

# DIRTY RATTENKRIEG

A WWII: Operation WhiteBox mission for 3-6  
characters of 1st-3rd level



**WWII** OPERATION  
WHITEBOX  
COMPATIBLE

# DIRTY RATTENKRIEG

**DIRTY RATTENKRIEG** is a support mission designed for *WWII: Operation WhiteBox™*. Ambush a German supply convoy, rescue Russian POWs, and fly the flag of Mother Russia!

## CREDITS

|                       |  |
|-----------------------|--|
| <b>Written by</b>     | Peter C. Spahn   |
| <b>Proofreading</b>   | Brandon Goeringer  |
| <b>Artwork</b>        | some art from the Public Domain  |
| <b>Maps</b>           | Morne Schaap   |
| <b>Production</b>     | Small Niche Games  |
| <b>Special Thanks</b> | Kelly Davis, Brandon Goeringer, Michael Benedict, Ron Mahaffey, Jesse and Ashley Pressley, Nicole DeFrancisco, Christian Poupard, Michael Bolam, Eric Seitz, Andrew Johnson, Derek Watts, Brett M. Bernstein |

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# DIRTY RATTENKRIEG

**THEATER:** Europe (Eastern Front)  
**DATE:** October 1942  
**LOCATION:** Stalingrad (USSR)

The Soviet Union is in dire straits. The German war machine has advanced all the way to Stalingrad where Joseph Stalin has vowed that his soldiers will take not one step back! You must help the Soviet propaganda machine rally the Russian troops. Glory for Mother Russia! There is no land beyond the Volga!

*Dirty Rattenkrieg* is a short **WWII: Operation WhiteBox** mission designed for 3-6 characters of 1st-3rd level. The mission involves a propaganda excursion in the ruined city of Stalingrad. There is some opportunity for roleplaying, but characters like the Grunt, Sniper, Tactician, and even the Überläufer would be best suited for this mission.

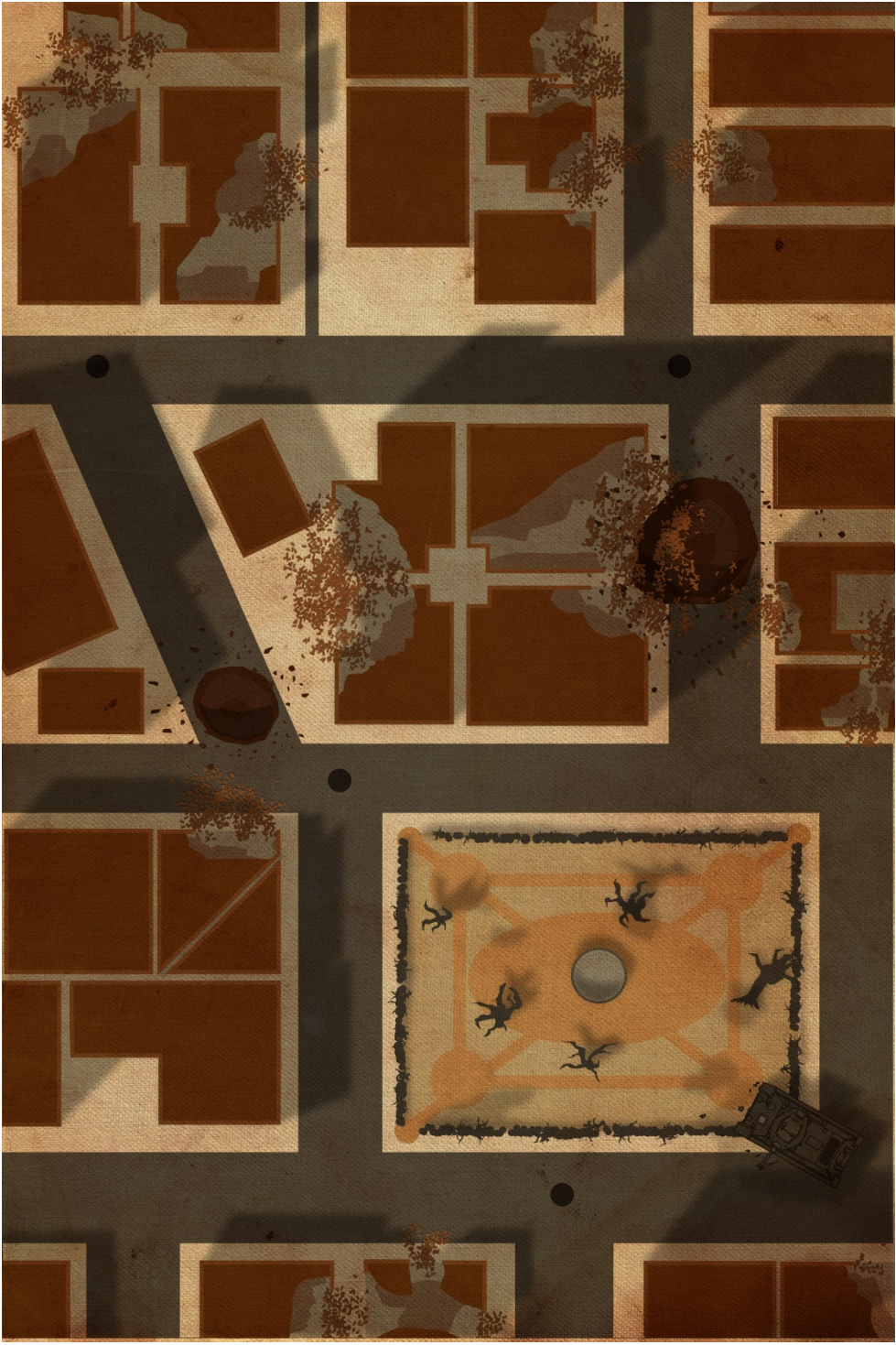
**Note:** *Dirty Rattenkrieg* is set in the ruined streets of Stalingrad, but the *Referee* can easily relocate to any other large city that has suffered severe bombing. History dictates that the PCs are of Russian nationality, however, the *Referee* is free to include British or American soldiers who are present in some sort of Allied goodwill effort. Foreign troops that survive this mission are accepted by their fellow Russian soldiers, but their exploits are entirely ignored by the Soviet propaganda machine.

## BACKGROUND

It is October 1942. The Battle of Stalingrad has been in full swing for over a month, and the city is a mass of burned, gutted buildings and ruined streets. The German Army has swept through Stalingrad, slowly pushing the Soviet forces back to the Volga River. The Germans are now gathering for a large assault, targeting the factory districts that churn out tanks, guns, and bullets for the Red Army. If successful, the Soviet forces will lose their foothold in the city forever.

The PCs are members of a "storm group" of the Russian 62nd Army under the command of General Vasily Chuikov. They are currently camped in the basement of the old Red Tire Factory near the Volga River where troops, tanks, and other war materiel are being assembled to repel the ongoing German offensive.

Troop morale is at an all-time low. Weapons and supplies are scarce and living conditions are poor. The constant hunger, death, and destruction has begun to take its toll. The Red Army is desperately in need of heroes, and the Soviet Ideological Department has come up with an idea to boost the country's fighting spirit . . .



## PRELUDE

The mission begins *in media res*, with the PCs already deep behind enemy lines, setting up to ambush a German supply train. The trucks are loaded with spools of barbed wire, nails, and lumber for defensive operations. The convoy is on its way to the front lines in the industrial district. A bag of mail for various soldiers of the 6th Army shows the optimism of German family members and the hopes for a swift victory on the Eastern Front.

The PCs have chosen a ruined street to ambush the trucks. They are acting on information from a group of Russian civilians that the trucks pass by here every day. They have plenty of time to prepare for the attack and may choose their shooting positions, set booby traps, or block the street. The *Referee* can use the random street map provided on the previous page or come up with one of his own.

The supply train consists of three (3) large trucks (Opel Blitz) and six (6) German soldiers. There are two (2) German soldiers to each truck, one driver and one passenger. If more than three (3) German soldiers are killed. The rest abandon their vehicles and attempt to flee on foot or surrender. The German soldiers are not expecting trouble this far behind the lines, so the characters automatically achieve Surprise.

Once the Germans have been dealt with, the PCs should know that destroying the trucks by setting the gas tanks on fire is the best course of action. The *Referee* should warn the PCs that large explosions are likely to draw nearby Germans. This should foreshadow the actions needed to cause a diversion later in this mission.

After the trucks are destroyed, the PCs take to the sewers and return to the Red Tire Factory to rest and resupply.

**German Soldier (6):** AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

**Large Truck (Opel Blitz):** AC 8 [11]; hp 16 (HD 4); MV 15; ATT -; MOD Cargo. These trucks are outfitted with a covered bed and used to transport cargo or troops.

## BRIEFING

A few days after their return, the PCs are summoned to General Vasily Chuikov's command bunker for a special assignment. The smiling Chuikov embraces the characters and treats them to an opulent meal—a stark contrast to the meager fare they've been living on the past few weeks.

"Welcome, Comrades," Chuikov says. "Eat! Drink! Enjoy the fruits of our labors. You of all people deserve it! The stories of your bravery have reached important ears and your exploits are to be celebrated!"

