

SECOND EDITION

NUTS!



STALINGRAD - HEROES ALL

STALINGRAD

HEROES ALL

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"NUTS!" STALINGRAD: HEROES ALL

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PROLOGUE

"The sky is glowing over Stalingrad. Greyish-white smoke billows from the ground, flames shoot high into the sky in between. The long probing fingers of the searchlights tear at the half-darkness of the breaking day...we can feel Stalingrad's hot breath. This must be how Rome looked after Nero put it to the torch. The only difference is that here the inferno is made worse by the screaming shells and lethal explosions, increasing the madness and giving the onlooker the impression he's witnessing the end of the world."

Landser Gunter Koschorrek, "Blood Red Snow"

INTRODUCTION

Stalingrad is a name synonymous with great sacrifice, and as a cautionary -- the graveyard of ambition. Stalingrad (once and again known as Volgograd) is a city in Southern Russia on the banks of the Volga River. Originally established as a trade port dominating the confluence of the Volga and Tsarytsa Rivers, the Soviets turned Stalingrad into a heavy industrial center and it became an important arsenal city. In 1942 Stalingrad became the focal point of one of the pivotal battles of the Second World War -- a battle that, but for Hitler's ego and poor military decisions, may never have happened. Hitler originally planned to drive Army Group South into the Caucasus to seize the Soviet oil supply, but instead he drove much of it to the grave in the ruins of Stalingrad. For Gunter Koschorrek's comrades, and hundreds of thousands more, it was the end of the world.

WHAT IS THIS AND WHAT DO I NEED?

"NUTS! Stalingrad -- Heroes All" is a supplement for the game "NUTS!" Europe 1944 by Two Hour Wargames. A copy of that rule set, as well as gaming implements and miniatures, are required to play. It is also advisable to have a copy of the "NUTS!" Eastern Front: Clash of Titans (CoT) rulebook. What follows is a little history, some special or expanded rules, general rules on creating your own Stalingrad campaigns, and a series of scenarios that link to form a three-part campaign covering the battle.

Like all THW games, the campaigns may be fought solo, against the game mechanics, competitively, against a live opponent, or cooperatively, with all players on the same side against the game mechanics.

WHAT IF I DON'T HAVE

The *Clash of Titans* supplement book or a type of troop or vehicle? Easy, just use whatever you have and if it's a rule then use a similar one from "NUTS!"

Example - Deep Snow (CoT, page, 58) is called for in some of the scenarios. I don't have CoT so treat it as woods (NUTS! page, 57) but with twice the movement penalties.

PLAYING SOLO & COOPERATIVELY

Playing a wargame solo or cooperatively can be quite a daunting task but only if you make it so. Within "NUTS!" there is a section on how you can play versus a Non-Player enemy using the Moving Enemy rules (page, 63). Use these rules anytime you have Non-Player or NP forces on the table regardless of the Mission you choose to play.

PEFs

Players should have a clear understanding of how PEFs work and are directed to the section called *Reconnaissance Patrol* in "NUTS!" page, 61 for more information.

BACKGROUND

Operation Barbarossa, an initial smashing success, had slowly ground to a halt as German units out ran their supply lines and Soviet defenses, aided by the weather, became more determined and organized. Hitler was turned back at the gates of Moscow. By spring 1942, the Germans had stabilized their front line, having recovered from Soviet counterattacks following the Battle of Moscow, but the entry of the United States into the war in late 1941 had changed the strategic equation. A flood of tanks, planes and munitions began making its way to the Eastern Front courtesy of the Lend Lease program, and Hitler feared that if the Eastern Front remained static that time would play into Stalin's hands. Indeed, the Soviet offensive at Karkhov in May 1942 -- in which the Soviets hurled over 600,000 men and 1500 tanks at General Von Paulus' 6th Army -- served to

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validate his concerns. Though Von Paulus won a decisive victory, Hitler decided he needed to regain the strategic initiative and move quickly to cripple the Soviet war machine. Exhilarated by the crushing victory over the Soviets, he saw a chance to attack while the Soviets were re-grouping, never imagining for an instant that they might field another large force like that for many months.

The key to the Soviet war machine, he declared, was the oil fields in the Caucasus. At a June 1 meeting of his generals, Hitler stated, "If we don't take Maikop and Grozny, then I must put an end to the war." During the planning session for Fall Blau, Stalingrad was barely mentioned. While it was an important city due to its position on the Volga and its arms factories, it was considered more of a check-list item rather than the focus of the campaign. If Germany could seize Russia's oil fields and choke off their Volga supply route, while setting up a sustainable southern defense "shoulder," it would be significantly closer to defeating the Soviets.

However, as Hitler personally intervened in the campaign as it kicked off, events and ego drove the German 6th Army into Stalingrad to meet its fate as the two great dictators of the war dueled for Stalin's namesake city. By the campaign's end more than two million German and Soviet soldiers would be in the fight of their lives, and Germany would lose the entire 6th Army – hundreds of thousands of men killed or captured. Germany never fully recovered from this loss. Stalingrad was a pivotal battle that changed the course of the war.

This campaign follows elements of the 16th Panzer Division (the 6th Army) as they take part in Hitler's ill-fate campaign to seize the Caucasus. Hitler, distracted by early easy victories against the Red Army in the opening months of Operation Blue, became focused upon the taking of Stalin's namesake city on the Volga River – Stalingrad. Stalin, initially expecting the Germans to bypass Stalingrad saw in Hitler's drive to take the city the opportunity to stall and fix the Germans in place for a counter attack, and himself became obsessed with defending "his" city. Both leaders became embroiled in a personal battle for the symbolic heart of Stalin's Russia – Stalingrad.

SET UP

The Stalingrad Campaign is broken into three mini-campaigns related to the primary phases of the campaign. As a player you can play each campaign independently, play them as a single linked campaign, or play individual scenarios.

The first order of business is to choose which phase of the campaign you wish to play.

FALL BLAU (OPERATION BLUE)

Fall Blau is the opening attack of Army Group South in its bid to seize the Russian oil fields in the Caucasus. While 4th Panzer Army swung north to take Voroznezh, 6th Army stormed straight through the Russian defenses south of Volchansk like a dagger aimed at Stalingrad, where it was to destroy key arms factories before swinging south to support operations in the Caucasus. When the campaign moved faster than anticipated, Hitler ordered 4th Panzer Army to swing south of Stalingrad, crossing 6th Army's line of march. The confusion caused by this intermingling of units and supply lines allowed the Red Army to fall back into Stalingrad.

RATTENKRIEG

With the Red Army in disarray, Hitler saw the chance to take Stalin's namesake city. He would not just destroy the arms works, but take the city itself and score an important propaganda victory by the symbolic destruction of Stalin himself. The 6th Army stormed into Stalingrad, confident of swift victory. But General Vasily Chuikov took Stalin's "Not One Step Backwards" order to heart, and organized a desperate, ferocious defense of the city, hanging on to a single key crossing point on the Volga that allowed the Red Army to pump wave after wave of defenders into the city. The 6th Army and the Red Army under Chuikov fought each other to a stalemate among the ruins of Stalingrad. As Fall threatened to become Winter, the German supply lines came under attack, and 6th Army found itself in danger of being cut off. Hitler, however, was desperate to take the city and believed Goering's promises of supplying 6th Army by air. Hitler overruled general Von Paulus' request to withdraw. With more and more Red Army units pouring into Stalingrad, the Germans fought an increasingly desperate "War of the Rats."

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KESSEL, THE CAULDRON

The Red Army's "Operation Uranus" is unleashed in November, driving through the German allied Rumanian, Hungarian and Italian armies holding 6th Army's flanks. The allied armies collapse under the Red Army onslaught, and 6th Army is encircled, trapped inside the rubble that is Stalingrad. Now completely out of supply, Hitler still refuses to allow 6th Army to try and breakout – it must hold at all costs. 6th Army is besieged on all sides, and as the Red Airforce seizes the skies over Stalingrad, even its fragile, inadequate air transport life line is cut. Starving, freezing under General Winter's grip and without hope of relief after 4th Panzer army's belated relief attempt, 6th Army finally fights its last in the campaign, and the survivors surrender on February 2, 1943. In this campaign book the action focuses on a few critical days early in Operation Uranus during which some German units had the chance to escape, rather than on the complete hopelessness of the Kessel.

OPPOSING FORCES

Now you must choose which side you will be playing.

There were a huge number of units and millions of men involved in the Stalingrad campaign. While many German units fought throughout the campaign, most Soviet units only participated in a portion of the campaign due to attrition and other reasons. The campaign centers around PanzerGrenadier units of the 16th Panzer Division – one of the few German units involved in the entire campaign that saw a number of its soldiers escape from Stalingrad. For the Soviet side, the choice of the 126th Rifles is meant to be more representative than an actual contiguous campaign against 16th Panzer – though again, it has been chosen since it is one of the few Soviet units that saw continuous action across the scope of the campaign.

GERMAN FORCES

The 16th Panzer Division commanded, by Generalleutnant Günther Angern, was the tip of the spear for 6th Army's advance to Stalingrad and participated in heavy fighting. While some units escaped, the Division was decimated by the Stalingrad campaign and was reconstituted in Italy in 1943 where it fought at Salerno and the struggle for Naples. Some surviving elements of the Stalingrad campaign were transferred to the new 116th Panzer Division which saw action in Normandy, the Bulge

and Hürtgen Forest. The 16th Panzer Division finished its career in combat defending areas along on the Czech-Polish border, where the remnants surrendered to both Russian and US units.

16TH PANZER DIVISION

- Panzergrenadier-Regiment 64 (1/64 escaped Stalingrad)
- Panzergrenadier-Regiment 79
- Kradschutzen-Battalion 16
- Panzer-Regiment 2 (some units escaped Stalingrad)
- Artillerie-Regiment 16
- Panzerjager-Battalion 16
- Pioneer-Battalion 16
- Nachrichten-Battalion 16
- 16th Divisional Support Units

SOVIET FORCES

The 126th Rifle Division (51st Army), commanded by Colonel Suhev Kuropatenko, was typical of many Soviet infantry units in the campaign. Originally founded in 1940, the 126th Rifle Division suffered heavy losses during the Battle of Moscow and was reconstituted and assigned to the Southern Front. The 126th Rifle Division initially fought as part of the Don Army Group, participating in delaying actions against the German 6th Army before falling back to defend Stalingrad as part of the Stalingrad Front. Ground down to just a few thousand men, it was moved to the Southern sector where as part of 51st Army it saw action against General Hoth's attempt to use the German 4th Panzer Army to relieve Stalingrad, and in the final assault on the Kessel. Reconstituted after the battle, it completed the war in action in Prussia and Germany as part of 43rd Army of the 2nd Byelorussian Front, which included the capture of Peenemunde.

THE 126TH RIFLE DIVISION

- Divisional support and supply units
- 1261st Engineer Battalion
- 1st Infantry Regiment
- 2nd Infantry Regiment
- 3rd Infantry Regiment
- 1261st Field Artillery Regiment
- 1261st Anti-Tank Battalion

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But no matter which way you choose to play *Stalingrad - Heroes All*, it all begins with your Player Squad.

THE PLAYER SQUAD

Every scenario has a list of German and Soviet forces that are used in that scenario. To these forces we add your Player squad. This squad is commended by you, the Star, and will grow and shrink as casualties mount and replacements arrive.

Once you have chosen which side to play it is time to create your 10-man squad from the German Panzergrenadier or Soviet Infantry lists on pages 11 and 12 of "NUTS!" or pages 18 and 20 of *CoT*, if so desired.

ATTRIBUTES

It is recommended that your Star should have 2 Attributes, while all other squad members should have 1. ("NUTS!" page, 7).

Any squad member that is not killed or put Out Of the Fight (OOF) may participate in the next battle. At the end of each battle, roll Replacements for each soldier lost, per basic "NUTS!" rules (page, 72), modified by the "Privation" level in *CoT* (page, 73) of the rolling figure. The player's squad is the only unit that is able to pickup and use weapons from fallen soldiers, including enemy weapons and equipment.

NEW CHARACTER ATTRIBUTES

The following rules are used in "NUTS!" *Stalingrad* and can be brought over to other "NUTS!" games if desired.

MASCOTS

Sometimes there is a favored team member, a Mascot or helper that keeps a unit's spirits up or helps them keep going in the face of danger and privation. This new Attribute extends a +1d6 to all rolls on the "Rally, Leader Lost and Man Down" and "Recover From Knock Down" tests to the figures in a group so long as the Mascot remains part of that group.

If this Mascot is injured or killed, the unit may take it especially hard and respond with rage or despair. To simulate this, when a Mascot is injured or killed the unit that it is attached to makes a "They Killed Fritz!" test with the results applying individually to each

figure based upon its Rep.

2

THEY KILLED FRITZ

(Taken versus Rep)

Star may choose his reaction

# Dice Passed	Result
2	<i>Get those sons of a gun!</i> The figure goes crazy with rage, temporarily counting as Plucky* for the remainder of the scenario. The unit will immediately take an additional activation to attack the nearest enemy unit, charging into Melee as practical.
1	<i>That's a pity.</i> The figure carries on.
0	<i>Oh no, if they can die, who's next!?</i> Demoralized. The figure is deeply affected by the loss of the Mascot and makes an immediate Man Down roll at a -1REP.

* The figure counts a +1 to its rep for any non-combat Reaction Tests.

ENEMY WEAPONS

Should the soldier run Out Of Ammo while using an enemy weapon, the soldier must gather more ammunition from a fallen enemy before it can be used again. Special weapons, such as a large bore Anti-tank Rifle (PTRD), may be carried over to the next battle, and provided they are collected before battle's end. There is no post-battle scavenging for the squad, as all available equipment left on the battlefield will be distributed to other units in need.

HEROES OF STALINGRAD

For extra flavor in your games you may want to provide cameo appearances of some of the men and women who went above and beyond the call of duty during the battle. To mimic the skills of the individuals you can opt to treat them as Stars in addition to the multiple advantages they may have. These rough approximations barely do their feats justice, but good enough for gaming!

Using these Stars is totally optional and should be agreed upon prior to the game.

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SOVIET HEROES & CHARACTERS

CAPTAIN VASILY GRIGOREVICH ZAITSEV

Featured in films and stories, Zaitsev was a leading Soviet sniper during World War II. He became famous for his service at the Battle of Stalingrad in which he killed 225 Axis soldiers and officers, including 11 enemy snipers. Zaitsev ran the Red Army's sniper school during the battle, and won a three-day sniper duel with a top German sniper, reputed to be a Major Erwin König. Though firm evidence of the duel exists, Major König may not have been the actual sniper engaged by Zaitsev. Zaitsev's total kill number during the war may have been as high as 500 enemy soldiers.

Reputation: 6

Advantages: Crack Shot, Quick Reflexes, Stealthy

Weapon of choice: Moisin-Nagant BA rifle with Sniper Scope



Captain Vasily Grigorevich Zaitsev

YAKOV PAVLOV

In September 1942 a platoon of infantry from the Soviet 13th Guards Rifle Division was ordered to take and defend an impressive apartment building overlooking "9th January Square", a few hundred yards from Volga river – with the building mostly intact in a sea of rubble, it made a natural strong point defending the approaches to the river. The platoon was led by Junior Sgt. Yakov Pavlov, a low-level noncommissioned officer serving as acting platoon commander since their commander, Lieutenant Afanas'ev, was blinded in the fighting.

Pavlov and his men not only stormed and took the building from the occupying Germans, but turned the building into a veritable fortress and defended it from fierce counterattacks for two months until relieved. Pavlov reportedly personally destroyed nearly a dozen tanks and armored vehicles by firing a PTRD antitank rifle from the upper windows of the building onto weak top armor. The apartment building came to be known as "Pavlov's House" and was a symbol of resistance to the city's defenders.

Reputation: 6

Advantages: Born Leader, Hard as Nails, Marksman

Weapon of choice: PPSH SMG and PTRD ATR



Yakov Pavlov

THE KID

This character represents the prototypical plucky kid who risks his life to help out as a runner, scout or spy. He can be used to carry messages, help resupply the unit or act as a look-out.

