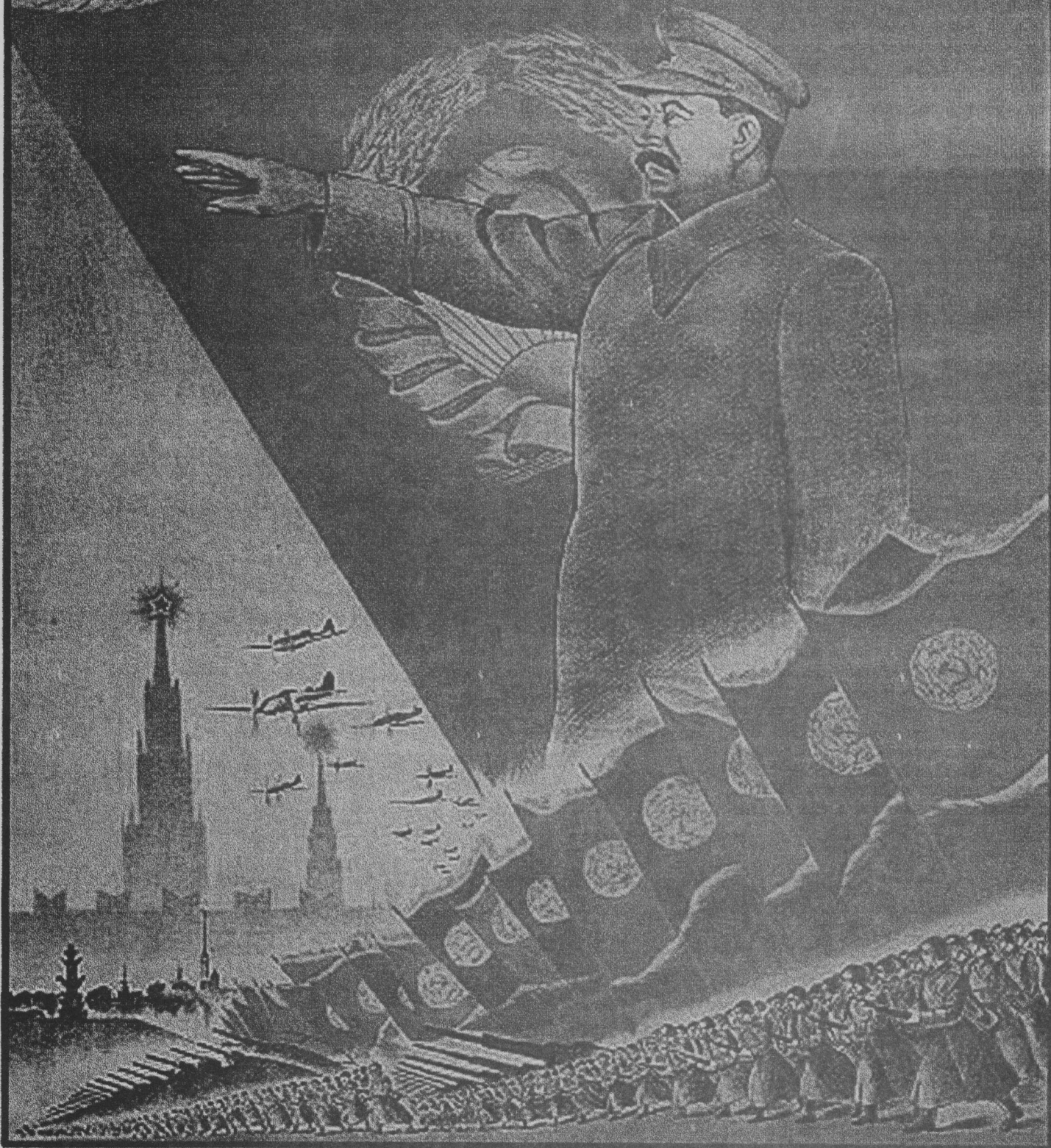


STALIN'S FURY



STALIN'S FURY is four brand new scenarios set on a DELUXE-hex map of STALINGRAD. This is a SQUADS & LEADERS VARIANT product that requires ownership of Beyond Valor™ and Red Barricades™ to play. You will also need a lot of GUTS because these are nail-biting, tense scenarios that should not be played by the fainthearted unless accompanied by a doctor's note.

CRITICAL HIT 4056

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Stalin's Fury VARIANT Rules (SFVR):

Stalin's Fury is a VARIANT for players of Red Barricades™. All Chapter O and ALL other RB Special Rules (found on the back of scenario RB5) are in effect except as modified by these Variant rules.