Now you probably wonder why I have summoned you here away from the fighting. Yes, the city has seen better days. Yes, the Germans are advancing on our lines. But never before has the will of the Russian people been stronger!

Here, let me introduce you to state journalist Viktor Viktorovich, the Pride of Pravda. You see? He blushes at such praise, as any good Communist must. Yes, he is young, but the young are the future of our great country.

I have an assignment for you. It won't be as bloody as you're used to, but it will bring great honor to the Russian people.

You are familiar with the Stalingrad Zoo? You know the famous animals that were housed there? Clever Vladko the Chimp? Kind Baba the Elephant? Mighty Boris the Bear? Our beloved leader used to take his children to that zoo when life was simpler. You remember the photograph that appeared in all the papers? The one of them admiring the *Pride of the Bolsheviks* fountain in the center of the zoo? Sadly, the zoo was all but destroyed by German bombs and the animals slain.

But the fountain remains. That glorious fountain. The *Pride of the Bolsheviks*. The pride of Stalin himself.

Tomorrow morning, your storm group will escort young Viktor past the German lines. You will enter the ruins of the Stalingrad Zoo and run the Soviet flag up the *Pride of the Bolsheviks* flagpole. Then Viktor will take a photograph that will resonate through history!

The bulk of the German Army is fighting among the factories to the north, so you should encounter little resistance on your way to the zoo in the west. Use the sewers and streets to your advantage as you must. I am certain you can handle any Germans you encounter along the way.

I have already told Stalin about this mission and he has given his heartfelt approval. He expects you back here by nightfall. Please don't tarry. This war has tested his patience and it is best to not disappoint him. Should you not return before nightfall, he is likely to name you deserters, and you know the penalty for desertion, eh?

But why worry about that now? Eat! Drink!"

## OBJECTIVE

The characters must infiltrate the German-occupied Stalingrad Zoo, raise the Russian flag up the central flagpole, and take a propaganda picture for the state-run *Pravda* newspaper.

**Note:** This mission setup may seem familiar to characters who have completed the **Soviet Heroes** mission in the previously published *For the Motherland*. If this is the case, the *Referee* may substitute the young *Pravda* journalist Vitali Polzin for Viktor Viktorovich. Vitali is thrilled to be working alongside the PCs again and is ready to bring honor and glory to Mother Russia!

## PLANNING

The characters are scheduled to leave in the morning, so they have all night to prepare (and enjoy some quality vodka). They may request any normal military gear. For weaponry, each character is given one (1) knife, one (1) sharpened

entrenching tool (1d6-1 damage), four (4) stick grenades, and one (1) submachinegun (PPSh-1) with several drums of ammunition. Each drum is capable of three (3) *rounds* of suppressive fire or nine (9) *rounds* of burst fire before reloading. Combat Engineers receive four (4) satchel charges. One (1) large rifle (Mosin-Nagant) with a rifle scope is also available, upon request.

Russian breastplates made of steel known as *Stalnoi Nagrudnik-39* (SN-39) are available on request. They consist of two pressed steel plates that protect the head and groin. These provide -4 [+4] protection against melee attacks, -1 [+1] AC protection against bullets, and a +1 Saving Throw bonus against explosives. The bulky vests weigh approximately 25 lbs. and may hamper or prevent movement through tight places (*Referee's* discretion).

If the PCs have a Charmer or Überläufer in the group, they may consider trying to bluff their way through enemy lines. A number of "hardly worn" German 6th Army uniforms of various Enlisted ranks are readily available. The PCs can also request a German vehicle—either a small truck (*Kübelwagen*) or a large truck (Opel Blitz) with a covered bed. A medium machinegun (MG34) is also available on request and can be mounted on either vehicle. However, the quartermaster warns the PCs that they must be careful of partisans or other "storm groups" hunting Germans in Stalingrad.

The Soviet journalist Viktor Viktorovich is assigned to accompany the PCs and photograph their exploits. Viktor is a serious young man who believes wholeheartedly in Stalin and the Communist cause. He plans to do a story about the characters—one of many "storm groups" that have been harassing the Germans behind enemy lines. During the trek, he gathers accounts of their fighting as well as personal information about their previous occupations, families, and hometowns.

**Viktor Viktorovich (1st-level Charmer):** AC 8 [11]; HD 1; hp 4 (T) 8 (H) 16 (I); THB +0; ATT 1 (weapon); SA Friendly Demeanor, Smooth Operator; ST 15 (+2 to resist influence or detect when being deceptive); MV 12; HDE/XP 1/15; BDUs, helmet, medium handgun (Nagant M1895), copy of Marx's *Communist Manifesto*, photography equipment, pencils, notepads, backpack with large Soviet flag.

**Note:** Although the players shouldn't know this, Viktor is assumed to have "Script Immunity" and should survive long enough to take the propaganda photo at the zoo. Viktor is no coward, but he has never been in combat. He can be used for comic relief as he charges enemy positions with his revolver and shouts for the "glory of Mother Russia!". Alternately, the *Referee* can play Viktor like any other NPC (if he dies, he dies) and let the PCs worry about who is going to take the photograph if he doesn't make it to the zoo.

## INSERTION

The characters must traverse the ruined streets and sewers on foot to reach the Stalingrad Zoo. The sound of distant gunfire and explosions should lend to the urgency of their mission. If the PCs move cautiously, the trip should take about two or three hours. Chuikov expects them back at camp by nightfall. Otherwise, they risk being labeled as deserters and shot on sight.

## PRE-ASSESSMENT

The Stalingrad Zoo is located in the western part of the city, well behind German lines. While scouting the zoo, the characters see the caged Russian prisoners inside. The characters may also encounter partisans, a downed German bomber, and a T-34 tank (see **Scouting the Zoo**).

A Tactician who uses his Superior Planner ability determines the following information:

- The zoo is being used as a field hospital for Germans injured on the front lines.
- There are about fifty (50) German soldiers guarding the zoo, with more wounded German soldiers in the hospital. The uninjured soldiers are spread out in small groups across the compound. Some sort of diversion is likely needed to occupy their attention or draw them away.
- German uniforms might be helpful as disguises if the PCs want to sneak into the zoo.
- The Russian prisoners are in bad shape, but if they can be freed, they would happily fight the Germans.

## EXECUTION

The PCs have a free hand in determining how to raise the flag for the photo op. It should be pretty clear to them that some sort of subterfuge or diversion is needed to accomplish the mission. A few suggestions are given in **Scouting the Zoo** (see below) but give the PCs a chance to come up with their own plan. Remind them they are “on the clock” and that Chuikov expects them back by nightfall, so the photographs must be taken before the end of the day.

## EXTRACTION

There is no scheduled Extraction for this mission. Once the propaganda photos are taken, the PCs must find their own way back to the Red Tire Factory. Good luck Comrades!

## POST-ASSESSMENT

The mission is ultimately considered a success if the characters return with the propaganda photos. Freeing the Russian prisoners at the Stalingrad Zoo is an added bonus. If they accomplish their goal, the characters are treated as heroes.



# RAT WAR

The characters must penetrate deep behind enemy lines to reach the Stalingrad Zoo. The bombing campaign has been so devastating that fires continue to rage, the air is filled with smoke and dust, and in some areas, nothing remains but piles of rubble. German patrols comb the streets and whole sections of town are controlled by snipers.

Soviet defenders (soldiers and partisans) use the sewers to staunchly defend each block, with ruined buildings contested room-by-room and floor-by-floor in bloody battle. The Germans have come to detest this vicious and costly street-fighting, naming it "Rattenkrieg" or "Rat War".

## HOUSE-TO-HOUSE FIGHTING

Stalingrad was famous for some of the most vicious house-to-house fighting ever known. Anyone attacking indoors with a large rifle or two-handed melee weapon does so at -1 To-Hit because of the cramped space. Anyone attacking indoors with a handgun or one-handed melee weapon receives a +1 To-Hit. This includes any close quarters fighting inside the sewers.

## RAT WAR ENCOUNTER

The streets and buildings of Stalingrad are in ruins. The characters travel by foot to avoid drawing attention, using underground sewers and basements as much as possible to move about. The sewers are dank and musty, filled with fetid, diseased water. Light trickles in through sewer grates. In some places, the sewers have collapsed and the PCs are forced up into the rubble-strewn streets.

The *Referee* should roll 1d6 and consult the **Rat War Encounter** table. Alternately, the *Referee* is free to select the encounter he wishes his players to face. The *Referee* can use the random street map provided in this chapter or come up with one of his own.

### ROLL

### RAT WAR ENCOUNTER

- 1\*** **BOMBING RUN:** A flight of five (5) German bombers (Heinkel He 11) passes overhead, headed toward the fighting on the frontlines. A short time later, they drop their payloads and the PCs feel the ground shake even at this distance. The vibrations cause a nearby building to collapse. Dust and dirt spill down into the sewers. This encounter is included for flavor and can be used to foreshadow the destructive power of the German bombs (see **Downed Bomber**).