Reputation: 3

Advantages: Mascot, Plucky, Athlete, Stealthy, Lucky

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GERMAN HEROES & CHARACTERS

MAJOR KOENIG

This highly skilled German sniper, *aka Heinz Thorvald*, engaged Vasiliy Zaitsev in a legendary sniper duel among the ruins of Stalingrad. Supposedly dispatched by the German High Command to eliminate Zaitsev and turn the tide against the Soviet snipers, Koenig was killed by Zaitsev. Or so the legend goes, because he may or may not have existed and may have been a creation of Soviet propaganda. But many expert German snipers plied their trade at Stalingrad, and Koenig can represent them handily.

Reputation: 5

Advantages: Crack Shot, Quick Reflexes, Stealthy
Weapon of choice: Mauser K98k with Sniper Scope

LEUTNANT SIEGFRIED GERKE

Gerke earned the Knight's Cross and the Tank Destruction Badge in action during the Stalingrad campaign. A highly skilled combat engineer, he commanded of of 3rd Kompanie, 16 Panzerpionier Abteilung, 16th Panzer Division 3 Kompanie.

Reputation: 5

Advantages: Stealthy, Nerves of Steel, Tank Killer

Weapon of choice: MP-40 and infantry anti-tank weapons

OBERFELDWEBEL WILHELM GUNTHER

Gunther earned the Knight's Cross against Soviet tanks as a Zug Commander in the 16th Panzer Division 2 Panzer Regiment, II Abteilung, 8 Kompanie. As a platoon commander he led his tanks during many "fire brigade" engagements to plug the line against Soviet armor and infantry attacks.

Reputation: 5

Advantages: Born Leader, Nerves of Steel, Quick Reflexes

Weapon of Choice: MP-40 and Panzer IIIJ tank

FELDWEBEL WILHELM "WILLI" SUERBAUM

Suerbaum was a skilled combat engineer who fought as a Stosstruppen at Stalingrad. Cited for bravery many times, earning the Iron Cross 1st and

2nd class, he was killed during a night action on September 30, 1942.

Reputation: 5

Advantages: Athlete, Agile, Hard as Nails

Weapon of Choice: MP-40 and demolition charges

ADDITIONAL UNITS

The following units are added to "NUTS!" and *CoT*.

RUSSIANS IN GERMAN SERVICE

The German Army attracted and drafted hundreds of thousands of foreign volunteers from allied and conquered territories. In addition to the foreign legions comprised of volunteers from Spain and Britain, for example, some 50,000 Russian volunteers fought alongside German units during the Stalingrad Campaign as part of 6th Army. These were:

- *Russian and Ukrainian soldiers* whose hatred of Stalin drove them into the arms of the Wehrmacht. Called "Hiwis" by the Germans (short for *Hilfswilliger*, ("voluntary assistant"), these soldiers filled frontline combat roles and in some cases comprised up to 50% of some units by the end of the campaign. The Soviets considered them traitors and showed no mercy in combat.
- *Don Cossack tribes* – some of which were former "White Russians" still seething from the death of the Tsar, others were just cutting a deal with the Germans.

UNIT ORGANIZATION – Platoon	<i>Hiwis</i> ⁽¹⁾	Don Cossack Cavalry ⁽²⁾
# of Squads or Sections (not HQ)	3	3
# Men per Squad	10	8
Dice Generation	5+1d6	5+1d6
Individual Rep	1 - 2 = Rep 2	1-2 = Rep 4
	3 - 5 = Rep 3	3-5 = Rep 5
	6 =Rep 4	6 = Rep 6
NCO	SMG	SMG
Jr. NCO	BA	SMG
LMG	1	1
# Men w/G-Launcher	0	0
Riflemen	BA	BA or SMG

(1) *Fanatic Foe, Soviets (COT, page, 15)*

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(2) Sabres

SIBERIANS

At the beginning of the war experienced Siberian units were rushed west to join the Soviet Army during the Battle of Moscow, and additional Siberian units were mustered as the war progressed. While troop quality varied, Siberian troops were generally skilled, fierce fighters.

UNIT ORGANIZATION – Platoon	Siberians ⁽¹⁾
# of Squads or Sections (not HQ)	3
# Men per Squad	10
Dice Generation	5+1d6
Individual Rep	1 - 2 = Rep 4
	3 - 5 = Rep 5
	6 =Rep 6
NCO	SMG
Jr. NCO	BA
LMG	1
# Men w/G-Launcher	0
Riflemen	BA

(1) *Fanatic Foes, Germans (COT, page, 15)*

EXTRA REINFORCEMENTS

In *Heroes of Stalingrad* there is an increased chance that a side may receive reinforcements. This is in addition to the normal way that reinforcements are generated in the "NUTS!" rules book (page, 67). This addition is known as *Extra Reinforcements* and is handled as follows.

- Extra Reinforcements can only occur if the rule is being used in the scenario. This may mean that in some games only the German or Russian side may get Extra Reinforcements. There may be times when both or neither sides are eligible for Extra Reinforcements.
- When the activation dice score totals 8 or higher the side with the Extra Reinforcements rule and the highest die score will receive Extra Reinforcements. If doubles are rolled neither side gets reinforcements.
- Instead of using the normal Reinforcement Tables found in the "NUTS!" rules book players must use the Random Unit & Reinforcements Tables provided in this book (pages, 8 & 9) for both reinforcements, as well as for the initial forces to be used at the start of the scenario.
- Each time reinforcements are due to arrive roll 1d6.
 - On a result of 1-3 roll 1d6 on Table 'A'.
 - On a result of 4-5 roll 1d6 on table 'B'.
 - On a result of 6 roll 1d6 on table 'C'.

Reinforcements will arrive on the table in the appropriate deployment zone for that side.

Example – Turn three and activation dice are rolled. The result is a "7" with the German score a 2 and the Russian score a 5. This means that the Russian player will receive reinforcements. He rolls 1d6 to determine what type and scores a 3. They will get one roll on Table "A". Turn four the activation dice are rolled. The result is a "9" with the German score a 3 and the Russian score a 6. As the Russian score is higher he will receive extra reinforcements. He rolls 1d6 and scores a 6, which is one roll on Table "C".

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RUSSIAN REINFORCEMENT TABLES

Roll 1d6. If a 1, 2 or 3 is scored, this table is used.

RUSSIAN TABLE 'A' INFANTRY	
#	Reinforcement
1	Half Infantry squad
2	Half Militiya squad*
3	MMG and 3 man team
4	Full Militiya squad
5	Full Infantry squad
6	Special - Roll 1d6 and consult below
#	Special Reinforcement
1	Full Pioneer squad
2	Full Pioneer squad
3	Full Penal Squad
4	Full Naval Infantry squad
5	Full Cavalry squad
6	Anti-tank dog team

*Substitute Infantry for any troop type you may not have.

If a 4 or 5 is scored, this table is used.

RUSSIAN TABLE 'B' SUPPORT	
#	Reinforcement
1-2	ATG - Roll 1d6 and consult below
3-4	Special Infantry- Roll 1d6 and consult below
5-6	Heavy Weapons- Roll 1d6 and consult below
#	ATG Reinforcement
1 - 5	45mm ATG and crew
6	76mm ATG and crew
#	Special Infantry Reinforcement
1-3	Medic
4-5	Sniper
6	Kommissar
#	Special Heavy Weapons Reinforcement
1-3	2-man ATR team
4-5	60mm mortar with 3d6 rounds, and crew
6	Wheeled Maxim HMG and 3-man crew

If a 6 is scored, this table is used.

RUSSIAN TABLE 'C' VEHICLES

#	Reinforcement
1-3	Light Vehicle - Roll 1d6 and consult below
4-6	Tank - Roll 1d6 and consult below
#	Light Vehicle Special Reinforcement
1	BA-64 and 2 man crew
2	Universal Carrier and 2 man crew
3	Jeep
4-5	GAZ-AA or Studebaker truck
6	GAZ AA truck and HMG mount with 3 man crew
#	Tank Special Reinforcement
1	Light tank and crew. Either a T-60 tank (1-4) T70 tank (5-6).
2	M3 Grant tank and crew
3-5	T-34/76 and crew
6	KV-1 tank and crew

RUSSIAN TABLE 'D' SPECIAL

#	Reinforcement
1-2	KV-2 tank and crew
3-4	Artillery/Airstrike - Roll 1d6 and consult below
5-6	Defenses (In an "attack" scenario this results in a Pioneer Squad and vehicle) - Roll 1d6 and consult below
#	Artillery/Airstrike Special Reinforcement
1-2	75mm infantry gun and crew
3-4	80mm mortar and crew
5	3-man FO team + 1d3 artillery barrages
6	Airstrike: Roll on aircraft table
#	Defenses Special Reinforcement
1-2	Barbed wire (6d6")
3-4	Trench Line (6d6")
5	One log bunker/ hull-down position
6	Mines - 1d6 AT mines (1-3) or AP mines (4-6.)

*Substitute vehicle of choice for any type you may not have.

SOVIET AIRCRAFT TABLE (1D6)

#	Reinforcement
1	Mig-1 LMG's and Rockets (1 salvo)
2	LaGG-3 HMG's and 250lb Bomb
3	Yak-9D HMG's and 250lb Bomb
4	P-39N HMG's and 37mm Cannon (one attack run using both weapons)
5-6	Il-2M HMG's and 500lb Bomb

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GERMAN REINFORCEMENT TABLES

Roll 1d6. If a 1, 2 or 3 is scored, this table is used.

GERMAN TABLE 'A' INFANTRY	
#	Reinforcement
1	Half German (1-4) or Hiwis (5-6) Infantry squad.
2	Half Grenadier Infantry squad
3	MG42 and 3 man team
4	Full German (1-4) or Hiwis (5-6) Infantry squad.
5	Full Grenadier Infantry squad
6	Special Reinforcement - Roll 1d6 and consult below
#	Special Reinforcement
1-2	Half squad of Stosstruppen
3-4	Half squad of Pioneers
5-6	Full squad of Don Cossack cavalry

*Substitute Infantry for any troop type you may not have.

If a 4 or 5 is scored, this table is used.

GERMAN TABLE 'B' SUPPORT	
#	Reinforcement
1-2	ATG - Roll 1d6 and consult below
3-4	Special infantry - Roll 1d6 and consult below
5-6	Heavy weapons - Roll 1d6 and consult below
#	ATG Reinforcement
1-3	Pak36 (37mm) with Transport. Opel Truck (1-2); Sdfk 251 (3-4) or Sdfk 250 (5); or Horses (6)..
4-5	Pak38 (50mm) with Transport (Roll Table C, Transport)
6	Pak40 (75mm) with Transport (Roll Table C, Transport)
#	Special Infantry Reinforcement
1-2	Medic
3-4	Sniper
5-6	1d6 MP40 or 1d6 rifle grenades for the force
#	Special Heavy Weapons Reinforcement
1-2	2-man ATR team
3	60mm mortar with 3d6 rounds, and crew
4-5	MG42 and 3-man crew
6	Sdfk 251 Half track with 2 man crew

If a 6 is scored, this table is used.

GERMAN TABLE 'C' VEHICLES	
#	Reinforcement
1-2	Transport - Roll 1d6 and consult below
3	Armored Car - Roll 1d6 and consult below
4-6	Tank - Roll 1d6 and consult below
#	Transport Reinforcement
1-2	Opel truck
3-5	Sdfk 251/ Sdfk 250 Halftrack & 2 man crew
6	Sdfk 7 prime mover & 2 man crew
#	Armored Car Reinforcement
1-4	Sdfk 222 and crew
5-6	Sdfk 232 and crew
#	Tank Reinforcement
1	Stug IIIe and crew
2	Stug IIIf and crew
3-4	Pz. IIIj and crew
5	Pz. IVf1 and crew
6	Pz. IVf2 and crew

*Substitute vehicle of choice for any type you may not have.

GERMAN TABLE 'D' SPECIAL SUPPORT	
#	Reinforcement
1-2	Artillery/Airstrike - Roll 1d6 and consult below
3-4	Defenses (In an "attack" scenario this results in a Pioneer Squad and vehicle) - Roll 1d6 and consult below
5-6	Tanks and Vehicles - Roll 1d6 and consult below
#	Artillery/Airstrike Special Reinforcement
1-2	75mm infantry gun
3-4	Sdfk 280mm mortar and crew 51 or Sdfk 250 Half track with 2 man crew
4-5	3-man FO team and 1d3 artillery barrages
6	Airstrike: roll on aircraft table
#	Defenses Special Reinforcement
1-2	Barbed wire (6d6")
3-4	Trenchline (6d6")
5	Simple log bunker or hull-down position for one unit
6	Mines - 1d6 Mine markers (1-3 AT mines, 4-6 AP mines)

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#	Tanks and Vehicles
1-2	Sd.Kfz. 251/10 or 250/10 (37mm ATG) and crew
3-4	Marder I and crew
5-6	Pz. IVG and crew

GERMAN AIRCRAFT TABLE (1D6)

#	Reinforcement
1	Me-110C LMG's
2	Me-109F LMG's
3	Me-109G HMG's and 250lb bomb
4-6	Ju-87D LMG's and 500lb Bomb, or 2x 250lb bomb

VEHICLE LISTS

This section will provide you with the basic Vehicle Lists that are used in "NUTS" *Stalingrad* and are a subset of those found in *CoT*. This covers the time frame from June 1942 to February 1943.

GERMAN VEHICLES

Vehicle	Front Armor	Side Armor	Top Armor	Main Gun APR	Main Gun HE	AAMG	Hull MG	Co-Ax MG	Speed	Crew
Tanks										
Pz III J	5	2	1	5	5/2	N	Y	Y	18/12	2/3
Pz IV F1	4	3	1	4	6/3	N	Y	Y	18/12	2/3
Pz IV F2	5	3	1	8	6/3	N	Y	Y	18/12	2/3
Pz IV G	6	3	1	8	6/3	Y	Y	Y	18/12	2/3
Tank Destroyers										
Marder I ^(X)	1	0	-	8	6/3	N	N	N	18/12	1/2 ^A
StuG III E ^(LS)	4	2	1	4	6/3	N	Y	N	18/12	4
StuG III F ^(LS)	6	3	1	8	6/3	N	Y	N	18/12	4
Armored Cars										
SdKfz 221/223	1	1	-	LMG	-	N	N	Y	32/18	1/2 ^A
SdKfz 222	1	1	-	2(ROF2)	-	N	N	Y	32/18	1/2 ^A
SdKfz 231 "8 Rad"	2	1	1	2(ROF2)	-	N	N	Y	32/12	2/2 ⁽²⁾
Halftracks & Other Vehicles										
SdKfz 7	1	0	-	-	-	N	N	N	18/12	2
SdKfz 7/2	1	0	-	3(ROF3)	5/2	FLAK	N	N	18/12	2
SdKfz 250/1	1	0	-	LMG	-	Y	N	N	32/12	2+4 ^A
SdKfz 251/1	1	0	-	LMG	-	Y	N	N	28/12	2+10 ^A
Opel Blitz Truck	-	-	-	-	-	N	N	N	32/12	2+Varies
Kubelwagen	-	-	-	LMG	-	Y	N	N	32/16	2/2

(2) Denotes two drivers

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(A) Vehicle is open topped

LS=Vehicles are low silhouette compared to the larger SP guns (Jagdpanther, ISU-152 for example) making them harder to hit. These vehicles cannot go Hull Down and fire at a target on a lower level but can go hull down and fire at a target on the same level. In this case (hull down) turret hits are hits on the front hull. Turret Hits on a LS vehicle are always misses.

(X) Represents wide range of converted and captured equipment, from Panzer Is to French FCM36 or Lorraine tractors.

