

unit in the hex with a radio or phone may be considered to be in possession of it. Place the counter above the possessing unit. Only one unit may attempt Contact with a given radio or phone during a FMPh. There is no 'cost' to carry a radio or phone; carrying units may move normally.

17.2.3 Contact: When a FO has made contact with his battery (signified by the successful placement of a CFF marker), place a fire marker on the FO (Fire 2 on a leader).

17.2.4 FO/Radio/Phone Loss: If a FO is eliminated (including in CC), the FO player makes a d10 DR. On a roll of 1-6 the radio or phone is left in the hex, on an 7 or higher it is destroyed with the FO. Any radio or phone alone in a hex is left in the last location its last possessing unit was in. It may be automatically destroyed by any enemy infantry using 1 MP in the hex for that purpose. A radio or phone is not replaced if lost.

17.2.5 Phones and Movement: A unit carrying a phone may only use Crawling movement. Once a phone makes Contact successfully for the first time it may not be moved more than three hexes away (ignore levels, i.e., down a level and three hexes away is OK) from its current hex. Until then, it may be moved freely.

17.2.6 Off-Map FO: Some special rules or RGs allow an FO to be recorded off-map. Simply record a hex along the friendly map edge for that nationality (hexrow A for the Germans; hexrow Y for the Russians) as indicated and treat this hex as having an FO in it. *There is no unit actually in the hex.* The recorded hex is simply used to trace the FO's LOS from. Unless stated otherwise, all off-map FO are considered to be in Upper Level +3 in the recorded hex. Off-Map FO's are assumed to use phones for contact.

17.2.7 Spotter Planes (Aerial Observers): Some special rules and RGs allow an Aerial Observer to be used. This is an FO that uses a radio and can see all hexes except interior building locations and receives a -5 DRM to his Dice Rolls. An Aerial Observer may be fired at by AA fire as if it is currently in the same hex as any CFF/FFE it has placed on map.

17.2.8 Interior Building Locations: For the purposes of Aerial Observers, an *interior* building hex is one that has a building hex adjacent to it on all sides and a Rooftop overhead. Cellars are always considered to be an interior building location. These units are considered to be out of the LOS of an Aerial Observer.

17.3 PLOT/CALL FOR FIRE/FIRE FOR EFFECT

17.3.1 Contact: To make Contact on the AAT a player must make a d100 roll (applying all DRM) of 65 or less (if using a radio) or 75 or less (if using a phone). Plotted artillery is always assumed to be using a phone to make contact with the supporting artillery battery. On an original Contact DR of 98-99 the Plot/CFF/FFE is removed for that Fire and Movement Phase (try again next turn). On an original Contact '00' that battery of artillery is removed for the rest of the firefight (or permanently in a campaign).

17.3.1.1 Contact DRM: Apply the DRM listed on the AAT to any Contact roll. Unless specified as High or Low Ammunition Supply Rate for that battery these DRM are not used.

17.3.2 Placing A New CFF: A new CFF can be placed in any hex within the FO's LOS once contact has been made.

17.3.3 Correcting An Existing CFF: For a CFF already on the map, place a Bracket marker in the current hex and move the CFF to the desired hex (skip the bracket marker if the current hex is the desired one).

17.3.4 Accuracy: Make a d100 roll on the Artillery Accuracy Table to determine the final hex of any new CFF or corrected CFF/FFE marker. If the result is not On Target, make a d10 DR for Direction and move the CFF the indicated distance to its new hex and place another Bracket

marker. A CFF/FFE may never stray greater than the number of hexes it is being corrected. Treat any results that exceed the maximum number of hexes being corrected as equal to that number.

17.3.4.1 Accuracy DRM: Apply and Accuracy DRM from the AAT. You must add a +5 DRM for each hex over 2 hexes that you correct the CFF. Otherwise, Bracketing is applied (see below). An artillery battery may receive one or more *Registration* hexes. Record any hex on-map and apply a -20 Artillery Accuracy DRM to any CFF/FFE placed when it is in that hex. Handle the CFF/FFE normally otherwise.

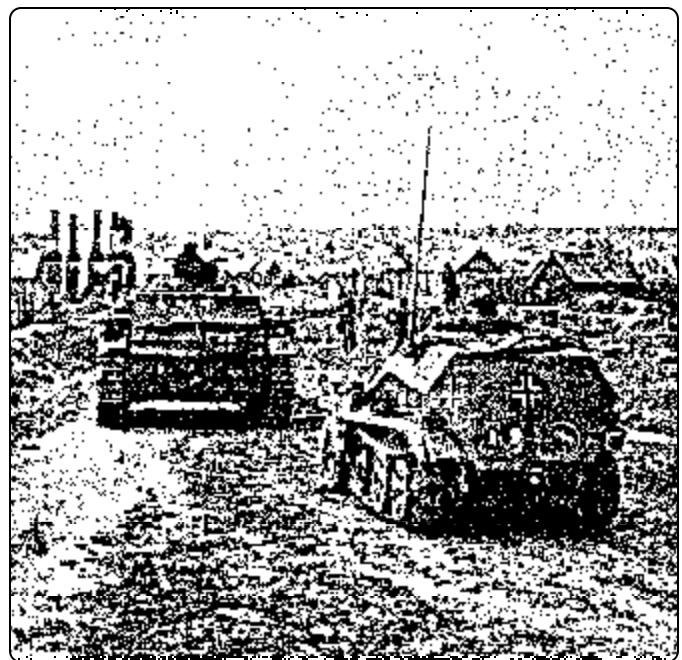
17.3.4.2 Bracketing: Placing a CFF/FFE marker in any hex with or *between* two bracket markers adds a -20 DRM. In this case, ignore the range modifiers for correction. 'Between' is defined as any hex that is not greater in range (from either Bracketing marker) than the shortest distance in hexes between the two bracketing markers. Any later correction of CFF/FFE allows the placement of one Bracketing marker in that hex. Simply remove either of the previous two Bracketing markers from the map and place one in the new CFF/FFE hex. There may never be more than two Bracketing markers on map for one CFF/FFE. Plotted artillery does not use Bracketing.

Example: If the two bracketing markers are 6 hexes apart, 'between' is 6 or fewer hexes from both of them.

17.3.5 Converting a CFF to an FFE: Once Contact is established (or maintained, of course) an already on-map (i.e., not new that FMPh) CFF marker may be converted to an FFE if it is converted in the same hex as the existing CFF or it strays ≤ 1 hexes from the target hex (the hex the CFF is moved to and announced as the hex the player wishes to convert to an FFE in). If the CFF strays more than one hex, place a Bracketing marker in its new hex. It remains a CFF. If the Contact attempt fails, remove the CFF (or FFE)

17.3.5.1 Correction Limitations: A CFF may be corrected any number of hexes. An FFE may only be corrected ≤ 4 hexes and remain an FFE. To correct it further, the FFE must be 'lifted' (removed from play) and the new CFF process begun again.

17.3.6 Duration: Each CFF/FFE marker lasts only for the duration of the Fire and Movement Phase in which it was first placed. At the end of the FMPh, place a Fire 2 marker on all FFE markers used during that FMPh. During a subsequent FMPh, these FFE markers will need to go through the conversion routine again (i.e., the owning player must use an artillery impulse) to have firepower outside of its own hex.



Any FFE with a Fire 2 marker on it continue to bring down its full FF in its own hex (only). If the new Contact attempt fails, the FFE is removed.

17.3.7 LOS: To place, correct, or convert a Call For Fire, Fire for Effect or Bracket marker, the hex containing the marker must be in the FO's Line of Sight. Use the ground level of the hex or that of the highest obstacle in the hex for LOS for placement of a CFF marker. Any already placed CFF, or FFE, or Bracketing marker is assumed to have a 'height' of level +2 above the level of the hex it is in for LOS purposes unless it is Smoke, which is +3 levels above. All LOS rules apply to CFF/FFE/Bracket marker LOS.

17.3.8 Danger Close: To represent the additional layer of orders required to bring artillery or mortar fire down close to friendly troops, apply a +10 "Danger Close" DRM to place a CFF/FFE marker if any friendly units are within 6 hexes of the hex in which the player wishes to place the marker. Any CFF placed as a "Danger Close" has no firepower, and a smoke counter is placed in the CFF hex along with the CFF marker to indicate the existence of smoke in the hex (and lack of firepower).

17.4 ARTILLERY FIREPOWER

17.4.1 Area: The caliber of artillery determines how many Firepower Factors it attacks with in adjacent hexes. All artillery attacks with its full FF in its own hex whether it is a CFF or FFE. A Plot has no firepower.

17.4.2 CFF FP: A CFF marker places 1/4 FF (Fractions Rounded Down) for that artillery caliber in its own hex only. Reference the table provided.

17.4.3 FFE FP: For artillery calibers of 45-60mm, apply 1/2 of the FF in adjacent hexes. 65-82mm apply 3/4 and 85+mm apply full firepower in all adjacent hexes. Fractions are rounded up. Use the Artillery Firepower table, rounding the caliber down, e.g., 75mm uses '70'; 82mm uses '80'.

17.4.4 Airbursts: Artillery fire is more dangerous to targets in Woods and Debris. Apply an Airburst -10 DRM to attacks on the FFT in the same manner as Mortar airbursts.

17.4.5 Attack Resolution: Artillery attacks on the FFT in the same manner as HE on the FFT with one major exception: artillery attacks *every location of a hex*, not just one targeted unit or location. Any new units entering a hex affected by artillery later in the FMPh are also attacked. Apply any terrain or movement DRM for each affected unit normally. Smoke DRM are ignored for the purpose of resolving artillery fire. There is no to hit process, simply use the applicable FF in each hex as an FFT attack.

Example: Hex DTW K8 has a squad on the ground level and another on the Roof top when an 82mm FFE lands in K7. The squad on the ground level is attacked on the FFT with 15 FF and a +25 DRM. The squad on the Rooftop is attacked at 15 FF and 0 DRM. If another squad (German or Russian) used Running movement in K6, it would be attacked at 15 FF and a -20 DRM.

17.4.6 Continuation: Artillery fire attacks any unit that enters a hex it affects. A unit that changes location in a hex is attacked again in each hex location it enters.

Example: The German player calls down artillery fire on a Russian unit that is under a Dug-In marker. The artillery fire is resolved and the Russian units survive. If the Russians decide to exit the Dug-In marker in their own impulse (of the same turn), they are attacked again in the same hex without the protection of the Dug-In marker. The same approach applies to units moving up a stairwell, to a Gully Lip, out of a Cellar, etc.