- 2 GERMAN PATROL AT REST:** The characters are traversing the basement of a ruined department store when they pass underneath a German patrol. The German patrol is taking a break, smoking cigarettes and heating up food inside the store. The PCs clearly see the Germans through holes in the floor.

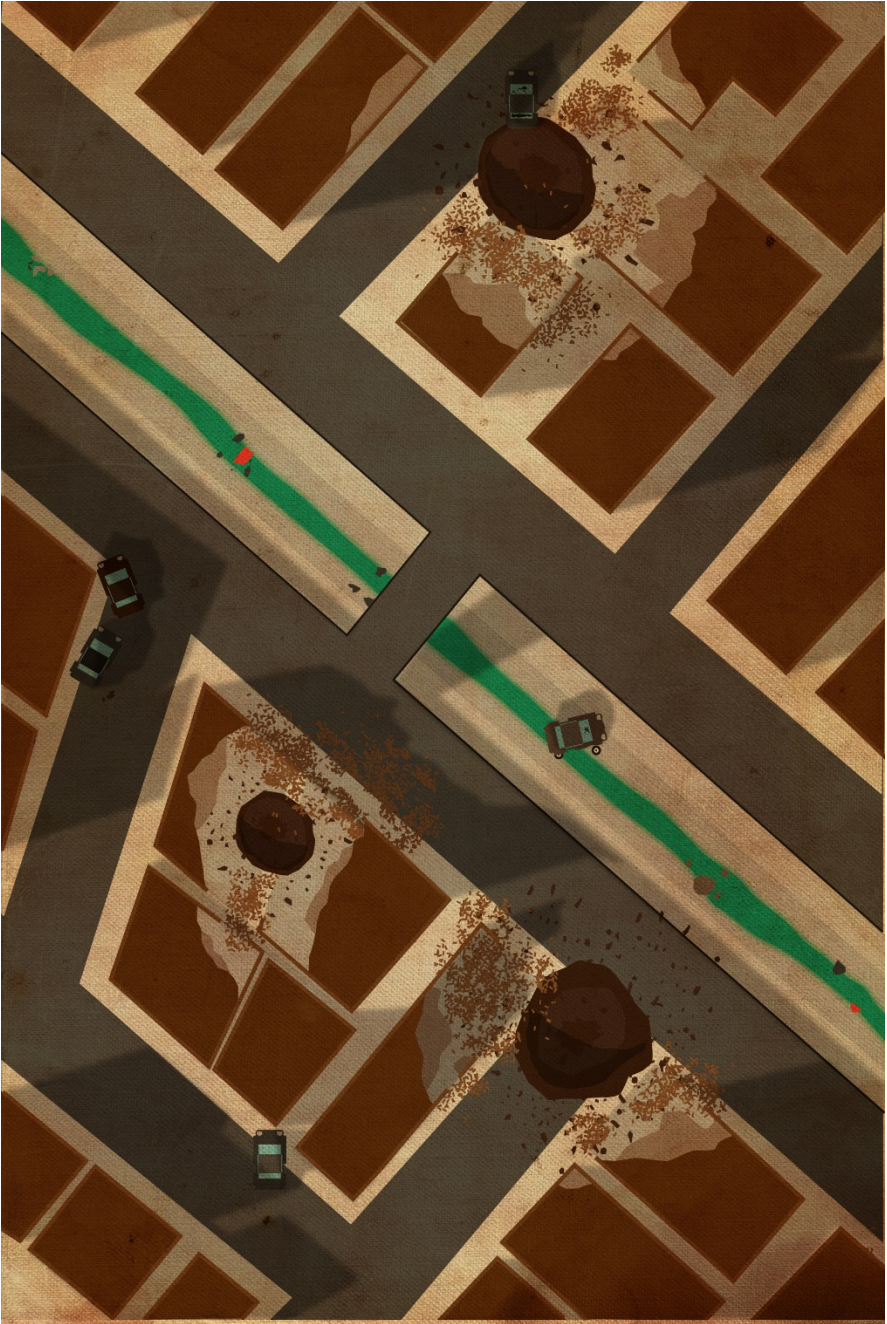
Each character must roll 1d20. On a roll of 1, the Germans hear them moving around and suddenly grow quiet. Without warning, one of the Germans drops a grenade through a hole in the floor. The characters may attempt to take cover or pick up and toss the grenade back at the Germans, at the normal chances for success. The Germans open fire on visible PCs, but do not pursue them into the basement.

**German Soldier (6):** AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

- 3 GERMAN SEWER PATROL:** The PCs are traversing a slimy portion of the sewers when they see flashlight beams ahead. A German patrol has been sent into the sewers to root out Russian partisans. The Germans are trigger happy and shoot at anything that moves.

The PCs should have no problem avoiding the Germans if they wish. If attacked, the Germans take cover behind chunks of fallen rock and open fire. They hate this assignment and attempt to retreat back to the surface if two (2) or more of their number are killed.

**German Soldier (12):** AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet, flashlights.



- 4 GERMAN SNIPER:** A collapsed sewer forces the PCs up into the streets where they see a dead German soldier lying next to a dead horse on top of a pile of rubble. A leather tube commonly used to hold German dispatches is slung over his shoulder.

The German soldier was a courier killed yesterday when his horse stumbled and fell. Partisans arrived later and took his dispatches. A German sniper came across the body early this morning and is waiting to see if the partisans return.

The sniper is hidden on the third floor of a ruined building and receives the benefit of concealment (-2 To-Hit). The sniper fires every other round, receiving a +4 bonus To-Hit because of his rifle scope.

If the characters take cover inside a building, the sniper waits 1d6 hours before moving on. If his position is located and charged, he drops a smoke grenade inside the building and attempts to retreat.

**German Sniper:** AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k) with rifle scope, two (2) smoke grenades, bayonet, cloak.

- 5 TANK COLUMN:** The characters hear the sound of a tank column rumble through the streets overhead. The tanks (Panzer IV's) are headed toward the fighting in the industrial district. The passage of the tanks shakes the sewers, but is no threat to the PCs.

- 6 WILD DOGS:** A pack of feral dogs living in the ruins begins stalking the PCs. The last character in line gets separated from the group when he steps into a hole and twists his ankle. The dogs attack this lone PC. If one of the dogs is killed, the others retreat. The PC walks with a limp for the rest of the adventure, but this does not slow down a tough Soviet soldier.

**Wild Dog (9):** AC 7 [12]; HD 1; hp 3; THB +1; ATT 3 bite; SA none; ST 18; MV 15; HDE/XP 1/10.

# SCOUTING THE ZOO

The PCs should arrive at the Stalingrad Zoo before noon and spend an hour or so scouting the area. The following encounters are designed to help creative PCs accomplish their mission. The *Referee* is free to include all four encounters or choose which ones best suit the needs of the group.

## 1. VANTAGE POINT

A quick search of the surrounding buildings reveals a safe vantage point a block east of the zoo on the fourth floor of a bombed library. The following information is readily apparent as the characters survey the zoo.

**FLAGPOLE:** The flagpole is intact and currently flies the flag of Nazi Germany.

**SEWER GRATES:** The sewers run beneath the Stalingrad Zoo. The PCs should be able to access the zoo through the sewers.

**MACHINEGUN NESTS:** Machinegun nests are posted at the entrances to the zoo and on top of the **Command Post**.

**TROOP STRENGTH:** The German forces are estimated to be a platoon of approximately 60 soldiers of the German 6th Army. No armor or armored vehicles are observed.

**FIELD HOSPITAL:** The PCs see the Red Cross on the sides and roof of the main building and see bandaged soldiers walking outside.

**COMMAND POST:** A radio antenna stretches above the **Command Post**. The Germans have set the command post apart from the hospital. Per the Geneva Convention, military forces are not supposed to use hospital facilities as shields.

**RUSSIAN PRISONERS:** Hundreds of bedraggled Russian soldiers are imprisoned in the animal cages.

**SOLDIER'S LUNCH:** The characters see the German soldiers lining up for a hot lunch from the field kitchens. As soon as the meals are dumped into their mess kits, they hurry over to a large crater in the ground.

**BEAR'S LUNCH:** The PCs see the injured brown bear prowling around the crater. Two German soldiers drag a struggling Russian prisoner from one of the cages and push him into the pit. The Russian frantically tries to climb out as the bear drags him down from behind and then eats him, to the cheers of the German soldiers eating lunch. A similar spectacle occurs at the evening meal, just before dark, if the characters wait that long.

**DOWNED PLANE:** The wreckage of what looks to be a crashed German bomber lies in the rubble a few blocks north of the zoo. The plane is surrounded by brightly colored yellow flags.

**TANK COLUMN:** The twisted hulks of six (6) Russian medium tanks (T-34) block a street to the south. The tanks were ambushed by a German tank destroyer unit.



## 2. PARTISANS

The partisan leader Ludmilla Pavchenko has set up an ambush (in the sewers or streets) a few blocks west of the zoo and is waiting for a German patrol to move through the area. Check normally for Surprise. If Ludmilla achieves Surprise, she recognizes the characters as Russian soldiers. If Surprise is not achieved, the PCs and Ludmilla's group see each other at the same time.