GERMAN AIRCRAFT

Type	Entered Service	Weapons
Me-110C Fighter/Bomber	4/1939	4x LMG and 2x 20mm AC. On roll of "1 to 2" has 2x 500lb (1-3) bomb or 4x 250lb bomb (4-6).
Me-109F Fighter	12/1940	2x LMG and 1x 20mm AC. On roll of "1" has 1x 500lb bomb (1-3) or 2x 250lb bomb (4-6).
Me-109G Fighter	5/1942	2x HMG and 1x 20mm AC. On roll of "1" has 1x salvo Rockets.
Me-110C Fighter/Bomber	4/1939	4x LMG and 2x 20mm AC. On roll of "1 to 2" has 2x 500lb (1-3) bomb or 4x 250lb bomb (4-6).
Me-109F Fighter	12/1940	2x LMG and 1x 20mm AC. On roll of "1" has 1x 500lb bomb (1-3) or 2x 250lb bomb (4-6).
Ju-87D Attack	2/1941	2x LMG. On roll of "1 to 3" has 1x 500lb Bomb (1-3) or 2x 250lb bomb (4-6).

SOVIET VEHICLES

Vehicle	Front Armor	Side Armor	Top Armor	Main Gun APR	Main Gun HE	AAMG	Hull MG	Co-Ax MG	Speed	Crew
Tanks										
T-70	3	2	1	4	5/2	N	N	Y	24/16	1/1
T-34/76	6	3	1	6	6/3	N	Y	Y	24/16	2/2 ^D
KV-1	7	5	2	6	6/3	N	Y	Y	18/12	2/3
KV-2 ^(Tt)	8	5	2	10 ^{*(2)}	12/4	N	Y	Y	12/12	4/2 ⁽¹⁾
Armored Cars & Other Vehicles										
BA-64	1	1	1	LMG	-	N	N	N	32/12	1/1
T-20 tractor	0	0	-	-	-	-	Y	-	28/16	2+6
GAZ AA truck	-	-	-	-	-	-	-	-	28/14	2
GAZ jeep	-	-	-	-	-	Y	N	N	30/14	4
Additional Lend Lease										
M3 Lee	5	2	1	6 ⁽⁵⁾ 4 ^(Tt)	6/3 5/2	N	N	N Y/Y	18/12	2/5
Matilda II	5	3	1	4	5/2	N	N	Y	12/8	3/1
Ford GPA Amphib Jeep	-	-	-	-	-	-	-	-	26/16/6 ⁽⁴⁾	4
Universal Carrier	1	1	-	-	-	N	Y	N	24/16	2/4 ^(A)

Tt – KV-2 tanks have a rear turret MG

* Denotes howitzer with short barrel. Direct Fire only at SHORT RANGE (up to 48").

(1) The vehicle has two loaders

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(2) The turret is so heavy that KV-2 cannot rotate the turret on any slope more than 15 degrees. Due to the difficulty of traversing the turret and aiming, the gunner uses normal rep if the vehicle neither moved nor rotated turret in previous activation, but fires at -1 Rep if the vehicle moved or traversed its turret in the prior action.

(4) Amphibious

(5) Vehicle has main gun mounted on Right Front Sponson with limited arc of fire of 30° front to 90° right. 37mm turret has co-ax & rotatable enclosed cupola mount LMG.

(A) Vehicle is open topped

Soviets may also use the following from the US and British lists: M3 and M5A1 Stuart, Sherman M4A2, Sherman M4A2 (Wet) w/76mm gun, Churchill IV, Valentine VIII (as a light tank), M2 and M3 and M12 and M16 half-tracks, SU-57 (U.S. Half-track with a U.S. 57mm ATG), M3 Scout Car.

RUSSIAN AIRCRAFT

Type	Entered Service	Weapons
Mig-1 Fighter	9/1940	1X LMG and 1xHMG. On a roll of "1" has 1x salvo Rockets.
LaGG-3 Fighter	2/1941	2x HMG and 1x 20mm AC. On a roll of "1" has 1x salvo Rockets.
Yak-9D Fighter	12/1942	1x HMG and 1x20mm AC. On roll of "1" has 1x 250lb Bomb (1-4) or 1x salvo Rockets (5-6).
P-39N Fighter	6/1942	2x HMG and 1x 37mm Cannon. On roll of "1" has 1x 500lb Bomb (1-3) or 2x 250lb bombs (4-6).
Il-2M Attack	9/1942	2x LMG and 2x 20mm AC. On roll of "1 to 3" has 1x 500lb Bomb (1-3) or 2x 250lb bomb AND 1x salvo Rockets (4-6).

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FALL BLAU

Under the mistaken assumption that the Red Army was too disorganized to mount a serious defense, Army Group South, comprised of the German Sixth, Seventeenth, Fourth Panzer and First Panzer Armies, would sprint across the southern Russian steppes into the Caucasus to capture the vital Soviet oil fields.



Army Group South Attacks

Split into two army groups, Army Group A and Army Group B, the Germans planned a massive pincer movement across the steppes with Group B swinging south to Rostov, and then dividing again to sweep down into the Caucasus and up to the East of Stalingrad to link up with Army Group A. Group A, swinging North, would blast through Voronezh, cross the Don and the Volga and link with Group B to encircle Stalingrad. The goal was to use German mobility and fire power to defeat the Soviets in detail, chop them up, and isolate pockets of resistance to create multiple "Kesselschlachts" to encircle and capture entire Soviet armies. If successful, the Germans would ensure the destruction of Red Army forces in the region and the creation of a defensive front along the Volga that would protect German gains to the south.

On a clear, crisp dawn on 28 June, 1942 (a month behind schedule), Army Group South slammed into the Soviet lines, breaking through with 270,000 men and 500 tanks to begin their rapid push across the steppes

Soviet General Timoshenko fell back as fast as he could to avoid being encircled and destroyed. Since the immediate objective of the northern arm of the German assault was Voronezh, the Red Army decided to fight a delaying action there, buying time for forces to concentrate at Stalingrad, which would be turned into a fortress on which the Germans might hopefully smash themselves to pieces.



The Advance of 16th Panzer Division

As the campaign unfolded and the primary goal of trapping Soviet forces eluded them due to Timoshenko's rapid withdrawal, frustrated junior officers turned to Von Paulus to convince him to change the attack plans. Concerned that making changes would destabilize the attack, he refused until an impatient Hitler intervened. Unhappy with the progress of the campaign, and angered that the goal of encircling and capturing the bulk of the Soviet forces was not being met, he accelerated the thrust towards Voronezh. The city fell with little resistance on July 3, 1942 after Soviet forces once again withdrew before the German pincers could close.

A little over a week later Hitler again intervened and ordered a major rearrangement of Fall Blau. An impatient Fuehrer ordered that Hermann Hoth's 4th Panzer Army be pulled from its current advance and diverted South to assist the new drive by Field Marshal von Kleist's Army Group B. This major change in plans threw the campaign into chaos. Not only did this stall the advance of Army Group A, but since the 4th Panzer Army had to cross 6th Army's line of advance it caused massive traffic jams that snarled 6th Army to a standstill. Furthermore, since it had to travel a long distance 4th Panzer Army took

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precious fuel and supplies away from the 6th Army, rendering it immobile for nearly two weeks.

When Von Paulus resumed the advance of 6th Army, masses of Red Army units ended up funneling themselves into the Don bend, where the river changed its direction of flow from southeast to southwest. There was a critical bridge at the town of Kalach, directly west of Stalingrad. Buttressed by Stalin's "Not One Step Back" order which commanded every Red Army unit to die in place rather than retreat, Timoshenko managed to rally the better part of several armies there to make a strong stand against the Germans. Von Paulus launched a pincers movement that snapped shut on 8 August, trapping over 70,000 Soviet soldiers in the Kalach Kessel.

However, by the time Von Paulus resumed his advance across the Don River on 21 August, the Soviets had been given weeks of precious time to recover and prepare for the Germans. Von Paulus was confident that he could simply walk into Stalingrad – he would be proven disastrously wrong.

BACKGROUND

Having been refitted after the Karkov campaign the month before, the 16th PzD moved into battle a week after 6th Army slammed through the Volchansk Line. It moved rapidly to seize the bridge at Lysychans'k from units of the 37th Army to pave the way for 6th Army's continued advance across the Donets River. As the Don Basin was cut by many rivers the 16th Panzer would get accustomed to storming bridges and causeways.

SCENARIO 1: LYSYCHANS'K BRIDGE

SITUATION

Early afternoon July 9th, near Lysychans'k, Russia. Forward elements of Panzergrenadier-Regiment 79 push into Soviet defenses in an attempt to seize the underwater bridge (built ½ meter below the river's surface) and continue its advance.

OBJECTIVES

The German player must seize the bridge, revealed by photo reconnaissance, and secure the crossing point for 16th Panzer. The Soviets thought they had successfully hidden the bridge and had not prepared it for destruction. The Soviet player's task is to demolish the bridge.

GERMAN FORCES

German forces enter the table in zones 1 and/or 2. German forces consist of:

Player's squad (Panzer Grenadiers)

- 1 PnzIVD
- 1 Sdfk 251
- 3 rolls on German Table A (page, 9)
- 2 rolls on German table B (page, 9)
- 2 rolls on German Table C (page, 9)

SOVIET FORCES

Soviet forces set up in any other zone, but any fixed defenses must be placed in zones 5 and/or 6.

Soviet forces consist of:

Player's squad (Infantry)

- 2 rolls on Russian Table A (page, 8)
- 1 roll on Russian Table B (page, 8)
- 1 roll on Russian Table C (page, 8)
- 2 rolls on Russian Table D (page, 8) no airstrikes available

TERRAIN

Set up terrain as shown on the map (page, 36).

"NUTS!" STALINGRAD: HEROES ALL

SPECIAL RULES

- German Support Level: 1d6
- Soviet Support Level: 1d6
- Germans hold Air Superiority (*CoT*, page, 65).
- All Soviet infantry may start in light prepared positions or foxholes, both counting as DV 1 cover.
- On turn 10 an Engineering squad will appear on the table at the bridge and may attempt to wire the bridge for demolition.
 - An Engineer can attempt to rig the bridge with explosives by spending 6 full activations at the head of the bridge laying charges, while doing nothing else. The time spent laying charges is reduced by one turn of Activation per Engineer attempting the task, down to a minimum of 2 turns to lay charges.
 - Once the explosives are laid, the Engineers must move to be at least 12" away from the charges to set up the "hellbox", the detonator. A Soviet player may attempt to detonate closer than that by rolling 2d6 and scoring a result of *snake eyes or double ones*. Each figure may try only once but if a mascot is with the unit the test is taken with 3d6 instead.
 - A single attempt to activate the detonator may be made each turn, by anyone in contact with it, by rolling 2d6 (3d6 for Engineers). If the score is doubles or triples, then the charges explode and the bridge (or culvert, house, etc) is destroyed. Anyone/anything within an 8" circle centered on the explosives is damaged by an Impact 4/APW 4 hit.
- Structures on the map are all DV1

RESULTS

The Soviet player's task is to demolish the bridge. If the German player fails to achieve his objective the Soviet player will get two additional rolls on Table B (page, 8) for the following Surovikino scenario.

SCENARIO 2: SUROVIKINO

The Soviets may receive additional reinforcements based on the outcome of the previous scenario.

SITUATION

Late afternoon, July 23rd near Surovikino, Russia. 16th Panzer is rapidly advancing east after storming through the Liska Tal hills and crossing the Chir River. Elements of Panzergrenadier-Regiment 64 slam into hasty Soviet defenses forming a rough line across the farmlands near Surovikino.

OBJECTIVES

The German player enters the table from the west (sectors 1 and/or 3). He must push through Soviet defenses and exit as many units as possible off the table via the German exit points on the east edge of the map (sectors 2, 4, or 6). The German player has 10 turns to accomplish this. The Soviet task is to destroy or delay as many units as possible, giving their Comrades time to firm up more defensive lines near Kalach. The better the Soviet player does, the more units will be available in the next scenario.

GERMAN FORCES

German forces enter the table in zones 1 & 3. German forces consist of:

Player's squad (Panzer Grenadiers)

2 Sdfk 251

4 rolls on German Table A (page, 9)

2 rolls on German table B (page, 9)

2 rolls on German Table C (page, 9)

SOVIET FORCES

Soviet forces set up in any other zone, but any fixed defenses must be placed in zones 2, 4, and/or 6. Soviet forces consist of:

Player's squad (Infantry)

2 x rolls on Russian Table A (page, 8)

1 roll on Russian Table B (page, 8)

1 roll on Russian Table C (page, 8)

2 x rolls on Russian Table D (page, 8) no airstrikes available

Terrain

Set up terrain as shown on the map (page, 36)

"NUTS!" STALINGRAD: HEROES ALL

SPECIAL RULES

- German Support Level: 2 + 1/2d3
- Soviet Support Level: 1d6 -1 (minimum of 1)
- Germans hold Air Superiority (*CoT*, page, 65)
- All Soviet infantry may start in light prepared positions or foxholes, both counting as DV 1 cover.
- The drainage ditch along the road counts as a Gully. Gullies provide cover and concealment. Gullies force vehicles to take a Run Over check.
- The Rachel, a ravine, is described in in *CoT* (page, 68).
- Structures on the map are all DV1
- Brush offers concealment to units inside, but does not provide cover.
- The Wheat Fields are filled with stalks of wheat growing 3-4 feet high. Vehicles suffer no movement penalty but do get the Concealed modified when being fired on.
 - Infantry and Infantry Guns/AT Gun/Crewed weapons have their movement reduced by ¼ speed through these areas.
 - Visibility inside this terrain feature is limited to 12" in the daytime and 6" at night. Those inside also count as concealed.
 - Infantry and infantry guns/ATG/crewed weapons at the edge of these terrain features count as concealed and can see out and can be seen from outside the area.
 - Those 1" or farther inside from the edge cannot be seen by infantry, while those at 3" from the edge cannot be seen by vehicles.
 - Explosions will set a patch of wheat field on fire on a 1d6 roll of a 5-6. Flamethrowers will always cause a fire if used in a wheat field.

RESULTS

The Soviet player's task is to delay the exit of German forces. If the German player fails to achieve his objective and exit the bulk of his forces within 10 turns, the Soviet player will get one additional roll on Table C (page, 8) for the following Hill 150.7 scenario for every two German units that do not exit the map.

SCENARIO 3: HILL 150.7

SITUATION

Late morning, July 31st, on the northern approach to the critical bridge that crosses the Don River at Kalach. 16th Panzer is pushing hard to seize the bridge before the Soviets can either destroy it or reinforce their bridgehead at Kalach. They ran headlong into the largest Soviet counterattack of their campaign as elements of 13th Tank Corps moved to take the high ground overlooking Kalach and push the German invaders back. What resulted was a large swirling tank battle that raged along the hills and ridges overlooking the Don river.

OBJECTIVES

The German player must push through Soviet lines and exit as many units as possible off the table via the German exit points on the map in sectors 4 & 6. The German player has 10 turns to accomplish this. The Soviet task is to break the German attack and destroy as many units as possible.

GERMAN FORCES

German forces enter the table in zones 1 & 3. German forces consist of:

Player's squad (Panzer Grenadiers)

1Sdfk 251

2 Pzr IIIJ

2 rolls on German Table A (page, 9)

1 roll on German table B (page, 9)

4 rolls on German Table C (page, 9)

SOVIET FORCES

Soviet forces enter the table from zones 4 & 6. Soviet forces consist of:

Player's squad (Infantry)

1 Universal Carrier

2 T34/76

1 roll on Russian Table A (page, 8)

1 roll on Russian Table B (page, 8)

3 rolls on Russian Table C (page, 8)

"NUTS!" STALINGRAD: HEROES ALL

TERRAIN

Set up terrain as shown on the map (page, 36)

SPECIAL RULES

- German Support Level: 1d6
- Soviet Support Level: 1d6
- Contested Air Superiority (*CoT*, page, 65).
- Rachels, a ravine, is described in *CoT* (page, 68).
- The terrain is open grasslands and low scrub that provides no concealment or cover. Each line marked "Level" represents a hill level one step up from the base level of the table. Players may represent this as they can; keeping in mind the table represents a very hilly area.

RESULTS

The Soviet player's task is to stop or delay the exit of German forces. If the German player fails to achieve his objective and exit the bulk of his forces within 10 turns the next scenario will be *Trekhostrovskaya Bridge* that follows. If the German player completes his mission he shortens the campaign to cross the Don River and advances to the "Battle Maidens of Gumrak" scenario (page, 18).

