11.** Patrol infiltrates Enemy lines! Make a dr on R2 to determine squad, R4 for SW (re-roll for SW NA for Patrolling) and R3 for leader. On a dr 1-2 one squad is assigned; 3-4 two squads; 5-6 three squads. Choose patrol type (3.171) normally Conduct the rest of the Patrol (3.174) normally (i.e., all Friendly Returned Patrol units are placed in any friendly MLR).

**15.** Replace DR in this RE with dr.

**21.** Russian marksman Vassili Zaitsev has moved into the sector! Conduct a SAN check in the three nearest hexes following a RE Marker, applying the effects immediately. If any of the SAN checks results in a dr of "1", Zaitsev is further considered to have slain his counter-part. German super-sniper Konings; German SAN is reduced to "2" for the remainder of the campaign and may not be increased in any fashion (i.e., CP expenditure).

**51:** Mistaken air attack! Make a RE Marker DR and attack the nearest units with a '42 Stuka w/bombs as follows: dr 1-2 attack nearest hex; dr 3-4 attack nearest two hexes; dr 5-6 attack nearest 3 hexes.

**52:** Russian Katyushas devastate friendly battalion! Make a RE Marker DR and use the resulting hex as the center of a 200mm Rocket FFE:1 which lands immediately. This FFE is removed at the end of the player turn landed.

**53:** Friendly mortars fall short! Make a RE Marker DR and use the resulting hex as the center of an 81mm mortar FFE:1 which lands immediately. This FFE is removed at the end of the player turn landed.

## ★ ENEMY (xA11) Random Events Table Changes:

All references to "any mapboard" refer to the DTW map. Russian units otherwise specified as entering along the north or south map edge enter along the south edge (make a Random dr). Note the combined tables for Tanks/SPG/TD, etc. All guns are towed onboard (i.e., not manhandled). Any RE which call for an effect that lasts for "the duration of the Mission" actually lasts for one Mission Scenario. Any RE that calls for a Random dr to determine the affected unit (EX: RE 45, "Determine the affected leader by a Random dr...") uses the RE Marker, choosing the nearest applicable unit (make a dr for ties). Any RE calling for reinforcements along the EBE allows units to enter on the north edge east of hexrow P on a subsequent dr of 1-3; the south edge east of hexrow P on a dr of 4-6.

**2a. Random Events Marker:** Some RE require the determination of the nearest unit or other random choices. At the start of each mission, place a RE Marker (use a sniper counter of a nationality not in play) in the same hex as one of a side's sniper. This is the RE Marker start hex. Once play begins, the RE Marker is moved using in the same manner as a sniper and is placed in a new hex as called for in applicable RE. If in doubt, whenever a RE calls for the determination of a unit "on a mapboard" or randomly determined in a manner which is NA on a Stalingrad map use the RE Marker procedure, making a RE DR and choosing the affected unit(s) as a factor of range to or from the RE Marker. Units noted as "closest to the EBE" are resolved normally, noting the EBE is the east edge (EXC: as defined on the CG Card).

**05:** Reword the following, "...within five hexes of the RE Marker following a RE Marker DR immediately assumes Advance Attitude."

**06:** Replace the *entire section* with the following, "ENEMY infiltration detected! Make a RE Marker DR and place one S? in each building Location not adjacent to or occupied by FRIENDLY unit which does not currently contain any ENEMY units or S?. Each such Location immediately becomes ENEMY Controlled and the *new* units therein assume a Hold attitude on a subsequent dr of 1-4; an Advance attitude on a dr of 5-6." Use xA9e for levels normally.

**11:** Make a RE Marker DR to determine the unit; use the unit closest to the RE Marker following the RE DR.

**12:** Make a RE Marker DR to determine the unit; use the unit closest to the RE Marker following the RE DR.

**15-16:** Replace these RE's in their entirety with the following: "Patrol infiltrates Friendly lines! Make a dr on R2 to determine squad, R4 for SW (re-roll for SW NA for Patrolling) and R3 for leader. On a dr 1-2 one squad is assigned; 3-4 two squads; 5-6 three squads. Make a dr to choose patrol type (3.171) with a dr 1-2 Ambush; dr 3-4 Raid; dr 5-6 Anti-vehicle. Determine the location for the Mission Hex (3.173) normally using the Russian RE Marker and choosing the nearest location containing Enemy units for Ambush/Raid missions or vehicles if Anti-vehicle. Conduct the rest of the Patrol (3.174) normally but all Enemy Returned Patrol units are removed from play (but not counted as eliminated)."

**22:** Make a RE Marker DR to determine the unit; use the AFV closest to the RE Marker following the RE DR.

**24:** Only the OT-34 tank detachment may arrive on a DR of 2.

**35:** SPG are replaced by STANDARD AFV (R6).

**52:** Replace the RE with the following: Russians attack out of the sewers! A number (as per DR) of squads (roll on R2) are placed under "?" in the *two* nearest (Random dr for ties) manhole hexes (the RE Marker is placed in the nearest hex) to a hex determined by the Russian RE Marker. Any hex containing Enemy units is immediately marked with a Melee counter and the units therein are treated as if they already conducted one round of CC at the end of the previous player turn.

**41:** Make a RE Marker DR to determine the unit; use the AFV closest to the RE Marker following the RE DR.

**43:** Replace the RE in its entirety with the following: Combat raises Dust on the battlefield! Light Dust is in effect for the remainder of the CG Scenario.

**51:** ENEMY RE#s are increased for this CG Scenario *only*.

**54:** Replace the listed RE with following: Fanatic Resistance Nest! One Russian leader in a building containing no Enemy units, determined by nearest (Random dr for ties) hex to a hex determined by the Russian RE Marker, is replaced by a Commissar (dr of 1-3 for 9-0; 4-6 for 10-0). All units in the building are treated as if in a Fanatic Resistance Nest (DTW 6.4) and *all* of its ground level locations are marked with fortified counters.

