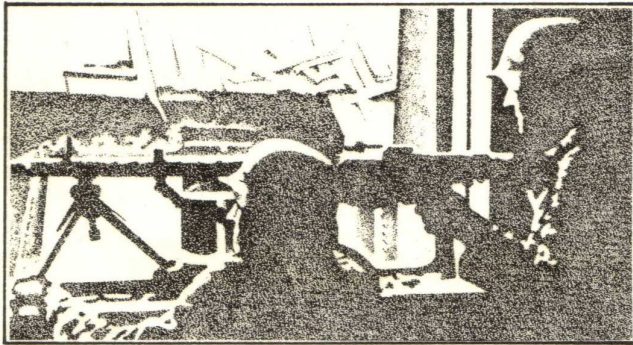


THE GUARDS COUNTERATTACK

Scenario 1



STALINGRAD, October 6, 1942: After an extremely successful summer the Germans came upon the Volga fortress of Stalingrad. Here the Russians had dug in and were determined to make a stand. Sensing total victory, the Germans threw more and more troops into the fighting. But for the first time German infantry found the Russians their equal. Rebuffed by the stiff resistance, the Germans committed crack assault engineers. Gradually the Germans cleared one block and then another, only to lose them again to sudden Russian counterattacks. By October 5, the Germans had almost taken the key Dzerzhzinsky Tractor Works. However, the fighting had been so heavy that the line troops occupying the surrounding area were exceptionally weak from the previous week's fighting. The Russians counterattacked with their crack 37th Guards to break the ring the Germans had thrown around the factory and reinforce the defenders.

Rules Introduced: Sections 1—21

VICTORY CONDITIONS

To win the Soviets must *completely occupy* two more of the stone buildings initially occupied by the Germans than they lose of their own initial stone buildings to complete German occupation, OR have a favorable 3:1 ratio (Russian / German) of unbroken squads at game end. To be completely occupied in your favor, no enemy squad or officer can be in the building at game end and your forces must have been the last to have occupied any hex of the building with an unbroken unit. The German wins by avoiding the Soviet victory conditions.

Board Configuration



Only shaded half of board is used; rows A-P inclusive.

TURN RECORD CHART

⊕ German sets up first	1	2	3	4	5	END				
★ Russian moves first										

Co H, 389th Infantry

In building F5

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3 2

In building K5

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3 2

In building I7

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3 3

In building M7

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3

In building M9

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Elements of the 308th RIFLE DIVISION

In building N4

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4

In building J2

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In building M2

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3

In building N2

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Elements of the 2nd Bn, 37th GUARDS

In building F3

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SPECIAL RULES

1.1 In all scenarios, units may deploy anywhere within the designated building, not just in the designated hex used to identify the building.

VARIATIONS

1A: Optional upon agreement of both players.

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