

# OPERATION HUBERTUS

SCENARIO 2000

090408



**STALINGRAD, RUSSIA, 11 November 1942:** For Paulus, the battle for control of the city of Stalingrad had become the battle of attrition he feared. Shortages of ammunition and heavy weaponry were serious, but the crucial deficit lay in combat troops. None of the German divisions were near normal strength, and the only reinforcements being received were a trickle of convalescents returning to front-line duty. Paulus repeatedly appealed for major reinforcements, citing his casualties and arguing that recent directives on staff billets and urban minefields did little to augment his offensive forces. He felt strongly that time was running short for his Sixth Army to secure the remaining tenth of the devastated city still held by the tenacious 62nd Soviet Army.

As his forces regrouped in early November, Paulus worried. The Germans were not equipped for winter warfare and intelligence reports of increasing Russian activity along his northern flank augured a major enemy offensive. Paulus turned to his commanders for a final desperate effort to clear the city rubble - Operation *Hubertus*. All available forces were to be concentrated in a "Gruppe Schwerin". New units, some four battalions of pioneers (each with 600 specialists trained in demolition of fortifications) then preparing to fly into Stalingrad, would lead the assault. A dozen experimental assault guns mounting 150mm guns would join other armored vehicles for the street fighting. To reduce certain strongpoints, 210mm howitzers maintaining a steady fire for several days. General Paulus emphasized these extraordinary preparations in an order to his troops on the eve of the attack. At the same time, however, special aid stations and field burial formations quietly moved up to the front lines.

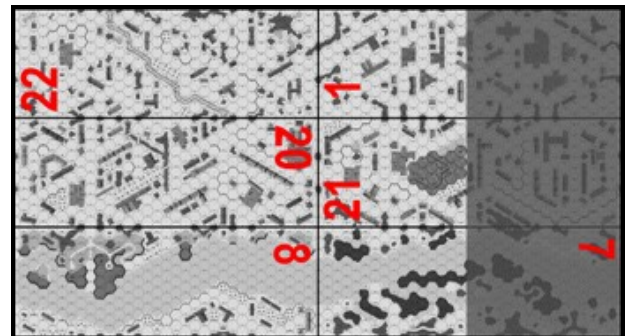
When the officers of the pioneers arrived in Stalingrad on 9 November, they were met by Major Josef Linden, who was to command their phase of the operation. Among the targets shown them was the Red Barricade Gun Factory; Linden appraised it with glum foreboding, "loosely hanging corrugated steel panels that creaked eerily in the wind; a perfect mess of iron parts, gun barrels, T-beams, huge craters." Cellars were turned into strongpoints. Every unturned stone threatened a booby trap. At the Barricade plant, the combat engineers were ordered to aim their first assaults at two Russian strongpoints—one called the "Chemist's Shop" and the other known as the "Red House". The troops began the careful chore of preparing their demolition charges and flamethrowers, confident that they would take both within a matter of minutes.

The Soviet defenders were well aware that a German offensive was in the offing. Newly compressed into a zone only six miles long and one mile deep, with the freezing river at their backs, the weary soldiers entrenched themselves in cellar bunkers protected by heavy machineguns and anti-tank guns. Steel plates with holes drilled through exposed only the muzzles of the guns, while mines and booby traps were strewn with abandon. Penal companies were organized into tank-killer close combat groups. Heavy artillery shells were withheld by the Front Command, but Chuikov was able to distribute sparse ammunition and food supplies to the men still in the factories. Chuikov was in desperate straits. In the predawn darkness he sent a despairing message, "Deliveries of supplies have fallen through for three days running. Reinforcements have not been ferried across, and our units are feeling the acute shortage of ammunition and rations." The weeks of fighting had begun to take a toll on even the stolid Russian morale, and the commissars of the 62nd Army were ordered into the front lines to maintain discipline.

At 0300 hours on 11 November, *Hubertus* opened with a short and violent barrage. Ten battalions of German infantry, supported by tanks and pioneers, stormed toward the Barricade Factory, the Red October Factory and nearby ruins. Paulus had launched his latest, and as it would turn out last, bid to capture the city.

