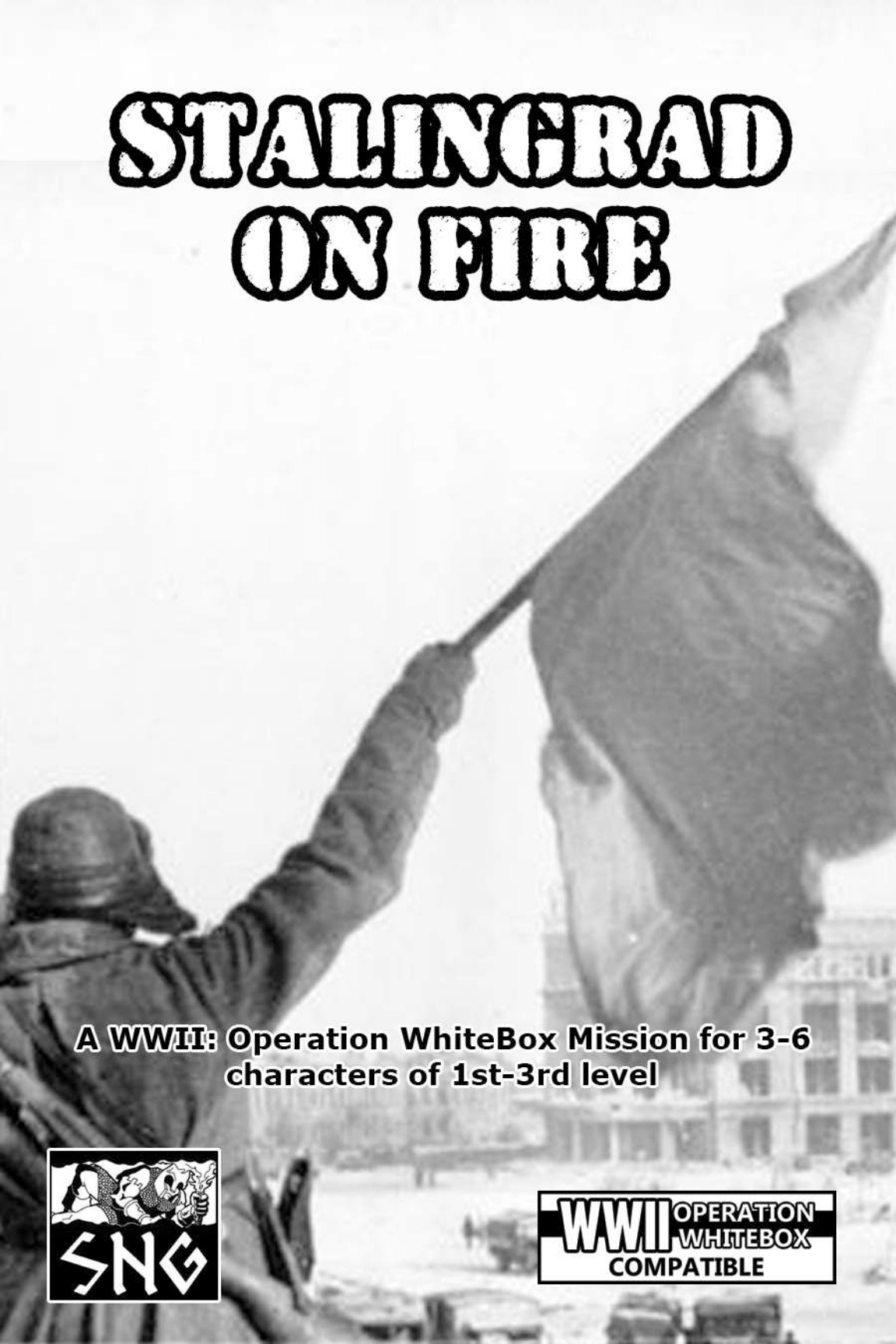
STALINGRAD ON FIRE



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

SNG

WWII OPERATION WHITEBOX COMPATIBLE

STALINGRAD ON FIRE

STALINGRAD ON FIRE is a support mission designed for *WWII: Operation WhiteBox*™. Recover secret military documents, engage in house-to-house fighting with German soldiers, and take on a legendary Nazi sniper in the ruined city of Stalingrad!

CREDITS

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WWII: Operation WhiteBox™ is a roleplaying game of WWII special forces action designed for compatibility with the *Swords & Wizardry WhiteBox*™ roleplaying game.

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PLANS FOR DESTROYING OF TANKS

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

Plans for Destroying of Tanks is a short *WWII: Operation WhiteBox* mission designed for 3-6 characters of 1st-3rd level. The mission involves the recovery of documents lost in the ruined city of Stalingrad. There is little opportunity for roleplaying, so characters like the Grunt, Sniper, Tactician, and even the Überläufer would be particularly suited for this mission.

Note: *Plans for Destroying of Tanks* 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 these missions are accepted by their fellow Russian soldiers, but their exploits are likely ignored by the Soviet propaganda machine.

BACKGROUND

It is September 1942. German forces, which had previously surrounded Stalingrad on three sides, now push inward after a series of devastating bombing runs against the city's industrial and commercial centers. The beleaguered Soviet troops can now only be resupplied and reinforced across the Volga River, constantly under siege from German artillery and air support.

The PCs are part of the Russian 62nd Army, fighting to repulse the German invaders from the ruined city of Stalingrad. Their camp is designated Camp Chukovak. It is located in the basement and boiler rooms of the bombed out Chukovak Schoolhouse. The PCs have been sent on a routine patrol to scout German advances in this sector.

INJURED TANK COMMANDER

The mission picks up "in media res" as the PCs explore the ruined streets of Stalingrad. Through a haze of fog and smoke, they see a man in a Red Army uniform staggering in their direction. His uniform is torn and tattered, and a bloody bandage is wrapped around his head. When he sees the characters, he stumbles towards them before collapsing from exhaustion.

BRIEFING

The wounded man is tank commander Senior Lieutenant (Старший лейтенант) Ivan Brovonovich. When he has had a chance to catch his breath, he relays the following information (in a bad Russian accent):

"Greetings, Comrades. I am Lt. Ivan Brovonovich. I was leader of tank column traveling to Train Station on hill when we were ambushed near intersection of Krakavich Road and Molotov Road. I was charged to deliver top secret plans for destroying of tanks—experimental tank round that can increase stopping power of even smallest Russian antitank gun. I hid plans inside barrel of T-34 before escape. These plans cannot fall into German hands. You must recover them quickly, and take them to safe place. If you see any German swine along way, kill them. Kill them all."