**55:** German super-sniper Konings strikes! Make a wound severity dr on the ranking unconcealed ENEMY leader (made a random dr for ties) applying all effects immediately. If no ENEMY leader is unconcealed, make a RE Marker DR and make a SAN check against the nearest ENEMY MMC.

**56:** Replace the listed RE with following: Russian marksman Vassili Zaitsev has moved into the sector! Conduct a SAN check in the three nearest hexes following a RE Marker, applying the effects immediately.

## Solitaire Rules for all CG set in Stalingrad v.1.0:

**Introduction:** These rules are meant as a *guideline* to players wishing to experience a solitaire campaign on any Stalingrad map. The goal is to avoid deviation from SASL rules section 17 unless necessary. As additional solitaire campaigns are developed for Stalingrad, these rules will be added to or supplanted using a version number system. All SASL and PL 2.0 (and the PL 2.01 update [and all updates] found in DTW and at [www.CriticalHit.com](http://www.CriticalHit.com)) apply normally except where noted otherwise. See the Random Events Changes Table for an explanation of the use of the RE Marker. All references to FBE refer to friendly map edge.

**SSCGR 1. SUSPECT PLACEMENT AND ENTRY:** Note there is a new table, xA9e which replaces A9e. The table can be found on the new Russian Generation Tables card.

**SSCGR 2. Enemy PREVAILING ATTITUDE** is HOLD for all CG Scenarios [EXC: Russian Counter-Attack option). Also, due to RE occurrence it *is* possible to have some units in ADVANCE attitude while the remainder of your force is in HOLD attitude (as per S3.2). At the start of each new CG Scenario the Enemy PREVAILING ATTITUDE returns to HOLD (i.e., only reinforcements received via RE may assume an attitude other than HOLD).

**SSCGR 3. RE Numbers** apply for all CG Scenarios. Any changes to a side's RE number carry over to the subsequent CG Scenario (but may never be < 2 at any time).

**SSCGR 4. The Enemy** has Booby Trap Level B unless for all solitaire campaigns.

**SSCGR 5. German units** generated by RE remain in the OB [EXC: Recall all AFV RE]; same for the Russians (see SSCGR2 for Enemy attitude). In the case of Friendly units generated by RE, units which suffer over 75% (FRU) casualties are considered "cadres" which must be fleshed out by Battalion. The German player *must* expend one CP any RE if casualties are equal to or in excess of this percentage. Russian units generated by RE remain on map at the end of any CG Scenario.

**SSCGR 6. REDEPLOYMENT:** ENEMY units must redeploy at the end of any CG Scenario if they are not in terrain with at least a +2 TEM. All ENEMY units not in terrain with at least a +2 TEM redeploys to the nearest (make a random dr to resolve ties) non-overstacked fortified building/building/IN fortification Location *in that order*. Units which are redeployed to any hex with more than one level makes another random dr to determine which level it ends up in (i.e., a random dr has an equal chance of results: a building with level 0 and level 1 would lead to random dr of 1-3 for level 0 and 4-6 for level 1; a building with level 0, 1 and 2 would result in a random dr of 1-2 for level 0, 3-4 for level 1 and 5-6 for level 2). Any -2 DRM (or better) Leaders are placed with any available HMG within their set up area and the location containing a -2 DRM Leader and a HMG immediately becomes Fortified (including all eligible locations below if applicable). All locations containing a Commissar are also fortified. Any units forced to redeploy beyond their maximum range (2.141) roll on the Isolated and Non-Isolated Units Redeployment Tables normally. FRIENDLY units redeploy normally as per PL 2.0.

**SSCGR 7. ORDER OF SET UP AND MOVEMENT:** The Russians set up first (see SCSR3-4) and the German moves first in each CG Scenario. The German may conduct Patrols normally; the ENEMY may only conduct Patrols as a result of RE.

**SSCGR 8.** The ENEMY makes no purchases during a solitaire CG. ENEMY units are only generated via Suspect Placement and Entry as listed on the CG Card, SSCGR 9 and RE.

**SSCGR 9.** Retained ENEMY units are concealed before a new CG Scenario. Add dummies to each thusly concealed stack equal to a dr halved (FRD). During the RePh, the German (FRIENDLY) player spends CP to obtain reinforcements normally; all other aspects of the RePh are handled normally by the German player. During set up of a new CG scenario, the ENEMY re-rolls for S? Placement (4.) in any applicable hex, within the original Russian perimeter (i.e., G6-G35-R40-V38-V13-G6), that does not *already* contain any S? or ENEMY units at the ground level. New S? are *also* re-rolled for in any hex/Location within two hexes of any ENEMY units outside of the original Russian perimeter that does not contain any S? or ENEMY units.

**SSCGR 10.** Roll *three* times for the Germans on the 3.121 LEADER/ARMOR LEADER TABLE for each RGs listed as a "Coy" on the CG Card. All units with an ID listed as "Pltn" are treated normally for Leader Determination.

**SSCGR 11.** Note the changes called for in the RE Tables for each side (i.e., German and ENEMY) provided for Stalingrad solitaire campaigns and mission.

**SSCGR 12. REFERENCING SOLITAIRE CAMPAIGN:** The list of rules below clarifies which of the following apply from the printed SASL rules:

17.11 The FRIENDLY NATIONALITY is German.

17.12 THEATRE: NA (i.e., the DTW map is in play).

17.13 See SCR2 for FRIENDLY UNITS for the Initial Scenario.

17.1311 Units exited along the FBE are Retained for use in a later CG Scenario.

17.132 TEMPORARILY ATTACHED units are retained as part of the OB for both sides in variance to 17.132 ( See SSCGR5).

17.1321 The additional VP values apply *only* during the CG Scenario in which Temporarily Attached units enter play.

17.14-141 SW Team rules in this section are replaced by DTW 15.4 and the applicable CG Card notes (i.e., note "c" on the German CG Card) in all cases.