17.4.7 Smoke: Artillery may place smoke unless smoke ammunition is listed as not being available in the firefight special rules or Campaign Roster for that battery. Place a smoke counter in the FFE hex. Any fire traced into, through the FFE or any adjacent hexes receives the +10 DRM for smoke. Smoke exists +3 levels above the base level of the hex. Remove the Smoke marker during the next Command Phase. Smoke CFF/FFE markers have no firepower (i.e., a smoke DRM of

+10 is in each smoke hex instead) and Smoke FFE have a smoke marker placed in all six hexes adjacent to its own (or use a seven hex smoke marker).

17.4.8 PLOTTED ARTILLERY ROUTINE: All Russian artillery in *Combat! Stalingrad* is plotted. For each off-map artillery battery provided to the Russians in a firefight (or per artillery RG purchased for a campaign) the Russian player may plot two hexes per battery for a firefight. Any Plotted artillery that fails to be used for any reason *ever* during a campaign firefight may have two new hexes plotted for it prior to the next firefight. When recording the Plot hexes, one turn (not one per plotted hex) of the firefight is also recorded. The Russian may use an artillery impulse at any time during the FMPh of the recorded turn to attempt Contact on the AAT. If Contact is made, place a Plot counter in one of the two recorded hexes. Accuracy is then rolled for normally, with no DRM. When the new hex (i.e., unless it rolls a 98-99 or '00' and is lifted) is determined (if not On Target), flip the Plot marker to its FFE side and apply the effects normally.

17.4.8.1 Duration of Plotted Fire: Plotted FFEs are not treated in the same manner as normal FFEs. A Plotted Fire FFE only comes down during the FMPh it is placed on-map as an FFE. There is no further action needed on the part of the Russian for this to take place and a plotted FFE may never be corrected. Plotted FFEs always apply firepower into adjacent hexes normally like any FFE but are removed during the Conclusion of Turn Phase.

17.4.8.1.1 Calling Off Plotted Fire: Prior to or when an FFE for Plotted Fire is on map the Russian player may use an impulse to attempt to call it off (i.e., remove the FFE permanently). A Contact DR must be made normally, followed by a d10 DR of 1-3.

17.5 BOMBARDMENTS

17.5.1 A Bombardment represents multiple batteries or rocket artillery. Bombardments are provided in firefight OBs or may be purchased as an RG for a campaign game firefight. A Bombardment follows the same routine as normal called in and plotted artillery for all purposes except conversion, area of effect and duration. Bombardments may not place smoke.

17.5.2 Converting Bombardments: Use the Placing a New CFF (17.3.2) routine for placing an FFE for a Bombardment, i.e., it becomes an FFE immediately. Plotted Bombardments are resolved normally except for Duration and Area of Effect.

17.5.2 Area of Effect: Bombardments effect all hexes within three hexes of the FFE marker, a cluster of 37 hexes in total.

17.5.3 Duration: A Bombardment FFE only lasts for one FMPh. Remove the FFE during the Conclusion of Turn Phase.

17.6 AIR SUPPORT

17.6.1 In game terms, Air Support is treated similarly to an FFE attacking one hex. The only Air Support in *Combat! Stalingrad* is the German Ju 87 G 'Stuka' and the Polikarpov PO-2 night bomber. Air Support uses its own routine to determine number of aircraft in play (when not specified as a particular quantity) and accuracy. Attacks are made on the FFT using the MG or HE FP Equivalent of the aircraft's bombs or both during one impulse.

17.6.2 Arrival and Return to Base: As the use of an impulse during the FMPh, the player with Air Support rolls a d10 to determine if any aircraft arrive this turn. The DR must be equal to or less than the number shown next to the aircraft icon in the game turn box for a firefight or use the Arrival number provided in the RG box on the Campaign Roster. Note a '0' denotes a 10 for this roll. The number provided must be rolled equal to or less than for *all available* aircraft to

arrive; it must also be rolled for *all* aircraft already in play to *remain*. All aircraft provided for a firefight or from *one* RG purchased in a campaign remain in play or exit play together. No more than one RG of aircraft may be in play during a particular turn. If more than one RG of aircraft has been purchased, a roll may be made for entry of another aircraft RG the turn after the first has exited. Aircraft which exit are removed from play permanently.

17.6.3 **Actions:** Aircraft have HE FP Equivalents on the back of their counters. Some also have a BMG. An aircraft may attack any hex on map with its HE (once per firefight) and/or BMG once per FMPh as the use of one impulse or may attack using separate impulses for each weapon. An aircraft with both a BMG and HE FP Equivalent is marked with Fire 1 and Fire 2 normally when using either or both of these weapons.

17.6.4 **Allowable hexes:** Aircraft may attack any unit that is not in an interior building location. An aircraft counter is kept off-map until it makes and attack. It then is removed after all Defensive Fire is conducted against it. It is kept off map marked with a Fire 1 or Fire 2 marker as appropriate.

17.6.5 **Air Attack Routine:** When using an Air Support Impulse, the owning player simply places his aircraft counter in the hex he wishes to attack. A d100 DR is then made on the Air Support Attacks table with no modifiers. When a result lists “Defender Choice” (it refers to the side being attacked by the aircraft, not the scenario defender) on the table, it is considered a mistaken air attack and the opponent may choose the hex of attack in keeping with the listed ranges. Use a Scatter to determine which hex is attacked with the HE if no targets are within the listed ranges (solely for the purpose of possible rubble creation). Aircraft bombs and MG attack all units in a hex, applying any terrain DRM or smoke hindrances normally.

17.6.6 **Aircraft Recognition Flags:** A handful of German AFV have been printed with aircraft recognition flags on them (e.g., StuG III #522). These may be chosen for use freely as part of the German OB. No hex with such an AFV in it may be chosen by the Russian for a mistaken air attack.

17.6.7 **Anti-Aircraft (AA) Fire:** Several units in *Combat! Stalingrad* are capable of providing AA fire against attacking aircraft. The Russian GAZ AA truck, the Russian DshK 38 and the German MG 34 may fire at an attacking aircraft in the hex it is placed in to attack *prior* to the roll on the Air Support Attacks table as Defensive Fire. Any of the listed AA units that is still capable of firing and in a non-building (Rooftops OK) hex may fire at the aircraft using the FFT. There is no HE To Hit needed for the GAZ AA. An E result eliminates the aircraft *before* it makes its attack. A C result eliminates the aircraft after it makes its attack in this FMPh. Aircraft take any resulting MC normally with no DRM. Failure of a morale check results in the aircraft exiting play without being counted for any Victory Points.

18. COMBAT RESULTS

18.1 FIREPOWER FACTORS TABLE RESULTS

The Firepower Factors Table (FFT) is at the heart of combat results in the CGS. Guns apply their firepower to targets based on their caliber, e.g., a Pz IIIJ gun is 50mm, or ‘50’, and uses the ‘10’ column on the FFT. Artillery, Gun SWs and aircraft bombs are treated the same way. Flamethrowers, Demo Charges and mines all have their own columns on the FFT. Infantry firepower and fire from machine-guns and ATR, as well as anti-aircraft guns are applied to the FFT directly, i.e., without a to hit roll.

18.1.1 **Firepower Factors Table (FFT):** The Firepower Factors Table is used to resolve all attacks against infantry, and resolve HE/Aircraft bomb/FT/DC/MOL/Mine/ attacks against infantry, vehicles and buildings. DRM are found under the FFT that apply to attacks made using the table.

18.1.2 **FFT Combat Results:** Results on the Firepower Factors Table range from no effect (a “-” on the table), to the following:

M - MORALE CHECK – unit must make a Morale Check.

M + x - MORALE CHECK + a modifier (add DRM to Morale Check)

E - Eliminate one target unit (remaining units take highest Morale Check for that column)

2E - Eliminate two target units (remaining units take highest Morale Check for that column)

C – Casualties, flip one target, wound one NCO or eliminate an already wounded NCO or half-squad

C/M – Casualties plus Morale Check, apply C result first, then roll, with any remaining units making a Morale Check

‘-’ – No Effect

18.1.3 Any time a “C”, “E” or “2E” result is rolled against a hex with more than one unit in it, a die must be rolled for each non-marker unit, in order of stacking (top to bottom), to determine which is affected. The unit rolling the highest is affected. In the case of ties, all units rolling the higher number are affected. In the case of a “2E” result, only roll if there are more than two units in the hex.

18.1.4 Units that flip because of a “C” result do not retain any Pinned Down, Disrupted, or WIA markers.

18.2 MORALE CHECK RESULTS

Final Result	Good Order	Pinned Down	Disrupted	WIA
≤ MML	No Effect	No Effect	No Effect	No Effect
1 or 2 > MML	Pinned Down	Disrupted	WIA	Casualties
3+ > MML	Disrupted	WIA	Casualties	Eliminated

18.2.1 A unit suffering an M/M+ result on the Firepower Factors Table must take a Morale Check. The owning player rolls d10 and applies all relevant modifiers to the number rolled. A final result less than or equal to the unit’s TQ means the morale check has been passed. Otherwise it has been failed.

Example: A unit with a TQ of 7 is already Pinned Down and now must take another MC. It rolls a final result of 8. This is 1 more than the TQ so the unit becomes Disrupted.

18.2.2 **Leaders:** A leader which suffers a ‘C’ result on the Firepower Factors Table is flipped to its Wounded side (i.e., do not place a WIA marker). A leader also suffers WIA results as listed. Eliminate already wounded (flipped) leaders that suffer another C or WIA result.

18.2.3 **Pinned Down Units:** A unit that is Pinned Down may not move. It may still fire normally at 1/2 its Firepower Factors (fractions rounded down). A unit already Pinned Down which fails another Morale Check by 1 or 2 is marked with a “Disrupted” marker instead.

18.2.4 **Disrupted Units:** A Disrupted unit may not move or fire. It attacks and defends in Close Combat at one-half its Close Combat strength (fractions rounded down). An already Disrupted unit that fails another Morale Check by 1 or 2 is marked with a ‘WIA’ marker instead.

18.2.5 **WIA Units:** A unit marked WIA is treated like a unit that is Disrupted (i.e., any rule which applies to Disrupted units applies to units marked as WIA) except for further Disruption results and Morale Reduction. A Disruption result against a WIA unit causes Casualties. A WIA squad unit that suffers Casualties is flipped to its half squad side and is still marked WIA. Any other WIA unit that suffers Casualties is eliminated and removed from play. For Morale Reduction purposes a WIA marked unit improves to become Disrupted.