SCENARIO 4: TREKHOSTROVSKAYA BRIDGE

SITUATION

Afternoon, August 17th. After failing to capture the bridges at Kalach, 16h Panzer has pushed up the Don to the town of *Trekhostrovskaya* where reconnaissance shows an intact bridge. A rapid assault has brought 16th Panzer to within spitting distance of the bridge...but will the Russians destroy this one as well??

OBJECTIVES

The German player must seize key buildings on the approach to the bridge and destroy a roadblock that is hampering attempts to take the bridge. The German player has 8+1d6 turns to accomplish this and clear the path for an armored assault. The Soviet task is to break hold off the German attack as long as possible while attempting to destroy the bridge. The Soviets do not have explosives, and must attempt to fire the bridge with petrol.

GERMAN FORCES

German forces enter the table in zones 1 & 2.
German forces consist of:

Player's squad (Panzer Grenadiers)

1 squad Assault Pioneers

1 Sdfk 251

1 Sdfk 222 and crew

3 rolls on German Table A (page, 9)

1 roll on German table B (page, 9)

1 roll on German Table C (page, 9)

1 roll on German Table D (page, 9)

SOVIET FORCES

Soviet forces may set up in Zones 3, 4, 5 and 6. All fixed defenses must be placed in zones 5 and/or 6 as per the Special Rules section. Soviet forces consist of:

Player's squad (Infantry)

1 MMG and 3-man crew

2 rolls on Russian Table A (page, 8)

2 rolls on Russian Table B (page, 8)

Defenses shown on map

TERRAIN

Set up terrain as shown on the map (page, 36).

SPECIAL RULES

- German Support Level: 1d6
- Soviet Support Level: 1d6
- Contested Air Superiority (*CoT*, page, 65).
- The approach to the Bridge is defended by a roadblock that is comprised of 1d6 AT mine markers, 12" of improvised barrier with barbed wire that obstructs vehicle movement, 2x 6" barbed wire sections and 2x 6" trench sections. The roadblock may be removed with demolition charges.
- Soviet units may start in defensive works or foxholes, both counting as DV 1 cover.
- On Turn 8 roll 1d6 to determine how many more turns are left before the bridge is fired.
- On Turn 8 the German player will roll 1d6 to determine if an armored assault column will enter the table on the road in Zone 1, comprised of 6 rolls on the Tank section of Table C (page, 9).

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RESULTS

The Soviet player's task is to hold the barrier intact for 8+1d6 turns to buy time for the destruction of the bridge. If the German player fails to achieve his objective, in the next scenario "Battle Maidens of Gumrak" the Soviet player gets Extra Reinforcements (page, 7).

SCENARIO 5: BATTLE MAIDENS OF GUMRAK

SITUATION

Noon, August 23rd. 6th Army pushed over the Don River and blazed across the Don Steppe Country, encountering no resistance until they approached Gumrak Stantsiya, a major train yards area, on the outskirts of the city. The young women volunteers of the Gumrak Air Defense Militia turned their AA batteries on the lead elements of the 16th Panzer Division as it spearheaded 6th Army's advance on Stalingrad...stunned by the ferocity of the defenders, one officer exclaimed "This is but the first page of Stalingrad."

OBJECTIVES

The German player must defeat the defenders of Gumrak and seize the train yard and any rolling stock they can to help 16th Panzer secure its line of supply. The faster they accomplish this the faster they can continue to push on Stalingrad. The German player has 10 turns to accomplish this. The Soviet task is to hold off the German attack as long as possible.

GERMAN FORCES

German forces enter the table in zones 1 & 2. German forces consist of:

Player's squad (Panzer Grenadiers)

1 Sdfk 251

1 Sdfk 222 and crew

3 rolls on German Table A (page, 9)

1 roll on German Table B (page, 9)

2 rolls on German Table C (page, 9)

1 roll on German Table D (page, 9)

SOVIET FORCES

Soviet forces may set up in Zones 3,4,5,6. Soviet forces consist of:

Player's squad (Infantry)

1 Squad Militiya (women, Fanatic)

1 12.7mm AAMG and 3-woman crew (Militiya, Fanatic)

2 37mm Autocannon and 4-woman crew Militiya, Fanatic)

1 Kommissar (female)

TERRAIN

Set up terrain as shown on the map (page, 36).

SPECIAL RULES

- German Support Level: 1d6
- Soviet Support Level: 1d6
- German Air Superiority (*CoT*, page, 65).
- The AA units are positioned in sandbag emplacements, the AAMG may be placed on the roof of the building.
- The Soviet Militiya infantry will have 1d6 Molotov cocktails.

Weapon	Range	Targets	Impact
Molotov Cocktail	3"	3" blast circle	5/APR 5

RESULTS

The Soviet player's task is to hold the line for 10 turns and kill as many German as possible. If the German player fails to achieve his objective, the next scenario will be the "Latashinka Ferry Landing" scenario (page, 18). If the German player succeeds he may proceed to the "Spartanovka" scenario (page, 23) of The Rattenkrieg campaign.

SCENARIO 6: LATASHINKA FERRY LANDING

SITUATION

Afternoon, August 24th. 16th Panzer has smashed through the remnants of 62nd Army's defenses and raced for the Volga. Lead elements have brushed past pockets of resistance in Orlovka, a northern suburb of Stalingrad and are moving quickly to take the Latashinka Ferry Landing before the Soviets can recover and throw reinforcements across the Volga.

"NUTS!" STALINGRAD: HEROES ALL

OBJECTIVES

The German player must seize control of the ferry landing and repel any counter attacks. The Soviet task is to hold off the German attack as long as possible, anticipating reinforcements coming to the landing from across the Volga.

GERMAN FORCES

German forces enter the table in zones 1 & 2. German forces consist of the units that survived the scenario fought prior to this one, with no replenishment rolls, plus additional reinforcements:

Player's squad (Panzer Grenadiers)

1 Sdfk 251

All surviving units from the preceding scenario

2 rolls on German Table C (page, 9)

1 roll on German Table D (page, 9)

SOVIET FORCES

Soviet forces may set up in Zones 3 and 4 and any boat. Soviet forces consist of:

Player's squad (Infantry – no replenishment roll from the prior scenario)

3 rolls on Russian Table A (page, 8)

2 rolls on Russian Table B (page, 8)

TERRAIN

Set up terrain as shown on the map (page, 36).

SPECIAL RULES

- German Support Level: 1d6
- Soviet Support Level: 1/2d6
- German Air Superiority (*CoT*, page, 65).
- No scenario reinforcements are available save as noted in the scenario
- On turn 8 the Soviet player will roll 1d6 for reinforcement arrival with a "6" resulting in reinforcements per the following list. Add +1 to the die roll per turn, so turn 9 would be reinforcements arrive on a 5 or 6, etc.
 - Russian reinforcements:
 - 1 + 1/2d6 rolls on Table A (page, 8) arriving by small boat entering sector 5 or 6.

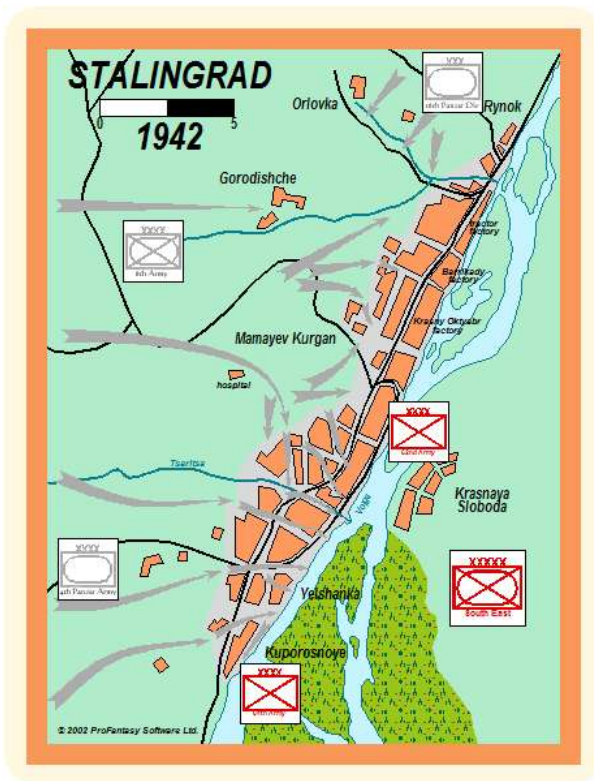
- 1 Gunboat - either a Bronekator (1-3) or Improvised gunboat (4-6). See *CoT*, page, 46 for more info.
- *Boat Rules* from *CoT* (page, 41).

RESULTS

The Soviet player's task is to hold until reinforced – though reinforcements will arrive regardless. The Soviet player must keep this toehold on the Volga! If the German player fails to achieve his objective the Russian player will get an extra reinforcement roll on Table A (page, 8) and Table B (page, 8) in the Spartanovka scenario (page, 23) in *The Rattenkrieg* mini-campaign book. This scenario ends when one side or the other has zero troops remaining on the table!

RATTENKRIEG

With the Red Army in disarray, Hitler saw the chance to take Stalin's namesake city. He would not just destroy the arms works, but take the city and score an important propaganda victory by the symbolic destruction of Stalin himself. The 6th Army stormed into Stalingrad, confident of swift victory. But General Vasily Chuikov took Stalin's "Not One Step Backwards" order to heart, and organized a desperate, ferocious defense of the city, hanging on to a single key crossing point on the Volga that allowed the Red Army to pump wave after wave of defenders into the city.



After completing a near envelopment of the City by early September, Von Paulus' 6th Army assaulted into the City proper in a bid to push the Soviets into the Volga. The initial phase of the attack was focused on the southern and central areas of Stalingrad, preceded by a ferocious aerial bombardment by the Luftwaffe designed to shatter the Soviet defenses. The bombardment instead turned swathes of Stalingrad into chaotic ruin and rubble that became a natural defense for the Soviets, and killed some 20,000 civilians. The Soviets converted key apartment buildings, factories, warehouses, and office buildings into

strong points that covered likely avenues of attack and dug in for house-to-house combat. Bitter fighting raged for every ruin, street, factory, house, basement and staircase in the War of the Rats – Rattenkrieg.

The high ground of Mamayev Kurgan, the Stalingrad Railroad Station and the Grain Elevator saw extremely heavy fighting. The vast hill of Mameyev Kurgan changed hands several times, as did the Stalingrad Railroad Station, while the Grain Elevator repulsed wave after wave of German attacks before finally falling. The Grain Elevator fighting was particularly bitter, and motivated Von Paulus to choose that as the symbol for the Stalingrad Campaign badge. A premature assessment of victory. Despite weeks of heavy fighting, the Russians clung to a thin strip of the city along the Volga.

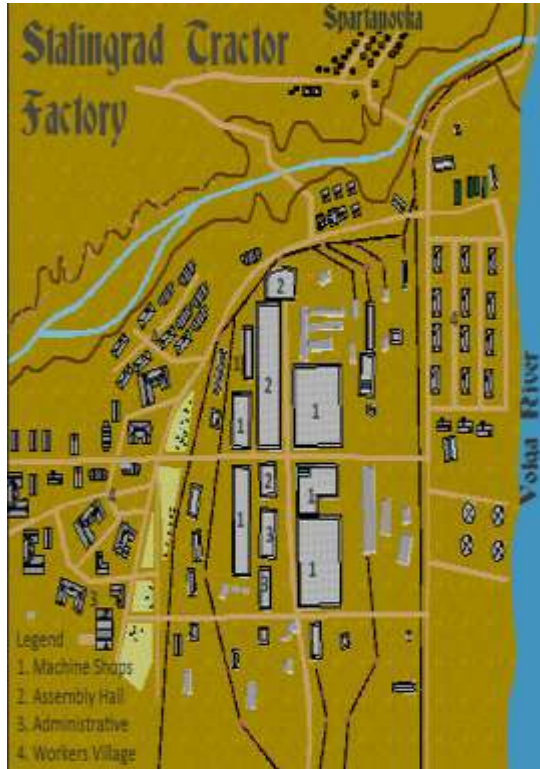
The Northern Flank of 6th Army at Stalingrad for its part, including 16th Panzer Division, initially participated in the attack into the City before digging in to defend the "Northern Defense Sector" against a steady stream of Soviet Counterattacks. 16th Panzer Division was surrounded and forced several times into a defensive hedgehog formation, fighting to repulse Soviet assaults and rejoin with 6th Army.

On September 27th Von Paulus turned his attention to the Northern section of the city that included the Red October Factory, Barrikady Factory and the Tractor Factory. The Battle of the Factories lasted several weeks, with the Germans paying in blood to obtain a toe hold. After a few days lull, in mid-October Von Paulus ordered a massive assault into the Factory district intending to drive the Soviets into the Volga once and for all. A massive wave of Stukas and bombers hammered at the factories before the German assault. For the next two weeks every machine shop, assembly line, furnace room, and office building was contested by the Soviet defenders. Entire divisions were worn away in the fighting, hollowed out by combat, privation and the elements. By the end of the campaign the Soviets had been pushed into a sliver of land less than a few hundred meters deep along the banks of the Volga.

Von Paulus' 6th Army and the Red Army under Chuikov fought each other to a stalemate among the ruins of Stalingrad. As Fall threatened to become Winter, the German supply lines came under attack, and 6th Army found itself in danger of being cut off. With more and more Red Army units pouring into Stalingrad, the Germans fought an increasingly

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desperate "War of the Rats" as the first snow began to fall.



SCENARIO 1: TO THE FACTORY!

SITUATION

Dawn, August 25. Following the capture of the Latashinka Ferry Landing, 16th Panzer moved quickly to attack towards the Tractor Factory before the Soviets could recover and organize a solid resistance. Time is of the essence -- the Division has moved so rapidly that it has outrun its supply line and needs to gain as much ground as possible before halting for resupply and must push through the Soviets and into the Tractor Factory as quickly as possible.

OBJECTIVES

The German player must push through any Soviet defense and exit as many units as possible off the south end of the table in the German Exit Area in Zone 1, isolating any defenders and seizing a foothold in the Tractor Factory. The German player has 8 turns to accomplish this. The Soviet task is to hold off the German attack as long as possible.

GERMAN FORCES

German forces enter the table in zones 6 in the German Entry Area. German forces consist of:

Player's squad

1 Sdfk 251

3 rolls on German Table A (page, 9)

1 roll on German Table B (page, 9)

1 roll on German Table C (page, 9)

SOVIET FORCES

Soviet forces may set up in Zones 3, 4. Soviet forces consist of:

Player's squad

2 Militiya Squads

1 Ruthless Kommisar

1 roll on Russian Table A (page, 8)

1 roll on Russian Table B (page, 8)

TERRAIN

Set up terrain as shown on the map (page, 37).

SPECIAL RULES

- German Support Level: 1d6
- Soviet Support Level: 1d6
- No air support available
- Soviets may place two 6" trench sections within their set-up zone.
- The Soviets may place one 4"x4" Hasty Mines marker on the table (see Clash of Titans, page 60). Write down the location of the center of the mined area, and roll 1d6 to determine the type of mines: 1-4=Anti-Personnel, 5-6=Anti-Tank.
- All Soviet infantry may start in light prepared positions or foxholes, both counting as DV 1 cover.

RESULTS

The Soviet player's task is to delay the exit of German forces long enough to give allow reinforcements to arrive to counter the German advance and prevent them from getting a foothold in the Tractor Factory. If the German player achieves his objective the next scenario will be The Workers Village (page, 24). The Germans will get one additional Reinforcement roll on Table A (page, 9) for every unit that exits the table. If the Soviets achieve

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their objective, the next scenario will be the Soviet Counterattack (*page, 22*).

SCENARIO 2: SOVIET COUNTERATTACK

SITUATION

Night, August 27. A stout Soviet defense has forced the Germans back into a defensive posture north of the Tractor Factory in the suburb of Spartanovka, and bought time for a counterattack to be organized. Tanks and workers from the Tractor Factory roll out of the assembly line and into the attack, supported by regular Red Army infantry units, slamming into the Germans under a full moon.

OBJECTIVES

The Soviet player must destroy as many German units as possible, push through their defenses and exit as many units as possible off North end of the table, isolating any defenders and driving into the heart of 16th Panzer. The Soviet player has 8 turns to accomplish this. The German task is to hold off the Soviet attack and prevent them from achieving their victory objective.