17.15 Replaced by the PL 2.0 Roster.

17.2-.44 Resolved as per PL 2.0 rules (i.e., CG Card, Retained units are not removed from map, Temporarily Attached units remain in play, etc.)

17.5 There is no victor for a particular CG Scenario unless noted otherwise.

17.51-17.821 Resolved as per PL 2.0 (i.e., )

17.83 NA (i.e., SW possessed by non-crew MMC made no dr.)

17.84 No WEAPON REPLACEMENT dr is made.

17.9 This rules is replaced by SCSR10 in its entirety.

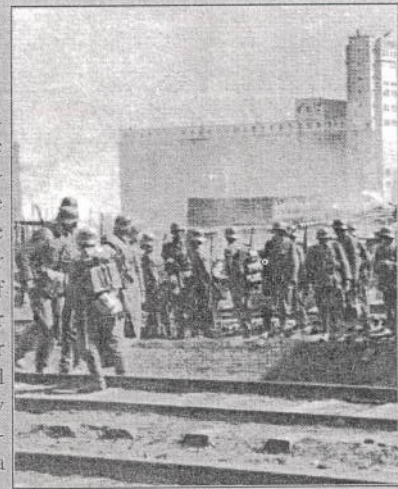
18.-18.5 FRIENDLY COMPANIES: This entire rules section is replaced by the German Initial Scenario OB SCR2 and the PL 2.0 rules.

Note: These rules are deemed experimental. To that end, we have included a German Generation Table for those wishing to develop new missions and campaigns in Stalingrad. Due to the nature of solitaire play and the variety of inter-related outcomes which can result from the vagaries of different RE's, your ongoing input is invited in the form of rules revisions and related commentary. We especially invite your input in the form of new Random Events and suggest a new reading of the your favorite books on the Battle of Stalingrad. Special thanks to Richard C. Hill for his hard work!



# THE GRAIN ELEVATOR

**The Grain Elevator, Stalingrad, 14 September, 1942:** The 48th Panzerkorps pressed its attack into the city of Stalingrad from the south, utilizing superiority in air and tank forces to complete the expected conquest of the city on the Volga. The German timetable would be slowed by terrain features, usually buildings, that dominated the surrounding terrain. One of these fortresses was a huge grain elevator that stood just south of the Tsaritsa Gorge. A group of valiant Russian Marines were holed up in the corrugated metal side-tower, defying the men and guns of three enemy divisions. For nearly a week, since September 14, the men withstood the pounding of artillery and the attentions of panzers and infiltrating German soldiers. At one point, enemy infantry penetrated into the tower itself, only to be driven back as they were creeping up the stairs. The fight inside the grain elevator typified the fighting all over Stalingrad: the effort to drive the enemy out of the tower involved knives, fists and bullets. The defenders of the tower did not evacuate until they were driven out by thirst during the night of September 20. Even in their withdrawal, a Marine platoon leader, Lieutenant Khozyanov, and his men stumbled upon, and drove off a German mortar battery located in a nearby gully...



## CG SCENARIO RULES:

CGSR II-14 apply only to the Initial Scenario and its applicable RePh steps. 15 applies to all GE1 CG Scenarios. All DTW rules apply (i.e., including 15.3 OPT, MG Crews and Support Weapon Teams) [EXC: only one sniper and self-rally is used for each side, ignore RB 8 and RB 17].

11. Initial EC are Moderate, with no wind at start. Weather is Clear.
12. Neither side has RGs purchase restrictions for the Initial Scenario.
13. The OB-given Battalion Mortar received by the German may freely Pre-Register  $\leq 2$  hexes *before* the Russian setup.
14. German RGs units purchased for the initial scenario are available at scenario start (i.e., they may enter on/after Turn 1). All Russian RGs units purchased for the initial scenario *only* may set up *on board* without any additional CP cost.
15. A side may make a dr in RePh step 3.3 to replenish each DC or FT 'used' (not destroyed/captured/otherwise lost) in the preceding scenario (only) if it retains any squad(s) in a Friendly MLR whose RGs came equipped with that type of SW. DC: 1-5 Replenished, 6 Lost; FT: 1-4 Replenished, 5-6 Lost.

### INITIAL GERMAN OB:

Elements of the 267th Infantry Regiment and support elements from **Kampfgruppe HELLERMAN** [ELR:4] enter along the west edge. The west edge is the German FBE: {SAN:3}

A1: StuGIII B Pltn x 1      I1: Rifle Pltn. x 2  
O4: Offb'd Observer      O1: Battalion MTR OBA  
19 CP



**CG Dates:** A.M. 14 September, 1942 - A.M. 15 September, 1942 [four CG scenarios]

**GE 1 OBJECTIVES:** The Germans win at the end of any CG Scenario if they Control (A26.1) all *stone* Locations on the map. The Russians win at the *end* of any CG Scenario in which the Germans *do not* control at least two stone buildings (i.e., *not* Locations).