19. CLOSE COMBAT

When units of both sides are together in a hex, Close Combat can occur. This is often more lethal than normal FMP combat, and follows a simple sequence. The Close Combat Table (CCT) is used for both Close Combat and AFV Overruns, as well as during the Reorganization Phase of a campaign game scenario.

19.1 ENTERING CLOSE COMBAT

19.1.1 Marking: Any time infantry units of both sides (not just AFV) are in the same hex location (e.g., both friendly and enemy squads would need to be on the Rooftop of DTW N8 for CC to result), during a Fire and Movement Phase, place a Close Combat marker after all Defensive Fire in the hex, including from units in the hex, is resolved. Neither side may exit the hex once a CC marker is placed (except for non-M-KILLED vehicles, including Riders already loaded on Transport or an AFV.)

Example: Do not place a CC marker if a unit enters the ground level of a multi-level building hex with an enemy unit on an upper level marker unless the entering unit also goes upstairs. A squad in a hex may use any fire opportunities it has against the enemy unit that just entered its hex, including Desperation Fire, before the CC marker is placed.

19.1.2 Entry: New units of either side may enter a hex marked with a Close Combat marker. The hex is termed a Close Combat hex until the conclusion of Close Combat in the hex, or all units of one side have exited.

19.1.3 Fire from Inside CC: No unit may fire from a Close Combat hex. The only combat allowed between units is in the form of Close Combat, during the Melee Phase. However, AFVs may Overrun into a Close Combat hex from outside (and the Overrun would affect both friendly and enemy units).

19.1.4 Fire into CC: Any fire, including Overrun, into a Close Combat hex affects all occupants, friendly and enemy.

19.1.5 Exit: When enemy units are in the same hex, neither may exit the hex unless all units of one side are Disrupted, WIA, or M-KILLED (if an AFV). All non-M-KILLED/K-Killed AFV may ignore this rule (i.e., they may exit freely).



19.1.6 Close Combat: When units of both sides begin a Melee Phase in the same location, treat all as taking part in Close Combat. Use the Close Combat Table to determine the outcome in each melee hex.

19.1.7 Continuation: Close Combat continues in subsequent Melee Phases until only units of one side are left in the hex or exit (see 19.1.5).

19.2 MELEE PHASE

19.2.1 Melee Sequence: Follow these steps for each Melee location and hex.

Step 1 - Declaration: Each side declares which of its units in the current Melee Hex will attack which enemy units. The Initiative side can choose to declare its attacks before or after the enemy declares his. If there is only one enemy unit in the hex, all units must attack it with one attack. Divide Close Combat attacks in any way as long as no unit attacks or is attacked more than once per Melee Phase.

Step 2 - Resolution: Close Combat between all units is determined using odds, with each unit using an attack and defense Close Combat Value (CCV). The CCV is doubled for AFV Overruns in a non-building hex. Disrupted units and Riders have their Close Combat Value halved (rounded down).

Step 3 - Results: Apply all results after both sides have resolved their attacks, i.e., CC is considered simultaneous.

19.3 CLOSE COMBAT RESOLUTION

19.3.1 To resolve Close Combat, total the attacker's Close Combat Values and compare them to the defender's, creating an odds-ratio. Round down to the nearest ratio. A CCV is equal to that unit's FF value for one hex range fire. All SW Teams/Gun Crews use their 1-2 (move) side during CC, even if they are currently front side up. AFVs use all their MG in CC.

Example: A German 8-2 squad attacks with a CCV of 9.

19.3.2 Make a d100 roll, modified by the DRMs shown under the Close Combat Table.

19.3.3 Only "C" and "E" results appear on the Close Combat Table. Apply these results normally. A "C" result against an AFV is an M-Kill. Demo Charge SW Teams attack AFV in CC with a value of '1' but receive a -10 DRM vs. all AFV. Apply a -10 DRM against an M-KILLED AFV, for any CC attacks against AFV made from building/woods/grain hexes, and for attacks by a flamethrower. Hand-to-hand Close Combat is always resolved at one higher odds level than it would normally qualify for. CC DRM are cumulative.

19.3.4 If the infantry units of *only one side* remain after Close Combat, any surviving unit that passes an Action Check may "advance" one hex (or use a stairwell to go up or down one level in a building) to any non-enemy occupied hex. Units stacked with a leader may automatically advance if no enemy units remain (i.e., no Action Check is necessary).

19.3.5 NCO DRM: The NCO -5 DRM applies to *all* NCO/Officers (not Commissars) and to any Close Combat attack a non-Disrupted leader takes part in, unless he is alone or the owning player wishes to use the leader's CCV (1) instead. The -5 DRM is not applicable while defending, the leader must use his CCV.

19.3.6 Defenders may designate any one non-leader infantry unit with which each leader will defend. Units may not attack a leader alone in Close Combat unless there are no other non-leader infantry units in the hex.

19.3.7 Any units remaining in a Close Combat location with odds less than or equal to 1-4 available to them are automatically eliminated. Any Close Combat with odds of 4-1+ automatically eliminates the defenders.

20. INTRODUCTION TO COMBAT! CAMPAIGNS

20.1 CAMPAIGNS

One good way to conceptualize the campaign portion of these rules is to imagine oneself at the end of the typical CGS firefight. Instead of picking up the pieces and putting them away, a simple rules-system has been devised for players to take up the battle anew.

20.1.1 The campaign game (CG) rules let players recreate in detail the day to day give and take of battle. Players take up the part of the battalion or company commander, choosing which units will reinforce the initial effort, while delving into the role of the platoon sergeant when their attention is needed at that level. Players use a 'purchase' method to select troops for the first scenario, or firefight, of the campaign. Then they set up their troops, determine who will attack and defend in that action, then play that firefight. The end of the firefight brings the players to the Reorganization Phase, where they resolve the location of the front lines, determine the fate of disorganized and damaged units, and then purchase new units for the next firefight.

20.2 CAMPAIGN CARDS

20.2.1 Campaign Cards provide information in the same manner as Firefight Cards with a few exceptions, noted below.

20.2.2 **Reinforcements:** This information provides the manner that each side obtains new Campaign Points (CP) *after* the first campaign firefight. The CP for the first firefight of each campaign are always provided in the at-start OB for that side.

20.2.3 **Order of Battle:** The OB in a campaign game can consist of a quantity of units, described with graphics of each with the quantity below, in the same manner as a Firefight. The OB may also be described in terms of Reinforcement Groups. Or it can be a combination of both. When RGs are in the at-start OB, the quantity of each will be described normally (i.e., a number under the box) and the actual ID and Type of the RG will be found in text inside a box on the Campaign Card OB.

20.2.4 **Game Turns and End of Firefight DR:** The box that contains the Turns and Initiative on a Firefight Card contains similar information on a Campaign Card. There is a box for each of Game Turns 1-7; turns 5-7 have a number in a circle, in the upper right-hand corner. This number is the *End of Firefight Number* for that turn. A d10 DR is made at the end of the Close Combat Phase of that turn: if this DR is less than or equal to this number play continues to the next turn. Otherwise, the campaign firefight ends immediately.

20.2.5 **Campaign Firefights:** Below the Game Turn boxes can be found a rectangular box, one for each Campaign Firefight (listed as a time, either AM, PM, Night or Dawn). To the left of the time is a number in a circle. Each of these circled times represents the play of one complete campaign firefight (each ranging from 4-7 turns in length).

Example: CG I consists of three CG Firefights, Dawn, AM, and PM.

20.3 CAMPAIGN PLAY AIDS

20.3.1 Three Play Aids are provided for use with the campaign games provided.

20.3.2 **Campaign Roster:** Each nationality receives a Campaign Roster sheet. These should be photocopied for repeated use. Each Campaign Roster sheet provides the entire Order of Battle for the campaign (Exception: the units provided in the at-start OB) for that side in groups known as 'Reinforcement Groups' (RG). In each box on the roster the information relating to that unit is provided. The 'Unit ID' is provided for identification purposes. The "Type" describes the category of unit while "Unit" is the actual name of the counter or unit (e.g., Artillery Battery in millimeters) in detail. The 'CP' lists the cost in *Campaign Points* needed to purchase this unit. The check boxes after 'CG I Max' and 'CG II Max' not only identify the total number of this particular unit which may be purchased, but may be checked to keep a running total of units deployed into the campaign.

Note: A quick glance at a filled out Campaign Roster provides a review of the forces remaining to your Order of Battle during the play of a CGS campaign game.

20.3.3 **Notes and Unit Totals:** The number *under* any unit graphic serves the same function as on a firefight card—it denotes what quantity of that unit is received. The units on the Campaign Roster are described as " platoons (Pltn)", "Sections (Sect)", and "Batteries". The makeup of some Platoons/Sections consists of more than one type of unit. Simply pick the exact counters out in the quantity displayed for each Reinforcement Group. Some RG have notes relating to the exact units received (e.g., the German Medium Panzer Platoon [V3] may consist of a combination of Pz IVF1 and Pz IVF2 tanks, based on a DR). Simply follow these instructions as listed.

20.3.4 **The Map Play Aid:** A Play Aid that breaks the DTW map into 22 *sectors* is provided. Each sector consists of the hexes *inside* the heavy black lines delineating each sector. Each sector is numbered 1-22. The map Play Aid also shows the Friendly Map Edge (FME) for both sides: west for the Germans and east for the Russians.

20.3.4.1 **Sector Size:** No effort was made to make each sector the same size. Quite the contrary, some sectors are more difficult to control than others due to their size or terrain features found therein. Sector control is described later in these campaign rules.

20.4 TERRAIN CHANGES

20.4.1 **Terrain Changes:** During the course of a campaign, any changes to the printed map terrain become permanent. Leave all counters for Trenches, AT Trenches, Mouseholes, Rubble, and Wrecks on-map between campaign Firefights.

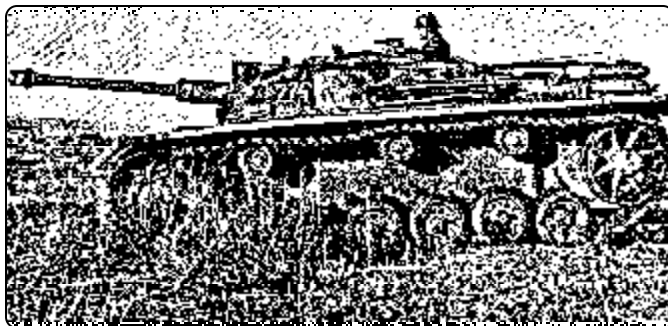
20.5 THE REORGANIZATION PHASE

20.5.1 **Introduction:** This new phase is used in the CGS *only* when playing a campaign. The Reorganization Phase takes place *before* the first campaign firefight is played. A new Reorganization Phase then takes place *before* each new campaign firefight is played. During the Reorganization Phase, units are adjusted on the map using the *sectors* system, described later. New units are then purchased for the upcoming campaign firefight. Both sides then secretly choose to either Attack or Defend during the upcoming firefight, then setup accordingly and begin play.

