

## Tractor Factory – Stalingrad, 1942

### A *Flames of War* Mega-Game Scenario

The German 1942 push in the Soviet Union hinged on knocking the USSR out of the war, through capturing resources and cutting off supply along the key Volga River. Hitler staked everything on the capture of Stalingrad, and paid a heavy price when he failed. Arguably his best chance came with the massive assault on the Dzerzhinsky Tractor Factory, and the Industrial areas around it, in October of 1942.

This scenario uses a large tabletop to show a scaled down version of the industrial districts in the northern part of Stalingrad, where very critical fighting occurred. The scenario focuses on the heaviest fighting during the battle, which took place on October 14<sup>th</sup> as German forces launched their largest and best resourced assault on the area. It shows infantry fighting in a heavily urbanized and industrial area.

### Special Terrain rules:

- Urban Area – the scenario covers the fighting in heavily urbanized Stalingrad – the industrial areas covered had more open space, but very limited green spaces completely clear of buildings or rubble. On the map, any space not marked as green space, or within 8” of a factory building or complex, is an urban space. Urban space consists of intact (marked on the map) and destroyed buildings (which should be distributed, no closer than 5” to another intact or destroyed building, across the remainder of the urban areas).
- Intact Buildings - Any stand touching an intact building (hollow or solid) should be treated as in concealing terrain and bulletproof cover. Stands within intact buildings (those that are hollow) follow the normal FOW rules – they must be placed within a room, combat is room to room, etc.
- Damaged buildings – any stand touching a damaged building is treated as in concealing terrain and bulletproof cover. Anywhere within 2” of a damaged building is treated as terrain and requires a cross check.
- Factory Buildings – treated as regular buildings, just larger.
- Dzerzhinsky Tractor Works – this gigantic factory is a building (providing bulletproof cover and concealment) to any fire coming from outside against stands touching the exterior walls. Within the factory units can see throughout the factory interior, but targets are concealed (but not in bulletproof cover). The interior is terrain and requires a cross check for vehicles (not gun teams) only.
- The Volga – wide and deep, the Volga is impassable terrain.
- Stream – the stream is polluted and strewn with debris. It is terrain and requires a cross check.
- Green Space – open terrain with actual grass. Units may dig in while in a green space area.
- Railroad – the railroad is not elevated to any degree. It does count as terrain, and it requires a cross check for any non-tracked vehicle (not gun teams) crossing it.

### Deployment:

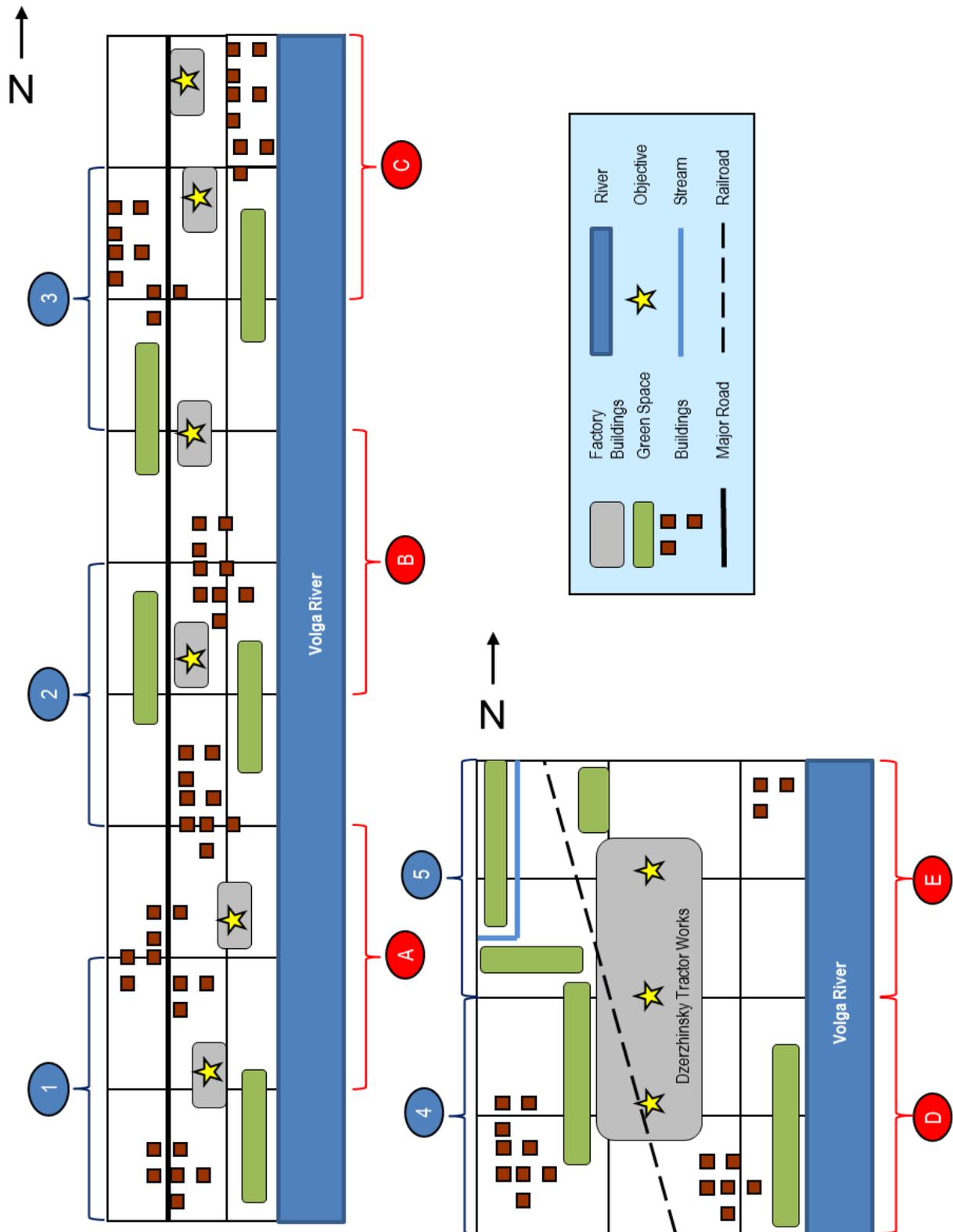
The game starts with a very fluid situation as German forces begin their advance into the industrial sector, following a massive Luftwaffe strike.