**INITIAL SCENARIO VICTORY CONDITIONS:** Germans must control  $\geq 14$  Stone Locations at scenario end.

**INITIAL SCENARIO:** German Attack, Russian Idle.

**TERRAIN CONFIGURATION:** The *entire* Grain Elevator map is in play.

### INITIAL RUSSIAN OB:

Elements of the 92nd Marine Rifle Brigade, 133rd Tank Brigade and 271 NKVD Regiment [ELR:3] set up anywhere on map. North, south and east and is the FBE: {SAN:5}

A2: NKVD Militia Pltn. x 4      O1: Medium Mortars OBA  
I1: Marine Rifle Pltn. x 1\*      G2: ART Bty. x 1  
I5: Storm Pltn. x 1      15 FP  
Fortified Building Locations x 4      12 CP  
\*must set up in The Grain Elevator (I16-I7-I8)



### Fortifications Available for purchase:

Foxholes <sup>G</sup>	Trenches <sup>G</sup>
Fortified Building <sup>G</sup>	AP Mines <sup>G,1</sup>
Wire <sup>G</sup>	HIP <sup>G</sup>
Roadblock <sup>G</sup>	Set DC <sup>G</sup>
Booby Traps <sup>G</sup>	Dummy Minefield <sup>G</sup>

<sup>R</sup> Russian only and *only* for Initial CG Scenario.

<sup>G</sup> Germans may *not* purchase for Initial CG Scenario.

<sup>1</sup> Max 20 FP per side for all CG Scenarios.












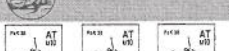




CG DRM:	GERMAN	RUSSIAN
Leader	-1	0
Battle Hardening	0	-1
Artillery OBA	0	0
CP Replenishment	+2	+3
Intensity Level	LOW	LOW

GE1 Scenario	Time/Date	Attacker	Weather	EC	Wind	Moon	Hist DRM
1	A.M. 14/9/42	German	Clear	Moderate	None	NA	-1
2	P.M. 14/9/42	German	Clear	Moderate	None	NA	0
3	Night 14/9/42	Russian	Clear	Moderate	None	None	0
4	A.M. 15/9/42	German	Clear	Moderate	None	NA	0



# Elements of the 29th Motorized Infantry Division & KG Hellerman

# German CG Card

ID	Unit Description and Composition	Type	CP		Maximum		Notes
			Cost	Scen.	CG		
S1	Stukas 	E7.2 '42 FB with bombs	1	1	1	t	
A1	Sturmgeschutz Pltn. 	3xStuGIIIB	5	1	1	lr	
A2	Panzer Pltn. 	3xPzIIIH	6	1	1	glr	
A3	Panzer Pltn. 	3xPzIVF2	8	1	1	glr	
I1	Rifle Pltn. 	4x4-6-7 MMC	4	2	6	lrz	
I2	Panzergrn. Pltn. 	4x4-6-8 MMC	6	1	3	lrz	
I3	Sturm Pltn. 	3x5-4-8 MMC	5	1	2	lrz	
I4	Pionier Pltn. 	3x8-3-8 MMC	8	1	1	elrz	
I5	HW Pltn. 	2x81mm MTR, 2xHMG, 2xMMG	9	1	1	ac	
O1	Battalion Mortars 	81mm OBA	3	2	4	ap	
O2	Offboard Observer 		1	2	4	o	
G1	AT Gun Sect. I 	3x50mm PaK 38	8	1	1	ac	
G2	Inf. Gun Sect. 	3x7.5cm INF, 1x150mm INF	10	1	1	ac	
M1	Fortifications 	20FP	2	2	2	a	
M2	Sniper 	SAN +1	2	1	4		
M3	Attack Option 		1	1	4		

**a** Available for on-map setup on CG day of purchase [EXC: German Initial Scenario].

**c** Each German AT/INF/81mm MTR Gun comes with a 2-2-8 crew; each German HMG/MMG/Lt Mtr/ATR comes with a 1-2-7 crew.

**e** German 8-3-8 are Assault Engineers (H1.22).

**g** For each Pltn. purchased, the German may immediately purchase one Panzergrenadier Pltn. (I2) for 3 CP.

**I** Determine Leaders (SMC) as per 3.12-121. I3 & I4 units receive a -1 DRM.

**o** Off-board Observer is secretly recorded before setup and may trace an LOS from Level 2 of any friendly controlled west edge hex (Note the German controls the west edge at the start of the Initial Scenario).

**p** Increase CP cost by one per Pre-Registered hex (CI.73) purchased with module.

**r** Must enter as reinforcements if entered on the CG Day of purchase [EXC: 3.9; 3.91]. The RGs is available for on-map setup if purchased on any CG Day prior to that of the scenario.

**z** German RGs receive the following SW/SMC: Rifle Pltn. - 1xLMG, 1xLiMTR; PzGr Pltn. - 1xLMG; Sturm Pltn. - 1xLMG, 1xDC; Pionier Pltn. - 1xLMG, 2xDC, 1xFT. [Note I applies for Leaders]



## THE GRAIN ELEVATOR





# THE GRAIN ELEVATOR

**The Grain Elevator, Stalingrad, 14 September, 1942:** The 48th Panzerkorps pressed its attack into the city of Stalingrad from the south, utilizing superiority in air and tank forces to complete the expected conquest of the city on the Volga. The German timetable would be slowed by terrain features, usually buildings, that dominated the surrounding terrain. One of these fortresses was a huge grain elevator that stood just south of the Tsaritsa Gorge. A group of valiant Russian Marines were holed up in the corrugated metal side-tower, defying the men and guns of three enemy divisions. For nearly a week, since September 14, the men withstood the pounding of artillery and the attentions of panzers and infiltrating German soldiers. At one point, enemy infantry penetrated into the tower itself, only to be driven back as they were creeping up the stairs. The fight inside the grain elevator typified the fighting all over Stalingrad: the effort to drive the enemy out of the tower involved knives, fists and bullets. The defenders of the tower did not evacuate until they were driven out by thirst during the night of September 20. Even in their withdrawal, a Marine platoon leader, Lieutenant Khozyanov, and his men stumbled upon, and drove off a German mortar battery located in a nearby gully...



## CG SCENARIO RULES:

CGSR II-14 apply only to the Initial Scenario and its applicable RePh steps. 15 applies to all GE1 CG Scenarios. All DTW rules apply (i.e., including 15.3 OPT, MG Crews and Support Weapon Teams) [EXC: only one sniper and self-rally is used for each side, ignore RB 8 and RB 17].