**VICTORY CONDITIONS:** Victory is evaluated on the basis of points, which are gained for the control of buildings. Each building of three or more ground-level hexes *east* of the "Start Line" (see Special Rule 2009.) controlled (solely) by the German player at the conclusion of play *is* worth a number of Victory Points equal to the number of ground-level hexes of that building. (*Example:* sole control of the building centered on hex 22V2 brings three VP; of that centered on hex 20H3, six VP.) Each building of four ground-level hexes *west* of the "Start Line" controlled by the Soviet player is likewise worth a number of Victory Points equal to the number of ground-level hexes of that building. At the conclusion of play, the number of Soviet Victory Points is subtracted from the total number of German Victory Points. The result is then applied to the following criteria:

VICTORY CHART	
Point Differential	Result
61 Points & Higher	Decisive German Victory
46 to 60 points	Tactical German Victory
0 to 45 points	Tactical Soviet Victory
-1 Points & Below	Decisive Soviet Victory



*Note 1: Scenario 2000 demands the use of boards 20, 21 and 22.*  
*Note 2: The shaded portion of the mapboard is not in play (see Special Rule 2001).*

## BOARD CONFIGURATION:

**TURN RECORD CHART:**

04:30 Hours, 11 November 1942

★ Russian Sets Up First	1	2	†3	4	†5	6★	†7	8	9	10
† German Moves First	11	12	13	14	15	16	17	18	18	20



**Unorganized Elements 138th Rifle Division [ELR 3]** - set up on any whole hex of Board 20 and/or 21 east of the "Start Line" (see Special Rule 2009):



				2	2	6	13	30	5			
2	4	3	2	2	40	2	2					



**Remnants 1053rd Rifle Regiment [ELR 3]** - set up on any whole hex on Board 8, west of river (see Special Rule 2010):

			22	2	2				



**Lead Elements 84th Tank Brigade [ELR 3]** - enter any south board edge of Boards 20 and/or 8 on Turn 6:

		9	2	3	2



**Elements 389th Infantry Division, 389th and 162nd Pioneer Battalions, and 244th StG Battalion [ELR 4]** - set up on any whole hex west of the "Start Line" (see Special Rule 2009):



		2	2	2	3		10	6	18	10	3
2	4	8	2	5		2	2		2		



**Reserves of 389th Infantry Division [ELR 4]** - enter any west board edge hex on Turn 3:

	4			2	4



**Elements 244th StG Battalion** - enter any west board edge hex on Turn 5:

3	



**Elements 45th Pioneer Battalion [ELR 4]** - enter any west board edge hex on Turn 7:

		5	3		2	3	2

## SPECIAL SCENARIO RULES:

**SSR 2001:** Only hexrows A through P inclusive, are playable on Board 1 and Board 21; only hexrows R through GG, inclusive, are playable on Board 7.

**SSR 2002:** Overlay D is placed on Board 22 normally.

**SSR 2003:** Woods, as such, do not exist. Instead, consider all woods hexes as stone rubble. Rubble covers the entire hex, and blocks LOS along a hexside.

**SSR 2004:** The stream is dry (157.2); treat it as a gully for all purposes.

**SSR 2005:** The river is deep, running at normal level, with a moderate current flowing south.

**SSR 2006:** Environmental Conditions are moderate, with no wind.

**SSR 2000.3.3:** The following hexes are third-level building hexes: 21K4, 1J5 and 20H3.

**SSR 2008:** Given the weeks of fighting, the Soviet soldiers proved themselves expert engineers. The Soviet player may secretly designate any five ground-level hexes as fortified building hexes (161.).

**SSR 2009:** The "Start Line" runs along the road designated by the following hexes: 1P9, 1M8, 1I9, 1F7, 1D5 1C5, 22EE6, 22Y6, 22S7, 20T9, 20Y7, 20Z6, 20FF5 to 20GG6. German units must be initially placed west of these hexes; Soviet units, east. No units may start adjacent to any enemy unit.

**SSR 2010:** Soviet units of the 1053rd Rifle Regiment may not move, nor fire, nor engage in any activity prior to Turn 5, unless a German unit is within 3 hexes inclusive of any hex (whole or partial) of Board 8 and with LOS of a multi-man counter of the 1053rd Regiment. Should such an event occur, the Russian units are *immediately* released from all restrictions.

**SSR 2011:** The Russian player has available a 122mm OBA artillery module with scarce ammunition.

**SSR 2011.1:** The Russian radio, in actual fact, represents a field phone. All rules for Field Phones are in effect.

**SSR 2012:** The German player has available a 105mm OBA artillery module with normal ammunition.

**SSR 2013:** The Brummbaer counters of the third turn German reinforcements actually represent the experimental SIG33B's. For game purposes there is no difference between the vehicles, use the statistics for the Brummbaer throughout play.

**SSR 2014:** Field Promotions (115) are not allowed.

**SSR 2015:** Beyond the OB snipers, neither side may generate snipers.

**SSR 2016:** Given the extent of the fighting, and the length of time the enemies have faced each other across the street, both players may BoreSight (78) with all onboard ordnance. This does not apply to main armament of AFVs nor to any machineguns.