GERMAN FORCES

German forces may set up in Zones 3 & 4. German forces consist of:

Player's squad

2 Pzr IIIJ

1 roll on German Table A (*page, 9*)

1 roll on German Table B (*page, 9*)

1 roll on German Table C (*page, 9*)

1roll on German Table D (*page, 9*)

SOVIET FORCES

Soviet forces enter in Zones 5 and/or 6. Soviet forces consist of:

Player's squad (Infantry)

3 T34/76

2 Militiya Squads

1 Ruthless Kommisar

2 rolls on Russian Table A (*page, 8*)

1x roll on Russian Table B (*page, 8*)

1x roll on Russian Table C (*page, 8*)

1x roll on Russian Table D (*page, 8*)

TERRAIN

Set up terrain as shown on the map (*page, 37*).

SPECIAL RULES

- Night visibility rules: 18" LOS (Full Moon)
- German Support Level: 1d6
- Soviet Support Level: 1d6
- No air support available
- Germans may place two 6" trench sections within their set-up zone.
- The Germans may place one 4"x4" Hasty Mines marker on the table (see Clash of Titans, *page 60*). Write down the location of the center of the mined area, and roll 1d6 to determine the type of mines: 1-4=Anti-Personnel, 5-6=Anti-Tank.
- All German infantry may start in light prepared positions or foxholes, both counting as DV 1 cover.

RESULTS

The Soviet player's task is to punch through the German defenses and continue the attack into the heart of 16th Panzer Division. If the Soviet player achieves his objective the next scenario will be the Hedgehog (*page, 23*). If the Germans achieve their objective, the next scenario will be The Workers Village (*page, 24*).

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SCENARIO 3: THE HEDGEHOG

SITUATION

Mid-day, August 28. The 16th Panzer division is surrounded on all sides, cut-off from 6th Army. It has fallen into a defensive "Hedgehog" formation and battles for its life on all fronts. The Soviets continue to storm forward into 16th Panzer's lines, threatening the headquarters and supply units laagered in the suburb of Rynok.

OBJECTIVES

The Soviet player must destroy the German defenders and seize the headquarters and supply unit, cutting the heart out of 16th Panzer Division. The Soviet player has 8 turns to accomplish this. The German task is to prevent the HQ and supply units from being destroyed, and survive.

GERMAN FORCES

German forces may set up in Zones 3, 4, 5, and 6. German forces consist of:

Player's squad (Panzer Grenadiers -- roll replenishments as Out of Supply)

Half-squad Stosstruppen, Rep 5

Half-squad Company HQ unit of 6 figures: Rep 4; Officer (Born Leader, Pistol), Aide (Pistol)

Communications Team (2x figures, BA Rifle), NCO (SMG), Runner (BA Rifle)

Supply unit of 6x figures: 4x Rep 4 (BA rifles); 2x Rep 3 (BA rifles)

1 Sd.Kfz. 7/2 w/ 37mm AA gun

2 Opel Blitz trucks

1 Kubelwagen

1 MG43 team Rep 4

SOVIET FORCES

Soviet forces enter the table through the designated edges in Zones 1, 2 and 4. Soviet forces consist of:

Player's squad (Infantry)

1 squad Siberians (Infantry)

1 T34/76 tank

1 Matilda tank

4 rolls on Russian Table A (page, 8)

1 roll on Russian Table B (page, 8)

1 roll on Russian Table C (page, 8)

1 roll on Russian Table D (page, 8)

TERRAIN

Set up terrain as shown on the map (page, 37).

SPECIAL RULES

- German units are Out of Supply (*CoT*, page, 59).
- German Support Level: ½ d6
- Soviet Support Level: 1d6
- German Air Superiority (*CoT*, page, 65).
- Germans may place one 6" trench section and one reinforced sandbag position within their set-up zone.
- All German infantry may start in light prepared positions or foxholes, both counting as DV 1 cover.

RESULTS

The Soviet player's task is to capture or destroy the German HQ and Supply units and kill as many German units as possible. The German player's task is to protect the HQ and supply units and survive.

If the Germans achieve their objective, the next scenario will be Spartanokva (page, 23).

If the Soviet player achieves his objective, 16th Panzer is forced to retreat back to Gumrak, effectively ending the Stalingrad campaign as a Soviet victory.

SCENARIO 4: SPARTANOKVA

SITUATION

Early in the morning, September 7. After fending off days of constant Soviet attacks, 16th Panzer Division has broken its encirclement and linked back up with 6th Army. Freshly resupplied, the Germans counter attack, driving through Rynok and Orlovka, and finally moving to recapture Spartanovka.

OBJECTIVES

The German player must push through any Soviet defense and seize the intersection and at least four of the buildings marked "Objective" on the map within 12 turns. The Soviet task is to prevent the Germans from achieving their objective.

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GERMAN FORCES

German forces enter the table in zones 2 and/or 4.
German forces consist of:

Player's squad (Panzer Grenadiers)

1 squad Panzer Grenadiers

2 Sdfk 251

1 StuG IIIf

3 rolls on German Table A (page, 9)

1 roll on German Table B (page, 9)

1 roll on German Table C (page, 9)

SOVIET FORCES

Soviet forces may set up in Zones 1, 3, & 5. Soviet forces consist of:

Player's squad (Infantry)

3 rolls on Russian Table A (page, 8)

1 roll on Russian Table B (page, 8)

1 roll on Russian Table C (page, 8)

TERRAIN

Set up terrain as shown on the map (page, 27).

SPECIAL RULES

- German Support Level: 1d6
- Soviet Support Level: 1d6
- German Air Superiority (*CoT*, page, 65).
- The Soviets may place one 4"x4" Hasty Mines marker on the table (see *Clash of Titans*, page 60). Write down the location of the center of the mined area, and roll 1d6 to determine the type of mines: 1-4=Anti-Personnel, 5-6=Anti-Tank.
- All Soviet infantry may start in light prepared positions or foxholes, both counting as DV 1 cover.
- Scrub brush area on map is considered "rough" terrain.

RESULTS

The next scenario will be The Workers Village (page, 24). If the German player achieves their objective they will get an extra roll on the German Table A (page, 9) and German Table B (page, 9).

SCENARIO 5: THE WORKERS VILLAGE

SITUATION

Afternoon, September 13. 16th Panzer resumes its assault into Stalingrad, and attacks towards the Tractor Factory through a large apartment building complex for factory workers known as The Workers Village. The streets, choked with rubble from weeks of bombardment and shelling, made the use of armor nearly impossible. The Panzer Grenadiers of the 16th Panzer would have to dig the Soviets out of the rubble building by building.

OBJECTIVES

The German player must eliminate Soviet units from all of the marked buildings on the map to secure a strong foothold in the Workers Village, paving the way for an assault on the Tractor Factory. The German player has 12 turns to accomplish this. The Soviet task is to prevent the Germans from reaching their objectives.

GERMAN FORCES

German forces enter the table in zones 1 & 2.
German forces consist of:

Player's squad (Panzer Grenadiers)

1 squad Panzer Grenadiers

4 rolls on German Table A (page, 9)

2 rolls on German Table B (page, 9)

SOVIET FORCES

Soviet forces may set up in Zones 3, 4, 5 and 6.
Soviet forces consist of:

Player's squad (Infantry)

3 rolls Russian Table A (page, 8)

2 rolls Russian Table B (page, 8)

TERRAIN

Set up terrain as shown on the map (page, 37) plus Sewer entry and exit points.

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SPECIAL RULES

- German Support Level: 1d6
- Soviet Support Level: 1d6
- German Air Superiority (*CoT*, page, 65).
- Soviets may place one 6" trench sections within their set-up zone.
- All Soviet infantry may start in light prepared positions or foxholes, both counting as DV 1 cover.

RESULTS

The Soviet task is to prevent the Germans from reaching their objectives. If the German player achieves his objective they will get an additional roll on Reinforcement Table A (page, 9) and Table B (page, 9) in the next scenario, which will be Day of the Sniper (page, 25).

SCENARIO 6: DAY OF THE SNIPER

SITUATION

Morning, September 21. The Soviets and Germans are deadlocked in the ruins of Stalingrad, both sides have dug into the rubble like rats. Snipers stalk the battlefield, killing the unwary and the incautious; striking fear into the hearts of the survivors. The Soviets, eager for any sign of victory, played up the deadliness of crack shots like Vasliiy Zaitsev (page, 5).

OBJECTIVES

This is a Sniper Patrol scenario. The objective of both sides is to scout the table and kill as many Officers, Non-Coms and enemy snipers as possible. To be successful you must spend *one turn of Activation* within 24" of the opposite table edge from where you entered and kill at least 1 enemy sniper, and/or 1 enemy officer, or 2 non-commissioned. Once you have accomplished this you must report back by exiting the table from the edge that you entered it.

GERMAN FORCES

German forces enter the table in zones 1 and/or 2. German forces consist of:

Player's squad (Panzer Grenadiers - no replenishment roll from the prior scenario)

1 Sniper

1 Intelligence officer (Rep 4, pistol)

1 Aide (Rep 4, SMG)

1 roll on German Table D (page, 9)

SOVIET FORCES

Soviet forces may enter the table in Zones 5 and/or 6. Soviet forces consist of:

Player's squad (Infantry – no replenishment roll from the prior scenario)

1 Sniper

1 Intelligence officer (Rep 4, pistol)

1 Aide (Rep 4, SMG)

1 roll on Russian Table D (page, 8)

TERRAIN

Set up terrain as shown on the map (page, 37).

SPECIAL RULES

- German Support Level: 1d6
- Soviet Support Level: 1d6
- No air support available

RESULTS

The next scenario will be Babushka (page, 25). Whichever player achieves their objective will get one additional roll on their Reinforcement Table A (page, 8 or page, 9) for that scenario.

SCENARIO-7 BABUSHKA

SITUATION

Night, October 12. It has been days since your unit has received any daily rations, and you are chronically short of water as well – making do with sips of foul water from shell holes or exposed cisterns. However, sustenance appears in the form of elderly Babushka who has climbed out of the sewer hauling a warm cauldron of soup towards Soviet positions. Food. Water. All in one package.

OBJECTIVES

Each side is suffering from Privation (*CoT*, page, 58) and must seize the cauldron of soup from Babushka Tshi, as she is called by the Soviets to whom she has been bringing warm food. Each side has 8 turns to accomplish this.

"NUTS!" STALINGRAD: HEROES ALL

GERMAN FORCES

German forces set up in zones 1 & 2.

Player's squad (Panzer Grenadiers)

SOVIET FORCES

Soviet forces may set up in Zones 3 & 4. Soviet forces consist of:

Player's squad (Infantry)

Babushka Tshi (Mascot), Rep 4 (Female)

TERRAIN

Set up terrain as shown on the map (*page, 38*).

SPECIAL RULES

- Night visibility rules: 12" LOS
- German Support Level: 1d6
- Soviet Support Level: 1d6
- Privation: Level one for all Units.
- No air support available
- Babushka Tshi (cabbage soup): Rep 4, she starts at the Sewer marker in sector 1 when the activation dice come up doubles.
- If the Babushka is shot by a German unit the Soviet side will take an immediate "They Killed Fritz!" roll (*page, 4*).
- All units may start in light prepared positions or foxholes, both counting as DV 1 cover.

RESULTS

Each player's task is to seize the pot of cabbage soup. If they succeed they may spend one turn of Activation to remove the effects of Privation and in the next scenario they will not be considered Out of Supply (*CoT, page, 59*). The next scenario will be The Machine Shops (*page, 26*).

SCENARIO 8: THE MACHINE SHOPS

SITUATION

Afternoon, October 26. Von Paulus has vowed to finally drive the Soviets into the Volga and the 16th Panzer Division, in conjunction with supporting units, is making a concerted push into the Tractor Factory after being stalemated for weeks in the surrounding areas. They have finally forced their way into the Factory complex and engage in a desperate building by building fight for control.

OBJECTIVES

The German player must push all Soviet defenders from the Machine Shop and secure the building. The German player has 10 turns to accomplish this. The Soviet task is to hold off the German attack and prevent them from taking the building.

GERMAN FORCES

German forces enter the table in zones 1 & 2. German forces consist of:

Player's squad (Panzer Grenadiers)

3 rolls on German Table A (*page, 9*)

1 roll on German Table B (*page, 9*)

1 roll on German Table D (*page, 9*)

RUSSIAN FORCES

Soviet forces may set up in Zones 5 and 6. Soviet forces consist of:

Player's squad (Infantry)

2 rolls on Russian Table A (*page, 8*)

1 roll on Russian Table B (*page, 8*)

1 roll on Russian Table D (*page, 8*)

TERRAIN

Set up terrain as shown on the map (*page, 38*). The Machine Shop building is located in Zone 3 or 4.

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SPECIAL RULES

- The side that lost the Babushka scenario (page, 25) is considered Out of Supply (CoT, page, 59) for this scenario.
- German Support Level: 1d6
- Soviet Support Level: 1d6
- No air support available

RESULTS

The German player's task is to take the Machine Shop main building and kill or rout as many Soviet units off the table as possible. The Soviet player's task is to hold the Machine Shop. The next scenario will be The Assembly Hall (page, 27). If the Soviet player maintains control of the Machine Shops he will receive a T-34 tank as an extra reinforcement in The Assembly Hall scenario (straight off the line!). Likewise, if the German player achieves his objective he will get an additional roll on Table A (page, 9) and Table B (page, 9) for the Assembly Hall scenario.

SCENARIO 9: THE ASSEMBLY HALL

SITUATION

Morning, October 29. German units have battled their way into one of the Assembly Hall structures of the Tractor Factory – a cavernous interior space riddled with assembly line equipment, offices, storerooms and machinery. Inside this battleground 16th Panzer and supporting units paid a heavy price for every room, hallway and equipment space.

OBJECTIVES

The German player must push through any Soviet defenses and exit as many units as possible off south end of the table, isolating any defenders and pushing deeper into the Tractor Factory. The German player has 10 turns to accomplish this. The Soviet task is to hold off the German attack as long as possible.

GERMAN FORCES

German forces enter the table in zones 1 & 2.
German forces consist of:

Player's squad (Panzer Grenadiers)

1 Stosstruppen squad

4 rolls on German Table A (page, 9)

2 rolls on German Table B (page, 9)

SOVIET FORCES

Soviet forces may set up in Zones 3 and/or 4. Soviet forces consist of:

Player's squad (Infantry)

3 rolls on Russian Table A (page, 8)

1 roll on Russian Table B (page, 8)

1 roll on Russian Table D (page, 8)

TERRAIN

Set up terrain as shown on the map (page, 40). Note that the "Catwalk" is an elevated walkway one level above the Assembly Hall floor. Access ladders are marked with rectangles.

SPECIAL RULES

- German Support Level: 1d6
- Soviet Support Level: 1d6
- No air support available
- Soviets may place two 6" trench sections within their set-up zone.
- All Soviet infantry may start in light prepared positions or foxholes, both counting as DV 1 cover.
- If the Soviet player won the Machine Shop scenario they may roll for a T-34 tank as a reinforcement starting turn 4. Roll 1d6, on a "6" the tank is available. Each turn thereafter roll 1d6 with a +1 for each successive turn.

RESULTS

The Soviet player's task is to stop the Germans from pushing deeper into the Factory complex and buy time for reinforcements to arrive to counter the German advance. If the German player achieves his objective the next scenario will be To the Volga! (page, 28). If the Soviets achieve their objective, this portion of the Stalingrad campaign has ended in a stalemate, proceed to the Kessel scenarios (page, 29).

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SCENARIO 10: TO THE VOLGA!

SITUATION

Morning, November 11. The weather has turned cold and wet and threatens chaos on the German supply lines, which are already stressed to the breaking point. The grueling fight for the Tractor Factory has worn 16th Panzer down to the nub; it has already suffered an effective 40% casualty rate. It has one last push left in it before men and machine reach their breaking point. The Volga River is in sight, and one last push may finally eject the Soviets from Stalingrad.