OBJECTIVE

The PCs must recover the plans for the antitank round from inside a wrecked T-34 tank.

PLANNING

The PCs had just set out on patrol so they have whatever gear and weapons they normally carry. Lt. Brovonovich tells the PCs that his column came under fire from German soldiers armed with *panzerfausts* and machineguns. Some of the Germans were positioned on rooftops or inside second-story windows. He is too weak to accompany them and has nothing else to give except his well wishes.

INSERTION

The Krakavich/Molotov Road intersection is only a few blocks away. The PCs come across a few wrecked, smoking trucks and KV-1 tanks that have been stripped clean. At the intersection ahead, the characters see a smoldering T-34 that has crashed into the side of a building (see Wrecked Tank, below). The characters approach along Molotov Road from the southeast corner of the map.

PRE-ASSESSMENT

The characters can conduct Pre-Assessment from a block away, behind cover (piles of rubble, inside a brick building, behind the hulk of a KV-1 tank, etc.). This area is one of several routes the Russians use to transport troops and supplies to and from the heavily fortified Train Station as well as docks along the Volga River. It is frequently targeted by German snipers. Russian commanders have offered bounties of vodka and extra food rations for the death of any German sniper (usually proven by capturing a German sniper rifle).

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

- The Germans like to set ambushes at the site of recent attacks.
- The characters should stay off the streets as much as possible.
- The characters should utilize cover and partial cover during their approach.

EXECUTION

A squad of eight (8) German soldiers is hidden near the Fallen Water Tower. They can be spotted with a Search for Hidden Things or a Sniper's Spot Ambush ability (at a +1 bonus because they are not good at hiding). They have a clear view of the tank and are waiting to see if any Russian soldiers return to salvage it.

Once the PCs are distracted by the tank, they attack as follows:

Two of the Germans (gunner and loader) lay down suppressive fire with a medium machinegun (MG34) from inside the Fallen Water Tower. The rest split into two groups of three (3) and use Fire and Maneuver tactics to advance on the PCs. One group attacks from the north side of the building while the other circles to the east, seeking cover each *round*.

The advancing Germans use rubble and debris for partial cover as they move. One of the Germans has a medium rocket-propelled grenade (*panzerfaust*) that he uses if the characters attack from behind cover. If the Germans can get within four (4) squares (20') of the PCs, they attempt to hurl grenades from behind cover. If five (5) or more Germans are killed, the rest attempt to flee.

Once the Germans have been dealt with, the PCs may recover the plans from the Wrecked Tank.

German Soldier (6): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, one (1) RPG (*panzerfaust*), large rifle (Kar-98k), two (2) grenades, bayonet.

German Soldier (2): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, medium machinegun (MG34), large rifle (Kar-98k), bayonet.

EXTRACTION

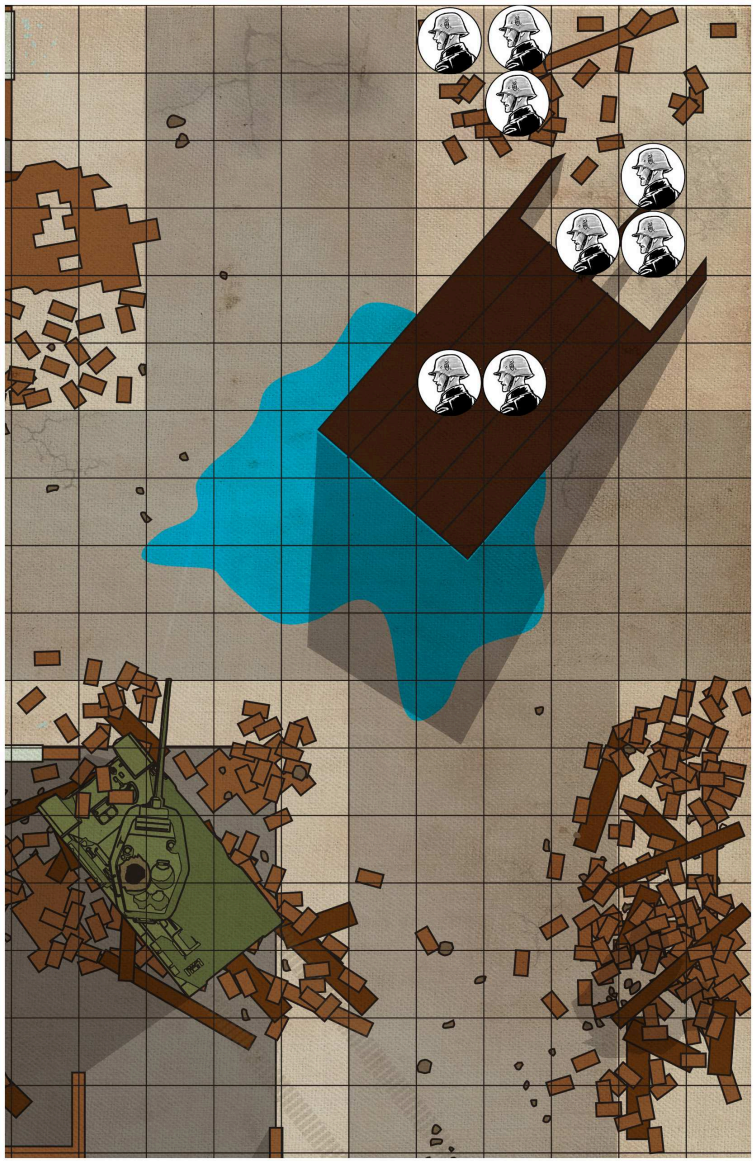
The PCs are free to leave once they recover the plans. The trip back to the Chukovak Schoolhouse is tense, but uneventful. If the characters decide to take the plans to the Train Station, they find it under heavy attack by German tanks, infantry, artillery, and dive-bombers. It would be suicide to try to break through. The PCs should return to the Chukovak Schoolhouse to avoid having the plans fall into German hands.

