

## ASL/VV 17



### Victory Conditions

First player who controls three buildings in the following four: 21E5, 21I4, 20D8, 20H3 at the end of a game turn wins.

## No step back!

### Stalingrad, USSR, September 14, 1942

In the beginning of September 1942, after a summer filled with many victories and the conquest of vast territories, General Paulus's 6. Armees advances towards the industrial city of Stalingrad on the river Volga. The Red Army seems desperate and only a few weakened, disheartened units face the Germans. Yet on September 12 General Chuykov takes command of the 62<sup>nd</sup> Army defending the city. He breathes renewed energy to the defenders, strengthened by worker militias. Nevertheless the Germans attack on the 13<sup>th</sup>. Soldiers of the 194. Grenadier Regiment are confident and move forward around the train station towards the Volga. Assault resumes on the following day.

### Balance

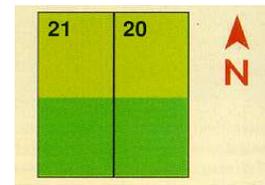


Add a MMG



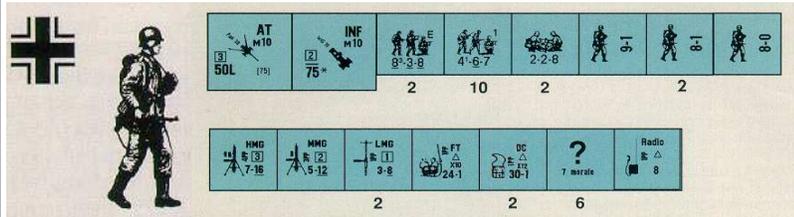
Add an 8-1

### Board Configuration

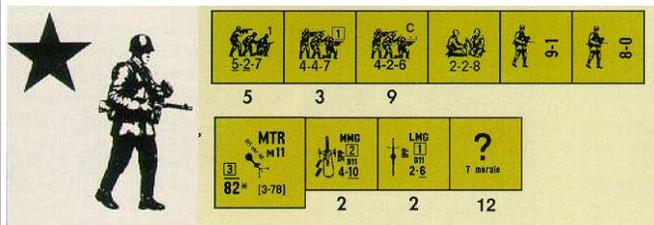


Only rows A-P are playable.

### Strengthened elements of Grenadier Regiment 194 (ELR 4), set up "?" in concealment terrain on board 21, {SAN: 3}



### Strengthened elements of 10<sup>th</sup> Fusilier Division [ELR: 3], set up "?" in concealment terrain on board 20, {SAN: 5}



Scenario designed by Jean Devaux and Philippe Naud

### Special rules: 1. EC are moderate with no wind, Kindling NA

2. German radio grants access to a 80+ Mortar Battalion OBA, Russians have 120+ OBA directed by an offboard spotter setup secretly at level 4 on the eastern side. Initial russian Battery Access is automatic (remove a black counter).

3. 8-3-8/3-3-8 are Assault Engineers (H1,22) with underlined Morale.

4. Russians are fanatical (A10,8). 20D8 is a Factory (B23,74).

5. Each player controls all buildings in his setup area.

6. The Russian player has **two** Fortified Locations (B23,9)

**Fortification options:** Germans: add an 8-3-8 and a DC. 8-3-8/3-3-8 are also Sappers (A1,23); Russians: add 24 AP Mines factors (B 28) and 3 Fortified Locations (B23,9).

**Armor options:** Germans: Add 2 StuG IIG and an 8-1 Armor Leader entering on turn 1 on the western side with half MP already spent (FRU); Russians: add an ATR to the initial units and 3 T34M41 turn 1 on the eastern side with half MP already spent (FRD).

### Aftermath

Advance proceeds further and the grenadiers reach the residential area and its large buildings. Chuykov needs time for reinforcements to arrive. When the units of 194. Regiment see the Volga a violent russian counterstroke is launched, supported by artillery. Blitzkrieg is over; the defender will from now on sell dearly every meter of terrain.