OBJECTIVES

The German player must push through any Soviet defenses and set up the MMG in an upper floor window of the administrative office building on the East end of building (marked as "Objective Area" in sections 4,5 & 6), bringing suppressing fire on Soviet units trying to cross the Volga River. The German player has 10 turns to accomplish this. The Soviet task is to stop the German attack.

GERMAN FORCES

It is given that suppressing fire has driven Soviet defenders back from the windows, and the German assault forces enter the building through any available means from the West side of the structure in Zones 1, 2, 3. German forces consist of:

Player's squad (Panzer Grenadiers)

1 Stosstruppen squad

1 MMG team (MG-42 plus three man crew)

3 rolls on German Table A (page, 9)

2 rolls German Table B (page, 9)

SOVIET FORCES

Soviet forces may set up in Zones 4, 5, 6. Soviet forces consist of:

Player's squad (Infantry – no replenishment roll from the prior scenario)

1 Militsya Squads

1 Ruthless Kommisar

2 rolls on Russian Table A (page, 8)

1 roll on Russian Table B (page, 8)

TERRAIN

- Set up terrain as shown on the map (page, 41).
- Note "holes" in the floor may be used to climb one level by spending a full activation and making a successful Pass 2d6 Challenge Test.
- Plank bridges over holes in the floor require a Pass 2d6 Challenge Test by a figure trying to Fast Move across one. Failure equates to a fall with an Impact 2 Range Combat.

SPECIAL RULES

- Both sides are Low on Ammo
- German Support Level: 1d6
- Soviet Support Level: 1d6
- No air support available
- The Soviet player may place three sandbag & rubble "strong points" inside the building with a DV3 that may hold 3 figures each.

RESULTS

The Soviet player's task is to stop the German attack and prevent them from achieving their objective. If they succeed they have "won" the Rattenkrieg campaign.

If the German player achieves his objective they have "won" the Rattenkrieg campaign and ejected the Soviets from Stalingrad.

"NUTS!" STALINGRAD: HEROES ALL

KESSEL

The Cauldron – On November 19, 1942 the Red Army unleashed its counterstroke, “Operation Uranus,” to encircle and destroy the German 6th Army. The Soviets had decided that they would mire the Germans in Stalingrad, keep them pinned by feeding enough units into the grinder to focus German attention while using the bulk of their reinforcements for a counter attack. Throughout the painful, bitter months of fighting the STAVKA hoarded units and supplies, devising a massive encirclement strategy that relied upon surprise and impact for success. The Soviets made brilliant use of “Maskirovka,” or strategic deception, to hide the troop build-up from the Germans.



Hitler, convinced that the Red Army was on its knees and that the capture of Stalingrad was imminent, moved units away from their defensive positions along the vulnerable German flanks and into the center to support the assault on Stalingrad. This left the bulk of flank defense to Axis allied units, stretched into a thin line along miles of Russian steppelands, and without adequate armor or anti-tank support.

The Soviet attack speared through the German allied Rumanian, Hungarian and Italian armies holding 6th Army's flanks. The allied armies collapsed under the Red Army onslaught, and 6th Army was at dire rick of encirclement.

As news of the attack filtered into Von Paulus' headquarters, the Germans thought this to be a series of spoiler attacks, a weak attempt to draw German units away from Stalingrad. But as the Soviet assaults continued they realized this was a

massive Soviet counterstroke that could encircle and trap 6th Army against the rubble of Stalingrad. The mood flipped in an instant from a moment of near triumph to desperation.

The Germans hastily pulled units from the fighting in Stalingrad and out of resupply activities and rushed them West into the Don River Loop area to stem the tide. 16th Panzer Division, battered from months of fighting in Stalingrad and in the “Northern Defense Sector,” was pulled from its re-fit and resupply near Orlovka and rushed West as units became available. The first into contact were a number of “Vorkommando” scout/assault groups whose task was to identify the axis of the Soviet attack. Upon moving into combat the 16th Panzer Division was split into a series of combined arms Kampfgruppen as it became apparent that the Division would have to contend with multiple assaults from different avenues of attack by the Soviet 26th Tank Corps, the 4th Tank Corps and the 6th Guard Cavalry Corps.



16th Panzer and many other units from 14th Panzer and 24th Panzer ended up fractured and fighting the Soviets as ad hoc Kampfgruppen that were forced to fall back under the Soviet attack, while others escaped from the Kessel. Roughly half of 16th Panzer Division (about 4000 men) escaped Stalingrad in the chaotic fighting of November 19- November 23.

As the German player this is your only chance to escape the Kessel!

Ultimately 6th Army was destroyed at Stalingrad. The Soviets completed their encirclement on November 24, 1942. Hitler refused all requests from Von Paulus to breakout and retreat from Stalingrad. He was convinced by Goering that the 6th Army could be completely resupplied by the Luftwaffe, and fantasized that he could turn the tables on the Soviets and launch huge counter-encirclement attack.

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6th Army was besieged on all sides, and as the Red Airforce seizes the skies over Stalingrad, even its fragile, inadequate air transport life line was cut. Starving, freezing under General Winter's grip and without hope of relief after 4th Panzer army's belated relief attempt, 6th Army finally fights its last in the campaign, and the survivors surrender on February 2, 1943.

SCENARIO 1: THE ROAD TO SUCHANOV

SITUATION

Night, November 20th. The Soviet counterattack, Operation Uranus, has fallen like a hammer blow on German and Axis allied positions. After being pulled from a laager near Orlovka on the afternoon of the 19th, units of the 16th Panzer Division are hastily sent westwards to scout the Soviet attack. Numerous small "Vorkommando" scouting units pushed across the Don River near Golubinka to search for the foe.

OBJECTIVES

The German objective is to scout the table. They must spend *one turn of activation* within 6" of the edge of the board in sections 1 and 2. Once this has been accomplished at least one German unit must report back by exiting the table in sections 5 or 6.

GERMAN FORCES

German forces enter the table in zones 5 and/or 6. German forces consist of:

Player's squad (Panzer Grenadiers)

1 SdKfz 222

2 SdKfz 251

2 rolls on German Table A (page, 9)

1 roll on German Table C (page, 9)

SOVIET FORCES

Soviet forces set up in any other zones. Soviet forces consist of:

Player's squad (Ski Infantry - *CoT*, page, 55)

2 2-man ATR teams (Ski infantry)

2 rolls on Russian Table A (page, 8) (Ski Infantry)

1 roll on Russian Table B (page, 8)

1 roll on Russian Table C (page, 8)

TERRAIN

Set up terrain as shown on the map (page, 42).

- Deep Snow (*CoT*, page, 58) areas are as marked.

SPECIAL RULES

- Night rules: LOS 12"
- Snow. Impeded movement.
- German Support Level: 1/2d6
- Soviet Support Level: 1d6
- No air support available

RESULTS

The Soviet player's task is to delay or stop the exit of German scouting units. If the German player fails to achieve his objective the Soviet player will get two additional rolls on Table C (page, 8) to use in the KG Dorman scenario (page, 30).

SCENARIO 2: KG DORMAN

SITUATION

Morning, November 21. After discovering the Soviet axis of attack from Suchanov, the hastily formed Kampfgruppe Dorman (under the command of Hauptmann Hermann Wilhelm Dormann) rushed into action against elements of the Soviet 4th Tank Corps in an attempt to disrupt the Soviet attack and prevent them from linking with other units.

OBJECTIVES

The German player must push through Soviet lines and exit as many units as possible off the table in sectors 1 & 2. The German player has 10 turns to accomplish this. The Soviet task is to break the German attack and destroy as many units as possible.

GERMAN FORCES

German forces enter the table in zones 3 & 6. German forces consist of:

Player's squad (Panzer Grenadiers)

1 Sdfk 251

2 Pzr IIIJ

2 rolls on German Table A (page, 9)

1 roll on German Table B (page, 9)

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3 rolls on German Table C (page, 9)

SOVIET FORCES

Soviet forces will enter the table in zones 1 & 4.

Player's squad (Infantry)

1 Universal Carrier

2 T34/76

1 roll on Russian Table A (page, 8)

1 roll on Russian Table B (page, 8)

4 rolls on Russian Table C (page, 8)

TERRAIN

Set up terrain as shown on the map (page, 42).

- Deep Snow (*CoT*, page, 58) areas are as marked.

SPECIAL RULES

- Snow. Impeded movement.
- German Support Level: 1/2d6
- Soviet Support Level: 1d6
- Contested Air Superiority (*CoT*, page, 65).

RESULTS

The Soviet player's task is to stop or delay the exit of German forces. If the German player fails to achieve his objective and exit the bulk of his forces within 10 turns the Soviet player will get an extra Cavalry Squad and extra roll on Table C (page, 8).

SCENARIO 3: A DESPERATE DEFENSE

SITUATION

Afternoon, November 21. After facing heavy pressure from heavy Soviet assaults, KG Dormann has been driven back to a hasty defensive position near Golubinskiye to defend the river crossing to the east bank of the Don River against units from the 4th Tank Corps and 6th Guard Cavalry Corps.

OBJECTIVES

The Soviet player must destroy as many German units as possible, push through their defenses and exit as many units as possible off the table in zones 5 & 6 to continue the advance on the crossing at Golubinskiye. The Soviet player has 8 turns to accomplish this. The German task is to hold off the

Soviet attack and prevent them from achieving their objective.

GERMAN FORCES

German forces may set up in zones 2, 4, & 6. German forces consist of:

Player's squad (Panzer Grenadiers, no replacements from Scenario 2)

1 Sdfk 251

2 Pzr IIIJ

1 SdKfz 232

2 rolls on German Table A (page, 9)

2 rolls on German table B (page, 9)

2 rolls on German Table C (page, 9)

SOVIET FORCES

Soviet forces enter the table from zones 1, 3 & 5. Soviet forces consist of:

Player's squad (Infantry)

1 Cavalry Squad

1 Universal Carrier

3 T34/76

4 rolls on Russian Table A (page, 8)

2 rolls on Russian Table B (page, 8)

3 rolls on Russian Table C (page, 8)

TERRAIN

Set up terrain as shown on the map

- Deep Snow (*CoT*, page, 58) areas are as marked.

SPECIAL RULES

- German Support Level: 1/2d6
 - Soviet Support Level: 1d6
 - Contested Air Superiority (*CoT*, page, 65).
 - Snow. Impeded movement.
 - Snowstorm: Starting on turn 2, check to see if a snowstorm has started. Roll 1d6, on a "6" a snowstorm has started per the Snowstorm rules in *CoT* (page, 57).
 - Germans may place two 6" trench sections within their set-up zone.
 - The Germans may place one 4"x4" Hasty Mines marker on the table (*CoT*, page, 60). Write down the location of the center of the

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mined area, and roll 1d6 to determine the type of mines: 1-4 = Anti-Personnel, 5-6 = Anti-Tank.

- All German infantry may start in light prepared positions or foxholes, both counting as DV 1 cover.

RESULTS

The Soviet player's task is to punch through the German defenses and continue the attack across the Don River. If the Soviet player achieves his objective he will get an extra roll on Table A (page, 8) and Table C (page, 8) in the Filippov at the Bridge scenario (page, 32).

SCENARIO 4: FILIPPOV AT THE BRIDGE

SITUATION

Early Morning, November 22. Soviet Lt. Col G N Filippov, commander of 19th Tank Brigade of the 26th Tank Corps, launched a surprise attack against the key bridge at Kalach-on-Don -- the 6th Army's life-line to Stalingrad. Filippov's attack is lead by three captured German vehicles, two Panzer III tanks and an armored car. Filippov's group passed unchallenged through the German lines and rolled towards the bridge, the follow-on units waiting until the first group started its attack. German troops at Kalach, primarily mechanics and supply personnel, cheered when they saw the tanks roll into town...until Feldwebel Wiemann, a security guard and gunner of an 88mm Flak gun, noticed the tank riders on the Panzers aren't German!! Yelling in alarm as he scrambled for his gun, "Achtung, Achtung!!," the Feldwebel is the first to react as the tanks opened fire on the guards at the bridge. A desperate battle swirled around the bridge, the fate of 6th Army at stake.

OBJECTIVES

The German player's unit has been sent to Kalach to resupply and bring reinforcements of "Hiwi" volunteer and Pioneer units back to the Company. Instead of a brief respite, they face close quarters combat. The Soviet player must seize the blockhouse that houses the detonators for the explosives on the bridge, destroy any defenders at the bridge and exit one tank off the Eastern end of the bridge. Starting on Turn 4 the Soviet armored assault column may enter the battle. The German player must stop the Soviet attack and maintain

control of the blockhouse. The Soviet player has 8+1d3 turns to accomplish before units from a nearby Pioneer School and the local depot of 16th Panzer Division can react.

GERMAN FORCES

German units start deployed on the map as shown. German forces consist of:

Player's squad (Panzer Grenadiers of 16th Panzer Division).

- Starts anywhere on the map and may receive a Resupply roll (*CoT*, page, 78).

3 half squads of Infantry.

- One must start at the bridge.
- One may be deployed in zone 3 or 4 and one in Zone 1 or 2.

1 half squad of Pioneers.

- Deployed in Zone 2 or 4.

1 FLAK 88mm gun and 6 crew.

- Deployed as shown on the map.

SOVIET FORCES

Soviet forces may start in the Soviet Start Area as shown on the map and consist of:

Player's squad (Tank Riders - 6 men)

2 Squads Tank Riders (5 men each)

2 Panzer IIIJ

1 SdKfz 222

TERRAIN

Set up terrain as shown on the map (page, 42).

SPECIAL RULES

- German Support Level: 1d6
- Soviet Support Level: 1d6
- No air support available
- 2x 6" barbed wire sections and 2x sandbag positions are marked on the map.
- German units may start in defense works as possible.
- The FLAK 88mm is Low on Ammo.
- On Turn 5 roll 1d6 to determine if the Soviet armored assault column will enter the table on the road in Zone 2, comprised of 6 rolls on the Tank section of Table C (page, 8) and 4 squads of Tank Riders. The target number is 6, with a +1 each turn on the die roll thereafter.

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- On Turn 8 roll 1d3 to determine how many more turns are left before German reinforcements react and end the scenario.

RESULTS

The next scenario will be Holding the Gate (page, 33). If the Soviet player seizes the bridge before the German reinforcements arrive the Soviet player will get one additional roll on Table A (page, 8), Table B (page, 8) and Table C (page, 8). If the German player prevents the Soviets from reaching their objective they will receive an extra half-squad of Stosstruppen in the next scenario, Holding the Gate (page, 33).

SCENARIO 5: HOLDING THE GATE

SITUATION

Afternoon, November 22. Soviet units of 26th Tank Corps have secured a foothold in the key town of Kalach on the Don River, threatening 6th Army's last open road to the West. A desperate struggle for the fate of 6th Army erupts in the crowded streets of Kalach as German units try to retake the bridge and push the Soviets back.

OBJECTIVES

The German player must defeat Soviet forces holding the bridge at Kalach. The German player has 7 + 1/2d6 turns to accomplish this. The Soviet task is to hold off the German attack until reinforcements arrive. On turn 7 roll 1d3 to determine how many turns remain before Soviet reinforcements arrive and seal 6th Army's fate.

GERMAN FORCES

German forces enter the table in zones 1 & 2.
German forces consist of:

Player's squad (Panzer Grenadiers) w/1/2d6 Molatovs (page, 18).

1 half squad of Stosstruppen

1 half squad of Hiwis (page, 4)

1 20mm FlakVeirling and SdKfz 251 plus 4 crew

1 Pak40 75mm ATG and SdKfz 7 Prime Mover plus 6 man crew

1 roll on German Table A (page, 9)

1 roll on German table B (page, 9)

1 roll on German Table C (page, 9)

SOVIET FORCES

Soviet forces may set up in Zones 3, 4, 5, and/or 6.
Soviet forces consist of:

Player's squad (Infantry)

2 Squads Tank Riders (5 men each)

1 MMG team

2 T34/76

1 BA64

3 rolls on Russian Table A (page, 8)

2 rolls on Russian Table B (page, 8)

2 rolls on Russian Table C (page, 8)

TERRAIN

Set up terrain as shown on the map (page, 42).