20.5.2 **First CG Firefight:** Each CG Card provides the at-start OB for that nationality. Pick out the pieces indicated. A supply of Campaign Points (CP) is provided. Units may be purchased using the provided CP for use in the first CG Firefight.

20.5.2 **First CG Firefight Expenditures:** The units provided in that side's at-start OB do *not* count toward the units eligible for purchase on the Campaign Roster for that nationality. Any additional units purchased using the CP provided, or CP later obtained using Reinforcement DR (21.1.1) are checked off from the units available on the Campaign Roster.

20.5.3 **Attack/Hold Option:** Beginning with the first firefight in a campaign each side may choose to expend CP to Attack (none need to be spent to Hold) unless that side is already delineated as Attacker or



Defender under the Random marker on the CG Card (e.g., in CG I *Into the Inferno*, the German is automatically the Attacker; the Russian the Defender). If already delineated as an Attacker, no CP need be spent during the first campaign firefight to obtain this status. Later firefights will entail a CP expenditure to Attack, subject to the limits placed on any RG by the quantity of check-boxes for that RG. Prior to setup for a CG Firefight, each side reveals his secret choice, using the markers provided or by revealing a secret side-note made stating either “Attack” or “Hold”.

20.5.4 CG Firefight Setup: The order of setup for a CG Firefight is based on a comparison of the chosen Attack or Hold options. If one side chooses Attack, while the other has chosen Hold, the Hold side sets up first and the Attack side sets up second. If both sides choose Hold, no firefight is played for that campaign firefight time, proceed to the Reorganization Phase of the next CG FF. If both sides purchased ‘Attack’ a d10 DR is made and the side rolling highest is the ‘Attacker’; ties result in the Russian being the Defender and notes a +2 DRM may be purchased by using the CP Bonus listed for the ‘Attack’ RG. Initiative determines who uses the first impulse.

Example: If both sides reveal a Hold prior to the play of the “② AM” campaign game firefight of *To the Volga!*, play proceeds to the Reorganization Phase of the “③ PM”, including a new roll for CP, new expenditures, and a new choice of Attack or Hold options. No firefight is played for the “② AM” firefight—shortening the campaign game—and allowing both sides to ‘catch their breath’ and build up a larger force; perhaps preparing for ‘the big push’.

20.5.5 Ending the Campaign: The campaign concludes when the campaign orders are fulfilled by one side, or if one side concedes, or upon completion of the last firefight of that campaign. Draws are sometimes possible.

20.5.6 Initial Control: All sectors within a side’s initial deployment (i.e., as listed on the CG Card for setup for the first campaign firefight) area are controlled by that side. Units setup as indicated on the CG Card.

20.5.7 Order of Activity in the Reorganization Phase: The following actions are conducted in order during the Reorganization Phase.

20.5.8 First CG Firefight:

- 1) Pick out units provided in the at-start OB.
- 2) Make any purchases with the CPs provided in the at-start OB, including an Attack option if not already delineated on the CG Card.
- 3) Reveal Attack or Hold option to the opponent and setup in the applicable order. Pay additional CP for units purchased during this Reorganization Phase that you wish to setup on map. The remainder may enter during any turn from off-map along that side’s friendly map edge (west for German; east for Russian).
- 4) Place the Random marker in the hex listed and begin play with turn one of the first firefight listed on the CG Card.

20.5.8.1 Second and Subsequent CG Firefight:

- 1) Decide to stay and fight or retreat from sectors 1-22, in order, one sector at a time. Resolve all fighting and retreating, sector by sector, until all sectors have units of only one side in them. All markers remain on units marked with them until the completion of this step.
- 2) Resolve changes to on-map units in each sector.
- 3) Make a reinforcement DR to obtain new CP. These are added to any un-spent CP remaining from previous Reorganization Phases.
- 4) Make any purchases with the CPs provided in the at-start OB, including an Attack option if not already delineated on the CG Card.
- 5) Reveal Attack or Hold option to the opponent and setup in the applicable order. Pay additional CP for units purchased during this Reorganization Phase that you wish to setup on map. Setup as indicated by your *Attack* or *Hold* choices. The remainder may enter

any turn from that side’s friendly map edge (west for German; east for Russian).

- 6) Place the Random marker in the hex it ended the previous CG Firefight in and begin play with turn one of the next firefight listed on the CG Card (Exception: If both sides chose a Hold option, return to ‘1’ above and repeat).

20.6 THE SECTOR SYSTEM

The time-frame represented by the campaign game firefight in a CGS campaign actually represents the ‘sharpest’ point in a pitched battle; however, by no means does the 15-60 minutes of elapsed time represent anything near the chronological time that passes during the hours depicted. Much of the action—read casualties—takes place *between* campaign firefights, represented by the resolution of combat between units that end a CG Firefight in the same sector.

20.6.1 Introduction: Step one of the Reorganization Phase in Second and Subsequent CG Firefights is the heart of the CGS campaign system. One side or the other will control each sector on the map at the conclusion of each Reorganization Phase after the first firefight of a campaign. Units that end up in the same sector have the option to attempt re-deployment—if their path is not cut off—or stay and fight it out until the units of only one side remain.

20.6.2 Sector Control: Each sector that lies within the setup area of one side prior to the first firefight of a campaign is controlled by that side. Players may wish to place Shadow markers (serving as control markers) on the Map Sector Play Aid or make a side note of which sectors are controlled by each side at a given time. Any sector that begins the first firefight of a campaign with units of both sides in it is controlled by *neither* at the start of the campaign.

20.6.3 Un-threatened Sectors: Any sector that begins or ends a campaign firefight with units of only one side in it is considered *un-threatened*, i.e., controlled by that side. Units may attempt to Re-Deploy into un-threatened sectors controlled by their own side. New units may setup in a sector which is controlled by that side. Simply mark the Play Aid or make a note which side controls an un-threatened sector. Units which remain hidden and friendly Shadow in an un-threatened sector need not be revealed (placed on map in their hexes at the end of a CG Firefight in un-threatened sectors).

20.6.4 Threatened Sectors: Any sector which contains units of both sides at the end of a CG Firefight is considered *threatened*; further action will take place in threatened sectors to resolve control. Units may still attempt to Re-Deploy into threatened sectors, facing heightened risk. Then, for each sector, done in order 1-22, take the following steps in order leaving units in their current hex:

- 1) **Resolve All Existing Close Combat:** All units marked with Close Combat markers undergo an unlimited number of CC rolls until the units of only one side remain in CC hexes. Use CC rules normally. Remove all Close Combat markers at the conclusion of this round of CC. Surviving units remain in their current hex.
- 2) **Stay and Fight or Re-Deploy (retreat) Determination:** Each side declares which, if any units in a sector will make a Re-Deployment attempt or stay and fight. Any hidden (and Shadow) units (including fortifications) in a threatened sector are placed on map and take part in this routine. Any units in a Mine hex undergo an immediate attack to exit and Re-Deploy *or* to Stay and Fight. Place them on top of their hex’s Mine counter to signify they are done. Units which wish to Re-Deploy roll on the Re-Deployment Table, with results applied immediately. Attacker always declares first and rolls for his Re-Deploying units before the Defender declares and rolls for his. Surviving units (i.e., not eliminated by the Re-Deployment Table) that fail to Re-Deploy are *forced* to Stay and Fight. Units newly Re-Deploying into a threatened sector are placed in the ground level of the nearest hex (measured from their current hex, in hexes, not MP, owner chooses ties) in the new sector and if

placed in a hex location with enemy units, they are marked with a CC marker as if Close Combat was already underway. They take part in the CC attacks in that threatened sector.

3) **Close Combat Attacks:** All units in a sector undergo unlimited Close Combat attacks *until only the units of one side remain in the sector*. All units are free to be used in normal CC against any other unit in the sector, freed of usual same hex restraints, subject to the following priority order: 1) Units in different locations of the same hex conduct CC against one another; 2) Adjacent units (owner's choice for ties); 3) units closest to each other in hex range within that sector (owner's choice for ties). While these CC attacks are not conducted in one specific hex location, no CC attack or defense may be announced which exceeds *one hex* stacking limits. M-KILLED vehicles remain in their current hex and may only attack *units attacking them* if none end the CG FF in their hex. No CC DRM for AFV in Open Ground may be used and all Riders are considered to be on foot (i.e., they are not penalized with 1/2 FF during CC). In all cases the Attacker for that CG FF chooses CC combinations. New rounds of CC in a sector may follow between units that won their previous CC, subject to the above-listed priority order. All units must complete one round of CC before any unit may take part in a second or subsequent round.

4) **Sector Survivors:** Once only units from *one side* remain in a sector, apply Steps 2-3 in the next threatened sector. Once all sectors have units from only one side in them, mark all sectors as controlled (or make a side note) by one side or the other.

5) **Final Re-Deployment:** Sector survivors (non-M-KILLED), in the same order as step 2, may Re-Deploy to any friendly controlled (i.e., un-threatened) adjacent sector at this time by making a roll on the Re-Deployment Table. Note the ramifications of concluding Steps 2-3 on eligible sectors to Re-Deploy to during this step.

6) **Main Line of Resistance:** Once Final Re-Deployment is concluded remove all yellow markers from infantry, Courage markers, and non-permanent markers from the map. Fortifications remain or may be removed in friendly controlled sectors and any Dug-In in a building hex may remain in that hex (it remains for the next CG FF if a unit sets up under it—otherwise it is removed). Make a note of the sector your surviving units ended step 5 in; they setup in that sector *or* an adjacent sector (if a non-K-KILLED vehicle) for the next CG Firefight. Any units that end up in a sector in which they are unable to trace a line of adjacent sectors to their friendly map edge have their sector marked as Isolated (using an Isolated marker).

Example: Russian Units end step 5 in control of sector 11. The Germans control sectors 5, 6, 7, 14, 12, and 13. Mark sector 11 as Isolated. If the Russians controlled sectors 12 and 5, the Russians *could* trace a line to their friendly map edge; they would also avoid being marked as Isolated if they controlled sectors 13, 15, 21, 17, 9, and 4 (i.e., no matter how circuitous the line of adjacent sectors is, as long as it can reach the friendly map edge it will suffice to avoid Isolation.)