1. THE MAP: The STAL II map represents a variety of generic areas of Stalingrad. The map artwork is compatible with Red Barricades™ with the following changes.

1.1 FENCES: The brown hexside terrain (EX: C2/D2) is a Fence. Fences are treated in the same manner as Walls (B9.).

1.2 DEBRIS: Hex G5 is an example of Debris (O1.).

1.3 RUBBLE: Hex K2 is an example of Stone Rubble.

1.4 ROOFLESS FACTORY HEX: Hex J3 is a Roofless Factory Hex (O5.4).

1.5 RAILWAY EMBANKMENT: Hex G7 is an example of a Railway Embankment hex (O2.). Treat such hexes as the other terrain in the hex (i.e., they have no effect on play).

1.51 RAIL CARS: Hex F2 is an example of a Rail Cars hex. Treat rail car hexes in the same manner as a Lumberyard (B23.211).

1.6 BUILDING LEVELS: The building elevation is additionally denoted by a red or yellow hex center-dot. The 'red dot' in the in C1 signifies the building has a ground, first, and second level. The 'yellow dot' in E17 signifies this building has a ground and first level.

1.7 LUMBERYARD: Hex I17 is an example of a Lumberyard (B23.211).

1.8 TERRAIN DEPICTIONS: The STAL II map uses natural terrain art to depict the battlefield in a new presentation. The following table lists the terrain types and sample hexes:

<u>Terrain</u>	<u>Rules Citation</u>	<u>Hex</u>	<u>Notes</u>
Debris	(O1)	D3	
Factory	(O5)	E4 & B6	
GLRR	(B32)	F4	
Hedge	(B9)	A4/B4 hexside	
Lumberyard	(B23.211)	I4	
Open Ground	(B1)	I12	
Rail Cars	(B23.211)	F2	
Road	(B3)	H12	Unpaved
Road (Paved)	(B3)	C6	Paved
Rubble	(B24)	K2	
Sewer Manhole	(B8)	A2	
Shellhole	(B2)	D6	
Storage Tank	(O9)	G2	
Wall	(B9)	C2/D2 hexside	

*See SFVR for exceptions and additional special rules

1.9 CONTROL: All parts of buildings must be Controlled for the entire 'building' to be considered Controlled.

1.10 SCENARIO CARDS: To avoid confusion, the 5/8" counter depictions on the scenario cards include a textual reference to the vehicle or ordnance note for the unit in question.

STALIN'S FURY CREDITS:

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CONVERSION/DEVELOPER: DAVID LAMB

HISTORICAL SUMMARIES: RAYMOND J. TAPIO

SPECIAL THANKS: P.J. NORTON, BRIAN LAETHEM, BOB DAVIS



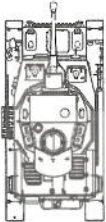
Pavlov's Fortress

1



STALINGRAD, SOVIET UNION, 22 October 1942: The German 6th Army push into the heart of Stalingrad played directly into the hands of the defenders, intent on contesting every building. Pavlov's House became the name of one particularly well-defended apartment building, its moniker gained from Sergeant Yakov Pavlov, who commanded the platoon which first seized the building and which kept defending it throughout the battle. The house was a four-story building in the city-center of Stalingrad, overlooking a large square, the "9th January Square". The small garrison established anti-tank and machine-gun posts at the windows and held off all attacks for fifty-nine days. Each time enemy infantry or panzers attempted to reach the defenders, Pavlov's men took them under heavy fire littering the square with corpses and wreckage. Eventually the defenders, as well as the Russian civilians who remained in the basement throughout, held on until 25 November 1942, when they were relieved by counter-attacking Soviet forces.

Elements of a 6th Army assault group set up on/between hexrow A-C:



[ELR: 4]
{SAN: 3}

E 5-4-8 2	1 4-6-7 8	9-2	8-1	8-0	FP: 7 Rng: 16 ROF: 3 HMG 2	FP: 5 Rng: 12 ROF: 2 MMG 8	FP: 3 Rng: 8 ROF: 1 LMG 2	MA: 50" Rng: 2-13 ROF: 3 MTR 2	FP: 30 Rng: 1 DC 2	Pz IVF2 2	G23 2
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Elements of the 42nd Regiment, 13th Guards Rifle Division set up on/east of hexrow G in hexes numbered ≥ 10 :



[ELR: 3]
{SAN: 5}

E 4-5-8 2	1 5-2-7 2	E 2-4-8 3	2-2-8 3	10-0	9-1	8-1	FP: 8 Rng: 16 ROF: 3 HMG 2	.50 Cal FP: 4 Rng: 10 ROF: 2 B#: 11 MMG 2	FP: 2 Rng: 8 ROF: 1 B#: 11 LMG 2	FP: 1 Rng: 12 ATR 3	? 7 morale 10
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45mm PTP obr. 32 MA: 45L ROF: 3 M#: 11 AT 2	82mm BM obr. 37 MA: 82" Rng: 5-78 ROF: 3 SA: s8 R2 2	Trench 4
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Set up anywhere outside the German set up area:

Wire 3

★ RUSSIAN Sets Up First

☩ GERMAN Moves First

1 2 3 4 5 6

OBJECTIVES: The Germans must Control ≥ 4 of the following building hexes at Game End: G13; G14; G15; G10; G11; and/or H10.

