Historical scenario, picturing German operation aimed at crossing the Soviet-defended river Don line. After more than a month of operations west of this river and "clearing" most of the area of Soviet remnants, the time has come for a general assault on Stalingrad. Paulus declared that he would capture it within 10 days. By the look on the initial positions of his troops, it is obvious that this task is practically impossible. But Stalin's famous order "Not a Step Back" works in the Germans' favor, as usual.

ground attack until 30 VII, - 3

Supply - Germans: A-L,

Volga River - Only non-motor-

ized units can cross it, spending

FP until the end.

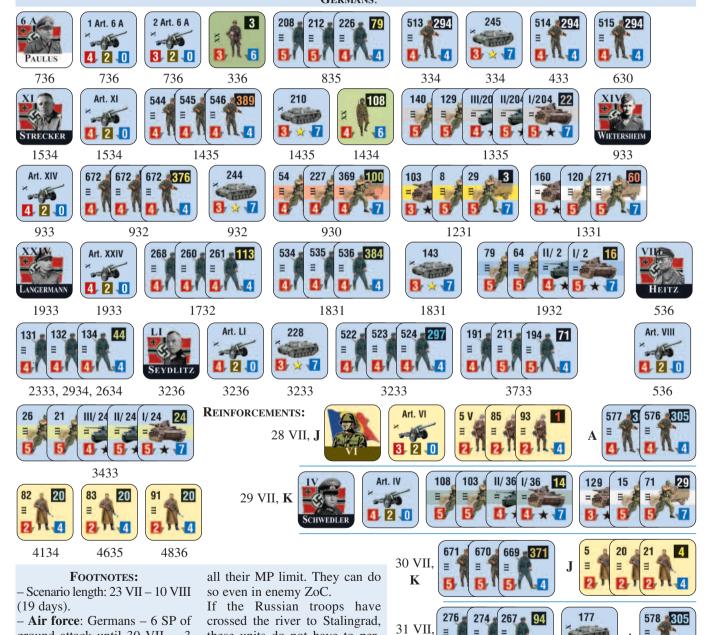
- Initiative: Germans.

Soviets: M-Z, Stalingrad.

The Germans, having realized the Red Army's tactics, aimed on eliminating individual points of resistance, while surrounding and isolating the rest. But such tactics resulted in the loss of valuable time and the engaged bulk of their own infantry units, which, instead of supporting the fast units, got entangled in protracted rear-line clashes. In any case, Stalingrad was to be captured (entirely).

INITIAL SET UP:

GERMANS:



K

1 VIII,

K

Art. XXXXVIII

4 2 0

J

26

=

these units do not have to per-

form attacks on the adjacent

- Building a bridge over the

- On 23 VII, troops can spend

Volga takes 2 full days.

only 1/2 of their MP

enemy units.

SOVIETS:





VICTORY CONDITIONS

GERMANS:

- For capturing all the hexes of Stalingrad instant victory
- For each controlled city hex 1 VP

SOVIETS:

- For each controlled town hex- 1 VP

6 hexes from Stalingrad

- For preventing the Germans from moving:
- 1 hex from Stalingrad **10** VP **15** VP 2 hexes from Stalingrad 3 hexes from Stalingrad **20** VP 4 hexes from Stalingrad **25** VP 5 hexes from Stalingrad **30** VP **35** VP

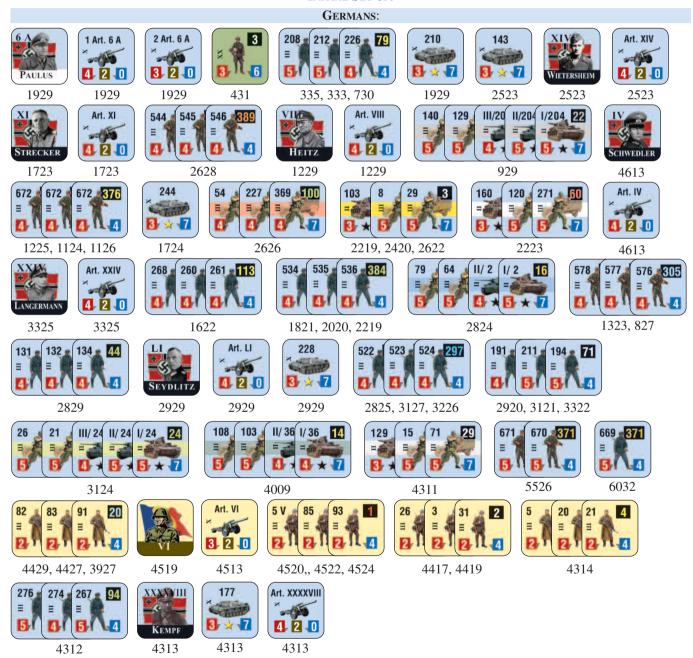
24 VII, **W** 24 VII, W 25 VII, U 26 VII. S 27 VII, **Z** 28 VII, **S** 29 VII, S 27 VII, T 284 1 VIII, R 2 VIII, R 30 VII, **P** 31 VII. P 321 143 173 4 VIII, R 7 VIII, R 3 VIII, P 5 VIII, R