Ludmilla calls out in Russian: "Hold! Not one step back!". The characters know the proper response here is: "There is no land beyond the Volga!". This is one of several passphrases used by friendly troops in the area.

If the characters respond with the proper phrase, Ludmilla and eight (8) partisans direct the PCs to a ruined apartment building. Two of the partisans keep watch while Ludmilla speaks with the PCs.

The partisans are hungry and poorly equipped. They have been harassing German soldiers for the past few weeks, waiting for the Red Army to retake the city. One of the partisans is a former physician named Alexei Murov who performs first aid on any injured PC, even if first aid has already been rendered.

Ludmilla is curious as to why the characters are so far behind enemy lines. If asked about the zoo, Ludmilla reveals the following information:

- A good vantage point to observe the zoo is located in the fourth floor of a bombed library on the east side.
- The zoo has been severely damaged by German bombing runs. Most of the animals are dead or escaped.
- The zoo is full of Germans. It is being used as a field hospital.
- Hundreds of Russian POWs from the frontlines are being held in some of the cages. Every few days, transport trucks arrive to take them to the train station.
- The German commander, *Hauptmann* Vogelsang, likes to feed POWs to the zoo's brown bear at mealtimes.

Ludmilla and her partisans are too few to launch a frontal assault on the German forces at the zoo. However, if asked, they may be willing to provide a diversionary attack to draw some of the German soldiers away.

Convincing Ludmilla and her band to help requires a Reaction Roll, with normal modifiers. Ludmilla's Reaction starts at Neutral (7) and must be raised to Friendly. Add +1 to the roll if the PCs mention freeing the Russian prisoners; subtract -2 from the roll if the PCs threaten or try to intimidate Ludmilla. This encounter is ideal for a Charmer PC.

**Russian Partisan (18):** AC 8 [11]; HD 1d6-2; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; thick clothes, large rifle (Mosin-Nagant or Kar-98k), club, knife.

**Ludmilla Pavchenko (1st-level Sniper):** AC 7 [12]; HD 1+1; hp 5 (T) 9 (H) 19 (I); THB +1 (+1 Dex) or +2 (+1 Dex, +1 with Kar-98k) or +6 (+1 Dex, +1

with Kar-98k, +4 with rifle scope); ATT 1 (weapon); SA Preferred Weapon (Mosin-Nagant), Conceal Self, Spot Ambush, Dex 15; ST 14 (+2 vs. suppressive fire); MV 12; HDE/XP 1/15; BDUs, helmet, large rifle (Mosin-Nagant) with rifle scope, bayonet, cloak.

### **3. DOWNED BOMBER**

Three days ago, a German bomber (Heinkel He 111) suffered engine troubles on its way to a bombing run and crash-landed a few blocks north of the Stalingrad Zoo. The German soldiers at the zoo removed the bodies of the bomber's crew and called for a bomb disposal unit to recover or destroy the bombs.

The PCs see the crashed plane blocking much of the street. The bomb doors are rent open and the full payload of 4,400 lbs worth of unexploded bombs lies scattered near the twisted plane. Yellow flags marked "Danger" in German have been placed around the bombs and bomber.

The PCs know it is dangerous to tamper with the bombs. However, exploding the bombs would make an excellent diversion to draw out some of the German forces at the Stalingrad Zoo.

The PCs can salvage clock parts from a gutted jewelry store nearby to make a timer. The timer can then be rigged to two (2) grenades or a satchel charge. A Combat Engineer may set the timer without making a roll. Anyone else must roll 1d20.

On a roll of 1, the bombs automatically explode, opening a crater into the sewers and leveling much of the street. The PC rigging the bomb must make a Saving Throw or die instantly. If the Saving Throw succeeds, the character still suffers 2d6+2 damage. All other characters in the area suffer 2d6+2 damage (Saving Throw for 1/2 damage).

Two (2) squads totaling eighteen (18) German soldiers and two (2) German NCOs from the Stalingrad Zoo arrive in two (2) turns to investigate the cause of the explosion. The squads arrive in two (2) large trucks (Opel Blitz).

### **4. T-34 TANKER**

The wreckage of a Soviet tank column (approximately six T-34's) blocks the street a few blocks south of the Stalingrad Zoo. The tanks were ambushed a few weeks ago by a German tank destroyer unit. When the PCs pass this way, a crazed, toothless old man named Dmitri Maximov appears from a pile of rubble and flags the PCs down. He is overjoyed to see Russian soldiers and claims to have a tank waiting for them.

Dmitri does indeed have a battered, pitted medium tank (T-34) hidden in the nearby sewers. Its engine was damaged in the early days of fighting and the tank was driven into the sewers and abandoned by its crew. Dmitri was the head mechanic at the Luzhayka Traktor Factory before the war. He came across the tank a few weeks ago while scavenging the ruins for food and repaired the engine from



salvaged parts. He tried to give the tank to partisans operating west of the zoo, but they thought he was insane and began calling him "Old Man Rommel".

The street near the tank's hiding place has collapsed. The tank may be driven up the collapse out of the sewers and into the street. It requires a crew of four (4) to be fully operational. Dmitri and Viktor Viktorovich are capable of filling any crew positions, but suffer a -4 penalty to any attacks.

The characters are trained special forces operatives and have no trouble operating the T-34. In the hands of a Wheelman, the tank would prove devastating. The German soldiers at the zoo have limited anti-tank capability, so the tank could be used to wreak havoc on enemy forces.

**Dmitri Maximov:** AC 9 [10]; HD 1d6-2; hp 1; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; large wrench (treat as improvised weapon), knife, goggles.

**Medium Tank (T-34/76):** AC 4 [15]; hp 42, currently 28 (HD 9); ATT Medium Tank Gun (TR3), Light Machinegun (CXL), Light Machinegun (F); MV 9; MOD Reinforced Hull (x2), Tracked.

## T-34 CREW POSITIONS

The positions in a T-34 include: *Commander/Gunner, Loader, Driver, and Bow Machinegunner/Radio Operator*. Each position's duties are described below:

**COMMANDER/GUNNER:** Sitting in the turret, the Commander doubles as the Gunner. He surveys the battlefield, finding targets, and determining the direction of travel. He controls the traverse of the turret, sights, and fires the medium tank gun (76.2 mm) and coaxial light machinegun (DTM). He issues instructions to the loader and driver, as required. He has his own hatch on top of the tank (+2 to Saving Throw to "bail out" of a damaged tank).

**LOADER:** Squatting to the right of the Commander/Gunner in the cramped turret, the Loader feeds the required rounds into the main gun.

**DRIVER:** Sitting in the main chassis, left hand side, the driver controls the tank's movement. He has his own hatch in the front of the tank (+2 to Saving Throw to "bail out" of a damaged tank).

**BOW MACHINEGUNNER/RADIO OPERATOR:** Sitting to the right of the driver, he operates the T-34's ball-mounted light machinegun (DTM). If a radio set is present (in this model, it's not), he sends and receives communications.

## TANK PENALTY

Each crew position is specific and vital to the proper performance of the tank. Having an unfilled vehicle position can negatively harm how it does in the field as outlined below:

| CREW POSITION UNFILLED           | TANK PENALTY   |
|----------------------------------|--|
| COMMANDER/GUNNER                 | Vehicle always loses initiative. Turret guns can't be used, turret can't traverse. |
| LOADER                           | Gunner fires every other <i>round</i> .  |
| DRIVER                           | Vehicle cannot move.   |
| BOW MACHINEGUNNER/RADIO OPERATOR | No comms. Front MG cannot be used.   |

# STALINGRAD ZOO

The Stalingrad Zoo was a typical industrial-era zoo, with a variety of animals in cages (unlike the sprawling modern habitats and enclosures of today). The Germans have turned the Stalingrad Zoo into a POW staging area and field hospital. The zoo is far enough behind enemy lines that the Germans have no fear of being attacked by regular Russian military forces. The soldiers have clashed with partisans in recent days and show them no mercy.

A German patrol consisting of six (6) German soldiers patrols the surrounding streets, looking for partisan activity. The PCs may or may not encounter them, at the *Referee's* discretion.

**German Soldier (6):** AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

## 1. FENCE

The zoo is surrounded by a ten-foot-tall stone fence. Barbed wire has been strung along the top of the fence to prevent partisans from climbing over.

## 2. MAIN ENTRANCE

The zoo's main entrance is guarded by a machinegun nest just outside the wall. Two (2) German soldiers man a medium machinegun (MG34). The nest is fortified with sandbags and provides the Germans with partial cover (-4 *To-Hit*).

**German Soldier (2):** AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet. One soldier fires the machinegun while the other loads and keeps the barrel cool.

## 3. NORTH WALL COLLAPSES

Damage from the fighting has caused the wall to collapse in several places. The opening to the right is impassable because of the rubble. The opening to the left is the primary entrance used by transport trucks to bring supplies and remove wounded and prisoners.

A moveable barbed wire fence blocks the entrance and a machinegun nest is posted nearby. Two (2) German soldiers man a medium machinegun (MG34). The nest is fortified with sandbags and provides the Germans with partial cover (-4 *To-Hit*).