POST ASSESSMENT

The Soviet forces in and around the Chukovak Schoolhouse are mustering to reinforce the Train Station. The characters' commanding officer, Major (Майор) Yuri Akinov, commends the PCs for retrieving the experimental plans.

He then hands the documents over to a more heavily fortified T-34 tank column to deliver to the Russian-held docks along the Volga River. The column's route takes it through the same hotly contested Krakavich/Molotov Road intersection. The PCs and several other small units are sent to clear the route of snipers before the column proceeds.

The Referee should skip to the Briefing of *Nest of Gadyuki*.



STALINGRAD STREETS

The following features are located on the Stalingrad street maps.

1. STREETS

The streets are littered with rubble and debris. This rubble provides partial cover (-4 *To-Hit*) to anyone firing from behind.

2. FALLEN WATER TOWER

This rusted water tower was knocked over during a German bombing run. The water is muddy and polluted. Anyone who drinks from it must make a Saving Throw to avoid stomachaches and diarrhea which cause a -1 penalty to Initiative, *To-Hit*, and Saving Throws for the next 1d3 days. The tower provides the benefit of partial cover (-4 *To-Hit*) to anyone firing from inside or behind it.

3. WRECKED TANK

This T-34 tank was destroyed by a *panzerfaust* that targeted the commander's hatch (Lt. Brovonovich saw the attacker and bailed before the rocket struck). Four (4) dead Russian tankers are inside. They have been stripped of useful gear.

The tank's turret is still functional with a manual hand crank. A light machinegun (*Degtyaryov* MG) is located on top of the turret on a pintle mount. It has enough bullets for five (5) *rounds* of suppressive fire.

A rolled-up satchel is stuffed deep into the barrel of the tank. These contain the plans for the experimental antitank round (which may or may not be viable, at the Referee's discretion). Once removed, the tank gun can be loaded and fired.

4. BOMB CRATER

This bomb crater leads to the foul-smelling sewers beneath Stalingrad. The Germans avoid the crater and the sewers below.

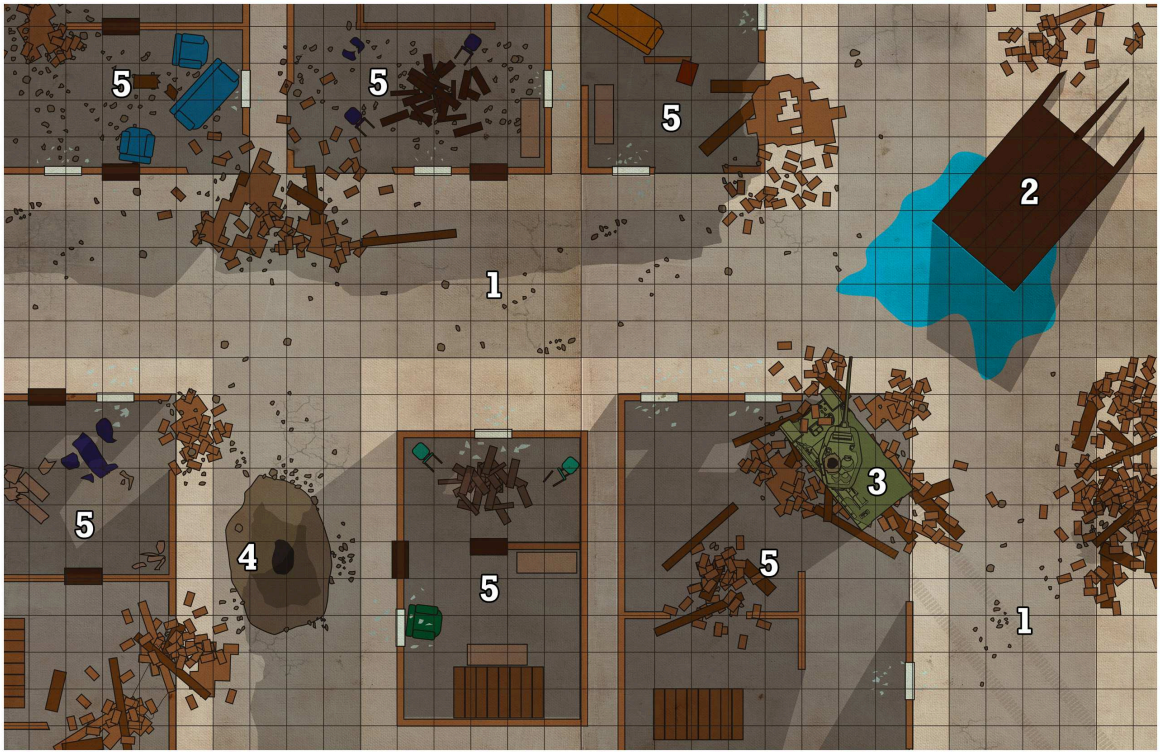
5. RUINED BUILDINGS

The ruined buildings are a collection of residences and shops. All have suffered damage from bombing and can be entered from any side not shown on the map. The upper floors are unstable; characters must move cautiously (1/3 normal Movement) to avoid causing a collapse. The buildings contain nothing of value.

FIRST FLOOR: The first floor of each building is littered with glass and debris.

SECOND FLOOR: There is a 1 in 10 chance that anyone engaged in Normal Movement or melee combat on the second floor causes a collapse. The character plummets to the First Floor, suffering 1d3 damage.

THIRD FLOOR: There is a 1 in 6 chance that anyone engaged in Normal Movement or melee combat on the third floor causes a collapse. The character plummets to the Second Floor, suffering 1d3 damage. There is a 1 in 6 chance the Second Floor also collapses from the impact, as noted above.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NEST OF GADYUKI

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

Nest of Gadyuki is a short *WWII: Operation WhiteBox* mission designed for 3-6 characters of 1st-3rd level. The mission involves house-to-house fighting in the ruined city of Stalingrad. There is little opportunity for roleplaying, so characters like the Grunt, Sniper, Tactician, and even the Überläufer would be particularly suited for this mission.

Note: *Nest of Gadyuki* is set in the 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 these missions are accepted by their fellow Russian soldiers, but their exploits are likely ignored by the Soviet propaganda machine.