SCENARIO RULES:

- All SFVR are in play. EC are Moist, with no wind at start. Building G13 has 2nd and 3rd level locations and inherent stairwells (B23.24) in all three hexes.
- All Russian MMC in building G10 and/or G13 are Fanatic. The Russian 9-1 leader begins the game Heroic (A15.21).
- The Russians may Fortify (B23.9) any three ground level locations (Tunnels are NA).
- The Russians may use HIP for any one MMC (and any SMC/SW stacked with him).

VARIATIONS:

- ☩ Add a 9-1 Armor Leader to the German OB
- ★ Replace the two 5-2-7 MMC with two 6-2-8 MMC in the Russian OB.

MAP LAYOUT:



(The entire Stalingrad II map is used)

STAL II

“Vorwart!”

2



STALINGRAD, SOVIET UNION, 25 October 1942: The northern sector of Stalingrad was its industrial region. Running south to north were the Lasur Chemical Factory, which from the air resembled a tennis racket, the Red October Metallurgical Factory, Bread Factory No. 2, the Red Barricade Armaments Factory, and, at the extreme north, the Dzerhezinsky Tractor Works. On 25 October Panzer Regiment 36 attacked Bread Factory No. 2, a part of the Red Barricade factory complex. Almost immediately German soldiers ran into heavy fire. Sergeant Esser, suddenly the ranking man after his company commander and platoon leader were both killed, left to his feet, shouting “vorwart!” His platoon followed across a wide courtyard, dodging enemy bullets along the way. They soon reached the opposite side and blasted their way into the nearest building. Staccato bursts from MP 38 sub machine-guns were soon followed by the moans of victims as Esser and the last dozen of his men left standing cleared the building. The German haul included eighty POWs, an anti-tank gun, and numerous heavy machine-guns. A stone’s throw across the street the German Rifle Regiment 103 also struggled through ruined buildings and bomb craters, the unit also led by an NCO, one Lieutenant Stempel, detached from regimental headquarters to replace all the dead officers. Stempel led his 103rd soldiers through the ruins, taking enormous casualties.

Some two dozen of his men reached the banks of the Volga, only to face counter-attacks by determined enemy soldiers. A call for reinforcements by Stempel turned up seventy additional German soldiers. But the Soviets continued a series of vicious counter-attacks, determined to keep the Germans from the river’s edge. The fighting in and around Bread Factory No. 2 typified the personal and localized nature of the battle that would soon doom von Paulus’ *V1th Armees*.



Elements of Panzer Regiment 36 and Schützen Regiment 103, 14th Panzer Division set up on/west of hexrow C and/or enter along the west edge on/after turn one:

5-4-8 9	4-6-7 7	9-2	9-1	8-1	8-0	FP: 7 Rng: 16 ROF: 3	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 9 ROF: 1	FP: 24 Rng: 1 PP: 1	FP: 30 Rng: 1
Pz IVF2 G23 MP: 14 MA: 75L MG: 3/5 ROF: 1		Pz IIIHl G13 MP: 13 MA: 50 MG: 3/5 ROF: 2		8-1						

[ELR: 4]
{SAN: 3}



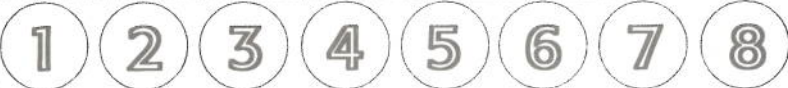
Elements of the 768th Rifle Regiment set up on/east of hexrow E:

E 6-2-8 2	E 4-5-8 4	1 4-4-7 4	2-2-8	9-0	8-1	8-0	FP: 6 Rng: 12 ROF: 3	FP: 4 Rng: 10 ROF: 2 Bf: 11	FP: 2 Rng: 6 ROF: 1 Bf: 11	FP: 1 Rng: 12	MA: 50 ROF: 3 Rng: 3-20	
FP: 30 Rng: 1	7 morale	PTP obr 42 R8 MA: 45LL ROF: 3 MF 11	Set up on/east of hexrow L:				E 4-5-8 2	1 4-4-7 8	9-1	8-0	FP: 4 Rng: 10 ROF: 2 Bf: 11	FP: 2 Rng: 6 ROF: 1 Bf: 11

[ELR: 3]
{SAN: 4}

★ RUSSIAN Sets Up First

☩ GERMAN Moves First



VARIATIONS:

- ☩ Replace three 4-6-7 MMC with three 4-6-8 MMC in the German OB.
- ★ Add two 4-5-8 MMC and a 1-4-9 Hero to any part of the Russian OB.

