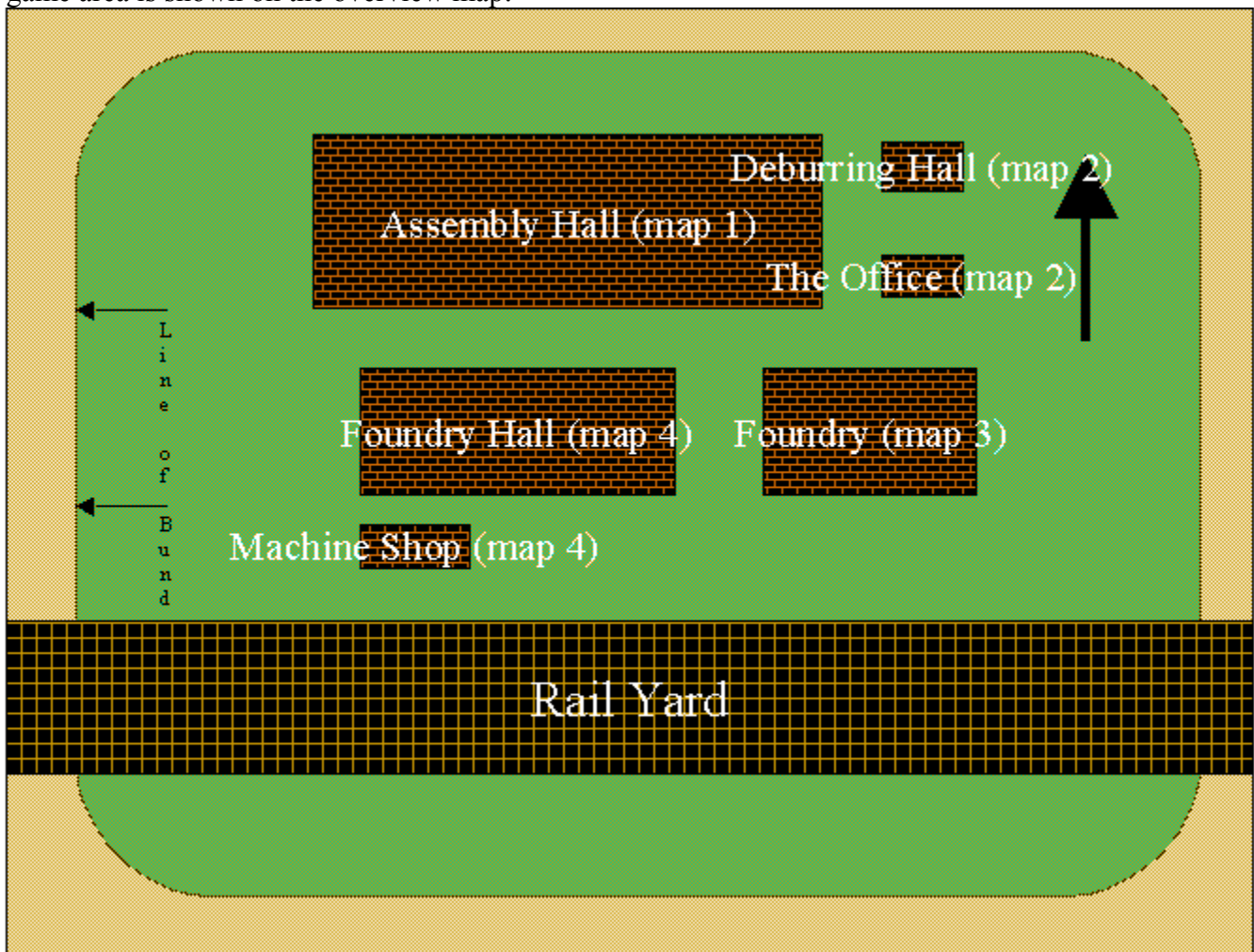


Another Day in the Tractor Factor Oct-Nov 1942

As the Germans attempted to take the city of Stalingrad in late 1942, some of the most vicious combat occurred in the factory district near the banks of the Volga. The tenacious Russian defence of Stalingrad led to the Germans committing their reserves to the battle of the city and fatally weakening their flanks, allowing the Russian counterattack which destroyed 6th Army. Ultimately it was fights such as happened in the factory district that allowed the Russians to hold just enough of the city so that it was never conquered.