BACKGROUND

It is September 1942. German forces, which had previously surrounded Stalingrad on three sides, now push inward after a series of devastating bombing runs against the city's industrial and commercial centers. The beleaguered Soviet troops can now only be resupplied and reinforced across the Volga River, constantly under siege from German artillery and air support.

The PCs are part of the Russian 62nd Army, fighting to repulse the German invaders from the ruined city of Stalingrad. Their camp is designated Camp Chukovak. It is located in the basement and boiler rooms of the bombed out Chukovak Schoolhouse. As the Chukovak forces prepare to move out to defend the Train Station from German assault, the characters have only a brief moment to rest and recover from their exploits in the *Plans for Destroying of Tanks* mission. The Referee should restore the PCs to full *Hit Points* at the start of this mission.

BRIEFING

The PCs are summoned by their commanding officer, Major (*Майор*) Yuri Akinov, who relays the following information (in a bad Russian accent):

"Greetings, Comrades. You have done well in recovering secret documents. We must now deliver to Soviet High Command. A tank column is ready to take the plans to docks on the Volga River. I am sending teams of loyal soldiers into the streets to clear the houses of Germans. I want you to go back to the Krakavich/Molotov Road intersection. Clean out that nest of vipers and kill any German you see in the area so that we may have victory in the name of Mother Russia and our Glorious Leader, Joseph Stalin."

OBJECTIVE

The PCs must clear the German soldiers from all houses in the area of the Krakavich/Molotov Road intersection.

PLANNING

The PCs have access to whatever gear and weapons they normally carry. A light machinegun (*Degtyaryov* MG) and up to twelve (12) captured German "stick" grenades are available if they request heavier weapons.

INSERTION

The PCs are already familiar with the Krakavich/Molotov Road intersection. The characters may approach from any direction. The streets to the east have been largely reduced to rubble so the characters should concentrate on the buildings that remain standing in the west.

PRE-ASSESSMENT

The characters have a little time to conduct Pre-Assessment. The buildings must be cleared of Germans, but the characters should avoid moving on the street as much as possible to avoid drawing the attention of German snipers.

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

- If the characters hide behind cover and assess the street every other *round* instead of moving, they receive a +1 bonus to their chance to Find Hidden Things (or to a Sniper's Spot Ambush ability).
- Grenades tossed into open doors and windows can be used to great effect.
- Two (2) grenades can be placed in a damaged wall to blow a hole large enough for characters to pass through. This tactic might help keep the characters safe from sniper fire. The PC setting the grenades must roll 1d20, with a roll of 1 indicating the grenades detonated early. Anyone within five (5) feet of the blast on either side of the wall takes 1d3+1 damage.

EXECUTION

A squad of twelve (12) German soldiers is hiding throughout the Ruined Buildings.

The lone German soldiers on the map are snipers. Their positions are fortified to provide them with partial cover (-4 *To-Hit*). They attack any character in the open, using their scopes to sight in every other *round*.

The Germans clustered in groups of three (3) are typical infantrymen. They open fire on anyone targeted by a German sniper, making use of partial cover (-4 *To-Hit*) when available. If one of these groups is attacked, the other groups come

to their aid. The German soldiers attack with their rifles and use their grenades intelligently.

If more than eight (8) Germans are killed, the rest attempt to flee.

The room marked with an **X** serves as a forward base for the snipers in this area. It contains makeshift bedding, table, chairs, and a German radio set. An open crate here contains two (2) medium rocket-propelled grenades (*panzerfausts*). These are single-use, disposable weapons that would prove particularly effective in the *Ambush at the Gates* mission.

A scrawled note (written in German) next to the radio reveals that a *Waffen-SS* squad led by the infamous German sniper Captain (*Hauptsturmführer*) Johann Sturm is due to arrive soon to take over sniper operations in the area.

German Soldier (6): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, one (1) RPG (*panzerfaust*), large rifle (Kar-98k), two (2) grenades, bayonet.

German Sniper (3): AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, large rifle (Kar-98k) with scope, bayonet. Snipers receive +4 *To-Hit* if they aim for one (1) *round* with the scope.

EXTRACTION

With the streets cleared of German snipers, the tank column rolls through on its way to the Volga River docks. The PCs are free to leave at any time. However, they may decide to wait and ambush the *Waffen-SS* squad that is on its way. The characters should know that the death of *Hauptsturmführer* Johann Sturm and the capture of his sniper rifle would be a huge propaganda win for the Red Army.

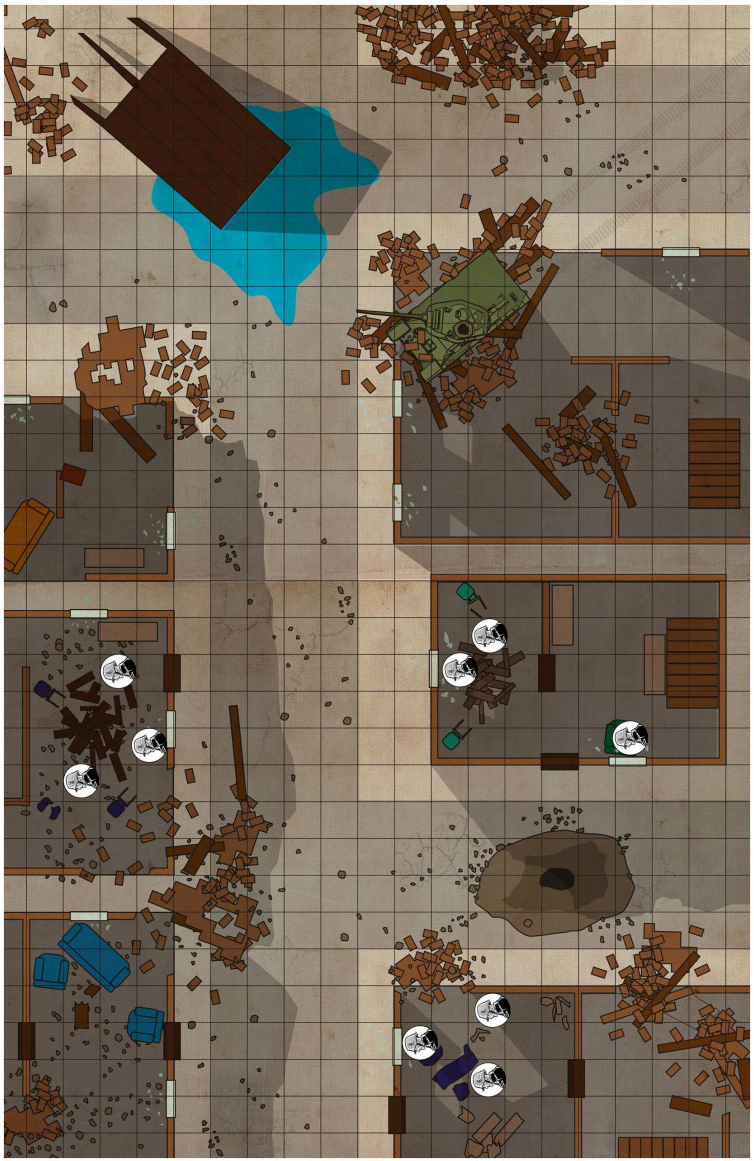
In this case, the Referee should skip ahead to *Ambush at the Gates*.