7) **Proceed to Step 2 of Second and Subsequent CG Firefights:** Continue the Reorganization Phase with step two for Second and Subsequent CG Firefights, resolve changes to on-map units, then proceed with the remainder of the Reorganization Phase as listed.

20.7 RESOLVE CHANGES TO ON MAP UNITS

20.7.1 Once step 6 of 24.1.4 is concluded, the following steps are conducted in order:

- 1) Flip all burning wrecks to their non-burning wreck side.
- 2) Replace any Fire markers in *building* hexes with Rubble markers. All other Fire markers are removed from play.
- 3) Hidden Mines in a sector that is now controlled by the enemy are placed on map. All other Mines on-map remain in their hexes as do other fortifications.

4) A d10 roll is made for all M-KILLED vehicles: on a 1-3, remove the M-KILL marker; on a 4-5, replace the vehicle with a non-burning wreck; on a 6-10, there is no change (i.e., the vehicle begins the next CG Firefight in its current hex; it may have its turret turned during setup for the new CG Firefight).

5) A d10 roll is made for all F-KILLED vehicles; on a 1-3 remove the F-KILL marker; on a 4-10, there is no change (i.e., the vehicle begins the next CG Firefight already marked as F-KILLED.)

6) Remove all Courage markers. Fanatic Resistance Nests may remain in play and may be used in an eligible setup sector if sector survivors remained in the current building meeting the requirements for a Fanatic Resistance Nest.

7) Make a d10 die roll for each wounded leader; on a 1-3 it is eliminated; on a 4-5 it is flipped to its non-wounded side; on a 6-10 it remains in play wounded (begins next CG Firefight wounded side up).

20.8 PURCHASING UNITS WITH CAMPAIGN POINTS (CP)

20.8.1 **Purchasing Units:** Each Reinforcement Group (RG) lists the total CP which must be spent to purchase that RG during the Reorganization Phase. If no counters of a particular unit remain in the counter-mix, it may not be purchased. Partial fulfillment of a particular RG still costs 100% of the listed CP cost.

20.8.2 **Setup and Restrictions:** Units newly purchased with CP during a Reorganization Phase must setup in the same sector. Survivors from a previous CG Firefight and at-start OB, including previously purchased RG, may setup freely within the allowable setup area. Artillery is considered 'used up' if it placed an FFE during a previous CG firefight. Otherwise, it may be kept in the OB.

20.8.3 **Setup and Entry Costs of Purchased Units:** Units listed in the at-start OB for that side may setup anywhere within the Deployment listed on the CG Card. Additional units purchased with CP, even during the first firefight of a CG, must pay extra to setup on map if they wish to setup in any sector beyond those touching their friendly map edge.

Example: Russian units may setup (if friendly controlled) on map in sectors 10, 18, 19, 20, 21, and 22 without additional CP cost.

All units purchased during a Reorganization Phase prior to the current CG Firefight that have not entered play (i.e., are still held off-map, not sector survivors) may setup in any controlled sectors that touch the friendly map edge without additional cost. All units from RGs starting with IDs 'I', 'G' and 'V' (e.g., Russian Militia Platoon is ID 'II'), newly purchased during the Reorganization Phase that are desired for on map setup for *that* CG Firefight must pay an additional 1 CP for each friendly controlled sector 'in' from their friendly map edge past the sectors that touch the friendly map end that they wish to setup on map in.

Example: The Russians control all but sectors 1, 2, 6, and 7 when the Reorganization Phase of CG Firefight four (Ⓞ Night) in *To the Volga!*. The Russian purchases a Militia Platoon (II) for a cost of 2 CP; if he wishes to set this RG up in sector 11, he must pay an additional 2 CP (for a total of 4) for this RG; if he wishes to set it up in sector 3, he pays an additional 4 CP (for a total of 6). He may set up this RG in sectors 10, 18, 19, 20, 21 and 22 at no additional CP cost.

20.9 LEADERS/OFFICERS/COMMISSARS

20.9.1 **Leader Rolls:** For any RG that has a note indicating it makes a leader roll, make a d10 DR at the time the RG is purchased. On a d10 DR 1-5, the RG receives an NCO; on a 6 it receives an NCO *and* an Officer; on a 7-8 it receives an Officer; on a 9-10, no leader is received. Whenever the Russian rolls a 6, another d10 DR is made. On a subsequent 1-6, an Officer is received; on a 7-10, a Commissar.

20.9.2 **Fanatic Resistance Nest:** The Russians have a special RG they may purchase, which involves Commissars, known as a Fanatic

Resistance Nest. This RG may be purchased if the Russian has ≥ 1 Commissar in play. Each Fanatic Resistance Nest is any one building of ≤ 4 hexes that is within a friendly sector, eligible for Russian setup for a CG FF. Place a Fanatic Resistance Nest marker on any one eligible building to designate the building as a Fanatic Resistance Nest. Note 20.7, Section 6 for keeping previously purchased ‘nests’ in play.

20.9.3 Effects: As long as there is a non-Disrupted Commissar in a Fanatic Resistance Nest all infantry/SW Teams/Gun crews in the ‘nest’ building are considered to be marked with a Courage marker. Placing a Red Star counter in a hex of the building serves as a good reminder. Once there is no non-Disrupted Commissar in a Fanatic Resistance Nest, this status (and the marker) are removed from play permanently, i.e. if there was *one* Commissar in a Fanatic Resistance Nest, this status would then be eliminated (and the RG used up).

20.10 EFFECTS OF ISOLATION

20.10.1 All units which begin a new CG Firefight in an Isolated sector are marked as Pinned Down (if infantry) and Suppressed (if a vehicle). They may only setup in the same (isolated) sector they ended the previous CG FF in.

20.11 MAP EXIT

20.11.1 Friendly units may exit the map during a CG Firefight along a friendly map edge. They may be used for a future CG Firefight but may not return during the current CG Firefight.

20.12 RE-DEPLOYMENT TABLE

20.12.1 Units wishing to Re-Deploy during the Reorganization Phase makes a d10 DR on the Re-Deployment Table below to attempt to reach a connected non-enemy controlled sector. A “Re-Deploy” result allows the unit to move. A “C” result denotes Casualties. No unit may *Re-Deploy* on or off the map (map entry/exit is only allowed during movement).

RE-DEPLOYMENT TABLE:

DR	Infantry	Mobile Vehicle
1-7	Re-Deploys	ReDeploys
8	Re-Deploys, C	Remains in sector
9	Remains in sector, C	Wreck
10	Eliminated	Wreck

Cumulative DRM:

- +1 Unit is Disrupted/WIA/Suppressed/Enfilade
- +2 Unit entering threatened sector
- +2 Unit IN SEWER
- 1 Unit entering un-threatened/friendly controlled sector

21. HISTORY

THE BATTLE AT THE GRAIN ELEVATOR

Overlooking the rubble of Stalingrad just south of the Tsaritsa Gorge on September 14, 1942 stood the massive silos of a large grain elevator. This dominating position would soon become the anchor of the city’s southern defenses. Within this strong-point an ad-hoc force of fifty Soviet Marines and guardsmen defiantly halted the German advance (**Firefight 9 - The Grain Elevator**). The men inside withstood pounding after pounding by artillery and refused requests for surrender brought forward by a panzer flying a white flag. Soon after turning down the enemy offer, the tank was blown up. Along the southern front battered Soviet forces appeared ready to collapse. Von Paulus, sensing the opportunity to drive to the Volga, ordered elements of the 94th Infantry Division to attack and eliminate this thorn in his side. The defenders of the grain elevator, reinforced on the 17th, held out until finally driven back by thirst on September 20. During their withdrawal, a Marine platoon leader and his men stumbled upon a German mortar battery in a nearby gully. They drove off the enemy, gulped down some water frantically, before proceeding back to 62nd Army lines to fight another day.

THE BATTLE FOR THE TRACTOR WORKS

The northernmost of three huge factory complexes along the Volga, the Dzerhezinsky Tractor Works was an extended cluster of warehouses, office buildings and assembly halls built with the help of the Ford Motor Company in the 1930’s to improve Soviet farming with modern tractors. The factory itself was bordered by an oil storage facility and workers’ housing units. At the outset of the war with Germany, the factory was hastily retooled to make the soon-to-be-famous T-34 medium tank.

The initial bombing raids in August 1942 badly damaged the Tractor Works and killed or wounded large numbers of the plant’s workers. However, tank production continued with what materials were on hand. Orders from Stalin himself prevented the evacuation of factory machinery and parts (to maintain morale and his stance that the city would not fall), but the plant continued to build and repair tanks until the fighting neared the Tractor Works itself. At this point, the surviving workers (save some fortunate specialist workers evacuated to the east bank of the Volga) were forced into *Special Brigades*, which were used to plug holes in the Russian lines. Untrained, and poorly armed and led, this duty was a death sentence for all but a few.

The first stage of the battle, through September, let the factory district off lightly, though the Germans made some efforts in the factory area on September 27th. The Tractor Works area saw only sporadic fighting for the next few days, and the 115th Special Brigade of workers was soon heavily reinforced by the 37th Guards Rifle Division and elements of the 84th Tank Brigade.

Sixth Army was quiet until 6 October, when the Wehrmacht began the onslaught against the Tractor Works directly with the 14th Panzer Division coming from the southwest and the 60th Motorized Infantry from the west. The masses of panzers, with accompanying hordes of infantry, pressed the riflemen of Zholudev’s 37th Guards Division back slowly, a heavy toll exacted on the attackers for every yard. A lull settled over the area after a fantastic success by a rapid-firing Soviet Katyusha rocket battery, which wiped out an entire German battalion (perhaps 600 men) of the 60th, west of the railway bridge over the Mechetka. The attack had stalled at the edge of the mighty factory complex.

As German Generals pored over their maps, considering the options, Yeremenko stepped in and ordered a counterattack against the western outskirts of the Tractor Works, which was immediately 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 the fight to the aggressor (**Firefight 1 — End Tide**). They drove into the 14th Panzer units on the southwest side of the Tractor Works, but gained little ground after an immense bloodletting. The attack would soon stand as quite a success in terms of the type of urban battle that would develop in Stalingrad—Zholudev’s men gained 300 yards and Gorishny’s 200 after fighting through the 13th (**Firefight 2 — In the Factory**).

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 Armees* plan. Von Paulus would launch an attack directly against the Tractor Works that would sweep down to the Volga and cut Stalingrad in two, threatening the Soviet lines of communication.