Soviet forces deploy first, as noted in their deployment notes. After Soviet forces are deployed, the German players conduct their Luftwaffe strikes (see Air Strikes).

After the Luftwaffe strikes are complete, the German forces take the first turn. German forces enter the table on turn one, from their deployment zones as noted.

Map:

# FOW Mega-Game The Tractor Factory, Stalingrad – Oct 14, 1942



## German Forces:

Each German force should be drawn from the Eastern Front book, or the associated digital lists, of no more than 1200 points. Any infantry companies may field an additional 300 points. Up to one German force may be replaced with a Romanian infantry battalion.

The following may not be used:

- Mid war monsters (any)
- Panther, Tiger, or Ferdinand tanks / tank hunters

German Force 1 => Deployment Zone 1  
German Force 2 => Deployment Zone 2  
German Force 3 => Deployment Zone 3  
German Force 4 => Deployment Zone 4  
German Force 5 => Deployment Zone 5

## Soviet Forces:

Each Soviet force should be drawn from the Eastern Front book or the associated digital lists. Each force should field no more than 1200 points. Any infantry companies may field an additional 300 points.

Soviet Force A => Deployment Zone A  
Soviet Force B => Deployment Zone B  
Soviet Force C => Deployment Zone C  
Soviet Force D => Deployment Zone D  
Soviet Force E => Deployment Zone E

Soviet Forces may be deployed on the table, within 24" of a table edge in their deployment zone. One Soviet unit from each force may deploy within an objective building in their deployment zone, even if this is further than 24" from their table edge.

The following may not be used:

- Mid war monsters (any)
- KV-85, M4, SU-122, SU-152 or SU-85 tanks / tank hunters

In addition, the Soviet commander may allocate the following defensive fortifications to Soviet force commanders:

- Up to 4 street barricades

Fortifications may be deployed on the table, within 24" of a table edge in their deployment zone.

Barricade Rules:

- Teams stop when they reach a street barricade
- Barricade is short terrain, crossing it requires a skill test for infantry, or a cross check for other teams
- Provides concealment and bulletproof cover
- Bunker busters can gap a barricade by shooting

## Special Rules:

### **Luftwaffe Strikes:**

The Luftwaffe preceded the German assault with a massive series of almost continuous airstrikes.

Each German player receives 2 3-plane Stuka strikes during this phase. The strikes range in on a 2+ if against targets in cover, as the Germans had kept the Soviet positions under observation for days prior and knew the Soviet locations. Resolve the airstrikes, including anti-aircraft fire, normally.

Once the German assault was launched the troops were too intermingled for effective air support. No additional air support is allowed.

### **Weather:**

This series of assaults was launched during the last good weather of the year. Weather has no effect during the scenario.

## Winning the Game:

The Tractor Factory fighting was a critical stand for the embattled Soviets in Stalingrad – they were on the verge of defeat and barely managing to hold on. This push reflected the last best German chance to tip the fighting their way prior to the onset of bad weather.

To reflect this, there are 9 objectives on the tabletop:

- If the German side holds any 6 objectives at the start of any of their turns the game ends with a strategic German victory.
- If the Germans do not win a strategic victory, the game will end after 8 turns. At that point whichever side holds the majority of objectives wins a tactical victory. If neither side holds a majority, then the result is a draw.