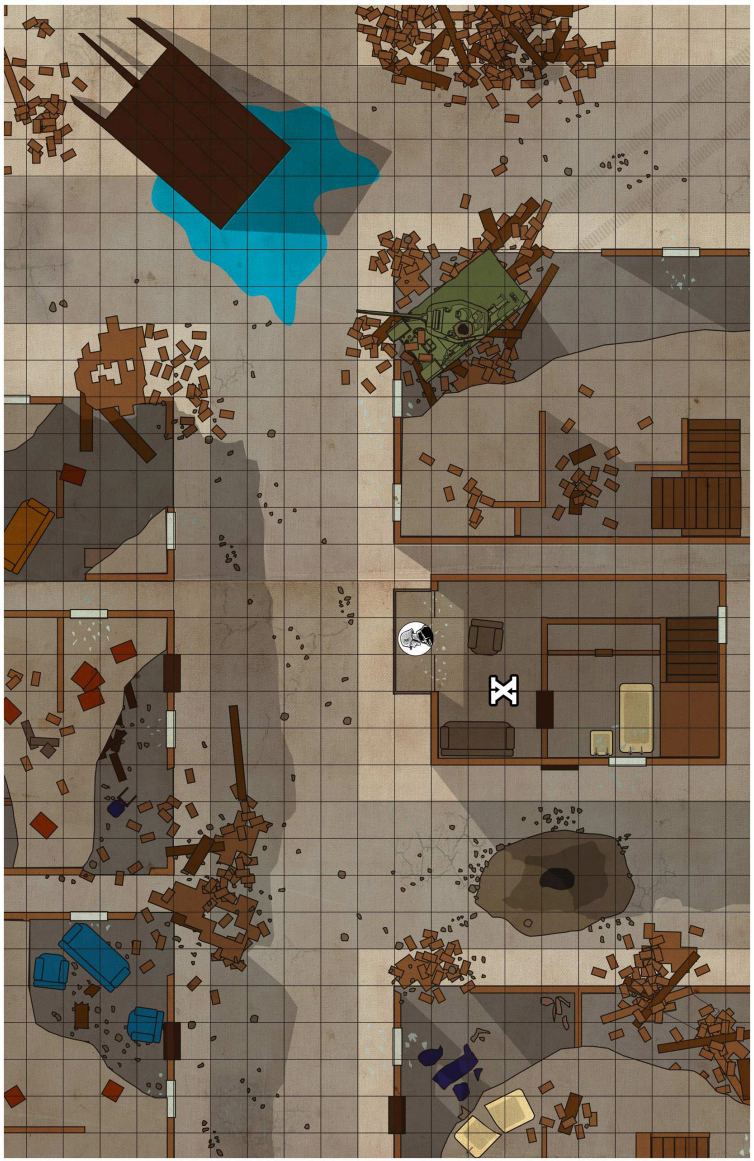
POST ASSESSMENT

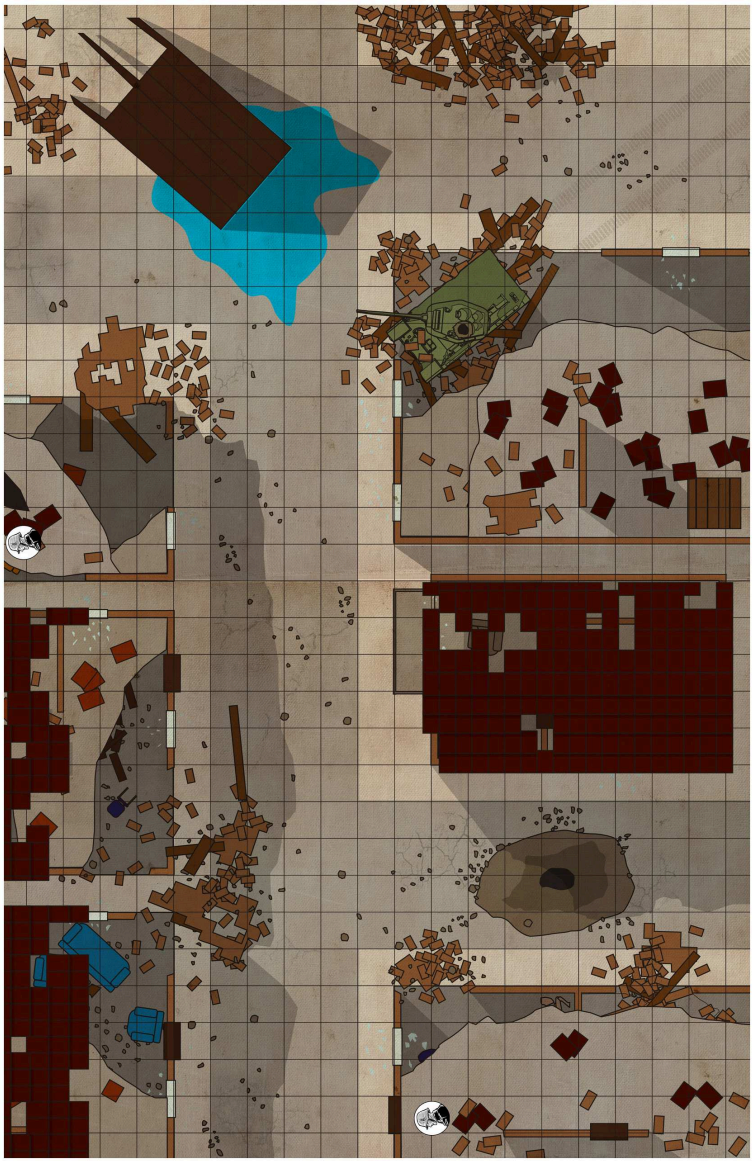
If the characters decide to return to the Chukovak Schoolhouse, Major Akinov greets them with a huge grin. Not only has the tank column reached the Volga, but the vital Train Station remains in Soviet hands.

