



German Forces

- Lt. Lauerbach 9
1 1 6 x1
- Sgt. Pfeiffer 8
1 1 6 x1
- Sgt. Biermann 8
1 1 6 x1
- Cpl. Rettenhaus 7
1 1 6 x1
- Elite Rifle 8
5 6 5 x4
- Rifle 7
5 5 4 x4
- Volksgranadier 7
5 4 4 x4
- Weapon 8
2 2 4 x1
- Heavy MG
8 16 -1 x1
- Light MG
4 8 - x6
- SURRENDER** "13"

Russian Forces

- Cpt. Egorov 10
2 1 6 x1
- Lt. Khukovsky 9
2 1 6 x1
- Sgt. Kovalev 8
2 1 6 x1
- Guards Rifle 8
5 5 5 x5
- Rifle 8
5 3 4 x5
- SMG 8
5 2 4 x5
- Weapon 9
2 1 4 x2
- .50 cal MG
9 16 -2 x1
- Medium MG
6 10 -2 x1
- Light MG
3 6 - x6
- Satchel Charge
12 1 - x6
- SURRENDER** "15"

SITUATION REPORT

STALINGRAD, RUSSIA, OCTOBER 30, 1942—As fierce battles raged on for the “Barrikady” ordnance factories to the north and the “Krasny Oktyabr” sector to the south, German forces in between the two had advanced steadily eastwards until they were able to interdict an important ferry route across the Volga River.

While plans for a Soviet counteroffensive on the following day by Colonel Sokolov’s newly-arrived 45th Rifle Division were being hammered out, German and Russian forces jockeyed for position amidst the rubble and ruins of the shattered city of Stalingrad.



YEAR MARKER: "1942" space

VP MARKER: "1" space (Allied side)

TROOP QUALITY / # ORDERS: ALLIES — Line / 3
AXIS — Line / 4

TIME TRACK: TIME — "4" space
SUDDEN DEATH — "12" space

POSTURE: ALLIES — Defend
AXIS — Defend
INITIATIVE CARD — Axis

OBJECTIVES CHITS: OPEN — random
ALLIES — random
AXIS — random

SET UP: ALLIES — 13 hexes deep¹
AXIS — 13 hexes deep¹

OBJECTIVE CONTROL: ALLIES — #1 and 5
AXIS — #2, 3 and 4

SPECIAL RULES:

1. Set up is simultaneous: Each player, beginning with the Allies, alternates setting up one piece at a time (and see note #2, below). Each side’s set up area is defined by a “No Man’s Land” that runs directly from hex A2 to O9—no player may set up units within these fifteen hexes. The Axis set up ‘southwest’ of this string of hexes (the area encompassing Objective 4); the Allies ‘northeast’ of it (the area around Objective 5).
2. **FORTRESS STALINGRAD:** Each side receives a Bunker Complex during set up (as per the Fortification OB in the playbook: 3x Bunker; 3x Trench; 3x Wire; 3x 8-FP Mines). Fortifications can be set up in No Man’s Land.
3. **RUBBLE:** Because of the debris clogging the streets, ignore all Roads—they do not exist in this scenario.
4. After set up is complete, flip a coin: “heads” the Axis player takes the first Turn; “tails”, the Allied player.