General Chuikov, directing the defense, ‘stole’ regiments from key sectors to the south and fed them into the Tractor Works area. These movements were key, as von Paulus soon launched the supreme effort. On Monday, October 14th at 0600, *VI Armees* used massed artillery and aircraft from *IV Fliegerkorps* (3,000 sorties were flown that day) in an attack on a narrow front, with the Tractor Works the desired prize. A healthy mix of phosphorus shells ensured that what was left to burn would be ignited. Men stumbled as the earth rocked under the force of continuous detonations. What had been a sunny day became a nightmare of flashing explosions in an endless cloud of dust. The Germans followed the bombardment with an assault that battered the senses and quickly took the lives of countless troops on both sides.

This was the start of a most savage and bitter battle, fought over the ruined factory district. The steel ribs of the workshops stuck out amidst enormous mounds of rubble. The German 14th Panzer and 389th Infantry Divisions pounded the Guardsmen and smashed into the workshops of the factory itself for the first time. The factory had been busy, building and repairing tanks to the end, and the last T-34 tanks produced went into action unpainted. Now men cut each other down in brutal firefights staged at arm’s length in the broken halls of the factory, while tanks sent shells crashing through the gloomy

workshops in showers of sparks.

Relatively unscathed by the pre-assault bombardment, the menacing structure which stood at the western edge of the Tractor Works was simply labeled the Administration Building on all of the German maps. From every window, the Russians poured automatic weapons fire into the assaulting 389th Infantry. The Germans threw armored support into the fray and Stukas rained down bombs, smashing into the buildings below.

The fighting soon deteriorated into a room-by-room affair amid the ruins. Unlike the attack of the 6th, *LI Armeekorps* artillery and the Luftwaffe helped the Wehrmacht push the Guards out of the Administration Building and back toward the heart of the factories (**Firefight 3 — Report for the Führer**).

In the heat of the action, the German 103rd Panzer Grenadier Regiment cut straight through to the Volga bank on the south side of the Tractor Works. Radioing their success to headquarters, the Germans were able to achieve their aim of reaching the Volga and cutting the Russian defenses in two, albeit at a high cost. But they must have been puzzled by the continued strength of the defense. No longer could the Russians be bullied into surrender just by being surrounded. In Stalingrad, the rules would be different (**Firefight 4 - Zholudev's Guards**).

By dusk on the 14th the Germans had surrounded the Tractor Works on three sides. The victorious *VI Armeekorps* 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 *Munich burgerbraukellar* that Germany held all but small pockets of the city (**Firefight 5 - Annihilation**).

In reality, the battle for the Tractor Works devolved into countless deadly firefights between small groups of men, or even individuals, as they fought for stairways and rooms in the smashed buildings. Brutal hand-to-hand duels with bayonet, knife, and entrenching tool raged amid the debris. Neither side took many prisoners. The fighting all over Stalingrad had developed into what the German infantry nicknamed *Rattenkrieg*—the war of the rats (**Firefight 6 - Rattenkrieg**).

The huge attack on October 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 (**Firefight 7 - Iron Coffins**).

As October 14th waned into the 15th, 84th Tank Brigade claimed to have destroyed thirty German medium and heavy tanks at a cost of eighteen of their own. Lt. Gonychar from the 37th Guards was credited with dispersing an attack with only four men and a machine gun. However, such efforts could not save the Tractor Works. By the end of the 15th, only small pockets of Russian resistance remained in the Tractor Works, and they were all snuffed out over the next few days (**Firefight 8 - Nikita's Revenge**).

Once taken, the Tractor Works area became a backwater in the battle, but for only a short time. As the fighting for the factories to the south raged, German units set up on the banks of the Volga (just to the east of the game map) to try to interdict Russian supplies and reinforcements coming across the river. Several major German headquarters set up shop in the Tractor Works, which still provided good cover and extensive space underground.

The German advance quickly turned to the south and the Red Barricades Factory complex. For the next month, ferocious fighting raged for this and the Red October plant farther south along the Volga, but the Germans were unable to clear these areas, the last in Russian hands in all of Stalingrad. Though squeezed down to the last few meters before the Volga, the Russians managed to hold on until their great counterattack, Operation Uranus, rescued their fortunes in Stalingrad.

Operation Uranus took the Germans 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 units on both flanks of the city. The Germans reacted slowly, and those units in the path of the encircling attack were smashed. In the doomed city, 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 Tractor Works was slowly drawn back to the center of the action.

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 barbed wire, pillboxes, earthworks, mines and fortified buildings. Nevertheless, the Germans mostly sat quietly underground, trying to stay warm and only firing when attacked. Fighting was limited, but vicious. Little ground was gained and progress was measured not in yards, but by corpses (**Firefight 4 - Sturm Party**).

Female combat pilots were among those who flew night combat missions of harassment bombing. They flew obsolete Polikarpov Po-2 biplanes, otherwise used as trainers, and which could only carry 2 bombs that weighed less than a ton altogether. The Germans feared them, calling them *Nachhexen*—night witches. All of the mechanics and bomb loaders of these regiments were also women. These 'night witches' usually practiced harassment bombing. The strategic importance of the targets was seldom high, but the psychological effect of terror and insecurity was significant.

The Po-2 pilots would fly to the target area, then cut their engines to approach the actual target in relative silence. By the time the Germans heard the whistle of the wind against the Po-2's wing bracing-wires, it was too late. The aircraft would be upon them, releasing their bombs before restarting their engines to fly home.

After checking the mail in a shot-down German supply aircraft, the Russians realized that they had encircled three times as many Germans as previously thought. This resulted in some rethinking and a massive reinforcement for Operation Koltso (Ring), which would crush the Germans in Stalingrad. With the Volga finally frozen solid on December 16th, the Russians were able to move fresh troops to the Tractor Works side of the Volga, and everywhere else around the city the Russians moved up masses of men, tanks and artillery. By now Hitler had decided to sacrifice Sixth Army in order to restore the whole of the southern front, but Sixth Army would not be allowed to surrender. The last day of January spelled the end for the southern and central pockets in Stalingrad, and now only the Tractor Works still held, populated by bitter remnants of the 60th Motorized, 16th and 14th Panzer, 389th Infantry and 100 Jaeger Divisions. Although the fighting around the factory had no meaning whatsoever, more than 4000 men died on February 1. At 0500 the next day, surviving officers of the five divisions in the pocket gathered in a cellar and decided to surrender. When several Russian divisions simultaneously attacked the factory from the west, northwest and east at noon that day, they met resistance only from the very last diehards, who quickly gave their lives for their defiance. German reconnaissance planes flying over the city that day could no longer identify any areas held by Germans. The small blue circle round the Tractor Factory in Stalingrad on Hitler's situation map was marked off with red ink. Sixth Army was dead.

22. BUILDING KEY:

The buildings on the DTW map are numbered in certain hexes (e.g., J8) with numbers 1-9. These are considered the "numbered" buildings on the DTW map. Each numbered building, including any bearing identical numbers and an 'a-c' are identified as follows: 1) Iron Foundry; 2) Assembly Hall One; 3) Assembly Hall Two; 4) Repair Shop; 5) Construction Office; 6) Laboratory Workrooms; 7) Instrument Assembly Shop; 8) Administration Buildings; and 9) Workstation Annex.



23. THE WEAPONS OF COMBAT! STALINGRAD

23.1 RUSSIAN WEAPONS

Polikarpov Po-2 (U2): By June 1941 13,500 of all versions of the U-2 had been built. Designed in 1927 as a primary trainer, when war came the U-2 was found to be ideally suited to a more aggressive role as a nuisance raider, its role to attack enemy front-line troops during the hours of darkness, wearing down their morale. The version depicted in the game is the U-2VS, "VS" denoting *Voyskovaya Serya* or "Military Series". Underwing racks capable of holding 550 lbs of bombs and a machine-gun in the observer's cockpit rounded out the armament in the typical model. The U-2 was easy to handle and fly and had a low landing speed. It could be operated from small unprepared landing strips. At Stalingrad, hundreds of U-2 bombers bombed German troops in non-stop night and dawn attacks. In 1943, its designer Nikolai N. Polikarpov joked that the Germans had come to believe his U-2 biplane was able to fly up to a window and look over the sill to see if the enemy was inside! To exhausted German front-line troops, however, the Polikarpov Po-2 was no laughing matter.

76.2mm M1927: The box-trail 76.2mm M1927 infantry-gun was intended to replace all other infantry guns in the Red Army's arsenal and was reputedly the first Soviet-designed artillery piece. Originally issued with spoked wheels for horse-draught, the M1927 was later fitted with pressed-steel wheels and rubber tires. The M1927 was the basis for the T28A, T32 and T35 heavy tank guns. The Germans captured so many of these guns that they developed a hollow-charge anti-tank shell and fitted their own sights before reissuing them (including to some Italian units on the East Front). In a German service manual for captured artillery dated November 1, 1941, the M1927 was referred to by the nomenclature 7.62cm IKH 290(r).

76.2mm PTP 39: This gun was called the *Ratsch-Bum* (crash-boom) by the Germans because its high muzzle velocity resulted in the impact being followed immediately by the sound of the gun firing. Based on the Model 1902/30 76.2mm divisional cannon, the 1939 model sported a lighter, redesigned carriage. The game piece also represents the Model 1941 ZIS-3, which had the same ballistic characteristics but a simplified design. The Model 1939 cannon remained in front-line use by rifle and cavalry divisions until 1943. The ZIS-3 made up the bulk of Soviet light field artillery. It was designed with an anti-tank capability. In fact, the ZIS-3 was an outstanding multi-purpose weapon. It could pierce 90-millimeters of armor at 500 meters. The *Ratsch-Bum* was used by Finland in quantity during the Continuation War and by Germany, earning the nomenclature 7.62cm FK 288/1 (r).

45mm PTP 42: The first Soviet anti-tank gun was the German PAK 37, purchased during the pre-war years. This gun was improved by the addition of a 45mm barrel, leading to the ZIK 37 model. This was in turn improved with a more potent, longer 45mm barrel, designed to become the Model 42. An HVAP 'arrowhead' round was used by this gun but penetration performance is still debated, clouded by Japanese claims of greater penetration with *solid-shot* in their copy of this gun. Russian statistics claim penetration of 50mm at 500m/30 degrees and only 54mm/500m/30 degrees for the tungsten-core HVAP ammunition! This gun was superseded by the 57mm M43 (ZIS-2) anti-tank gun. However, despite the fact that the Red Army recognized its 45mm anti-tank guns were obsolete during the Winter War of 1939-40, it is believed the M43 did not get into the hands of Soviet troops in quantity until late 1944.