SPECIAL RULES

- German Support Level: 1/2d6
- Germans are Out of Supply
- Soviet Support Level: 1d6
- Contested Air Superiority (CoT, page, 65).

RESULTS

The Soviet player's task is to hold the bridge and kill as many German as possible. If the German player fails to achieve his objective, the next scenario will be "Running the Gauntlet" (page, 33).

If the German player succeeds the Soviets fail to completely surround the 6th Army and the campaign is over.

SCENARIO 6: RUNNING THE GAUNTLET

SITUATION

Dark of Night, early morning November 23. Kalach on the Don has fallen to the Soviets and with it any hope that 6th Army could escape encirclement. In the chaos of the fighting German units began falling away from Kalach, retreating to the southwest as the Soviet pincer turns into a vice grip. By nightfall it was apparent the situation was hopeless and a retreat turned into a rout as small groups of desperate men fled for their lives.

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OBJECTIVES

In order to survive the German player must retreat across the board and exit from the table edge in zones 1 & 2. The German player has 10 turns to accomplish this. The Soviet task is to kill and capture as many Germans as possible.

GERMAN FORCES

German forces enter the table in zones 5 & 6. German forces consist of the units that survived the scenario fought prior to this one, with no replenishment rolls, plus additional reinforcements:

Player's squad (Panzer Grenadiers)

1 Sdfk 251

All surviving units from the preceding scenario

SOVIET FORCES

Soviet initial forces enter the table in zone 3 and as dice rolls dictate.

Player's squad (Infantry/Tank Riders)

1 T34/76

1 BA64

Follow-on units will be decided by a die roll per Special Rules.

TERRAIN

Set up terrain as shown on the map.

- Snow. Impeded movement. Deep Snow (*CoT*, page, 58) areas are as marked.
- Frozen Stream causes a Bog Check for all vehicles

SPECIAL RULES

- Night: 12" LOS
- German Support Level: ½ d6
- Germans are Out of Supply
- Soviet Support Level: 1d6
- No air support available.
- Snowstorm: Roll 1d6 each turn. On a result of "6" a Snowstorm has started (*CoT*, page, 57).
- On turn 3 the Soviet player will roll 1d6 for reinforcement arrival from various Zones. If reinforcements arrive roll again for arrival zone.
 - Reinforcements roll:
 - 1-4 = No reinforcements that turn
 - 5-6 = reinforcements

- 1-2 = Ski Troop squad
- 3-4 = T34/76 with Tank Riders
- 5 = BA64
- 6= Cavalry squad

○ Arrival Zone roll:

- 1-2=Zone 3
- 3-4=Zone 5
- 5-6=Zone 6

RESULTS

Der Krieg ist vorbei für Sie. The German player's task is to escape with as many units as possible. The Soviet player's task is to kill or capture as many German units as possible. If the German player's unit is captured the war is over. Roll 2d6 against Rep for survival, with anything except Pass 2d6 = death in a Soviet POW camp. For the Soviet player, the German juggernaut has been dealt a heavy blow -- in recognition of service to the Motherland you have been granted a 5-day pass to visit your family.

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DESIGNER'S NOTES

A phrase was coined by both sides, the "Heroes of Stalingrad," when discussing those who fought and died there. So despite the use of German terminology in parts of this book, I hope you can find equal interest in both sides of the campaign – thus my choice of name to reflect that idea.

The soldiers and citizens at Stalingrad just kept slogging on, fighting on under amazing conditions, enduring serious privation. It's hard to understand, but the mentality of many Soviet soldiers was one in which they accepted their own deaths and were prepared to make the Invaders pay, and pay and pay. With an "Urrah! Urrah!" they would launch a desperate charge against a well prepared foe, or fight desperately for every inch of soil, as did the German soldiers, who fought with equal heroism and desperation. For both sides, it seems to me that their mindset was one of grim acceptance and fatal heroism.

Many of the scenarios have been *downsized* to make them playable at a skirmish level, and some scenarios have been created as an amalgam of experiences at Stalingrad to give the gamer an idea of different phases of the battle. For example, 16th Panzer did have units in the fight for the Tractor Factory, but was more heavily engaged on the Northern Defense Sector fighting off successive waves of Soviet attacks trying to encircle the Division. Also, the Soviet units' role is somewhat fluid and acts as a stand-in for the many units engaged in the battle. I hope that this book brings in the flavor of the scope of the battle, and introduces some elements of that war experience that challenges the gamer. Please keep in mind that this is a game, and my best depiction of real events of several generations past. The rules and scenarios are based on my impressions of the events, and my attempts to piece together what happened. The maps may not always be exact, but are based on old maps of the period and currently available sources like Google Earth to give a good representation of the terrain.

John Cunningham

BIBLIOGRAPHY

If you're interested in reading up on the Stalingrad campaign and the Eastern Front in general, here are many of the resources I used in creating this book.

- *Stalingrad: The Fateful Siege: 1942-1943* by Antony Beevor
- *To the Gates of Stalingrad: Soviet-German Combat Operations, April-August 1942 (Modern War Studies)* by David M. Glantz and Jonathan M. House
- *Atlas of the Battle of Stalingrad: Red Army Offensive Operations, 19 November 1942-2 February 1943* by David Glantz
- *Atlas of Operation Blau, 28 June - 18 November, 1942* by David Glantz
- *Die 16. Panzer-Division: 1938-1945 Bewaffnung, Einsatze, Manner*
- *Voices from Stalingrad: Nemesis on the Volga* by Jonathan Bastable
- *Red Road from Stalingrad: Reflections of a Soviet Infantryman* by Mansur Abdulin
- *Blood Red Snow: The Memoirs of a German Soldier on the Eastern Front* by Gunther K Koschorrek
- *The Forgotten Soldier* by Guy Sajer
- *War of the Rats* by David L. Robbins
- *The Road to Stalingrad (Cassell Military Paperbacks)* by John Erickson
- *Stalingrad 1942 (Campaign)* by Peter Antill and Peter Dennis
- *Soviet Field Fortifications 1941-45*, Osprey
- *Stalingrad* by Antony Beevor
- *Stalingrad: The Infernal Cauldron, 1942-1943* by Stephen Walsh
- *Enemy at the Gates (Film)*
- *Stalingrad (film)*

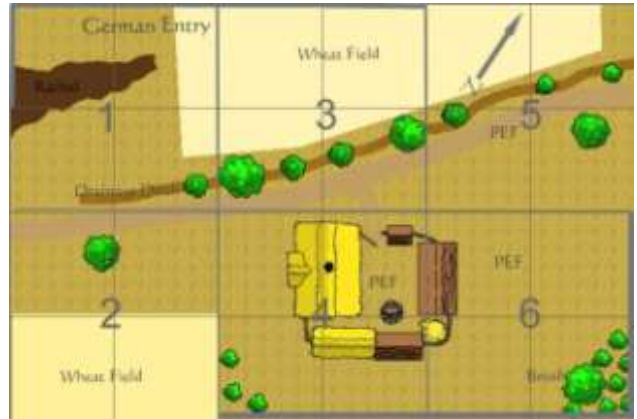
MAPS

Each square or sector on the map represents a one foot square area.

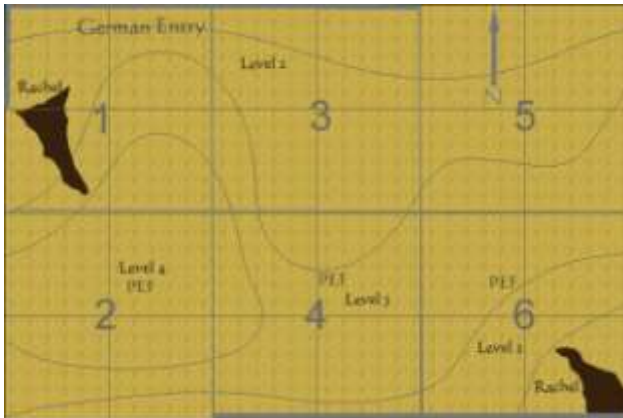
FALL BLAU MAPS



Fall Blau 1 – Lysichans'k Bridge



Fall Blau 2 - Surovikino



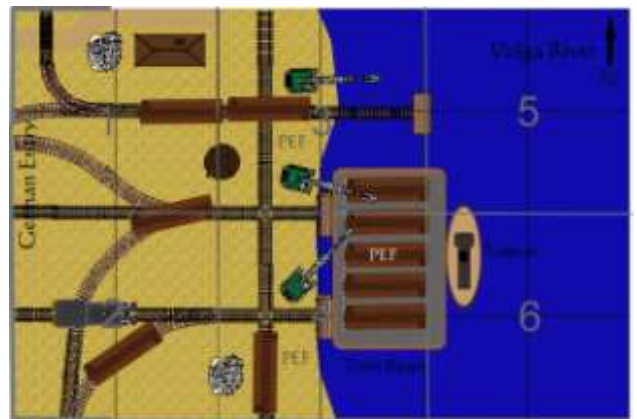
Fall Blau 3 – Hill 150.7



Fall Blau 4 – Trekhostrovskaya Bridge



Fall Blau 5 – Battle Maidens of Gumrak



Fall Blau 6 – Latashinka Ferry Landing

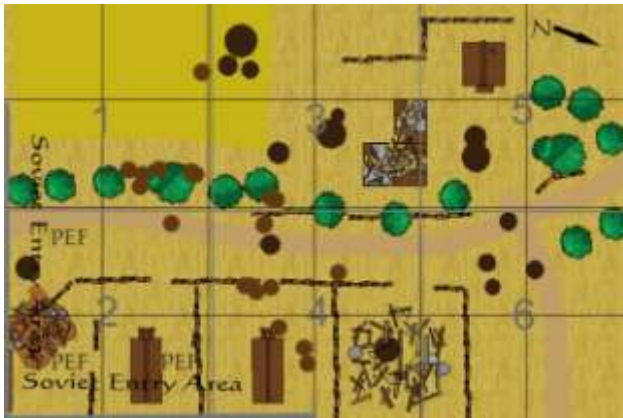
RATTENKRIEG



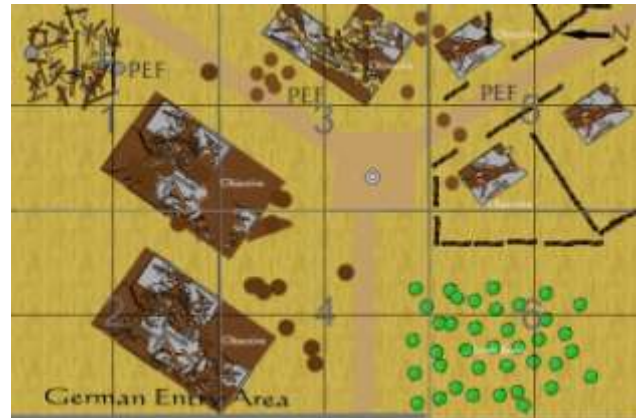
Rattenkrieg 1 – To the Factory!