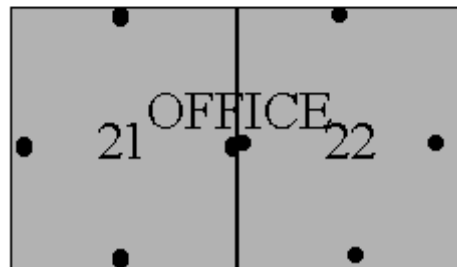
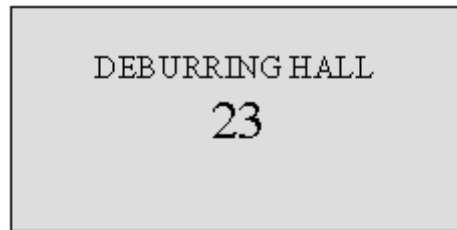
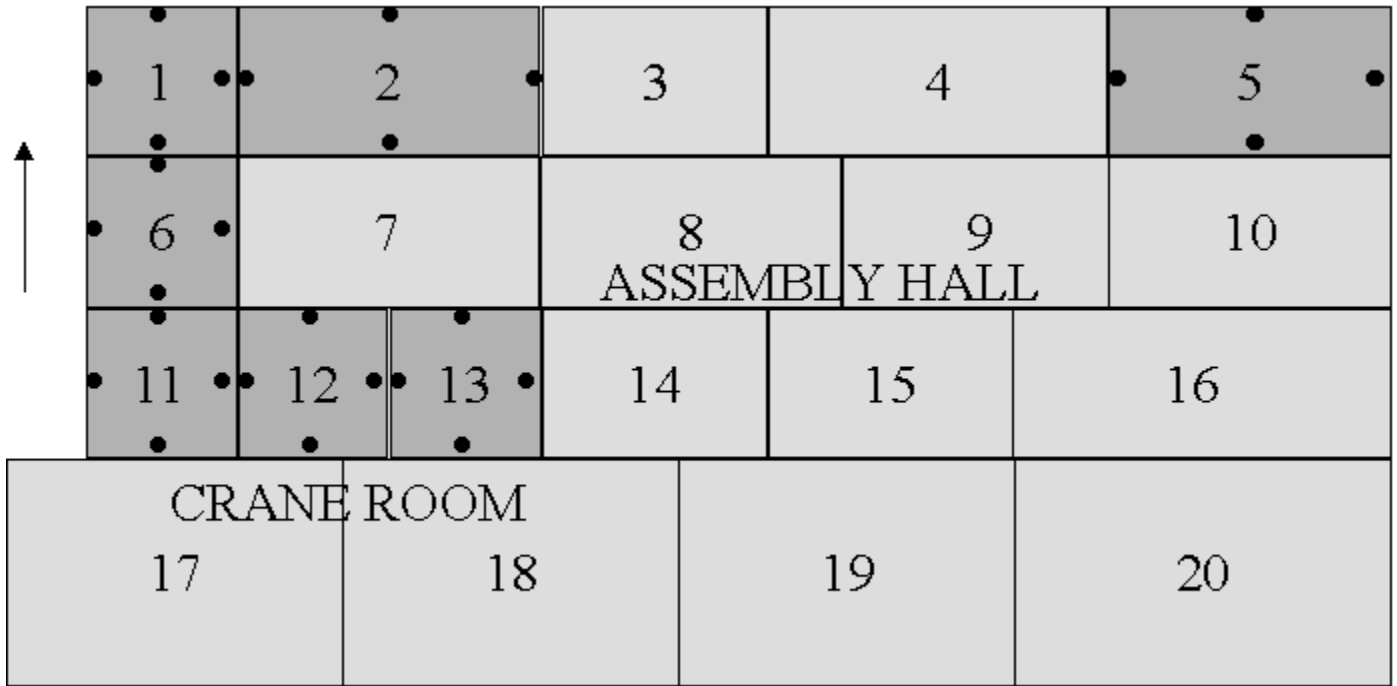
This isn't really a scenario in the usual sense, more a framework for a linked series of games trying to explore the problems of fighting in built up areas with Battlefront:WW2. There are several scenarios that can be played individually and/or you can link them in a mini-campaign.