11. Initial EC are Moderate, with no wind at start. Weather is Clear.

12. Neither side has RGs purchase restrictions for the Initial Scenario.

13. The OB-given Battalion Mortar received by the German may freely Pre-Register ≤ 2 hexes *before* the Russian setup.

14. German RGs units purchased for the initial scenario are available at scenario start (i.e., they may enter on/after Turn 1). All Russian RGs units purchased for the initial scenario *only* may set up *on board* without any additional CP cost.

15. A side may make a dr in RePh step 3.3 to replenish each DC or FT 'used' (not destroyed/captured/otherwise lost) in the preceding scenario (only) if it retains any squad(s) in a Friendly MLR whose RGs came equipped with that type of SW. DC: 1-5 Replenished, 6 Lost; FT: 1-4 Replenished, 5-6 Lost.

16. Attempts to Clear Rubble and/or Debris are limited to one per RePh for each side.

### INITIAL GERMAN OB:

Elements of the 267th Infantry Regiment and support elements from Kampfgruppe Hellerman [ELR:4] enter along the west edge. The west edge is the German FBE: {SAN:3}

A1: StuGIII B Pltn x 1

I1: Rifle Pltn. x 2

O4: Offb'd Observer

O1: Battalion MTR OBA

19 CP



**CG Dates:** A.M. 14 September, 1942 - A.M. 15 September, 1942 [four CG scenarios]

**GE 1 OBJECTIVES:** The Germans win at the end of any CG Scenario if they Control (A26.1) all *stone* Locations on the map. The Russians win at the *end* of any CG Scenario in which the Germans *do not* control at least two stone buildings (i.e., *not* Locations).

**INITIAL SCENARIO VICTORY CONDITIONS:** Germans must control ≥ 14 Stone Locations at scenario end.

**INITIAL SCENARIO:** German Attack, Russian Idle.

**TERRAIN CONFIGURATION:** The *entire* Grain Elevator map is in play.

### INITIAL RUSSIAN OB:

Elements of the 92nd Marine Rifle Brigade, 133rd Tank Brigade and 271 NKVD Regiment [ELR:3] set up anywhere on map. North, south and east is the FBE: {SAN:5}

A2: NKVD Militia Pltn. x 4

O1: Medium Mortars OBA

I1: Marine Rifle Pltn. x 1\*

G2: ART Bty. x 1

I5: Storm Pltn. x 1

15 FP

Fortified Building Locations x 4

12 CP

\*must set up in The Grain Elevator (I16-I7-I8)



### Fortifications Available for purchase:

Foxholes<sup>R</sup>

Trenches<sup>R</sup>

Fortified Building<sup>G</sup>

AP Mines<sup>G,1</sup>

Wire<sup>G</sup>

HIP<sup>R</sup>

Roadblock<sup>R</sup>

Set DC<sup>G</sup>

Booby Traps<sup>G</sup>

Dummy Minefield<sup>G</sup>

<sup>R</sup> Russian only and *only* for Initial CG Scenario.

<sup>G</sup> Germans may *not* purchase for Initial CG Scenario.

<sup>1</sup> Max 20 FP per side for all CG Scenarios.
















### CG DRM:

	GERMAN	RUSSIAN
Leader	-1	0
Battle Hardening	0	-1
Artillery OBA	0	0
CP Replenishment	+2	+3
Intensity Level	LOW	LOW

GE1 Scenario	Time/Date	Attacker	Weather	EC	Wind	Moon	Hist DRM
1	A.M. 14/9/42	German	Clear	Moderate	None	NA	-1
2	P.M. 14/9/42	German	Clear	Moderate	None	NA	0
3	Night 14/9/42	Russian	Clear	Moderate	None	None	0
4	A.M. 15/9/42	German	Clear	Moderate	None	NA	0

**Elements of the 92nd Marine Rifle Brigade,  
133rd Tank Brigade and 271 NKVD Regt.**

# Russian CG Card

ID	Unit Description and Composition	Type	CP Cost	Maximum Scen.	CG	Notes
A1	Light Tank Pltn. 	4xT-60	6	1	1	lr
A2	Medium Tank Pltn. 	3xKV-1 M40	10	1	1	lr
I1	Marine Rifle Pltn. 	4x4-5-8 MMC	6	2	4	lrzx
I2	NKVD SMG Pltn. 	3x5-2-7 MMC	4	2	3	lrz
I3	NKVD Militia Pltn. 	4x4-2-6 MMC	3	2	4	lrz
I4	MOL Projector Sect. 	3xMOL-P	3	1	2	ac
I5	Storm Pltn. 	3x6-2-8 MMC	6	2	2	elrz
I6	HW Pltn. 	2x82mm MTR, .50 cal., HMG, 2xMMG	6	1	1	ac
O1	Medium Mortars 	120mm OBA	4	1	2	ap
O2	Light Artillery 	76mm OBA	3	1	2	ap
G1	ART Battery 	4x76mm P obr. 39	6	1	2	ac
M1	Fortifications 	40FP	1	4	4	a
M2	Sniper 	SAN +1	1	1	4	
M3	MOL Capability 		2	1	2	a
M4	Attack Option 		2	1	2	

a Available for on-map setup on CG day of purchase.  
 c Each Russian AT-Gun/5/8" MTR is accompanied by a 2-2-8 crew; each Russian HMG/MMG/Lt Mtr/MOL Projector/ATR is manned by a 1-2-7 crew. The HW Pltn. comes with *both* a .50 cal. and a 6-12 HMG.  
 e Russian *Storm Pltn.* (i.e., make a side record if necessary) 6-2-8 squads are Assault Engineers (H1.22).  
 l Determine Leaders (SMC) as per 3.12-121. 15 units receive a -1 DRM.  
 p Increase CP cost by *two* per Pre-Registered hex (C1.73) purchased

with module.  
 r Must enter as reinforcements if entered on the CG Scenario purchased [EXC: 3.9; 3.91]. The RGs is available for on-map set up if purchased on any previous CG Scenario.  
 x Marine Rifle Platoon MMC and all Russian SMC receive a special +2 Fanaticism ML Bonus in *any* Location of The Grain Elevator (I6-I7-I8). All other Russian MMC are Fanatic in the normal manner in these Locations.  
 z Russian RGs receive the following SW: Marine Rifle Pltn. - 1 x MMG; 1xLMG; 1xLtMTR; NKVD SMG Pltn. - 2xLMG; Storm Pltn - 1xLMG; 2xDC; 1xFT. [Note I applies for Leaders]