OBJECTIVES: The side that earns the most VP at game end is the winner. In addition to normal CVP, each building HEX Controlled at game end is worth TWO VP. The Germans are awarded EVP for units exited along the east edge.

SCENARIO RULES:

- All SFVR are in play. EC are Moist, with no wind at start.
- The Russian player may declare the building (EXC: not those connected by black bar hexsides) the Russian Commissar sets up in (only, i.e., not later buildings it may subsequently enter) as a “Fanatic Resistance Nest”. As long as the Commissar is Good Order in any hex of this

building, ALL Personnel therein are considered to be Fanatic (A10.8). The Russian may also Fortify two ground level locations of this same building.

3. The German 9-1 leader begins the game Heroic (A15.21). Any German MMC stacked with him are Fanatic (A10.8).

MAP LAYOUT:



(only hexes numbered 0-9 are playable)



STAL II

The Führer's Pawns

3



STALINGRAD, SOVIET UNION, 31 October 1942: The bone-tired soldiers of Infantry Division 79 held positions in the front along the southern portion of the funereal Krasny Oktyabr Steel Factory. Hopes of the men that a respite would follow their recent combat efforts were shattered on 31 October. On that day the Russians launched an attack with tanks in the northern part of the factory district. The appearance of enemy tanks in the sector came as a complete surprise to the Germans—they believed there was no possibility that Russian armor remained on the west bank of the Volga. Russian pressure was unrelenting against German lines on the southern portion of the Steel Factory. Attacks struck along both sides of the railway lines, a sector that was assigned to the 24th Panzer Division. Also in the area were a cluster of fuel tanks, which served as a convenient orientation point for Russian artillery barrages and infantry attacks. Wave after wave of Russians were beaten back until local German units consisted of little more than a few tough groups of battle-hardened veterans. Mean-

while, hundreds of miles to the west Führer Adolf Hitler continued to move pawns representing these few remaining soldiers as if they had the on-paper strength of their original units.

Elements of a Kampfgruppe formed from 21st and 26th Panzergrenadier Regiments, and Kradschützen-Abteilung 4 set up on/west of the line defined as E1-E6-J8-J17:

	E 8-3-8	E 5-4-8	E 4-6-8	4-6-7	2-2-8	10-2	9-1	8-1	8-0	FP: 7 Rng: 16 ROF: 3	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	MA: 50* Rng: 2-13 ROF: 3	MTR
	3	5	6	10				2	2	2	2	4	3	

Reinforcements from Panzer Abteilung Winterfeld enter on/after turn one along the west and/or south edges:

FP: 1 Rng: 12 ATR	FP: 24 Rng: 1 PP: 1	FP: 30 Rng: 1	DC	7 morale	MP: 13 MA: 75* ROF: 1	MP: 33 MA: 20L/4 ROF: 2 MG: -50* B#11		MA: 75L ROF: 2 M# 8	AT
		3	14		3			2	

MP: 14 MA: 75L MG: 3/5 ROF: 1		MP: 13 MA: 50 MG: 3/5 ROF: 2		MP: 13 MA: 75* MG: 3/5	
		2			

[ELR: 4]
{SAN: 3}

Elements of the 84th Tank Brigade and locally assembled elements of the 62nd Army set up on/east of the line defined as B0-B7-H10-H17 (see SR #1):

	E 6-2-8	E 4-5-8	1 4-4-7	C 4-2-6	2-2-8	9-0	9-2	8-1	8-0	7-0	FP: 6 Rng: 12 ROF: 3	FP: 4 Rng: 10 ROF: 2 B#: 11			
	5	7	16	8	3	2					2	3			

FP: 2 Rng: 6 ROF: 1 B#: 11	FP: 1 Rng: 12	MA: 50* ROF: 3 Rng: 3-20	FP: 30 Rng: 1	Radio	MA: 45L ROF: 3 M#: 11		MA: 76* ROF: 2 M#6 B#11		MP: 17 MA: 76L MG: 24 ROF: 1			MP: 14 MA: 45L MG: -2	
4	3	3	2		2				6		6		

[ELR: 3]
{SAN: 5}

GERMAN Sets Up First

RUSSIAN Moves First

VARIATIONS:

- Replace the German PaK 40 AT Gun with a PaK 38 in the German OB.
- Add a 4-6-8 squad and a 1-4-9 Hero to the German OB.

