



Battle for Red October Factory

Date: 27 September 1942
Location: Outer fringes of the Kransy Oktyabr Steel Plant near Mamayev Kurgan, Stalingrad
History: Stalingrad was the site of the most titanic and terrible battle of the Second World War. It stands as the first major defeat inflicted on Nazi Germany's land forces and marked a turning point in the conflict. The city was considered to be a crucial industrial and communications center that dominated the northeastern approach to the Caucasus. This scenario depicts a skirmish from the massive German offensive on September 27 against the Red October factory.
Situation: A determined Soviet platoon and a Maxim machine gun crew hold on tenaciously to a complex of five factory buildings. They will be opposed by two platoons of German assault troops with armored assets.
<p>Soviet Forces: (Elements of the 308th Rifle Division)</p> <p>1x Platoon HQ of 5 men; TQ of professional to veteran; Leadership of 14 3x 10-man squad; TQ of green to professional; Leadership of 13 1x veteran Commissar with a Willpower rating of 18; place in the veteran squad 2 regular mine hound handlers and 2 dogs; place with a regular squad 2x PTRD AT Rifle: regular gunner 1x MMG 1910 Maxim: 3-man crew of professional TQ; Leadership of 13 1x 45mm L/46 AT gun with 3-man crew; TQ regular; Leadership of 13</p> <p>NOTES: Commissar adds a +8 to any soldier's morale within 18 yards and line of sight; Mine-Hound Handlers control two mine-hounds rigged with explosives that will detonate upon contact with a vehicle. Russians are equipped with assorted small arms, grenades, Molotov Cocktails and demo charges. The GM may require a roll to minimize player abuse of powerful weapons.</p>
<p>Soviet Reinforcements (Turn 3 w/ random entry point)</p> <p>2x T-34/76 Model 1940. 4-man crew of regular to professional TQ; Leadership of 13</p>
<p>German Forces: (Elements of the 71st Infantry Division)</p> <p>1x 5-man Platoon HQ; TQ of regular to veteran; Leadership of 14 3x 10-man squad of mixed TQ regular to veteran; Leadership of 13 2x 10-man squad of shock troops with mixed TQ pro to crack; Leadership of 14 1x StuG III Ausf E: 4-man regular crew; Leadership of 13 3x Pz III Ausf H: 5-man regular to professional crew; Leadership of 13 1x Stuka Ju-87 w/ veteran pilot</p> <p>NOTE: Germans should be historically equipped with assorted small arms, grenades and demo charges. The GM may require a roll to minimize player abuse of powerful weapons.</p>
<p>German Reinforcements (Turn 5 w/ random entry point)</p> <p>1x 5-man Platoon HQ; TQ of regular to veteran; Leadership of 14 1x 10-man squad of pioneers w/ d6 demo charges; TQ pro to crack; Leadership of 14 2x Sd Kfz 251/1 semi-tracked vehicle: operated by reinforcements</p>
Game Length: 10 turns
Victory Conditions: The Germans must control 3 of the 5 factory buildings by turn ten. To control a building, all combat capable enemy soldiers must be eliminated.

Red October Special Rules

1. All units begin hidden inside a building. The Germans must begin in the perimeter buildings 1-8. The Russians begin in the factory complex, A-E.
2. Once a unit moves outside the confines of a building, the figure must be placed on the board. The RTL chart will not be used with this scenario because the pre-assault bombardment is over and the ensuing attack is expected at any moment.
3. Only Russian troops may use sewer movement with impunity. If a German soldier enters the sewer, there is a 75% chance that he will become hopelessly lost and removed from play. The sewer connects buildings A-C and D-E, but the chimney building (adjacent to building E) is blocked and blazing as a result of the Luftwaffe attack. Therefore, units are not permitted in this structure. The sewer will not enable a soldier to cross the cobblestone area. Units may not travel via sewer from building C to D. Only adjacent buildings may be accessed. A unit moving via the sewer must be on ground level and spend six actions before emerging in the next building.
4. After all chits are pulled at the end of a turn, the Soviet Commissar may motivate any soldier who is within his Leadership radius for one last action. He may also convey his Willpower modifier to any unit making a morale check, who is within line of sight and 18 yards. If in a building, he must be on the same floor and within line of sight.
5. The handler may release the Mine-Hounds whenever his chit is drawn, or he is ordered to do so by the lieutenant and non-commissioned officers. A random system for determining the dog's target should be established at the start of the game. Number the vehicles and roll a corresponding die. The dogs are just as likely to attack the Russian tanks as the German. Once released, they cannot be recalled and will continue to run until they reach their target. If fired upon, they will receive a -10 for evading.
6. On turn 4, the Germans have a Ju-87 Stuka Dive Bomber as their off-board artillery asset (70% availability). Once the plane arrives, it will attack for three consecutive turns. Randomize all available armored targets. In the confusion of the battle, it may attack friendly units. The plane is equipped with one 250kg bomb and four 50kg bombs. It also has two wing-mounted MG-17 machine guns. On the first pass, it will drop its 250kg (550-pound) bomb. On the next OBA chit, it will drop its four 50kg (110-pound) bombs. On the third chit, it will make a strafing run.