ONTO STALINRAD

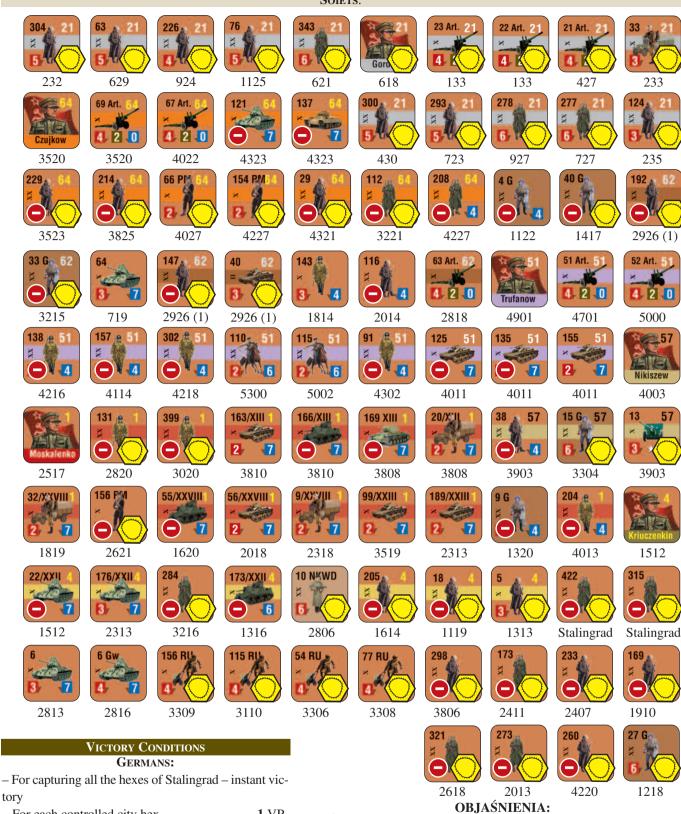
The Battle of Stalingrad is often and not really correctly associated with winter only. After all, the first battles on the outskirts of the city took place at the end of July. Two German armies (6th and 4th Panzer) launched a series of strong attacks from the west and southwest. Fierce combat ensued, in which the experience and technical advantage of German tanks still dominated over mostly green Soviet troops. But what was the German ace in the sleeve, i.e. the initiative and power of the attack, was soon to prove to be an insufficient argument.

The Russians were gathering more and more men and equipment on the front, and were slowly beginning to gain an advantage. The only thing that limited their effectiveness was the famous Order 277 "Not a step back". It was thanks to it that entire divisions and armies perished, because, instead of retreating, they had to fight and die in pointless clashes. But this did not matter to the leader of the "land of happiness". He could replace each army and each division with ease. People's lives did not matter, only success counted.

INITIAL SET UP:



SOIETS:



- 1 VP - For each controlled city hex

SOVIETS:

- For each controlled town hex- 1 VP
- For preventing the Germans from moving:

1 &	0
1 hex from Stalingrad	10 VP
2 hexes from Stalingrad	15 VP
3 hexes from Stalingrad	20 VP
4 hexes from Stalingrad	25 VP
5 hexes from Stalingrad	30 VP
6 hexes from Stalingrad	35 VP

– unit with 1 CEL lost

- Volga and Don negates the zones of control' effects
- Scenario length: 10-31 VIIII (21 days).
- Air force: Germans 2 SP of ground attack.
- **Initiative**: Germany.
- **Supply**: Germany A-L, Soviets M-Z, Stalingrad.
- Before the game's start, the Soviet player chooses which bridges
- Each day, in the Soviet's supply phase, a single Soviet unit can regain 1 CEL. Such units could not move and must be fortified.
- On 10 VIII, troops can spend only 1/2 of their MP