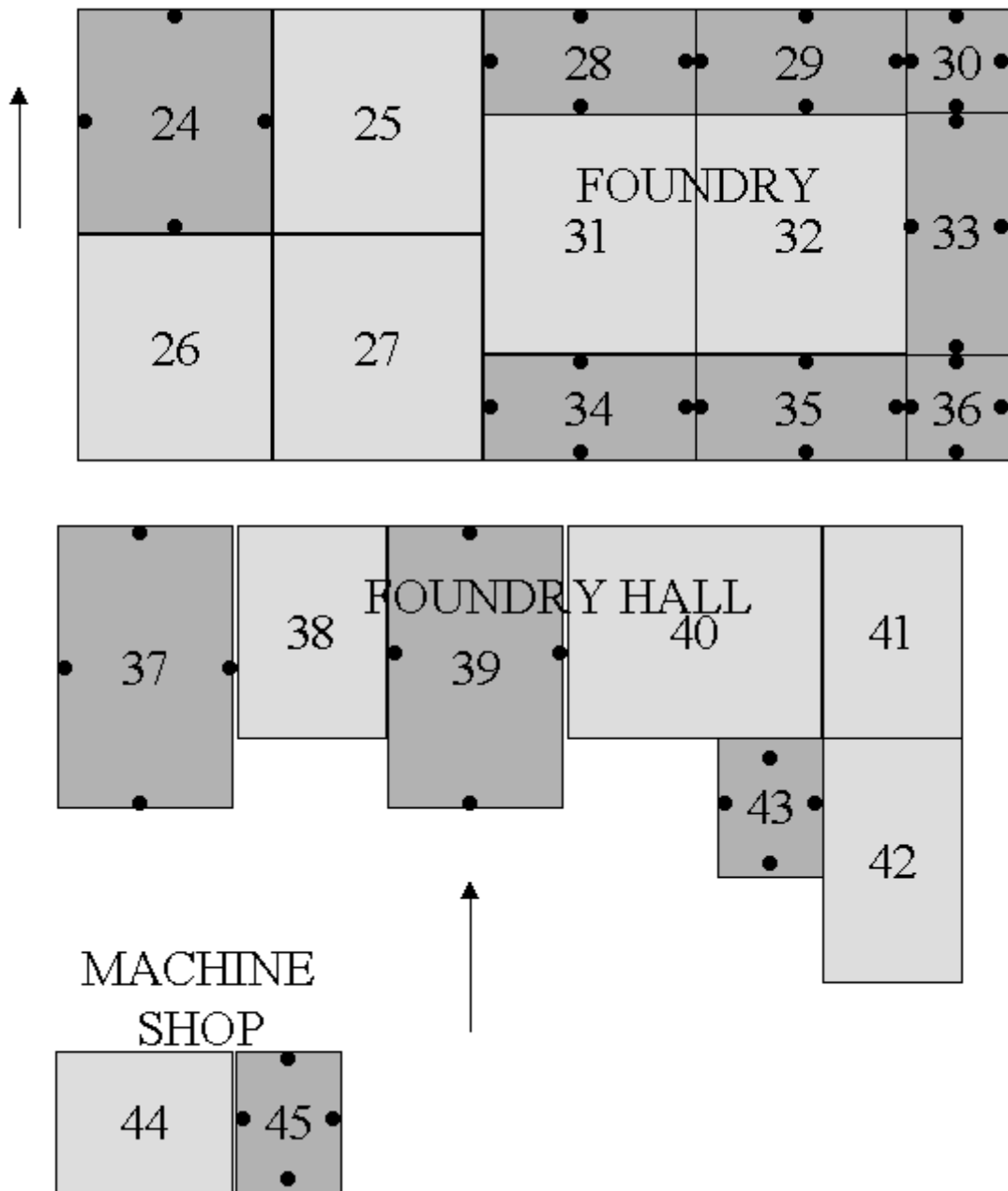
The game area is shown on the overview map:



There are three sub maps, each representing a group of buildings (complexes). They are (sort of) to half scale, so if you print them out and then blow them up by 200% you should have a plan of the building complex that you can cut out with a sharp knife, stick to card and use as your base for the built up areas. Well, that's the idea anyway - needless to say my lack of skill with the PC and the problems of paper size will cause some head scratching - sorry, and this won't be helped if like me you use slightly different base sizes to those published -

sorry again - Plan B would be to screw up the bloodied mess, apply sticking plaster and draw up your own. The arrows mark North.





Terrain and Scenario Notes

- The exact positions of the building complexes is not too critical except that if you are using the optional "sneak" action then the gap between the two Foundry blocks should be at least 3 and a bit inches, and they in turn should have at least a 3 and a bit inch gap between them and the Assembly Hall. If you are not using sneak, these gaps should be over 4 inches. This is to allow players to sneak around inside buildings without attracting enemy fire, as the maximum spotting distances for troops in dense concealment precludes spotting unless you are very close. If you want to increase the interest further,

make the distance between the Office Block and the Deburring Hall to the Assembly Hall over 3 inches as well.

- The dark grey areas are Built Up Sectors, the light grey are "Streets" in BF terms - although they actually represent some of the more open workshop and production line areas.
- Because of the inexact nature of the above, no overall size is given for the table, but it should not be more than 6 ft by 4 ft - smaller would be better.
- The Rail Yard should be classed as an Orchard! - I know it seems strange but it offers the right combination of cover and some concealment.
- The whole factory is surrounded by a bund or high embankment, except for the rail tracks of course, which cunningly helps isolate the area of the battle. Observers are free to stand on this of course, and it will probably get them killed in short order.
- All other areas are clear ground.
- We recommend that you use the [sneak](#) and Machine Gun [beaten zone](#) rules, as these add an extra dimension to the fighting. A special mention should be made of the "street" sectors within the complexes as far as spotting and shooting are concerned. These are treated exactly as normal streets (see pg 17) except that each is considered to be a separate entity -ie, they can only be seen or fired into by units conformed to an edge. MGBZs can be fired into or through the adjacent street\rubble sector but stop at the boundary of the next, ie a MMG fired from a conformed position on the east wall of sector 16 of the Assembly Hall would effect anyone it hits in sector 15 and anyone conformed to the west wall of sector 14.
- **The Joy of Rubble**
After the first scenario, much of the complex buildings has been reduced to rubble. To represent this roll a D6 for each of the complexes (2D6 for the Assembly Hall) and convert that many sectors (street or BUS) to rubble, choose which should be rubble either randomly or each side taking turns before deployment. When playing the 3rd scenario, convert an extra D6 stands to rubble.
Where 2 rubble sectors meet, treat both as the same sector. This will make spotting and line of fire "interesting".
- **Tanks in the Factory** While vehicles are not allowed in Built Up Sectors, they can get into "streets" (light grey areas) and rubble. This will raise some problems getting the models in, and some special rule is needed. All firing and spotting is therefore measured from the front aim point as normal, however it is possible when a vehicle is in a street\rubble sector that some of it's aim points are in another sector. This ok, as long as no part of the vehicle is in a BUS. Measure all firing and spotting to the nearest aim point - this can mean that sometimes a vehicle can be shot at without being able to shoot back because their front aim point is in a different sector and cannot trace a line of sight. Life is hard for tanks indoors.
- **Improved Positions** The scenario works better when all improved positions are defined with a specific "front". The defender does not get the IP bonus when the fire or attack comes through the flank of the IP.
- No Panzerfausts or Panzerschrecks are available (they were not deployed yet).