SGM Goryunov (DSHK 38): This was the replacement for the water-cooled Maxim (M1910) of WW I vintage, still in service at the outbreak of WW II. The Goryunov was belt-fed and gas-operated. It could be mass-produced quickly and cheaply using modern methods. The gun was originally provided with a similar Sokolov mount used with the original Maxim gun. A later mount was also provided with a U-shaped tubular metal trail. The gun could fit on both mounts and both could be converted for anti-aircraft use. The Goryunov proved to be a reliable weapon and was later widely used in almost all Communist countries. Large numbers were used against U.S. troops in Vietnam.

Maxim 1910 (M1910): This is the original medium machine-gun adopted by Russia. It was water cooled and went into service in 1910. Large numbers were still in service at the outbreak of WW II. Heavy losses were suffered following the outbreak of *Barbarossa*, replacements coming in the form of the Goryunov gun. The M1910 was a complex and expensive weapon to manufacture.

DP Degtyaryev Pakhotnyi (DP 28): Degtyaryev, after his discovery by Federov (the inventor of the only Russian-made automatic of the Revolution of 1917) started work on the design of his first original light machine-gun in

1921. This gun was put into limited production in 1926, and after two years of exhaustive trials, it was adopted in 1928 for service in the Red Army. The original gun was a simple but robust design, containing only sixty-five parts altogether. The DP gun was used extensively during the Spanish Civil War of 1938-39. Due to problems with overheating, exacerbated by the fact that removing the barrel was a slow and tedious process, improvements were made in later models. The weapon used 7.62mm rifle ammunition and later saw service in Korea and Vietnam.

PTRS 1941: When the Soviets realized their 12.7mm anti-tank rifles were no longer adequate two teams were assigned to come up with a solution. The team led by Simonov created the 14.5mm PTRS 1941. It was a huge semi-automatic gas operated anti-tank rifle. The other team was led by Degtyaryev and created the smaller PTRD 1941. Both guns are represented by the game piece (note we are aware it should read 14.5 on the counter; there is no effect on game play). The thickened armor of tanks after the early period of WW II made anti-tank rifles obsolete. They were still effective against lightly armored AFVs and as sniper rifles and anti-infantry ordnance. The PTRS was seen in action quite frequently in the hands of North Korean troops during the Korean War.

5cm BM 41 (M1941): The Soviet military went through a series of small mortars between 1938 and 1941. The game piece represents the BM 40 (M1940) as well as the BM 41 (M1941). The M1940 was a quite efficient weapon, with a small baseplate, barrel and pressed-steel bipod with elevating and traversing screws. The M1941 was a further improvement, dispensing with the bipod and buffer. The sights were simplified and the gas system altered. Despite decent service, the Soviet 5cm mortar did not last out the war. As an offensive weapon, it was inadequate due to its short range. In 1941 the infantry division had 84 5cm mortars; by 1944 none. The weapon only fired HE bombs.

82mm BM 37/41: As with the 5cm mortar, the Soviet soldier was presented with a rapid succession of 82mm mortars. The game piece represents both models and can be used as the BM 43. Earlier models had a standard baseplate; later models had it replaced by a round one. With infantry transport in short supply the BM 37 was altered to provide small stub axles on the bipod legs, with pressed-steel wheels attached. Once in action the wheels were removed to allow the bipod feet to dig into the ground normally. The 82mm mortar was the standard-issue for rifle divisions and increased in numbers from 84 to 98 units once the 5cm mortar was phased out. Note the 82mm mortar fires with a 120 degree Field of Fire, not 360.

Komsomolets (T-20): During the late 1930s the Soviets made several attempts to develop light artillery tractors to tow anti-tank guns and light field artillery, and carry mortars and their crews. Earlier models were un-armored but once the decision was made to provide a lightly armored model, the T-20 was developed with production starting in 1937 at the new STZ factory Zavod No. 37. The Komsomolets had an enclosed armored cab for the driver and machine-gunner and was fitted with a DT 7.62mm MG in a ball-mount in the hull front. Six crew members could be transported in back-to-back seats, protected against the elements only by a canvas tarpaulin. The passengers had no protection from enemy fire. A trailer was often towed to carry ammunition. Some 4,400 vehicle of this type were manufactured during the war, including a 45mm self-propelled anti-tank gun variant. The tractor also served as the basis vehicle for the SU-57 S.P. gun (a.k.a. the Zis-30).

GAZ-II-73: This 4 x 2 five seat staff car (saloon) was produced from 1938 to 1940. Parade versions of the car were painted gloss black with chromed louver strips, radiator strips and headlamp rims. Cars serving at the front were painted dark green with no chrome. Both models sported leather seats.

KV-1A: Following success in the Winter War against Finland KV-1 tanks were first produced in large numbers during 1940. With a welded hull, 75mm frontal armor (the giant T-35 had only 30mm frontal armor) and the same 7.62 cm L/30.5 gun used in early T-34 models, the KV-1A was a formidable opponent. Along with its main armament, the KV-1A had three 7.62mm machine-guns; one co-axial to the right of the gun, another on the left side of the hull and a third in the rear of the turret. In game terms only the front *or* rear turret machine-gun can be fired during one Fire and Movement Phase.

T34 76-B/OT-34: This was the second, up-gunned version of the famed medium tank. The T34 76-B was armed with an improved 76.2mm gun, a 7.62mm co-axial machine-gun and another 7.62mm in the bow. With a maximum road speed of 55 km/h (34 mph) and good armor, the T34 is considered the most decisive tank of WW II by many. Their thick armor came as a surprise to the Germans, as did the existence of this tank, not long after the commencement of *Barbarossa*. The T34 tank in one form or another, would see action until the end of the war and during many conflicts to follow. The T34 armed with an

85mm gun was the main AFV used by the North Korean Army during the height of the N.K.P.A. offensive into the south during the Korean War. A flamethrowing variant of the T34, the OT-34 is also included in the game. There were also flamethrowing variants of the KV in use.

T70: The Soviets placed a great deal of emphasis on the development of light tanks during the 1930s. The T70 was the culmination of this effort and the most plentiful light tank at the time of the German invasion in 1941. The T70 was reasonably armored but its 45mm cannon was only of limited usefulness against enemy armor beyond close range. It also armed with a bow machine-gun. Over 8,000 were produced and used for reconnaissance and close infantry support.

BA-10M: This six-wheel armored car was first built in 1932 on the chassis of the GAZ-AA commercial truck. Its appearance gave away its WW I ancestry. Despite its weight and bulk, the BA-10M proved well suited to the terrain and expanses of the Soviet Union. Despite its thin armor, its gun was the equal of many tanks. In addition to its turret-mounted 45mm gun, a 7.62mm co-axial machine-gun and another 7.62mm in the bow rounded out the armament of this AFV. A number of BA-10M armored cars were captured and used by the Germans in anti-partisan duties. Finland also used some examples of this model during their Continuation War.

BA-20: This diminutive armored car was built on a Ford 4x2 chassis. It was armed with one 7.62mm machine-gun as its only armament in a small turret. BA stands for *Bronieavtomobil* (armored automobile) and this AFV was used mainly for reconnaissance and patrol duties.

GAZ-AA: This is the GAZ commercial truck mounting the Russian version of the Bofors 37mm Flak gun.

23.2 GERMAN WEAPONS

Sturmgeschütz Ausf C (StuG III C): Fifty Sturmgeschütz Ausf.C were manufactured by April 1941 following a meeting with Daimler-Benz to improve the third production series of the tracked self-propelled howitzer by eliminating the weakness of the previous model: the gun-sight aperture on the left front of the superstructure. A new, longer periscope gun-sight was necessitated. Side armor was also sloped more steeply than the previous mark. The Sturmgeschütz Ausf.C was armed with one 7.5cm StuK37 L/24 gun that could be traversed 12° left and 12° right by hand. Typical ammunition load was 44 rounds of HE or Smoke rounds. The game piece represents Ausf C and Ausf D models used to replace the front-line losses of 105 units during 1941 and to equip new Stürmartillerie detachments.

Sturmgeschütz Ausf F (StuG III F): The main improvement between Ausf C and E models was the addition of an armored pannier on the right side of the superstructure. It retained the same 7.5cm KwK37 L/24 gun as the earlier Ausf E mark. The Ausf F retained the layout of the Ausf C, but added a far more potent gun in the form of the StuK40 KwK L/43, a weapon that allowed the Ausf F to defeat KV-1 and T-34 tanks.

Panzerkampfwagen III Ausf H (Pz III H): The Panzerkampfwagen III Ausf H was the first of this mark to be fitted with the 50mm gun. Previous models, which had seen action in France, were equipped with the 37mm gun. The initial order of 759 Ausf H, placed in January 1939 was later reduced by 450 when it was decided to move forward with the production of the Ausf J, a model with heavier basic armor and a better gun. The Ausf H differed from the previous models in the addition of 30mm armor plates to the hull rear, hull front and superstructure front. The tank was armed with one 5cm KwK L/42 gun in the turret as well as a co-axial 7.92mm MG 34 machine-gun and another 7.92mm MG 34 in the bow. Players may wish to use the following Optional Rules with this tank:

1) **Artillerie-Panzerbeobachtungswagen OP Tank:** Any Pz III H may be designated an artillery Observation Post (OP) tank in scenarios dating from June 1943 on. Consider it as having no 50mm main armament and no bow machine-gun (i.e., its only armament is the co-axial MG). A radio is considered in the tank with a 360° LOS. No Suppressed tank may 'spot' for artillery. Otherwise, an OP tank may be used to place/correct CFF/FFE in the same manner as an FO. Place Fire 1/Fire 2 markers for spotting and/or co-axial machine-gun use normally.

2) **Smoke Candles:** The Pz III H is equipped with smoke candles on its turret. Once during any firefight (or once per campaign firefight) a Pz III H may place a Smoke marker in its hex by using 1 MP during movement or instead of firing its co-axial machine-gun.

Panzerkampfwagen III Ausf J (Pz III J): The Panzerkampfwagen III Ausf J was the first of this mark to have its overall armor protection increased to a

basic 50mm thickness. Models produced from April 1942 also received another 20mm spaced armor added to the gun mantlet. The game piece represents the Ausf III J models equipped with the 50mm KwK39 L/60 gun; earlier models received the KwK L/42 model gun, also found in the Ausf III G/H models. These later models were used to equip a handful of motorized infantry units and as replacements for the high losses on the eastern front. With the exception of a better gun and better armor, the Ausf III J was armed in the same manner as the III H. The Pz III J may use Smoke Candles as an Optional Rule. They may not serve as OP Tanks.