**German Soldier (2):** AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet. One soldier fires the machinegun while the other loads and keeps the barrel cool.

## 4. SOUTH WALL COLLAPSE

This opening has been mined and is never used by the Germans. Yellow flags marked "Danger" in German have been posted on the ground. Anyone passing

cautiously through this area has only a 1 in 6 chance of not stepping on a mine (1 in 20 chance for Combat Engineers). Anyone moving quickly through this area automatically triggers a mine. The mine causes 2d6+2 damage to anyone within a 30' radius (Saving Throw for 1/2 damage).

## 5. COMMAND POST AND ENTRANCE

This two-story warehouse once held the zoo's maintenance equipment, feed, and supplies. The Germans have converted it to a Command Post. A radio tower juts from the roof and a radio set inside is manned at all times. The interior of the Command Post typically contains 1d6+1 German soldiers, one (1) German NCO, and one (1) German officer at all times.

**German Soldier (1d6+1):** AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

**German NCO:** AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/10; BDUs, helmet, submachinegun (MP38), bayonet.

**German Officer:** AC 8 [11]; HD 1; hp 4; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/10; BDUs, helmet, medium handgun (Walther P38), two (2) grenades, bayonet.

Two (2) German soldiers patrol the building's roof. Machinegun nests overlook the north and east walls. The nests are fortified with sandbags and provide the Germans with partial cover (-4 To-Hit). If the machineguns are repurposed to fire into the zoo compound, the soldiers lose the benefit of this partial cover.

**German Soldier (2):** AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet. One soldier fires the machinegun while the other loads and keeps the barrel cool.

## 6. MAKESHIFT BARRACKS

These former reptile houses now serve as makeshift barracks for the German soldiers at the zoo. The floors are lined with cots, backpacks, and personal effects. The walls contain terrariums that still house some live exhibits. With no electricity, the rooms are lit by kerosene lamps, but most of the reptiles have died.

1d6+1 German soldiers are present here at any given time. A crate containing six (6) medium rocket-propelled grenades (panzerfaust) is also located in one of the barracks. 1d6 soldiers arm themselves with RPGs if the PCs attack the zoo with the tank (see **T-34 Tanker**).

**German Soldier (1d6+1):** AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

## 7. FIELD HOSPITAL

This stretch of buildings once housed concession stands, ticket sales, and other administrative functions. It has been converted into a field hospital. A large white sheet with a red cross is painted on the roof and red crosses are painted on the doors. Three (3) German officers (medics) and forty-three (43) injured German

soldiers are inside. The medics receive help from the soldiers under Hauptmann Vogelsang's command when needed.

The German medics lock the doors at the first sign of trouble. The doors may be forced open with the normal chances for success. Inside are rows of cots containing sick and injured German soldiers awaiting transport to proper medical facilities. The medics surrender immediately and fight only in self-defense.

**German Medic (3):** AC 9 [10]; HD 1; hp 4; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/10; medium handgun (Walther P38). These are lieutenants (*leutnants*) who prefer to negotiate.

**Injured German Soldier (43):** AC 9 [10]; HD 1d6-1; hp 2 (currently 1 or 0); THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/5. The injured German soldiers fight only in self-defense.

## 8. MOTOR POOL

Two (2) large trucks (Opel Blitz) and one (1) small truck (*Kübelwagen*) are parked here in the open. The Germans own the skies above Stalingrad and have no fear of Russian planes.

Two (2) German soldiers (mechanics) are stationed here. They can be found listening to a radio, fixing vehicles, or smoking cigarettes.

**German Soldier (2):** AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

**Small Truck (*Kübelwagen*):** AC 8 [11]; hp 12 (HD 3); MV 21; ATT -; MOD Cargo.

**Large Truck (Opel Blitz):** AC 8 [11]; hp 16 (HD 4); MV 15; ATT -; MOD Cargo. These trucks are outfitted with a covered bed and used for troop transport.

## 9. BEAR PIT

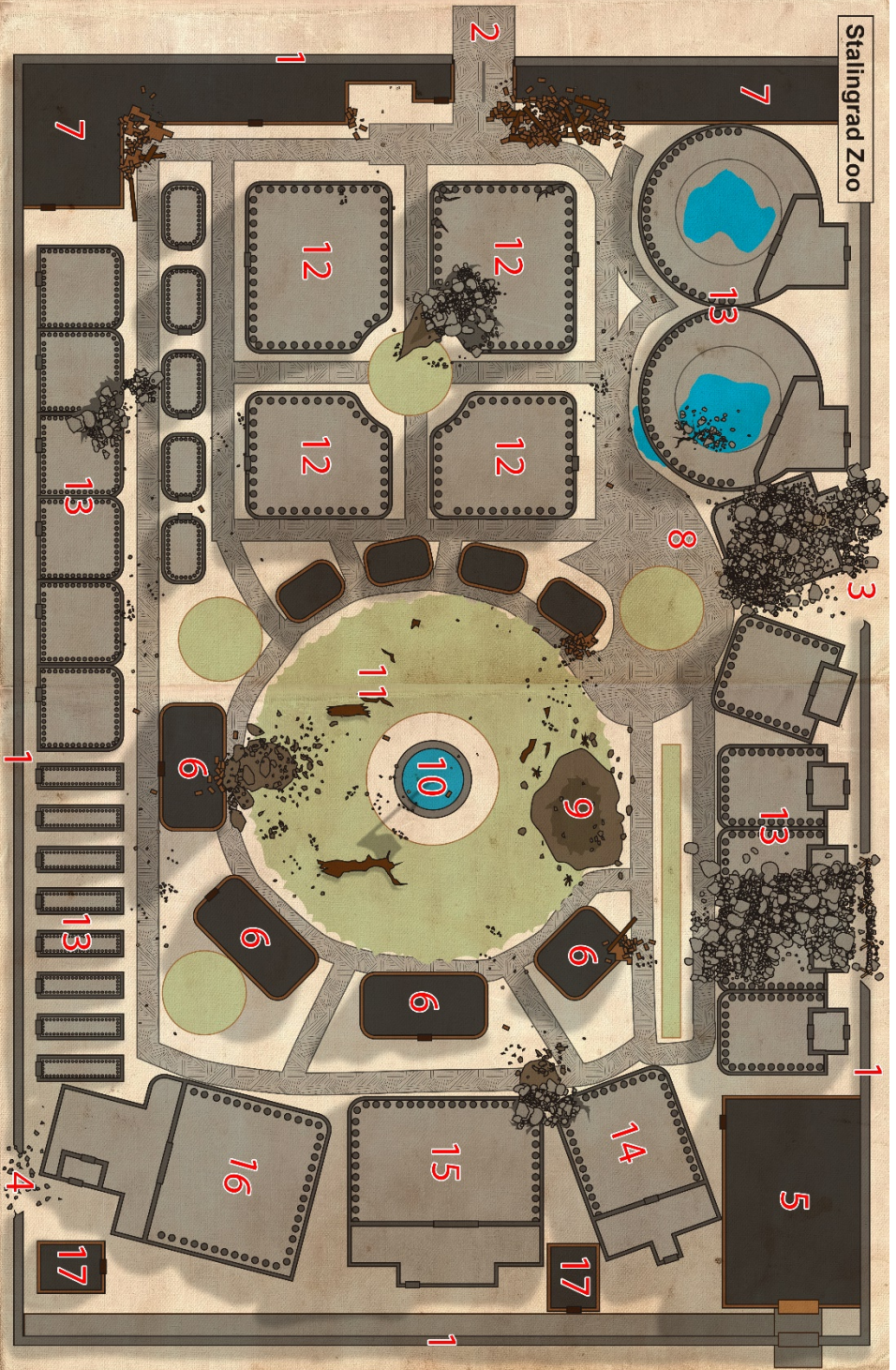
The PCs see an enormous Kamchatka brown bear chained to a post inside this bomb crater. The bear's fur is matted with blood and it walks with a limp. The German commander has made a game of feeding Russian prisoners to the bear at mealtimes. The German troops think this is great fun and gather around to eat and watch the show (which might be the diversion the PCs need).

**Kamchatka Brown Bear:** AC 6 [13]; HD 5; hp 29 (currently 20); THB +5; ATT 3 (claw/claw/bite); SA rend attack if both front claws hit, immune to pain when raging; ST 11; MV 15; HDE/XP 6/500. This enormous bear stands almost ten feet tall on its hind legs. After one (1) round of combat, it becomes enraged and immune to pain. This means it continues to fight for one (1) Turn after it has been reduced to 0 Hit Points.

## 10. PRIDE OF THE BOLSHEVIKS FOUNTAIN

This large fountain is filled with scummy water. The statue in the center of the fountain depicts several Bolshevik revolutionaries raising the flagpole.

Stalingrad Zoo



## 11. FOUNTAIN PLAZA

This grassy area is used for military formations and training. The bulk of the German soldiers can be found here during the day, drilling or training at hand-to-hand combat and close-quarters melee techniques.