## THE GRAIN ELEVATOR







# Stalingrad News

ver. 1.1

## Dzerhezinsky Tractor Works Errata:

Q. Can the Russian just enter onto shoreline hex, as if they have boat capability?

A. No.

Q. If they are allowed to move onto shoreline, how many movement points do they have left when do move onto shoreline hex. Perhaps only the edge edge hexes that are not shoreline are available for off board entry.

A. See above. No boats.

Q. As regards 3.11-.12 Leader determination. "For a company or larger unit the CG card will instruct you to make additional leader DR" While the German I notes points this out, the Russian I note does not. It is true Russian companies (I1, I2) get only one leader this way? I understand a 7-0 is supplied as a SW.

A. No. The additional leader is supplied in this case in lieu of the extra DR. The 7-0 is supplied as an "addl. SMC". Note z reads "...the following SW/addl. SMC" and continues, "Guards Rifle Coy - 1 x HMG; 1 x MMG; 2 x LMG; 1 x ATR; 1 x Lt Mtr.; 1 x 7-0. Thus, the note provides a second SMC, the 7-0 to I1. A second leader is then obtained as per 3.12. The Guards SMG Coy, I2, receives one leader as per 3.12. The Storm Pltn also receives one leader as per 3.12, and note I4 also receives a -1 DRM to their roll.

Q. CGII I2 states that purchase restrictions may be ignored for the initial scenario. But what exactly gets ignored? Does this mean the purchased units are available immediately? Or that more sections may be purchased, even in excess of the Scenario and CG maximum, but only if purchased for the initial scenario?

A. It's a comparison with CG-TW1, CG SCENARIO RULE I2 (in CG-TW1) to I2 (in CG-TW2), i.e., the German may purchase the previously restricted M2, G1-3 not allowed by I2 in CG I. Our attempt to clarify has apparently confused but that's all it means.

Q. For the Russians in CG II, set up is an area defined on one side along hex row G. The German setup area is "south" of the Russians although the German FBE is West. I am trying to confirm that you actually mean no Germans may setup west of row G but reinforcements may still enter along there?

A. The Russian set up is delineated as G1-G27-R32-KK23. Replace "south" with "southwest" or "outside of" to avoid confusion.

Q. My understanding of the historical situation is that the Russians were surrounded on three sides, only the river provided a link. So it makes no sense the Germans would not be able to set up although ironically the west is the FBE.

A. Russian armored and infantry reinforcements need to enter along a non-water hex in game terms (and an FBE in PL terms) and this is the south edge FBE provided. Historical data also backs up this choice and your supposition would seem to indicate the Germans held all of Stalingrad south of the Tractor Works. Remember also where the Germans headed off to after their victory at the Tractor Works. Even if you own no books on the subject, read the first line in the historical introduction to RB CG I: INTO THE FACTORY, "Following the fall of the *Dzerhezinsky Tractor Works* (author's italics), the Germans turned southwards against the Red Barricades Ordnance Factory."

Q. German RG note A is interesting. It states units as "available for on-map set up on CG day of purchase [EXC: German Initial scenario]." Additionally CGI2 for both CGs states neither side has purchase restrictions for the initial scenario. Do these two rules not contradict each other?

A. No. See above and below as regards your I2 question and OBA. Your question missed the point that this reference simply negated CG SCENARIO RULE I2 from CG-TW1.

Q. Strictly interpreted, the German may not purchase OBA since note a

applies to several groups including the 'O' type. If CGI2 is used, then the EXC clause is completely unneeded since both CG use the I2 rule. What is correct?

A. The Germans may purchase OBA. Bring a radio in from off-board, do not add a phone for the Initial Scenario (i.e., on board as Germans enter from off board). No restriction on purchasing an Offboard Observer (O4) for Initial Scenario. Note a reads, "Available for on-map setup on CG day of purchase (EXC: German Initial Scenario)." The EXC simply reminds you this note does not apply for the listed RGs for the Initial Scenario.

Q. As far as setting up Set DC, the PL rules state they may begin HIP. Without additional notation, this implies it is discovered by the first enemy unit in that location. However, the Red Barricades rule does make this explicit inclusion.

A. Noted. Use O11.6073.

Q. Does DTW use Red Barricades-style Set DCs, that is, they are HIP until the location is searched?

A. Yes, as per O11.6073.

Q. Does mere occupation of the location discover it?

A. No. See above.

Q. Storage Tanks reference "RB9" but I assume this should be O9.

A. Correct.

Q. The debris example art in the rules uses a bad example. It shows hex H28 but the text refers to G28.

A. Both contain debris (a building with debris in the case of H28.)

Q. Does the game turn track art work exclude the area it covers from play?

A. Yes. FF35-40 are in play; GG36, HH36, II36, JJ 36 and KK36 are in play.

## The Grain Elevator

Q. In the German OB, it lists, "O4: Offb'd Observer". There is no O4. Does it mean O2?

A. Yes.

Q. In the Russian OB, it lists, "A2: NKVD Militia Pltn. X 4". "A2" is the Medium Tank Pltn; an NKVD Pltn. Is I3. Does the OB mean 4 x NKVD Militia?