He raises a glass of vodka and joins the PCs in a toast to their glorious leader Joseph Stalin before getting down to business. Major Akinov has received reliable information that the legendary sniper *Hauptsturmführer* Johann Sturm was delayed on his way to the Krakavich/Molotov Road intersection area. He wants the PCs to go back and prepare a suitable "welcome" for the Nazi swine.

The characters are free to resupply before heading out. Unfortunately, because of losses sustained during the Train Station battle, Major Akinov cannot afford to send any more men with them. The PCs are on their own.







AMBUSH AT THE GATES

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

Ambush at the Gates is a short *WWII: Operation WhiteBox* mission designed for 3-6 characters of 1st-3rd level. The mission involves ambushing a squad of *Waffen-SS* soldiers in the ruined city of Stalingrad. There is some opportunity for roleplaying, so a Charmer might be useful. Grunts, Tacticians, and Überläufers are best suited for the combat portion of this mission. The main antagonist is an infamous German sniper so a Sniper character would also be extremely helpful.

Note: *Ambush at the Gates* is set in the 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 these missions are accepted by their fellow Russian soldiers, but their exploits are likely ignored by the Soviet propaganda machine.

BACKGROUND

It is September 1942. German forces, which had previously surrounded Stalingrad on three sides, now push inward after a series of devastating bombing runs against the city's industrial and commercial centers. The beleaguered Soviet troops can now only be resupplied and reinforced across the Volga River, constantly under siege from German artillery and air support.

The PCs are part of the Russian 62nd Army, fighting to repulse the German invaders from the ruined city of Stalingrad. Their camp is designated Camp Chukovak. It is located in the basement and boiler rooms of the bombed out Chukovak Schoolhouse.

Note: This mission begins "in media res". The PCs are assumed to have participated in the *Nest of Gudyaki* mission and are waiting in the area of the Krakavich/Molotov Road intersection to ambush the German sniper Captain (*Hauptsturmführer*) Johann Sturm. If this is not the case, the Referee may have to amend the text accordingly. The Referee should restore the PCs to full *Hit Points* at the start of this mission.

BRIEFING

The PCs do not receive a formal briefing for this mission. They know from a written note (or perhaps a German POW) that a squad of *Waffen-SS* led by *Hauptsturmführer* Johann Sturm is due to arrive in the area and assume command. It is up to them to set up the ambush.

OBJECTIVE

The PCs must kill the infamous German sniper Captain (*Hauptsturmführer*) Johann Sturm.

PLANNING

The PCs have access to whatever gear and weapons they normally carry. They may also salvage any items from the Germans they killed in the *Nest of Gudyaki* mission. The crate of *panzerfausts* in the room marked with an **X** would be particularly helpful.

INSERTION

The PCs are already present in the area of the Krakavich/Molotov Road intersection, so there is no need for Insertion.

PRE-ASSESSMENT

The characters have time to conduct Pre-Assessment and prepare a proper ambush. They may erect barricades and fortify any position in the buildings or street to create cover or partial cover (-4 *To-Hit*).

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

- The characters would be better off splitting into groups and taking position in the upper stories of buildings on opposite sides of the street to create a "kill zone" at street level and avoid crossfire.
- Grenades can be used to boobytrap various locations. The Referee should make note of boobytrapped squares on the map. Anyone passing through one of these squares has a 4 in 6 chance of setting off the grenade.
- *Hauptsturmführer* Johann Sturm is known to travel in an armored car or halftrack, so the characters should figure out some way to deal with that.

EXECUTION

In the *Nest of Gudyaki* mission, the PCs learned that the room marked with an **X** serves as a forward base for the snipers in this area. It contains makeshift bedding, table, chairs, and a German radio set. This is where they discovered the note disclosing *Hauptsturmführer* Sturm's impending arrival.

Hauptsturmführer Sturm and a squad of twelve (12) *Waffen-SS* soldiers are on their way in a German halftrack (Sd. Kfz. 251). They attempt to make radio contact with the radio in room **X**. *Hauptsturmführer* Sturm wants to be certain there are no Russian soldiers in the area to see him arrive.

A Charmer who successfully uses his Smooth Operator ability can convince Sturm's radio operator that all is well, even if he is not fluent in German. (the

Referee should mention this option, in case the player does not realize the ability can be utilized via radio).

Any character who speaks German may attempt to bluff Sturm's radio operator by making a Reaction Roll. The SS radio operator starts at Neutral (6). Any roll of Unfriendly or Hostile makes *Hauptsturmführer* Sturm suspicious.

If *Hauptsturmführer* Sturm becomes suspicious or if his radio operator does not receive a reply at all, he exits the halftrack and proceeds to the area on foot. Sturm then climbs into the most advantageous position available overlooking the street. The Referee can assume that he reaches this spot undetected.

Sturm is so skilled at hiding in the ruins of Stalingrad that normal characters have only a 1 in 20 chance of spotting him once he is in position; Snipers have their normal chance to Spot Ambush against a fellow Sniper.

The halftrack arrives a short time later. If fired upon, the troops inside exit the vehicle and engage the PCs, utilizing partial cover and grenades intelligently.

If the halftrack is not fired upon, it parks in front of the sniper base (the building with the room marked **X**). The troops deploy in the following manner:

- *Hauptsturmführer* Sturm (if he is present), five (5) *Waffen-SS* soldiers, and one (1) *Waffen-SS* NCO quickly exit the vehicle and enter the building.
- Two (2) *Waffen-SS* soldiers and one (1) *Waffen-SS* NCO stand guard in the street.
- Two (2) *Waffen-SS* soldiers man the halftrack's medium machinegun.
- One (1) *Waffen-SS* soldier (the driver) waits in the cab.