OBJECTIVES: The side that earns the most MULTI-HEX BUILDING VP (see SSR #2) at game end wins.

SCENARIO RULES:

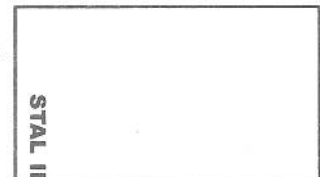
- All SFVR are in play. EC are Moist, with no wind at start. The Russians may not set up more than SIX AFVs in hexes numbered ≥ 9.
- For VC purposes, each multi-hex building (rubble hexes are counted as part of the building they are part of) is worth ONE VP PER LOCATION it consists of.
- Both sides may Fortify two locations within their set up area.



- The Russians receive OBA from one battery of 82mm mortars (HE/Smoke).
- The Germans may also HIP one squad (plus any SMC/SW that stack with him).
- The Germans receive Air Support (E7.) during the game by making a dr less than the current turn number. The Germans receive one DB (w/ bombs), and it may remain on board for only two game turns.

MAP LAYOUT:

(the entire Stalingrad II map is playable; hex A1 represents the southeast corner of the map for this scenario.)



A Few Brave Men

4



STALINGRAD, SOVIET UNION, 10 November 1942: German soldiers of Panzergrenadier Regiment 26 serving as pickets near the Krasny Oktyabr plant during the night of 9/10 November braced themselves against the cold of in absolutely freezing weather. The day dawned bright and clear. It also brought Russians. At 0730 hours a barrage came down, followed five minutes later by Russian soldiers, rushing from positions out of the fuel tank area and along the railway line. Before the frozen grenadiers could respond adequately with fire the enemy were in their midst. The attack devolved into a hand-to-hand affair. Groups of Germans, cut off, held out to the last round. Russian pressure out of the tank area, toward Hall 10, pushed the Germans back, and the enemy penetrated into the massive three-storey building, occupying the crucial stairwells within. After hours of terrifying and deadly combat the attack was finally halted by a few valiant squads of 2nd Battalion, 26th Panzergrenadier Regiment and Kradschützen Abteilung 4.



Elements of 2nd Battalion, 26th Panzergrenadier Regiment and Kradschützen-Abteilung 4 set up in hexes on/west of hexrow E and anywhere within the playing area in hexes numbered ≥ 7 :

E 5-4-8	4-6-7	9-1	8-0	7-0	1-4-9	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 6 ROF: 1	FP: 24 Rng: 1 PP: 1	FP: 30 Rng: 1	?	Wire
5	3						2		2	9	4



[ELR: 3]
{SAN: 3}



Elements of the 62nd Army set up on/east of hexrow G in hexes numbered ≤ 5 :

E 6-2-8	5-2-7	4-4-7	9-1	8-1	8-0	1-4-9	FP: 4 Rng: 10 ROF: 2 B#: 11	FP: 2 Rng: 6 ROF: 1 B#: 11	FP: 24 Rng: 1 PP: 1	FP: 30 Rng: 1
7	3	4						2		2



[ELR: 3]
{SAN: 4}

+ GERMAN Sets Up First

★ RUSSIAN Moves First



VARIATIONS:

- +** Add an HMG to the German OB
- ★** Exchange the 9-1 leader for a 9-2 in the Russian OB.

3. The Germans may Fortify two locations within their set up area.
4. The Germans may HIP one squad (plus any SMC/SW that stack with him).

OBJECTIVES: The Russians must earn ≥ 6 BUILDING Victory Points at game end. Building VP are earned as follows: 2 VP for EACH 'red dot' hex of building C1 (i.e., C1; D2; E1; a total of SIX possible VP); 1 VP for each mult-hex building within the playing area (the J1-J7 factory counts as 1 VP; Control of all hexes of building C1 also counts as an additional 1 VP).

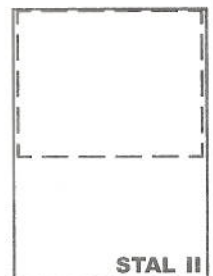
SCENARIO RULES:

1. All SFVR are in play. EC are Wet, with no wind at start.
2. The first German Personnel unit that PASSES a MC is immediately Battle Hardened.

MAP LAYOUT:



(only hexes numbered 0-11 are playable)



STAL II