GERMAN ORDERS

Scenario 1 - To The Barricades!

Situation

The drive to the Volga is going well, now all that is needed is to clear up the factory district.

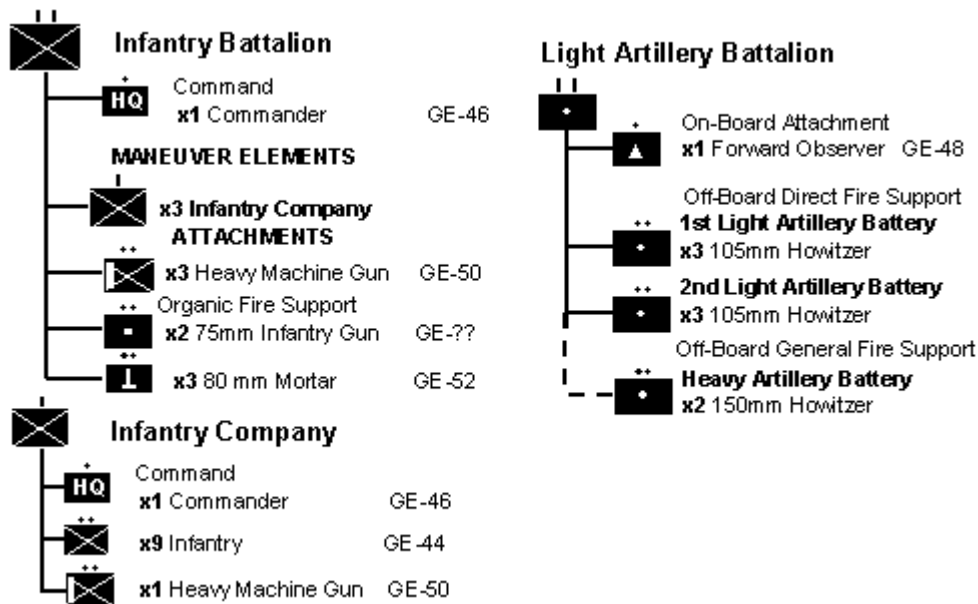
Mission

Kick the Russians out of the factory.

Execution

Your forces consist of an infantry battalion with some artillery support. Your troops are fresh and at full strength.

In addition, you have 3 Stuka dive-bombing strikes which you must plan before the Russian sets up. Each is targeted against the center of a building complex in the tractor factory. You can send them against separate targets or use them all against one target. Their targeting cannot be changed or called off. At the beginning of turn 1, roll for all 3 of the strikes as if you were calling for support with an Air Controller. A successful roll will cause the strike to arrive. If the roll is unsuccessful, you will roll again on successive turns until all of the strikes have been resolved. On a roll of 10, resolve the strike as if a "Danger Close" had occurred, attacking not only the target area, but an area one template to the West with a -1 modifier.



See the Overview for the map and terrain notes.

Starting Positions

- You move first.
- All troops are Experienced.
- The German forces enter from the Western table edge on turn 1.
- Your artillery battalion and each mortar section may lay one turn of smoke.

Objectives

- Game Length is 10 turns.
- In addition to normal VP scores for losses, each of the named buildings is worth 3 VPs, except for the Assembly Hall which is worth 5VPs. The side with the most VPs wins the game.
- If you intend to play this as a series of games, record the final German positions in terms of the numbered areas held. This will indicate their starting positions for the next game.
- The Rail Yard grants no VPs in itself, but will be abandoned by the side with the fewest troop elements in it on turn 10 when considering starting positions for the next game.

Scenario 2 - If at first you don't succeed...

