THE VOLGA IS REACHED! S35 Security Design: Tom Morin

ASL SCENARIO S35



STALINGRAD, RUSSIA, 14 September 1942: The 71st Infantry Division's drive into central Stalingrad was spearheaded by Colonel Roske's 194th Infantry Regiment. Roske's regiment had made good progress since morning, and he intended to keep his forward momentum going by bypassing the Stalingrad-1 Rail Station to the north. Around noon his two battalions paused briefly to regroup, after which they renewed their efforts to reach the banks of the Volga River and seize the all-important ferry landings. Opposing Roske's advance were battered elements of the 62nd Army, also lightly armed reserves and militia of the 10th NKVD Division, whose job it was to protect the ferry landings until relieved by the 13th Guards Division. The 10th NKVD Division consisted largely of conscripted local militia, with a cadre of actual NKVD troops.

BOARD CONFIGURATION:

★ Replace either 9-1 leader in the Russian

Add one FT to the at-start German OB.

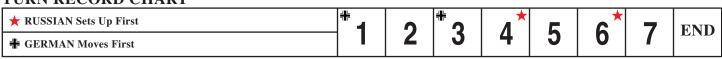
BALANCE:

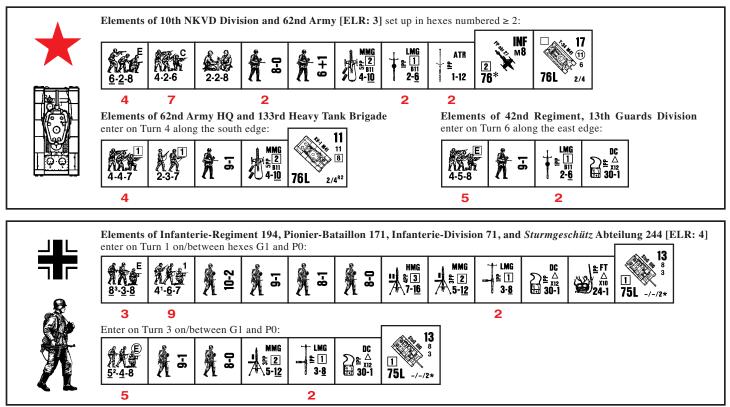
OB with a 9-2 leader.

VICTORY CONDITIONS: The Germans win at game end by Controlling all building locations in hexes numbered ≥ 8 .

AFTERMATH: In spite of mounting casualties, Roske's regiment broke through the Russian defenses, and at 1515 hours both battalions radioed "the Volga is reached!" Germans armed with submachineguns managed to seize the Brewery, State Bank, and Specialists' House, which all held a commanding view of the Volga's ferry landings. They were stopped short of actually taking the ferry landings by the determined resistance of NKVD troops, and once the 13th Guards Division arrived all hopes of achieving this objective were dashed. Counterattacks managed to recapture the Brewery, but the State Bank and Specialists' House would remain in German hands, allowing them to harass the ferry landings with machinegun fire.

TURN RECORD CHART





SPECIAL RULES:

1. Woods are stone rubble; entry costs infantry 3 MF, while vehicles pay $\frac{1}{2}$ of their MP allotment and risk Bog with a +3 DRM. Rubble has a +3 TEM and block LOS throughout (including along hexsides); ambush is possible. Orchards are shellholes, which have no effect on LOS, provide a +1 TEM for infantry units, and cost 2 MF to enter. During movement, these hexes are treated as open ground with 0 TEM if entered at a cost of 1 MF.

2. Russian 6-2-8/3-2-8 MMC are 2nd-Line units, are considered to have underlined morale (and are not subject to ELR; 5.1), and have their broken side morale increased by one. Russian Elite and 1st-Line units receive a -1 drm to their Ambush dr. German 8-3-8 squads have a smoke exponent of 5.

3. The *T-34 M41* is a dug-in AFV. It may never move from its setup hex or change its VCA. A +1 DRM applies to all TH DR made against it, and any hull hit is treated as a miss. It may setup only in road, open ground or shellhole hexes. It leaves no wreck if eliminated, provides no TEM, and does not affect LOS. Place a "BMG Disabled" marker on the dug-in AFV at start.

4. The Russian 8-0 and 6+1 leaders represent Commissars with a morale level of 10 and 8 respectively, to whom ELR does not apply. Russian Infantry units stacked with an unpinned and unbroken Commissar have their morale level raised by one and do *not* apply the +4 DM DRM when rallying. A Commissar *must* attempt to rally each broken Russian unit stacked with it; any unit that does not rally is replaced by the next lowest quality unit; if no lower quality unit exists, the unit suffers Casualty Reduction.

5. Once per Russian Defensive Fire Phase, the Russian player may make a Sniper attack by making a dr < 3. The player selects one target hex; if there is > 1 unit (ignoring BU AFVs), randomly select the target. A dr 1 eliminates a leader, breaks a MMC, or STUNs a CE AFV crew; a dr 2 wounds a leader, pins a MMC, or Stuns a CE AFV crew; a dr > 2 has no effect.

6. Once per German Defensive Fire Phase the German player may make a Stuka attack. The player selects the target hex and makes a single To Hit DR (which may possibly affect both infantry and vehicular targets); a Final To Hit DR ≤ 8 vs. Infantry is resolved on the 36 column of the IFT; a Final To Hit DR of 6-10 vs. AFV results in a Final To Kill number of 7 for the T-34 and 6 for the KV-1; a Final To Hit DR ≤ 5 is a direct hit which automatically eliminates the AFV.



(Only hexrows A-P are playable)