**SSR 2017:** The Russian player may exchange any or all of his mine factors for booby trap factors (136.1).

**SSR 2018:** Neither side is subject to Battlefield Integrity (93.).

**SSR 2000.19:** German units may not become Berserk (110.1) regardless of level of MC.

**SSR 2020:** Orchard Road. Any hex containing both orchard and road symbols (such as hex 20S5) is actually a treelined boulevard. Entrance of such a hex through a road hexside is identical to movement along any road. Same level hindrance rules do not apply to such hexes if that portion of the LOS from to target within these hexes never leaves the confines of the road depiction. Otherwise, orchard roads are identical to orchards in every respect.

**AFTERMATH:** The seven German divisions came on a three-mile front between Volkhovstroyevskaya Street and the Banny Gully. Chuikov's troops leapt to meet the Germans head-on. The isolated Soviet command under Colonel Gorokhov attempted to relieve the pressure by counterattacking from the railway bridge over the mouth of the Mechetka towards the Tractor Factory. Fighting was unusually bitter, even by the fanatic standards of Stalingrad. Quarter was neither asked nor given.

Near the Red October factory, one batch of the German pioneer point troops ran into a Soviet assault group just moving into position. Inside a work hail, heavily armed soldiers fired point blank into each other. Some German units were forced back to their lines of departure; local Soviet counterattacks with a few tanks blunted other advances. The Chemist's Shop fell almost at once, but the occupants of the Red House fought off attacks throughout the day and night. Next dawn, when the engineers finally broke into the place, the Russian defenders hurried to the cellar. The Germans ripped up the floorboards, tossed down full gasoline cans and ignited them with rifle fire. Then they lowered and detonated satchel charges. At long last they were in full possession of the Red House; and there they stayed, trapped by withering fire from the Barricade Factory.

Meanwhile, elements of the German 305th and 389th Infantry Divisions made better progress, winning ground on the bank of the Volga around the devastated oil depot and Barricade plant. To the south, three German divisions were laboriously clearing ad-hoc Soviet bunkers. After five hours of the grim close-quarter fighting, Paulus committed his tactical reserve, overrunning the right flank of the Soviet 95th Division and reaching the Volga in the Red October plan on a frontage of about 600 yards. With that, the Soviet 138th Division was now cut off and isolated from the tattered remains of the 62nd Army. When Russian reinforcements tried to land from across the river, they were driven back by heavy flak and machinegun fire. The 138th, trapped in the angle (a wedge of land only four hundred yards wide and one hundred deep) behind the Red Barricade, was written off. But this time there was not the tension that there had previously been among the officers of the 62nd, for they knew this to be Paulus' last fling. Though the fighting was hard, and the fluid situation critical, they were optimistic.

Casualties on both sides were extraordinarily heavy. Soviet and Nazi commanders both clamored for more men from higher headquarters and demanded detailed situation reports from subordinate commands, all in vain. The German 336th Engineer Battalion lost eighteen men to a booby trap even before they left their start positions. The Soviet 118th Guards Regiment defending the open ground in front of the Barricade had 230 men when the fighting began on 11 November; 244 were lost in the first five hours of fighting. The German engineers had lost 440 men in the same time period. At the oil depot, the 112th Guards Rifle Regiment commander could field less than 100 men in each of his battalions, and every other staff officer was dead. Lyudnikov's 138th Division numbered only seven hundred effectives. A number of regiments simply ceased to exist in the cauldron around the Red Barricade Factory.

Lyudnikov's division, the 138th, was in a very precarious position. Chuikov took to calling him by radio each hour to tell him help was on the way. This was pure bluff, intended to deceive German listeners; in fact Chuikov had no help to spare for Lyudnikov. The relief of the trapped division was to be a matter of creeping back towards his position building by building. Indeed, with the dawn of the next day, everywhere in the city the Soviet troops began to counterattack, block by block, house by house, room by room.

Despite the losses, the Germans doggedly resumed their attacks on the morning of the 12th. But such attrition could not long be taken and the nibbled city itself frustrated any efforts to coordinate operations. By the fall of evening, all four thrusts spearheaded by the pioneers had broken down into savage little battles that did not differ from the previous street fighting. Nothing had changed. Scores of clashes ebbed and flowed in the city for another three days. German and Soviet troops often found themselves defending positions in the same building. *Hubertus* was over; the Sixth Army could not clear the city.

At dawn on 19 November, Chuikov and Paulus and all their weary men in the ruins heard the boom of big guns carried by the wind from a new direction far to the northwest. That barrage heralded the Russian counterattack to relieve the city. Paulus' fight to take Stalingrad was over.

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*This scenario has proven most enjoyable when played by multi-player teams over the course of several days. Rules for command control and communication between players of a team are left to the discretions of the players.*