The *Waffen-SS* soldiers engage the PCs on sight. They are fanatics who fight to the death as long as *Hauptsturmführer* Sturm is alive. If he is killed, they fight until 8 or more of their number are killed before attempting to flee.

If *Hauptsturmführer* Sturm has achieved a sniper position, he fires at the PCs once every other round, gaining an additional +4 *To-Hit* because of his scope. He targets anyone with heavy weapons (such as a *panzerfaust*) first, preferably as they line up a shot on the halftrack. He then targets anyone with weapons capable of autofire. If his position is discovered, he attempts to relocate (even leaping between buildings) in order to continue the fight.

Hauptsturmführer Sturm is too filled with Nazi pride to retreat or surrender to Russian dogs. If the characters retreat, he follows them back to the Chukovak Schoolhouse and launches a devastating sniper campaign against the Soviet forces camped there. The characters are sure to be sent to hunt him down and kill him.

***Waffen-SS* Soldier (10):** AC 8 [11]; HD 1d6-1; hp 3; THB +0; ATT 1 (weapon); ST 19; MV 12; HDE/XP 1/10; BDUs, large rifle (Kar-98k), two (2) grenades, bayonet. The *Waffen-SS* soldiers are represented on the map by the white Tokens.

***Waffen-SS* NCO (2):** AC 8 [11]; HD 1d6-1; hp 4; THB +0; ATT 1 (weapon); ST 18; MV 12; HDE/XP 1/15; BDUs, submachinegun (MP40), bayonet. The *Waffen-SS* NCOs are represented on the map by the gray Tokens.

***Hauptsturmführer* Johann Sturm (3rd-level Sniper):** AC 5 [14] (BDUs + Dex); HD 3+1; hp 13 (T) or 21 (H) or 41 (I); THB +2 (+4 with rifle); ATT 1 (weapon or none); ST 12; MV 12; SA Int 15, Dex 15, Preferred Weapon (Kar-98k), Conceal Self, Spot Ambush; HDE/XP 3/240; BDUs, large rifle (Kar-98k with Scope), medium handgun (Luger P 08), two (2) grenades, bayonet, goggles, canteen, kill journal containing dates and locations (164 confirmed kills). *Hauptsturmführer* Sturm should be represented on the map with a unique Token placed by the Referee.

German Halftrack (Sd. Kfz. 251): AC 5 [14]; HP 24 (HD 6); MV 12; ATT medium machinegun (MG34); MOD Communications, Firing Port (x2), Reinforced Hull (x1), Tracked. The vehicle's cab provides its driver with partial cover (-4 *To-Hit*) from attacks. Its bed is open and provides partial cover (-4 *To-Hit*) to attacks from ground level, but no cover at all to attacks from above. The halftrack's pintle-mounted medium machinegun is equipped with a gun shield that provides its operator with partial cover (-4 *To-Hit*). It can fire at the Second Floor, but not the Third Floor.

EXTRACTION

Once *Hauptsturmführer* Johann Sturm has been killed, the PCs may leave the area at any time. The Soviets have launched a counteroffensive in another part of the city, and the characters can hear distant sounds of fighting. The return to the Chukovak Schoolhouse is tense, but uneventful.