**German Soldier (3d6+3):** AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

**German NCO:** AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/10; BDUs, helmet, submachinegun (MP38), bayonet.

**German Officer:** AC 8 [11]; HD 1; hp 4; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/10; BDUs, helmet, medium handgun (Walther P38), two (2) grenades, bayonet.

## 12. PRISONER CAGES

Almost 1,000 Russian prisoners are crammed into the former ape cages, many of them injured. The prisoners appear surly and defeated, but they have been planning to fight their way free as soon as the trucks arrive to take them away.

Six (6) German soldiers are assigned to guard the prisoners. They walk amongst the cages in groups of two (2).

**German Soldier (6):** AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

**Russian Prisoner (1,000):** AC 9 [10]; HD 1d6-1; hp 2 (currently 1 or 0); THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/5.

## 13. ANIMAL CAGES

The majority of the animal cages throughout the zoo are either empty or contain dead animals.

## 14. TIGER CAGE

This cage once houses a tigress named Svetlana that had just given birth to a cub. The tigress and her cub escaped during the bombing and have been living in the sewers ever since. (see the previously published mission *Secrets of Stalingrad* for the whereabouts of Svetlana and her cub)

## 15. BEAR CAGE

This cage once housed the Kamchatka brown bear. The bear was named Boris and it was once the pride of the Stalingrad Zoo. The Germans have relocated Boris to the **Bear Pit** (area 9.) and are using it for their amusement.

## 16. ELEPHANT CAGE

This cage once held an elephant named Baba. The elephant was killed during a bombing run and the Germans removed its rotting carcass.

## 17. MAINTENANCE SHED

These sheds hold lawn care equipment (hedge clippers, push mowers, wheelbarrows, etc.).

## UNDERGROUND COMPLEX (NOT SHOWN ON MAP)

A network of boiler rooms, cellars, and other facilities lies beneath the Stalingrad Zoo. Many of these chambers have collapsed or are unstable from the constant bombing.

The Germans are worried about partisans and have blocked off most entrances to the underground complex, but the PCs may still access the zoo through the sewer grates. If one of the PCs is a Combat Engineer, the *Referee* may rule that one of the grates are boobytrapped with a grenade. The bodies of a few dozen Russian soldiers mauled by the brown bear lie rotting in the fetid water near the center of the zoo.

## GERMAN FORCES

The German forces camped at the Stalingrad Zoo are reserve platoons and support staff (mechanics, medics, etc.) of the German 6th Army, assigned to guard the field hospital and manage transport of Russian prisoners. The soldiers have clashed with partisans in the area, but feel they are too far behind enemy lines to suffer an organized Soviet attack.

## GERMAN TROOPS

The German soldiers, NCOs, and officers are under the command of *Hauptmann* Julian Vogelsang. These men have adopted his hatred of Russians after losing friends and family members to Russian soldiers and partisan attacks. They look forward to the daily feedings of Russian prisoners to the Kamchatka bear.

**German Soldier (52):** AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet. Six (6) of the soldiers are each armed with one (1) medium rocket-propelled grenade (*panzerfaust*).

**German NCO (12):** AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/10; BDUs, helmet, submachinegun (MP38), two (2) grenades, bayonet.

**German Officer (4):** AC 8 [11]; HD 1; hp 4; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/10; BDUs, helmet, medium handgun (Walther P38), two (2) grenades, bayonet. These are *leutnants* (lieutenants) under *Hauptmann* Vogelsang's command.

## *Hauptmann* (Captain) Julian Vogelsang

Vogelsang is a cruel German officer and Nazi party member whose parents were killed by Communists. He hates the Russian people and enjoys the symbolism of using a Russian bear to devour the prisoners. The *Wermacht* medics have



reported his mistreatment of the prisoners several times, but so far, their protests have gone unheard.

**Hauptmann (Captain) Julian Vogelsang (2nd-level Tactician):** AC 8 [11]; HD 1+2; hp 11 (T) or 19 (H) or 30 (I); THB +1; ATT 1 (weapon); SA Superior Planner, Rally, Int 15; ST 13 (+2 vs resisting fear or torture); MV 12; HDE/XP 2/35; BDUs, helmet, submachinegun (MP40), medium handgun (Walther P38), bayonet. *Hauptmann* Vogelsang is a cruel Nazi officer who hates the Russian people.

## Injured German Soldiers

These German soldiers have suffered serious injuries on the frontlines and are awaiting transport to proper medical facilities. Less than half of them are conscious. The rest fight only in self-defense.

**Injured German Soldier (43):** AC 9 [10]; HD 1d6-1; hp 2 (currently 1 or 0); THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/5.

## German Medics

The medics are noncombatant German officers who are appalled by the mistreatment of the Russian prisoners. When confronted by the PCs, they immediately throw up their hands and surrender themselves and their patients, fighting only in self-defense.

**German Medic (3):** AC 9 [10]; HD 1; hp 4; THB +1; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/10; medium handgun (Walther P38). These are lieutenants (leutnants) who prefer to negotiate.

## GERMAN VEHICLES

The following German vehicles may be encountered during this mission.

**Small Truck (*Kübelwagen*):** AC 8 [11]; hp 12 (HD 3); MV 21; ATT -; MOD Cargo. These sturdy, lightweight vehicles can be outfitted with a medium machinegun (MG34) on a pintle mount.

**Large Truck (*Opel Blitz*):** AC 8 [11]; hp 16 (HD 4); MV 15; ATT -; MOD Cargo. These trucks are outfitted with a covered bed and used for troop transport. They can be outfitted with a medium machinegun (MG34) on a rear or forward facing mount that must be fired from the truck's bed.

# GLORY FOR MOTHER RUSSIA

The characters must run the Soviet flag up the flagpole and get a photograph of it in order to complete their mission. It should be fairly obvious that some sort of diversion is needed to draw the bulk of the German soldiers away from the zoo. The characters can use a combination of the following methods or come up with their own.

## FRONTAL ASSAULT

A frontal assault involves storming one of the entrances and trying to kill all the German soldiers inside. This is not recommended. The PCs are badly outnumbered and outgunned. If the players seem to be leaning this way, the *Referee* should remind them that their characters are not equipped for a pitched battle. If the PCs have acquired the T-34 tank, this may be a more viable option. However, any frontal assault may serve better as a diversion (see below).

## INFILTRATION

The PCs use stealth to gain entry into the Stalingrad Zoo. The easiest way to do this is to enter the zoo through the sewers. The Germans have avoided the zoo's filthy sewers and basements for the most part, fearing they might collapse, so the characters should be able to remain undetected. Have each character roll 1d20. On a roll of "1", a German soldier hears something in the basement and walks downstairs to check it out. The PCs automatically achieve Surprise and must dispatch him quietly or else risk being exposed.

The characters may also try to bluff their way past the guards at the entrance using stolen German uniforms and/or vehicles, with the normal chances of success. The German soldiers at the entrances must make a Reaction Roll, with an Unfriendly or Hostile result meaning the characters have been exposed. PCs who do not speak German are automatically exposed. PCs who speak fluent German receive a +1 bonus to the roll while PCs wearing the uniform of a German officer receive a +2 bonus. A roll of Neutral, Friendly, or Ally means the characters gain entry into the zoo.

## DIVERSION

The PCs have several options for causing a diversion, depending on how the mission has played out. If successful, two (2) squads totaling eighteen (18) German soldiers and two (2) German NCOs leave the compound in two (2) large trucks (Opel Blitz) to investigate the diversion. Additional soldiers might respond later, if the squads run into trouble.

**PARTISAN ATTACK:** Ludmilla and her partisans attack the western entrance for three (3) rounds before withdrawing to the sewers, with the German squads in pursuit.

**BOMBS AWAY:** The Heinkel bomber's payload explodes, rattling the zoo's walls.

**TANK FRONT!:** The PCs drive the T-34 into the zoo compound. The German soldiers attack the tank en masse, but most of their rounds ping harmlessly off its armored sides. Up to six (6) soldiers are armed with medium rocket-propelled grenades (*panzerfaust*). One of these soldiers appears every three (3) rounds. They take one (1) round to get into place and fire, giving the characters ample time to take them out.

**FREE THE PRISONERS:** If the prisoners are freed, they pick up whatever makeshift weapons are lying around and attack the German soldiers. If freeing the prisoners was not part of the plan, the prisoners break free on their own five (5) rounds after any combat starts at the zoo. Although many Russians are killed, the Germans are eventually overwhelmed by sheer weight of numbers.

**FREE THE BEAR:** The PCs release the injured grizzly bear and the enraged animal rushes into the fray, attacking everything in sight. The bear breaks free on its own five (5) rounds after the Russian prisoners are freed from their cages. The terrified German soldiers open fire, but the bear seems heedless to their bullets.

## RUNNING COMBAT

There are many ways combat may play out once the shooting starts. As a rule of thumb, the characters should never have to face more than six (6) German soldiers at a time. The rest can be described as running around, shouting orders, blowing shrill whistles, and trying to get into better shooting positions behind cover.

