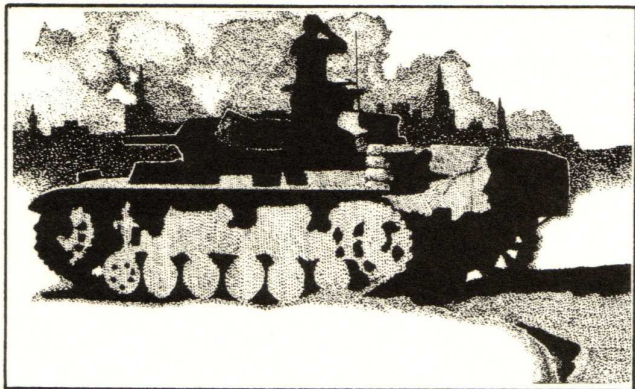


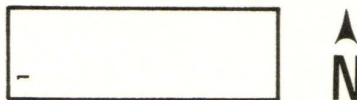
THE STREETS OF STALINGRAD

Scenario 3



STALINGRAD, October 6, 1942: This scenario joins Scenario 1 and 2 together as one combined game. In addition to the normal two player game, this scenario makes for a good team game for four players.

Board Configuration



VARIATIONS

- 3A: Utilize Sewer Movement; Section 27.
- 3B: Utilize Armor Support; Sections 28-41.
- 3C: Utilize both Sewer Movement & Armor Support
- 3D: Optional upon agreement of both players

SPECIAL RULES

- 3.1 Use exact Order of Battle and set up instructions provided in Scenarios 1 and 2; setting up Scenario 1 forces prior to deploying Scenario 2 counters.
- All units *may* move on *both* halves of the board.
- 3.2 Only Russians may utilize Sewer Movement (27).
- 3.3 German armor may delay entry one turn and thereafter enter on any southern or eastern edge hex.

Rules Introduced: Sections 27—41

VICTORY CONDITIONS

Winning is based upon satisfying the victory conditions of scenarios 1 and 2. If each side fulfills one victory condition, the game is a draw. If a player fulfills one victory condition and draws the other, it wins. A decisive or double victory is achieved when a player fulfills both victory conditions.

TURN RECORD CHART

Sequential set up	1	2	3	4	5	6	7	END		
Roll die to determine who moves first										

Armor Support: Variant 3B only

Enter on Turn 3 during the German Movement Phase on road hex Y10 and/or GG5-GG6.

 12 75 6/-	 12 105 6/-
3	2

Enter on Turn 2 during the Russian Movement Phase on road hex I1.

 16 76 4/-
4

AFTERMATH

Both the German and Soviet attacks jumped off at about the same time, and the entire area erupted in bloody street fighting. Utilizing overwhelming numbers, the Soviets overran the strungout German defenders, but at so high a cost that by the time they reached the Tractor Works, their reinforcement value was much abated. The assault engineers had done their work and another chunk of the factory was taken, but they too had taken heavy casualties and their attack soon petered out with a die hard group of

Russians still hanging on to a corner of the Works. The overall result was that the Russians had recaptured a few city blocks, but were still being eroded in the factory. Neither side, despite desperate efforts with high casualties, was able to achieve a decisive result that day. In essence, it was a draw with both sides pouring fresh troops into those exact same blocks where many more men would die in the days ahead.