A. Yes. Same goes for "G2: Arty Bty.", there is no G2, use G1 instead.

Q. I assume Russian Note c also includes INF guns as regards being accompanied by a 2-2-8 crew.

A. Yes.

Q. In the CG E1 Objectives, can draws occur? Should it read, "The Germans win...all stone *buildings*..." instead of Locations?

A. Yes. No.

Q. I notice in some hexes on the GE map building depictions cross over hexsides? Does this make these new hexes Building hexes?

A. No. Building depictions that cross over a hexside block LOS and Bypass movement across those hexsides and have no other effect on play. Note that A9 is a building hex despite the fact that the building depiction 'misses' the hex center-dot.

Q. Can you clarify the status of the Grain Elevator (Building I6) hexes I7-I8?

A. Yes. These have a Ground Level and Rooftop Location at Level 2 only. These rooftops may be reached from Level 2 of hex I6. Treat these Rooftops as per O.4B and O.5 for entry and all other purposes otherwise.

## SPECIAL THANKS:

To Robert Delwood for his assistance with this errata!

To Chuck Hammond for translating a page of German in the original!

**CRITICAL HIT**



## DZERHEZINSKY TRACTOR WORKS RETRO ACTION PACK SCENARIO SET

**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.

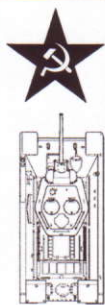
A set of 6 action packed scenarios are available for owners of DZERHEZINSKY TRACTOR WORKS RETRO edition. They are former Stalin's Fury plus new material ported to play on the full-sized map that was ONLY published with the original DTW. The scenarios feature the new layout and art shared by all the current ASLComp releases.

Critical Hit 2012

# TOO CLOSE FOR COMFORT

DTW AP #1

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



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

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

Choose one *OR* both of the following additions to the Russian OB (see SR #2):

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

AND/OR

CH 17 6 76L 2/4	CH 17 6 X10 BF32 76L -/4
-----------------------	--------------------------------------

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

1 4-6-7 11	2-2-8 2	9-1	8-1	7-0	1-4-9	HMG 4PP 3 7-16	MMG 3PP 2 5-12	LMG 1PP 1 3-8	?	7 morale	CH M10 75L AT
---------------	------------	-----	-----	-----	-------	----------------------	----------------------	---------------------	---	----------	------------------

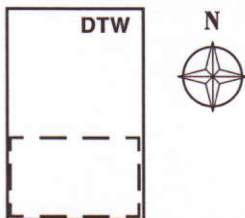
Choose one *OR* both of the following additions to the German OB (see SR #2):

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

AND/OR

CH 13 6 50L 3/5	CH 14 6 75L 3/5
-----------------------	-----------------------

## MAP LAYOUT:



(only hexes numbered 26-40 are playable)

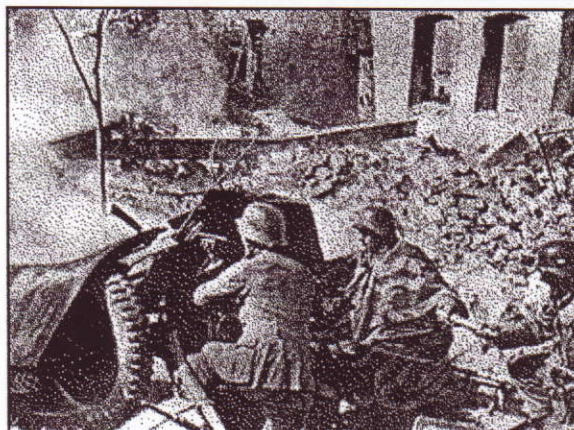
## VARIATIONS:

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

## SPECIAL RULES:

- All DTWSR are in effect. 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  $\geq 10$ ; if he has chosen fewer groups, reduce the Russian objective to  $\geq 4$  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.

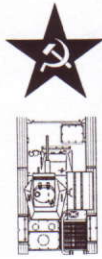


# CUT IN TWO

DTW AP #2

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

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



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

Choose one of the following additions to the Russian OB (see SR #2):

9-2 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: {SAN: 3}



E 8-3-8	1 4-6-7	2-2-8	9-2	8-1	1-4-9	MMG 3PP 2 5-12	LMG 1PP 1 3-8	1PP FT X10 24-1	?	7 morale	CH M10 Pak 38 75 AT 50L	CH Pz III 6 50L 3/5	MPH/RtPh: dr = MF CC: +1/-1
5	6		2	2	3	6	2	4			2	4	

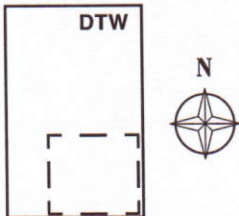
Choose one of the following additions to the German OB (see SR #2):

E 3-3-8 1-4-9 1PP FT X10 24-1 1PP DC X12 30-1  
3 2 2

OR

9-1 CH 13  
50 3/5  
CH 14  
75\* 3/5  
2

## MAP LAYOUT:



(only hexes numbered 27-40 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 7 1/2 turns.

## SPECIAL RULES:

- All DTWSR are in effect. 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. Units/wire using HIP must setup in hexes numbered ≥ 34 and west of the Y33-T39 road.

**OBJECTIVES:** The Russians win at game end by controlling building #4 and ≥ 3 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 Works that would sweep to the Volga and cut Stalingrad in two, threatening Soviet lines of communications.