The German soldiers attempt to flee or surrender if more than twenty (20) soldiers are killed. The PCs must decide what to do with any prisoners they take. (the partisans and Russian prisoners may have other ideas)

## THE HAMMER AND SICKLE RISES

As the chaos erupts at the zoo, the journalist Viktor Viktorovich rushes to the flagpole and quickly takes down the Nazi flag. He then unfurls a giant red Soviet flag from his backpack and begins to run it up the flagpole.

*Hauptmann* Vogelsang sees what is happening and leads a team of six (6) German soldiers to stop him. The PCs must take out Vogelsang and his soldiers. If the characters occupy the T-34 tank, one (1) of the soldiers carries a medium rocket-propelled grenade (*panzerfaust*).

**German Soldier (6):** AC 8 [11]; HD 1d6-1; hp 2; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, helmet, large rifle (Kar-98k), two (2) grenades, bayonet.

**Hauptmann (Captain) Julian Vogelsang (2nd-level Tactician):** AC 8 [11]; HD 1+2; hp 11 (T) or 19 (H) or 30 (I); THB +1; ATT 1 (weapon); SA Superior Planner, Rally, Int 15; ST 13 (+2 vs resisting fear or torture); MV 12; HDE/XP 2/35; BDUs, helmet, submachinegun (MP40), medium handgun (Walther P38), bayonet. *Hauptmann* Vogelsang is a cruel Nazi officer who hates the Russian people.

**OPTIONAL ENDING:** As *Hauptmann* Vogelsang falls (or as he tries to rally his men), the Kamchatka brown bear breaks free and runs him down. The bear crushes the screaming German officer in its massive jaws and shakes him like a ragdoll.

Viktor retreats from the flagpole and gets an epic shot of the dead German commander in the bear's mouth underneath the red Soviet flag in a propaganda photo that lasts for ages.

## RETURN TO HISTORY

The escaped Russian prisoners take to the sewers and make their way back to the Volga. Most arrive over the course of the next few days with stories of the characters' bravery.

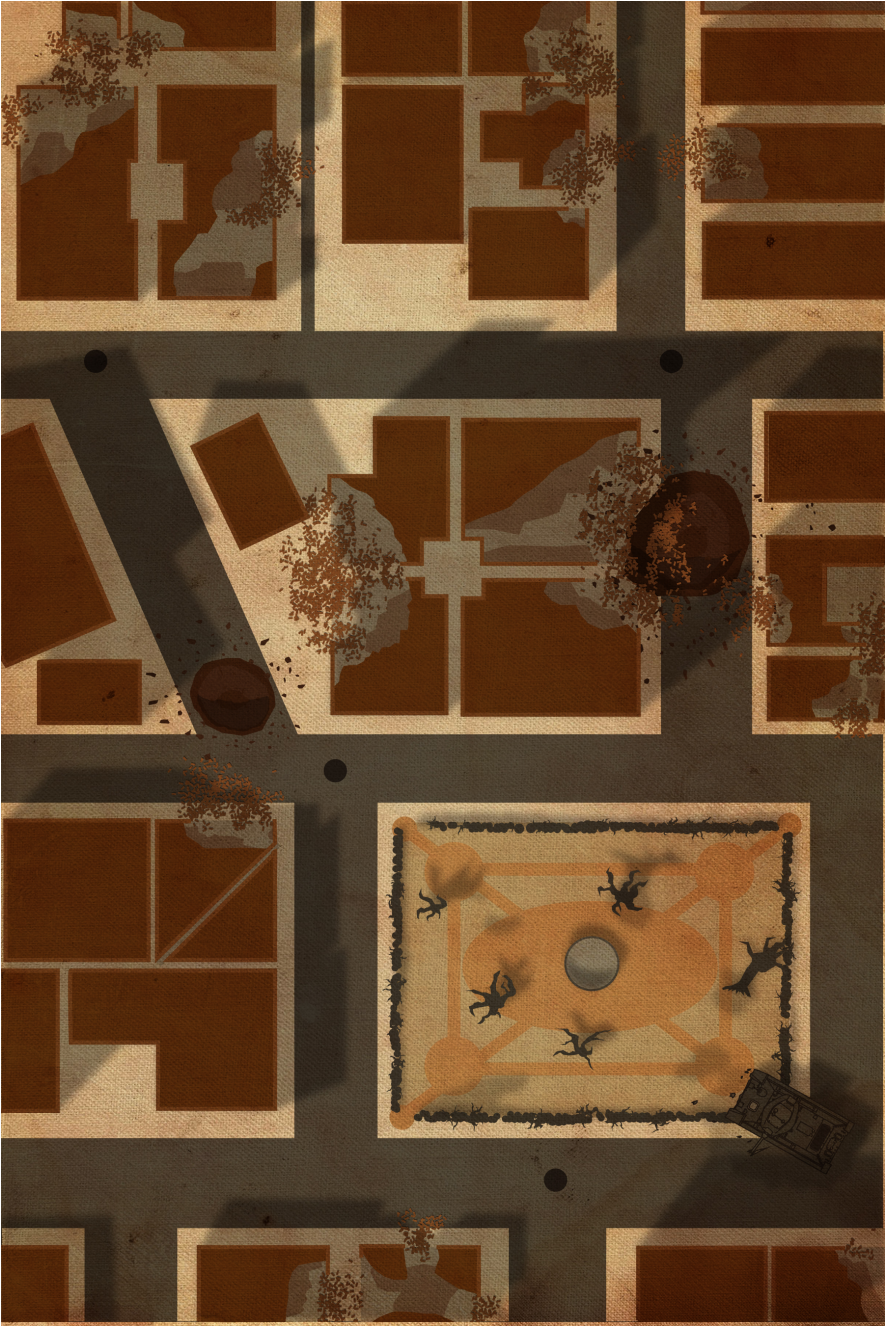
The characters' return trip to the Red Tire Factory is without event. General Chuikov greets them with a hearty smile and embrace. "I knew you could do it," he says. "I never doubted for a minute. Sleep well tonight, knowing that Stalin is pleased."

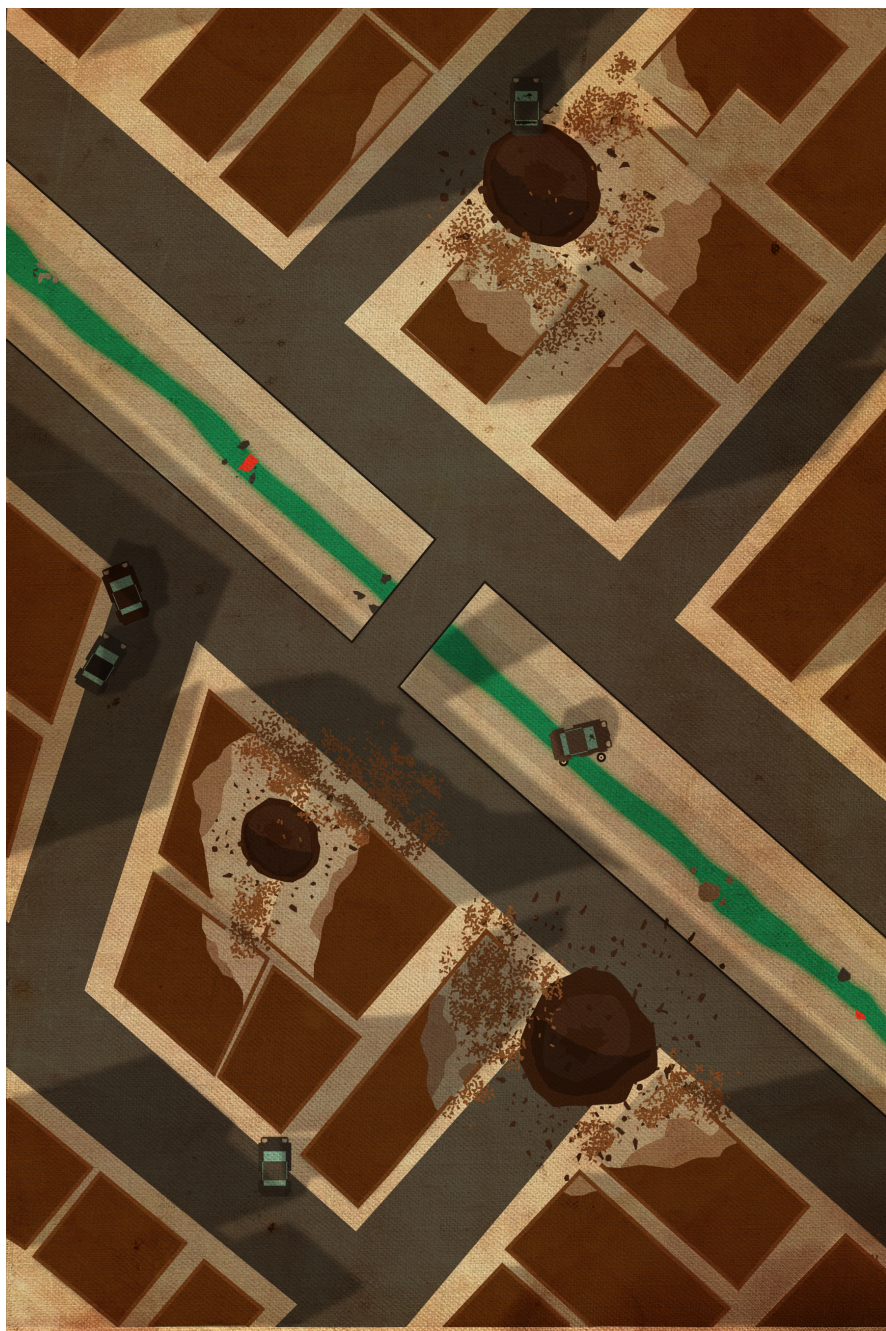
The fighting along the front dies down in the evening, but the bombing continues throughout the night. Viktor Viktorovich spends the night writing notes for his article before departing with soldiers in the morning on a supply run back across the Volga. He wishes the PCs well before he goes. The German assault on the factory district resumes in the morning and the characters are once again called upon to fight. Can they keep the Germans from overrunning the entire city?