Rattenkrieg 2 – Soviet Counterattack



Rattenkrieg 3 - Hedgehog



Rattenkrieg 4 - Spartanovka

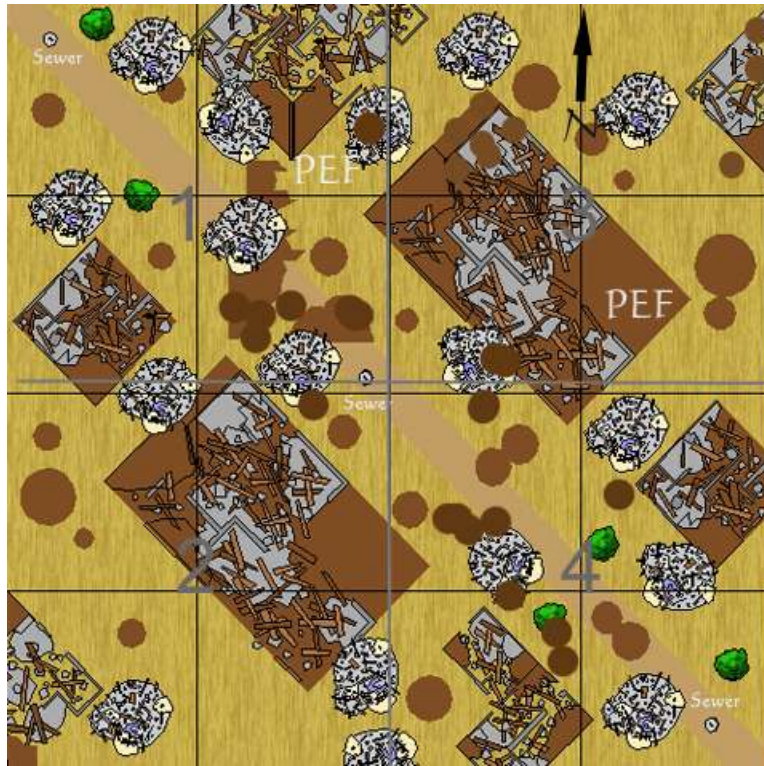


Rattenkrieg 5 – The Workers Village

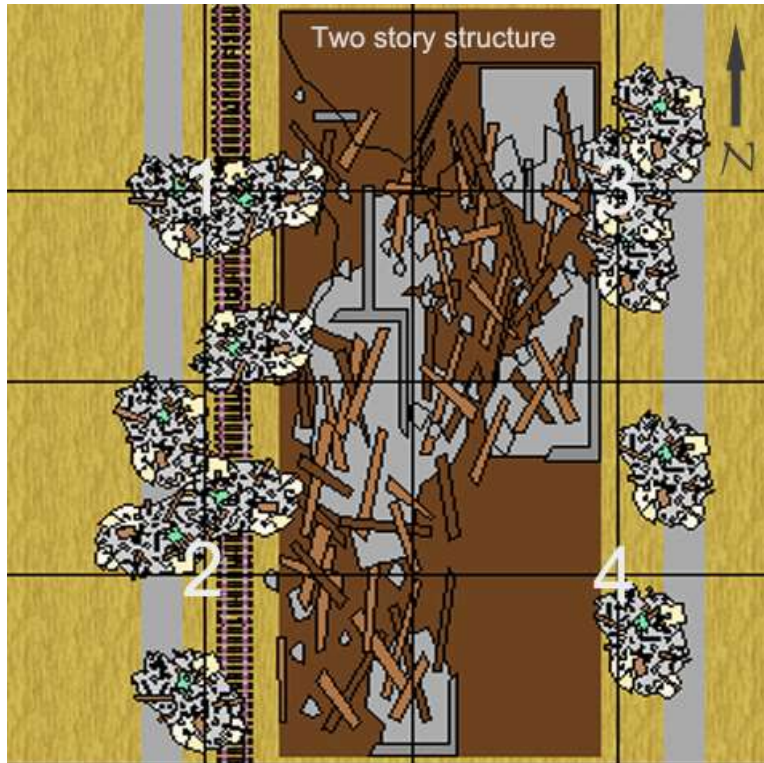


Rattenkrieg 6 – Day of the Sniper

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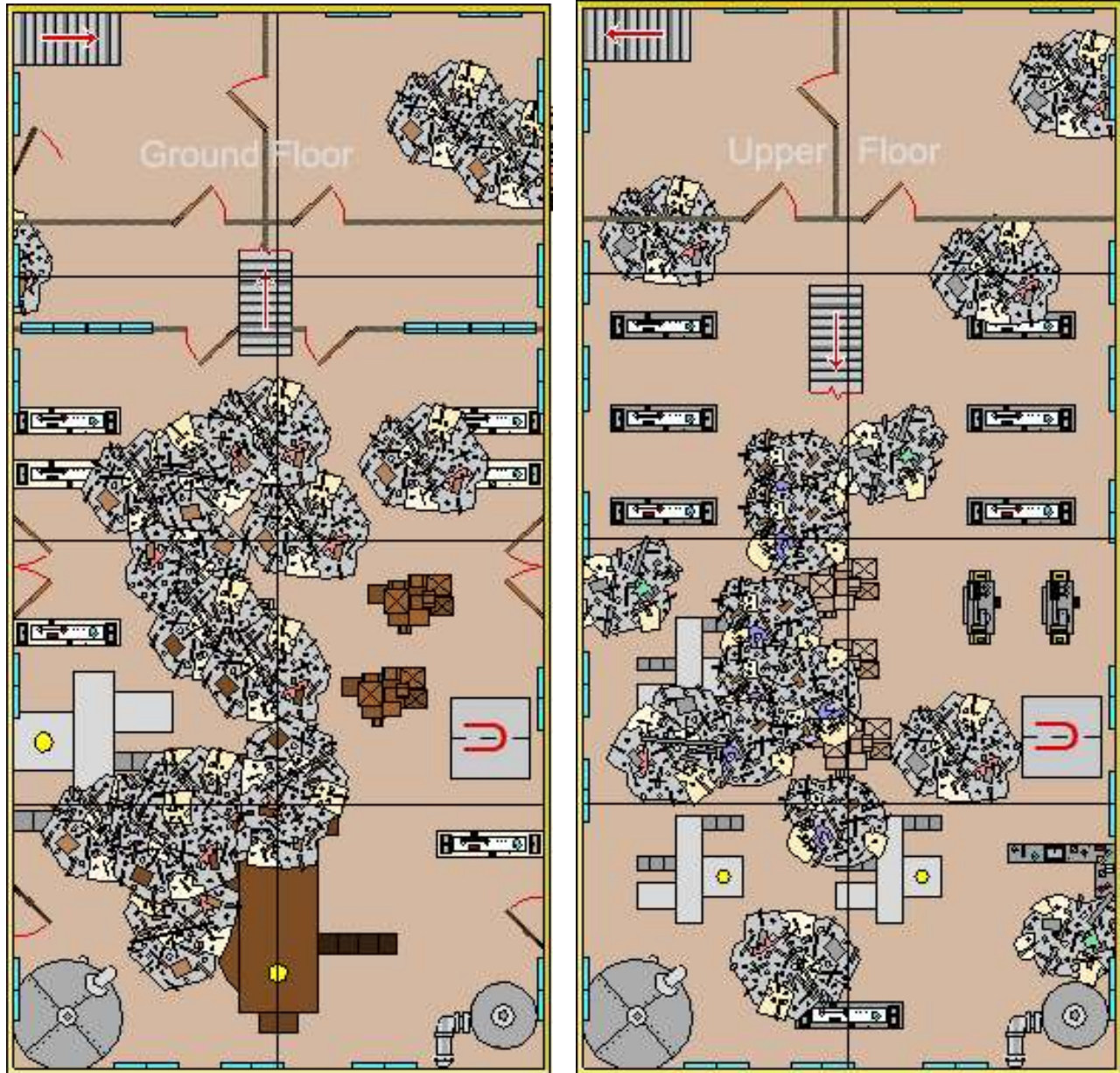


Rattenkrieg 7 - Babushka



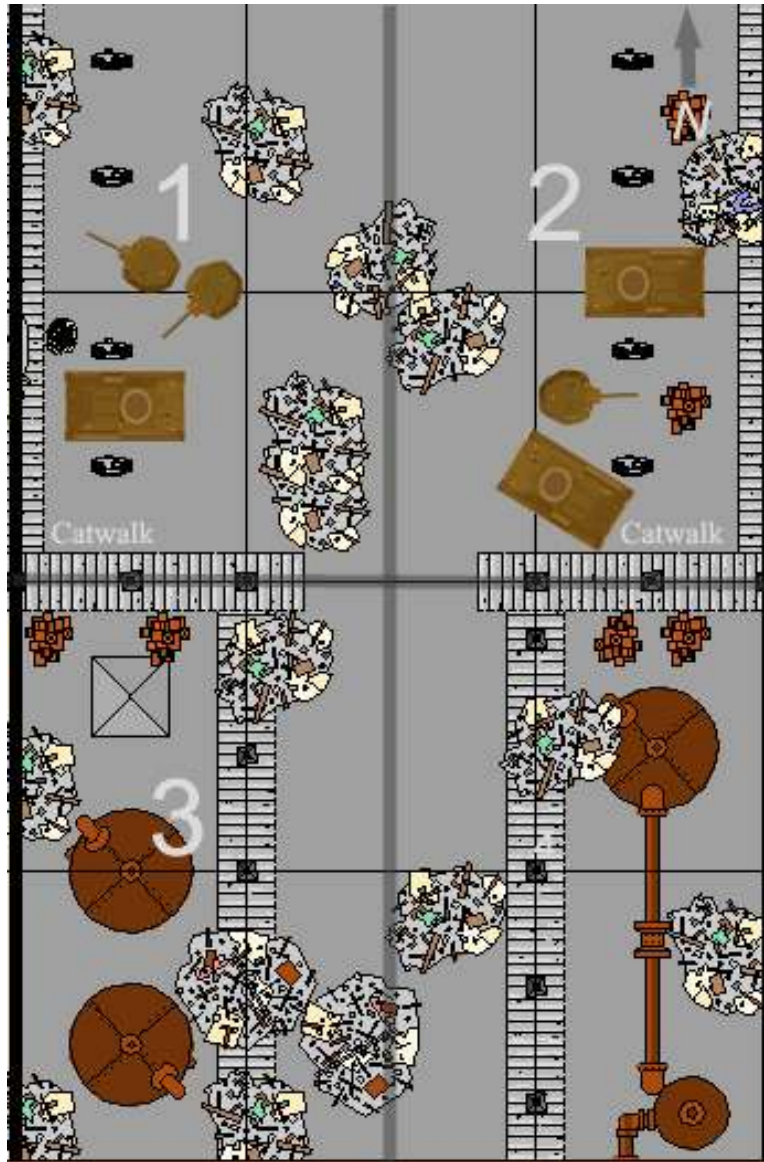
Rattenkrieg 8 - The Machine Shops (exterior)

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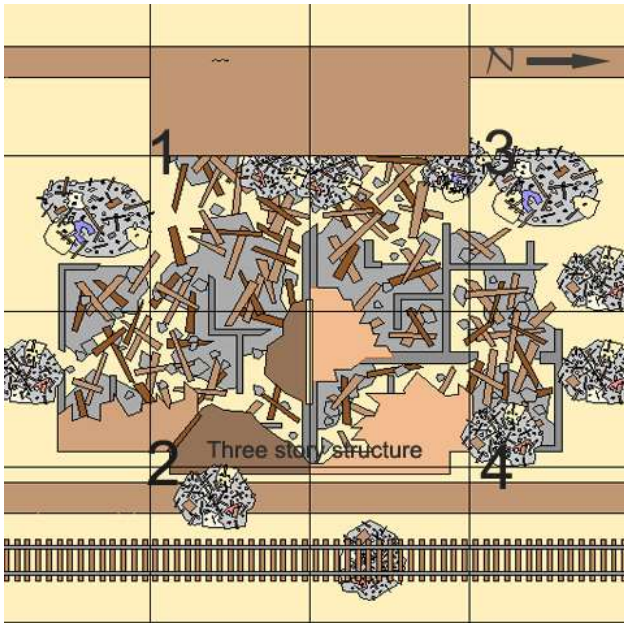
Rattenkrieg 8 – The Machine Shops (Ground Floor) Rattenkrieg 8 – The Machine Shops (Upper Floor)

"NUTS!" STALINGRAD: HEROES ALL

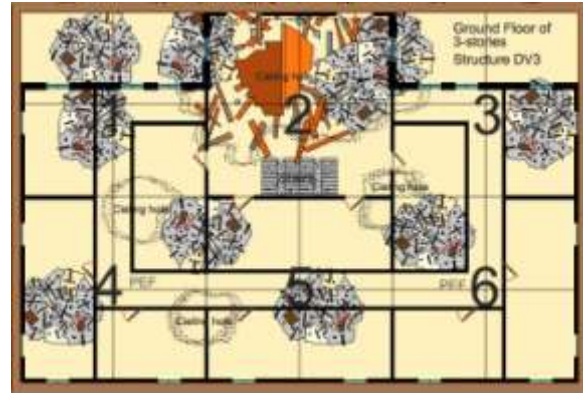


Rattenkrieg 9 - The Assembly Hall

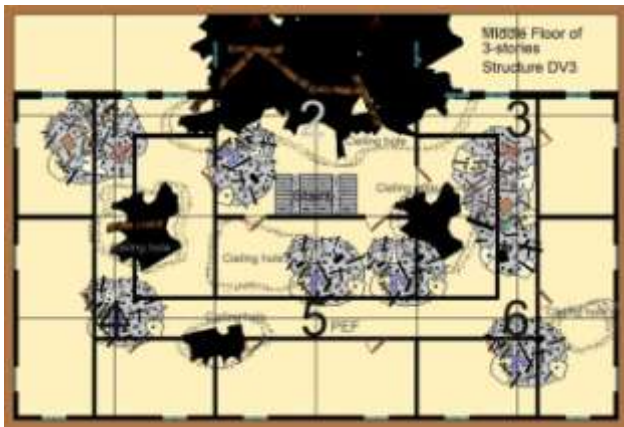
"NUTS!" STALINGRAD: HEROES ALL



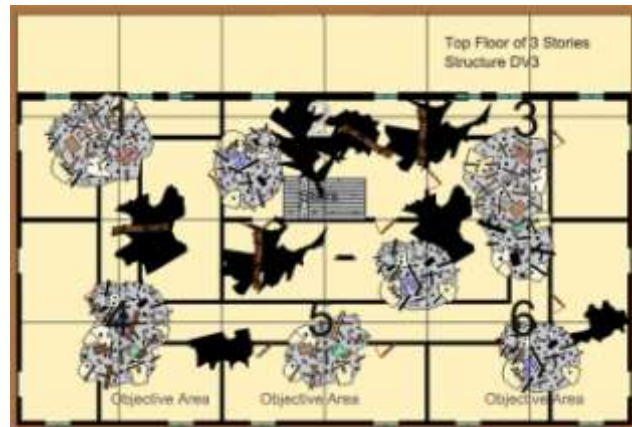
Rattenkrieg 10 – To the Volga! (Exterior)



Rattenkrieg 10 – To the Volga! (Ground Floor)



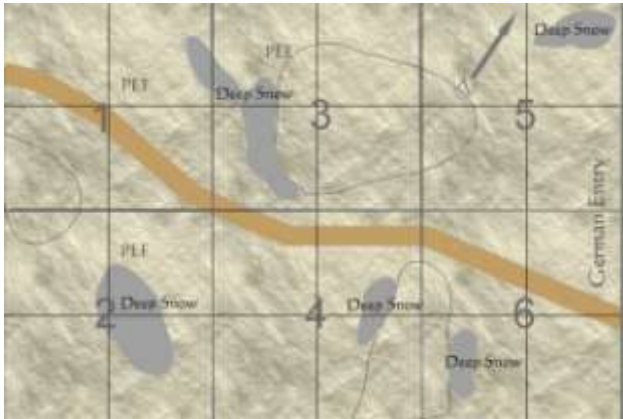
Rattenkrieg 10 – To the Volga! (Middle Floor)



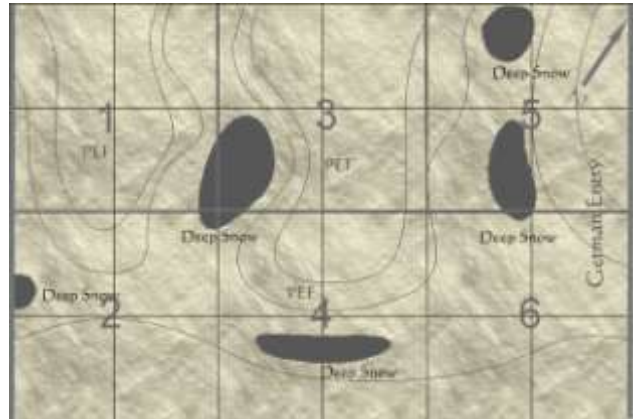
Rattenkrieg 10 – To the Volga! (Upper Floor)

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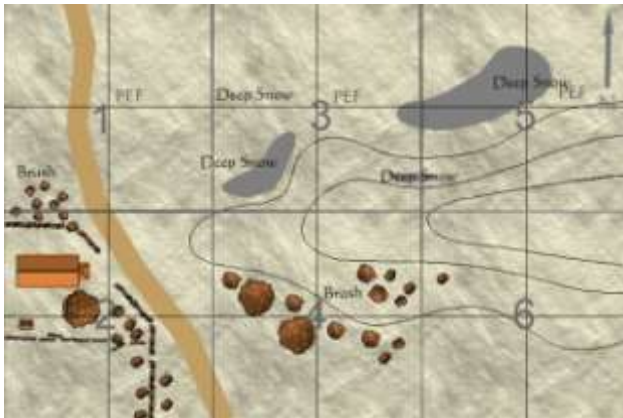
KESSEL



Kessel 1 – The Road to Suchanov



Kessel 2 – KG Dorman



Kessel 3 – A Desperate Defense



Kessel 4 – Filippov at the Bridge



Kessel 5 – Holding the Gate



Kessel 6 – Running the Gauntlet

"NUTS!" STALINGRAD: HEROES ALL

PLAYING SOLO & COOPERATIVELY

Playing a wargame solo or cooperatively can be quite a daunting task but only if you make it so. Within "NUTS!" there is a section on how you can play versus a Non-Player enemy using the Moving Enemy rules (*page, 63*). Use these rules anytime you have Non-Player or NP forces on the table regardless of the Mission you choose to play.

PEFs

Players should have a clear understanding of how PEFs work and are directed to the section called *Reconnaissance Patrol* in "NUTS!" *page, 61* for

STALINGRAD PEF CONTACT TABLES

Players may use the following Stalingrad-specific Contact Tables to generate enemy forces, or use the Reinforcement Tables from "NUTS!" *page 68* with results modified as needed for the year of the scenario.

RUSSIAN TABLES

RUSSIAN ENEMY CONTACT TABLE	
#	Reinforcement
1	Russian Table A
2	Special Infantry
3	2x role Table A
4	Russian Table C
5	Russian Table C, Tank Table
6	Special Tank Table
# Special Infantry	
1-2	Russian Table A + Russian Table B
3	Pioneer Squad
4	Sniper Team
5-6	Russian Table A + Russian Table D

#	Special Tank
1-2	Universal Carrier and 2 man crew + Russian Table A
3-5	T-34/76 and crew + Russian Table A
6	KV-2 tank and crew

GERMAN TABLES

GERMAN ENEMY CONTACT TABLE	
#	Reinforcement
1	German Table A
2	Special Infantry
3	2x role Table A
4	German Table C
5	German Table C, Tank Table
6	Special Tank Table
# Special Infantry	
1-2	German Table A + Russian Table B
3	Stosstruppen Squad
4	Sniper Team
5-6	German Table A + German Table D
# Special Tank	
1-2	Sdfk 251/ Sdfk + German Table A
3-5	Stug IIIf and crew + German Table A
6	Pz. IVf1 and crew + German Table A

STALINGRAD

the Graveyard of Ambition

Stalingrad is a name synonymous with great sacrifice, and as a cautionary – the graveyard of ambition. A Soviet arsenal city and gateway to the Caucasus, in 1942 Stalingrad became the focal point of one of the pivotal battles of the Second World War – a battle that, but for Hitler's ego and poor military decisions, may never have happened. Hitler originally planned to drive Army Group South into the Caucasus to seize the Soviet oil supply, but instead he drove much of it into destruction amidst the lethal ruins of Stalingrad.

Stalingrad: Heroes All is a supplement for NUTS! 2nd Edition. Although intended to be played from the German side, *Stalingrad: Heroes All* plays just as well from the Soviet side. It can also be played solo, cooperatively with all players on the same side or head to head.

Packed with 22 linked scenarios, this book covers a variety of small-unit and medium-sized actions from lunges across the Russia steppes during Fall Blau, to short sharp fights in the rubble of the Rattenkrieg, to desperate struggles for survival during the Kessel. This book also introduces several new unit types, hero characters and morale advantages.

Lead a tank charge across the steppes. Scramble for food in a ruined basement. Drive your foe into (or away from!) the Volga. It's all up to you.

What will you do when you face the hell of Stalingrad: Heroes All?

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STALINGRAD is not a stand-alone game. You must have the core rules, NUTS! - Europe 1944, to play.