# PROGRESS MEASURED IN...

DTW AP #3


⚔ 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  $\geq 2$  hexes from any hex of Building #6 and/or on/east of hexrow Q: {SAN: 4}**






 E 6-2-8	 E 2-4-8	 10-2	 8-1	 1-4-9	LMG 1PP B11 1 2-6	FT 1PP X10 24-1	DC 1PP X12 30-1	?
8	3				3	3	3	8

**Elements of the 389th Infantry Division [ELR: 3] set up in any hexes of Building #6: {SAN: 4}**



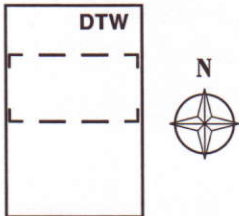
 E 8-3-8	 1 4-6-7	 9-1	 8-1	 1-4-9	MMG 3PP 2 5-12	LMG 1PP 1 3-8
3	4					2

**Reinforcements set up adjacent to any hex of Building #6:**

 E 8-3-8	 1 4-6-7	 8-0	LMG 1PP 1 3-8	Minfield II	MPh/RtPh: dr = MF CC: +1/-1
				12 A-P factors	3

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**MAP LAYOUT:**



(only hexes numbered 10-24 are playable)

**VARIATIONS:**

- ⚔ The Germans receive three Fortified Building Locations.
- ★ Game length is 7 1/2 turns.

**SPECIAL RULES:**

1. All DTWSR are in effect. EC are Moderate, with no wind at start.
2. The Germans may use HIP for  $\leq 2$  squad-equivalents and any SMC/SW stacked with them of the portion of their OB that sets up in Building #6.
3. The Germans may Fortify (B23.9)  $\leq 2$  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.



# STALINGRAD STREET FIGHTERS

DTW AP #4

★ 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 any hex of Building #2 and/or Building #6 and/or ≤4 hexes from hex Q14: {SAN: 4}

15-2-7	E 4-5-8	E 2-4-8	2-2-8	1-2-7	10-2	7-0	1-4-9	9-0	5PP 3 6-12	5PP B11 2 4-10	1PP B11 1 2-6	1PP X12 30-1
6	10	3	2	3	2				2	3	2	

?	CH 8 76* INF
7 morale	2
6	

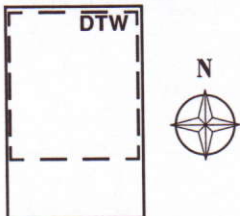


Elements of the 389th Infantry Division [ELR: 3] set up on/west of hexrow K and/or in hexes numbered ≥ 21: {SAN: 5}

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

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## MAP LAYOUT:



(only hexes numbered ≤24 are playable)

## VARIATIONS:

- ✚ Replace the 10-3 leader in the Russian OB with a 9-1.
- ★ Replace "immediately" with "game end" in the victory conditions.

**OBJECTIVES:** The Germans win immediately if they Control ≥ 2 of the following buildings: #2; #5; and/or #6.

## SPECIAL RULES:

- All DTWSR are in effect. EC are Moderate, with no wind at start.
- On Turn 1 the Russians may move ≤4 MMC. There is no restriction on SMC and all units may advance normally.

**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.
















# KILLING ZONES

DTW AP #5

★ 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 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	 5PP 3 6-12	 5PP B11 2 4-10	 1PP B11 1 2-6	 1PP 24-1 7 morale	?
---	---	---	---	---	---	---	---	---	--	---	--	---

CH PTP M11 45L AT 3	CH PTP M9 76L ART 2	Minfield Mine 11 12 A-P factors
---------------------------	---------------------------	--

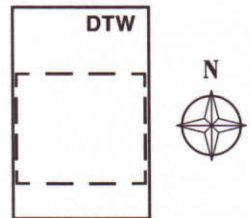
**✚ Elements of the 14th Panzer Division [ELR: 3] set up west of hexrow K; no Panzer may be setup greater than two hexes from at least one other Panzer (i.e., half-tracks may set up freely): {SAN: 3}**



 E 8-3-8 3	 1 4-6-7 6	 9-1 2	 8-1 2	 1-4-9 2	 1PP 1 3-8 3	 1PP X10 24-1	 SPW 20T T7 15PP AAMG -/13 6	 P.III 50 3	 P.III 50L 3	 P.III 75L 3
---	---	---	---	---	--	---	---	--	--	--

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**MAP LAYOUT:**



(only hexes numbered 14-36 are playable)

**VARIATIONS:**

- ✚ The Russians may not setup any units using HIP.
- ★ The Russians may use HIP for ≤6 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:**

- All DTWSR are in effect. 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.
















# FOUR MEN AND A BABY ... MG

DTW AP #6



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












**Elements of the 37th Guards Rifle Division [ELR: 3] set up in any hex of Building #1: {SAN: 4}**

 E 6-2-8 3	 1 4-4-7 5	 2-2-8 2	 1-2-7 2	 9-2	 7-0	 1-4-9	 5PP B11 2 4-10 2	 1PP B11 1 2-6	 1PP X12 30-1	 PP M 8 a 2 76* INF 2
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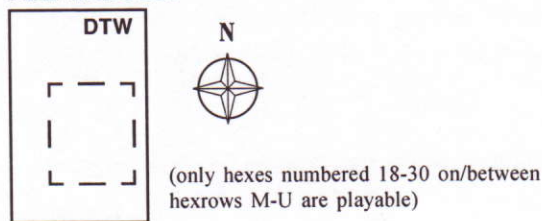
**Elements of the 389th Infantry Division [ELR: 3] set up on/west of hexrow O: {SAN: 4}**

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

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**MAP LAYOUT:**



**VARIATIONS:**

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

**OBJECTIVES:** The Russian win at game end by having ≥ 2 Good Order squad-equivalents OR ≥ 1 functioning Gun possessed by a friendly Good Order MMC in building #1.

**SPECIAL RULES:**

1. All DTWSR are in effect. EC are Moderate, with no wind at start.
2. 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 winked 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.