Panzerkampfwagen IV Ausf F (Pz IV F1): The Panzerkampfwagen IV Ausf F was used to re-equip units on the Russian front piecemeal before the summer offensive started in June 1942. About 208 were spread around to various units. The main improvement over the previous Ausf E mark was an overall increase in armor thickness in the Ausf F. It was still equipped with one 7.5cm KwK37 L/24 gun (same as found in the StuG III C game piece), a co-axial 7.92mm machine-gun and another 7.92mm in the bow. The gun may fire smoke, as well as HE and AT (using a DFET to portray the latter).

Panzerkampfwagen IV Ausf F₂ (Pz IV F2): The Panzerkampfwagen IV Ausf F₂ was the result of an order to rush the potent KwK40 L/43 gun into service in a Panzer IV chassis. Known as the 'Mk IV Special' in the Western Desert, this tank could effectively deal with KV-1 and T-34 tanks. Note this is the same tank-killing gun found in the StuG III F game piece. Otherwise, the two 'F' marks of the Panzer IV were identical, with the exception of some details relating to ammunition storage.

Mittlerer Schützenpanzerwagen (Sd Kfz 251/1 C): This is the representative German half-track in the game, providing a working example of the semi-tracked vehicle envisioned in 1935 to accompany the Panzer Division into combat. The Ausf C may as well be an Ausf A or B, as all differ only slightly and are armed with one or two MG 34 machine-guns. The Sd Kfz 251/1 C may tow a gun. Our game piece is armed with one machine-gun in its 'standard issue' but players may use the following Optional Rule:

1) **Dual MG 34 machine-guns:** The Sd Kfz 251/1 C may be armed with a second (in addition to the MG on the back of the counter) '4' FF MG that fires with a 360° Field of Fire. It is a separate weapon from the bow mounted MG on the back of the counter. Place Fire 1/Fire 2 markers to denote one or both of these weapons has fired (you may wish to use the Fire 1 MA marker for the MG 34 on the counter; use the Fire 1 MG marker for the additional MG).

Leichter Panzerspähwagen Sd Kfz 222 (Psw 222): This was a light four-wheeled armored car designed to provide communication for signal units under fire. The Sd Kfz 222 continued the Sd Kfz 260 and 261 line of cars and was a modified version of the 221, fitted with a larger turret to carry the 2cm automatic gun. It was armed with a turret-mounted 2cm KwK 38 and 7.92mm co-axial machine-gun. The Sd Kfz served on all battle-fronts from 1939 to the end of the war.

Volkswagen (Kfz 4): This is the four-seat German staff car developed from the "People's Car" made famous before and after World War II (with production of the automotive version continued non-stop in Mexico since the 1960s and a new model recently returned to the market in 1999). The Volkswagen is a four-wheeled vehicle with two-wheel drive. The US Army rated it, "inferior in every way to the American Jeep except in the comfort of its seating arrangement". A maximum of one HS or 5 leaders may ride in a Kfz 4 at any one time. It may tow a gun.



5 cm Granatenwerfer 36 (Grtwfr 36): This is a muzzle-loaded, trigger-fired mortar used solely for high-angle fire. It fires a 2.2 lb HE shell to a maximum range of 570 yards.

8 cm Granatenwerfer 34 (Grtwfr 34): This is the equivalent of the U.S. 81mm M-1 mortar, used by many nations. It is a smooth-bore, muzzle-loaded weapon with a fixed firing pin. It fires a 7.7 lb HE shell packed with 1.1 lb of TNT and a smoke round containing 1 lb of sulfur trioxide out to ranges between 591 and 2625 yards, depending on amount of charge used.

7.5cm le. I.G. 18 (L.I.G. 18): This is an infantry-gun used for close-support firing. It has a box-type mount on pneumatic-tired disk wheels and a gun shield. This gun has an unusual gun-tube, mounted on a slippery block. Operation of the breech mechanism causes the rear of the tube to rise clear of the block for loading. HE is fired by this gun but a hollow-charge round was developed later in the war, depicted in the following Optional Rule:

1) Hollow-Charge le. I.G. 18 Round: Add +20 to any DFET number for any DFET DR for this gun after June 1942 if the colored die is 1-2.

5 cm Pak 38 (Pak 38): This gun was introduced in 1941 to replace the 3.7 cm Pak. The Pak 38 is mounted on a standard split-trail carriage. It fires an AP or HVAP round (using the DFET) and an HE round. In game terms this gun is rated as the equivalent of the 50mm, KwK39 L/60 gun in the Pz III J.

Maschinengewehr 34 (MG 34): This 7.92mm weapon is depicted in two forms in the game. The 'standard issue provided to each German squad is the bipod mount light machine-gun. It is used in the form of a Fire 1/Fire 2 marker with a firepower of '4' and a normal range of '8'. When mounted on a tripod as a heavy machine-gun, it uses the SW Team counter form and is provided as part of a scenario's Order of Battle. As a heavy machine-gun, its firepower is increased as is its range to reflect a greater supply of belt-fed ammunition and greater firing stability provided by the tripod. This weapon may also represent some MG 42 models, in service to replace the earlier MG 34.

Junkers Ju 87G: The game piece actually depicts the Ju87 models D-G, with the exception of the G-1, equipped with a 37mm cannon and used effectively on the Russian Front. Many D series aircraft were employed with success on

the Russian Front, equipped with twin 7.92mm machine-guns and the capability to carry up to 3,960 lbs of bombs. A total of 4,881 Ju 87s of all versions were produced during the war.

Other weapons: Molotov Cocktails were produced in one form or another by combining a volatile chemical and a fuse, inside a glass container. The name was coined by the Finns during the Winter War of 1939-40, when 'the liquor board' went to war using this weapon. Demolition charges in the game represent actual satchel charges and bangalore torpedoes, as well as grenade bundles and TNT used by both combatants. One of the most vicious weapons of the war, the flamethrower, also makes an appearance, albeit in a limited role. Grenades and rifle grenades are represented by the additional +1 FF modifier for point blank fire, as well as by infantry capabilities against AFVs in close combat. Rifles make their appearance in the firepower of squads and HS and one can count on a pistol or a machine-pistol as accounting for the '1' firepower factor for leaders. Entrenching tools, bayonets and fists are represented by close combat in the system.

Acknowledgements and Credits:

DEVELOPMENT WÜNDERKIND: Kurt Martin, Bill Ramsay, Ellis Simpson, Fen Yan, and Nicholas Kabir

CONTRIBUTING SQUAD-MEMBERS: Craig Lanning, Sean Ormsby, John Williams, Scott Fontenot, Dan Calaway, Rick Rodgers, PJ Norton, Nelson Isada, Brian Laethem, Troy Nichols, John Kisner, Jack Polonka, Mark Porterfield, Ian Dane, Dave Starry, Keith Higdon, Jack Decker, Klaus Fischer, and Paul Calvi

SERIES RULES DESIGN: Raymond J. Tapio

STALINGRAD DESIGN & RESEARCH: Kurt Martin and Raymond J. Tapio

MAP: Don Petros

ORDNANCE AND AFV DATA: Hal Hock

THE WEB SITE: www.CriticalHit.com



Errata and Final Notes:

1) The TQ information is missing from the back of the German Pz IIIH and Pz IV F1 (TQ: 8 for all German tanks) and Sdkfz 251-C (TQ: 7). Ignore the Pz III "E" on the back of the box; it is an "H" (the counter is correct). Target Size DRM (a red dot on the back of small vehicles: T-70, Komsomolets, BA 20) are not on the Screened Shot Table. They serve as a +1 DRM to any Screened Shot. The counters for DC are correct, they fire on the 100 column on the FFT. So do FT; the 'FT' notation on the FFT should be in the '100' column. The 1-2 SW Team Firepower at 1 and 2 hexes on their Gunfire Table is reversed (i.e., it is 2 FF at one hex range). The Russian FT is missing the -10 DRM red circle.

2) The Russian 82mm Mortar BM 37 has a 120 degree Field of Fire, not 360. Below is the Gunfire Table information for the Russian DShK 38:

Unit	ROF	HE	S	MAX RNG	FF	TUR	DFET	AF F/S/R	FOF	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
DShK 38	1	-	-	16	7	-	-	-	360	8	7	7	7	7	7	7	7	6	6	5	5	4	4	3	3
Searching Fire	1	-	-	16	1/3	-	-	-	360	3	3	3	3	3	3	3	2	2	2	2	2	2	1	1	
Swinging Traverse	MC	-	-	1	PB+3	-	-	-	360	11	-	-	-	-	-	-	-	-	-	-	-	-	-	-	

- 3) The DTW map's 'uniqueness' includes its numbering scheme, which begins with hexes numbered '4', instead of '1' or '0' like the other CGS maps.
- 4) A note on rubble is in order. Using building DTW X7 as an example. Since rubble is a 1/2 level obstacle, a unit in X11 has a LOS to a unit on an Upper Level +1 marker or a Rooftop in X8, seeing over the rubble. It has no LOS to a unit on the ground level of X8.
- 5) German Firefight #3 Card, Special Rule 3 is a double negative. No German unit may use bypass movement in any hex of building G22.
- 6) German Firefight #2 Card, Special Rule 1 should also state the Germans receive artillery support from an 81mm battery. Ammunition for this battery benefits from High Ammunition Supply Rate.
- 7) Note that use of one ROF 'shot' is the maximum that can be used in one impulse. Players that note a gun or unit with a ROF of two may Defensive Fire at a target, placing an Acquired Target marker, then use their next friendly impulse to fire the same gun, using the second ROF and benefitting from TP 2 percentages are astute and on their way to 'cracking the code.' Guns should be dealt with or vulnerable targets should refrain from 'parking' in their LOS once rounds start 'falling' from enemy tubes and that colorful Acquired Target marker is placed on your tank.
- 8) Remember movement or fire may trigger Defensive Fire and any number of friendly units may use Defensive Fire before a unit continues moving, another unit fires or a new impulse is utilized by either side.
- 9) Use non-turret Suppressed markers for non-turreted vehicles.
- 10) Remember the terrain DRM of +10 when firing *into* a hex containing a burning wreck.
- 11) Note that due to CC in a sector being restricted to stacking limits it is possible for outnumbered men to hold off a larger number of enemy troops with the help of some hot dice. Not likely, but dramatic results are possible using this system! Also remember *all* SW Teams and Gun Crews use their 1-2 side for CC, no matter the side that is facing up.
- 12) Photocopy the Campaign Rosters for your own use.
- 13) Remember that in the absence of a Cover marker in place by either side *both* units adjacent with a Wall/Hedge/Fence between them get the hexside terrain DRM.
- 14) Note that you may choose to attack an AFV using a DFET or by firing on the HE To Hit Table. It is your choice. Remember the armor factors apply on the FFT resolution DR when using HE against an AFV.