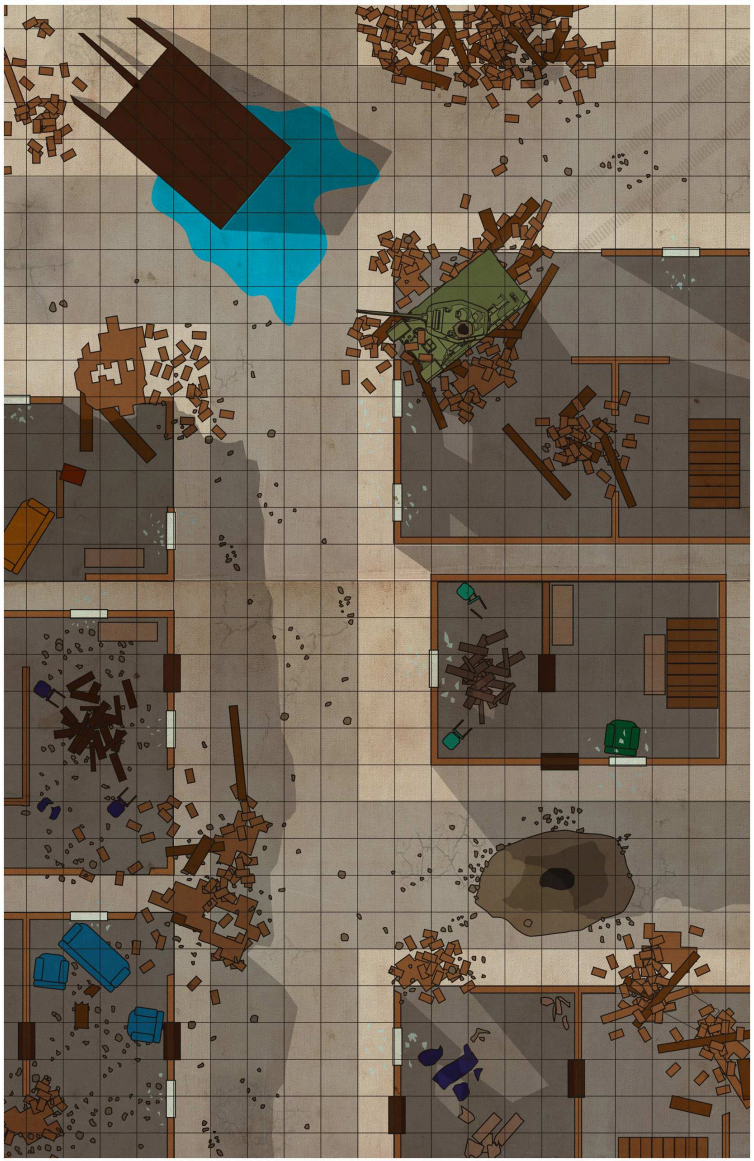
POST ASSESSMENT

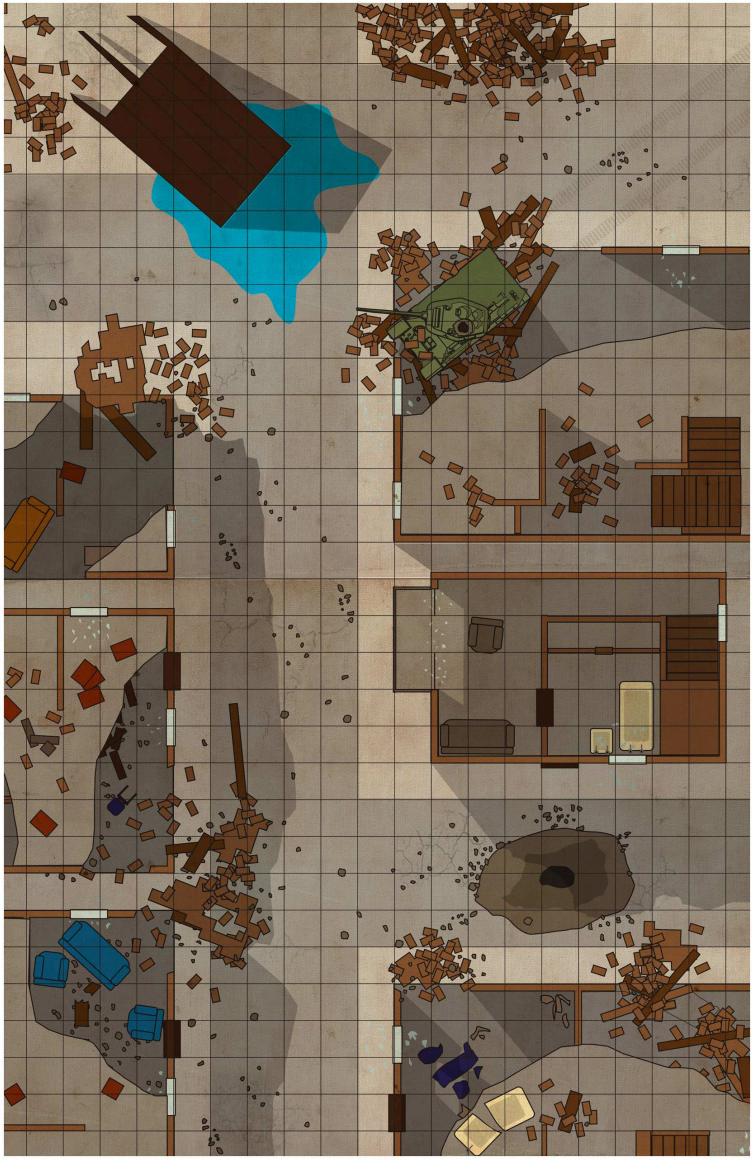
The Russian soldiers at Camp Chukovak are battered and weary, but determined to continue fighting. Smoke hangs over the ruined schoolhouse and the buzz of planes and the pounding of bombs rattles the walls.

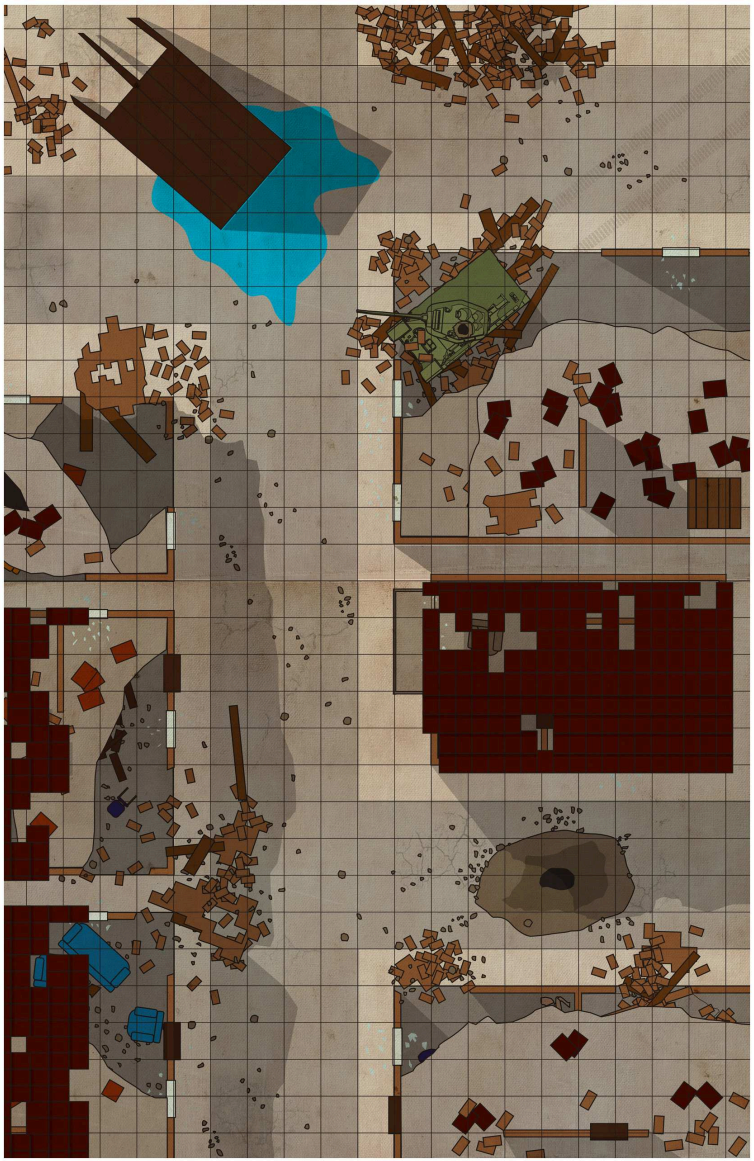
Major Akinov greets the PCs with his trademark grin. He is in high spirits, advising them (if they don't know already) that the tank column carrying the secret documents has crossed the Volga and that the vital Train Station remains in Soviet hands. The death of *Hauptsturmführer* Sturm and the capture of his rifle are huge propaganda wins that are sure to bolster the morale of even the most miserable troops.

As the lights in the basement flicker from a nearby explosion, he raises a glass of vodka and joins the PCs in a toast to their glorious leader Joseph Stalin. Major Akinov promises the characters that their names have been passed on to Soviet High Command and that medals are sure to follow. With heroes like them, the Red Army cannot lose!

INTEL MAPS FOR THE PLAYERS







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