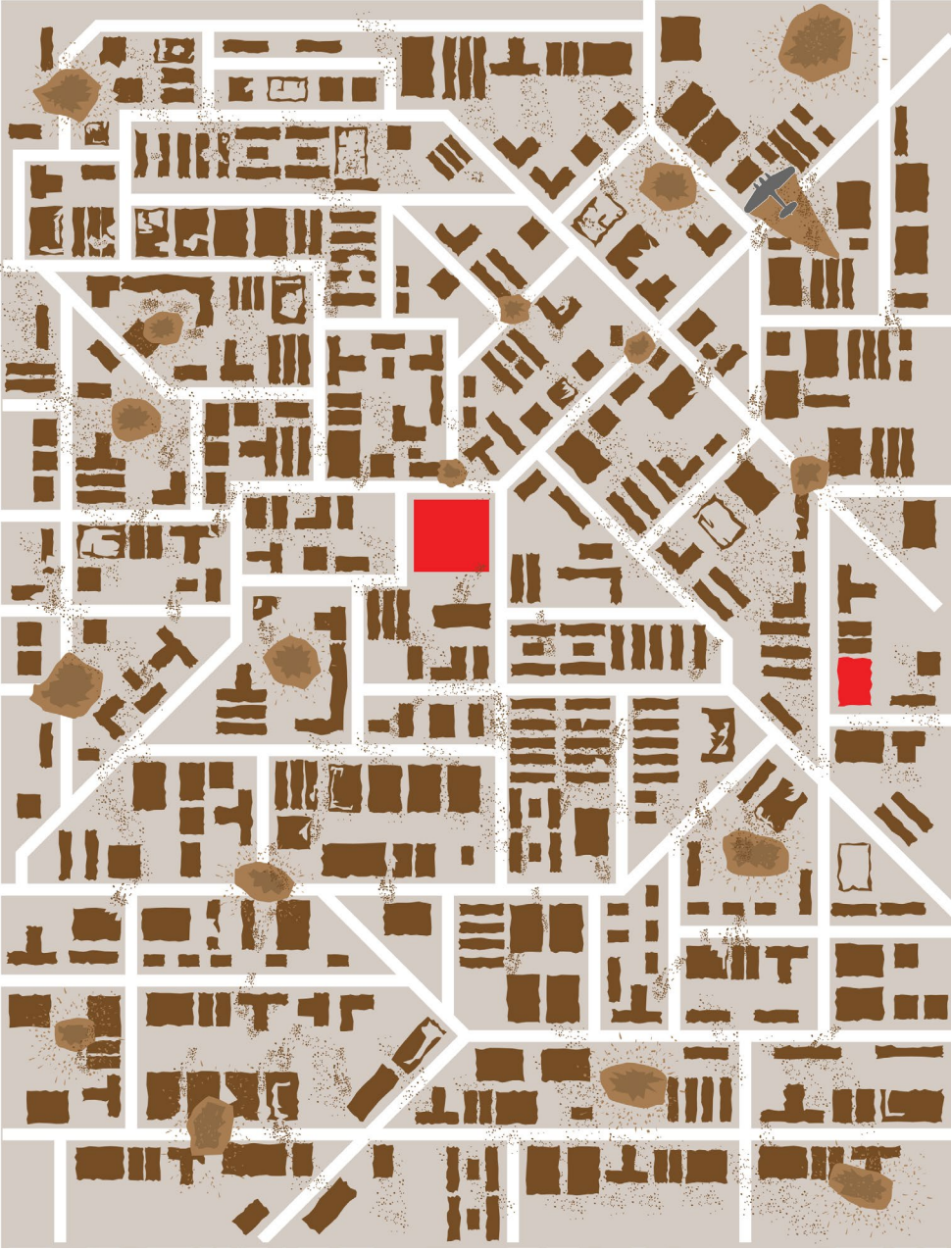
A few days later, the PCs receive a copy of the Soviet newspaper *Pravda*. Their photographs are emblazoned on the front page. The article describes their former civilian lives as well as their military heroics. The characters receive a +1 bonus to all Reaction Rolls made during the next month as they are recognized and praised by Russian soldiers and the Soviet people.

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# **INTEL MAPS FOR THE PLAYERS**

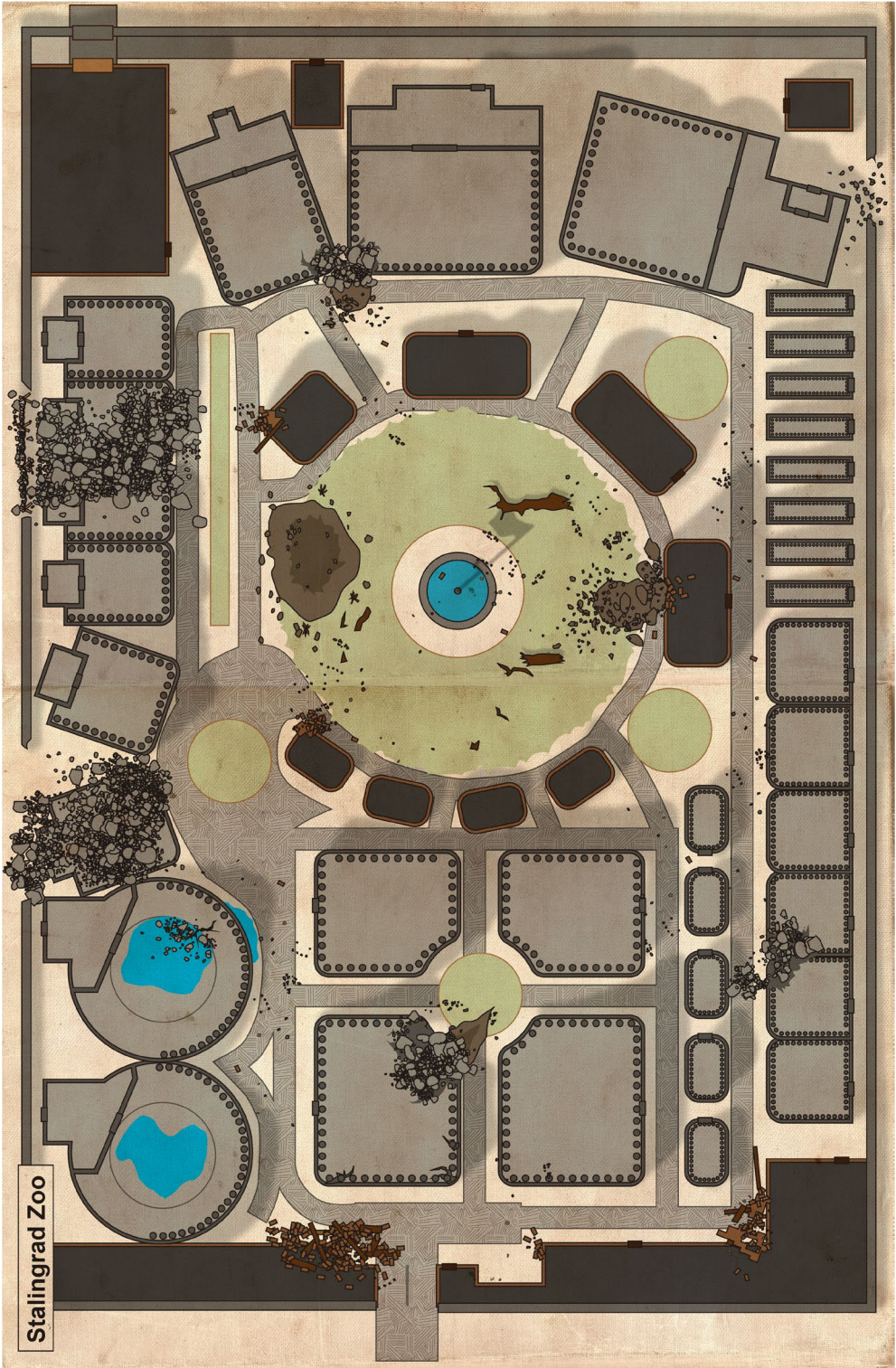








Stalingrad Zoo



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