Situation

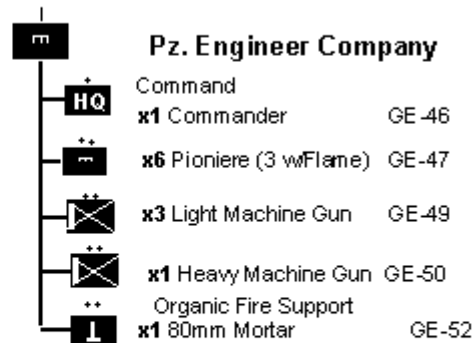
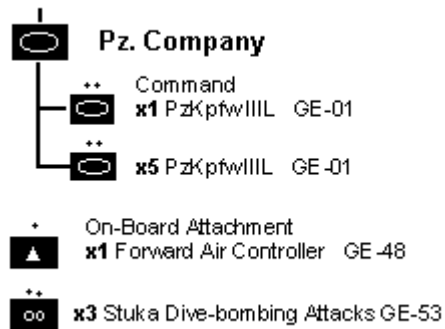
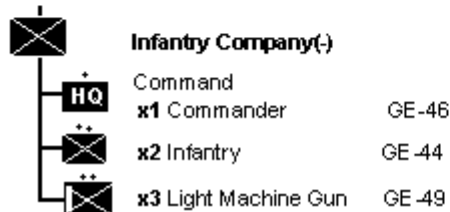
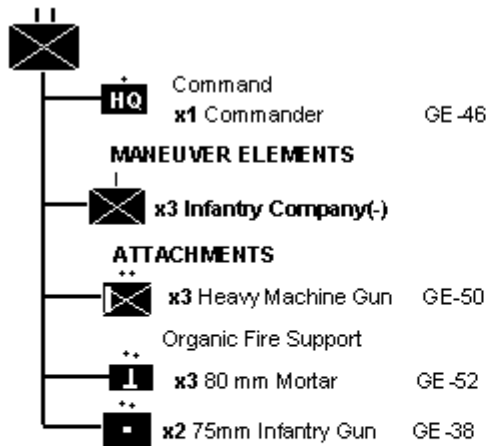
Our attacks have bogged down in the factory area. We hold the Foundry Hall and have a foothold in the Assembly Hall. Now it is time to finish this before the winter sets in. Elements of 4th Panzer are here in support, and our attack will be spearheaded by engineers.

Mission

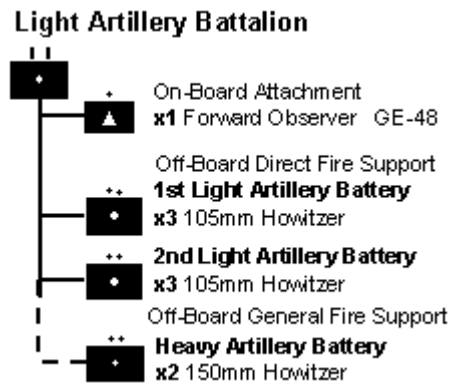
Drive the Russians from the factory.

Execution

Your forces are listed below.



The Engineer Company may be split up among the regular infantry companies as attachments. If all the engineer stands are used as attachments, the Engineer commander is not used.



The Battalion has suffered heavy losses in the last few days. Note the weakened state of the infantry companies.

See the Overview for the map. Note the special rules for rubble and tanks indoors.

Deployment

- All German Troops are Veteran Discipline rating. **Exception:** The FO for the Artillery Btn and the FAC call-for-fire as if they were experienced instead of Veteran but calculate all other DR rolls as Veterans.
- Anywhere in the Foundry Hall (map 3), anywhere west of sectors 3, 8, 14 and 18 in the Assembly Hall, or anywhere outside west of a line perpendicular to the eastern wall of the Foundry Hall.
- The infantry Battalion can be in improved positions, but the Engineers and armour cannot, having just arrived.
- The Forward Air Controller, Stuka, and Artillery Observer are Experienced. All other units are Veteran.

Objectives

Germans move first

The game length and victory point schedule is the same as in Scenario 1.

Scenario 3 - Death to the Facists!

Situation

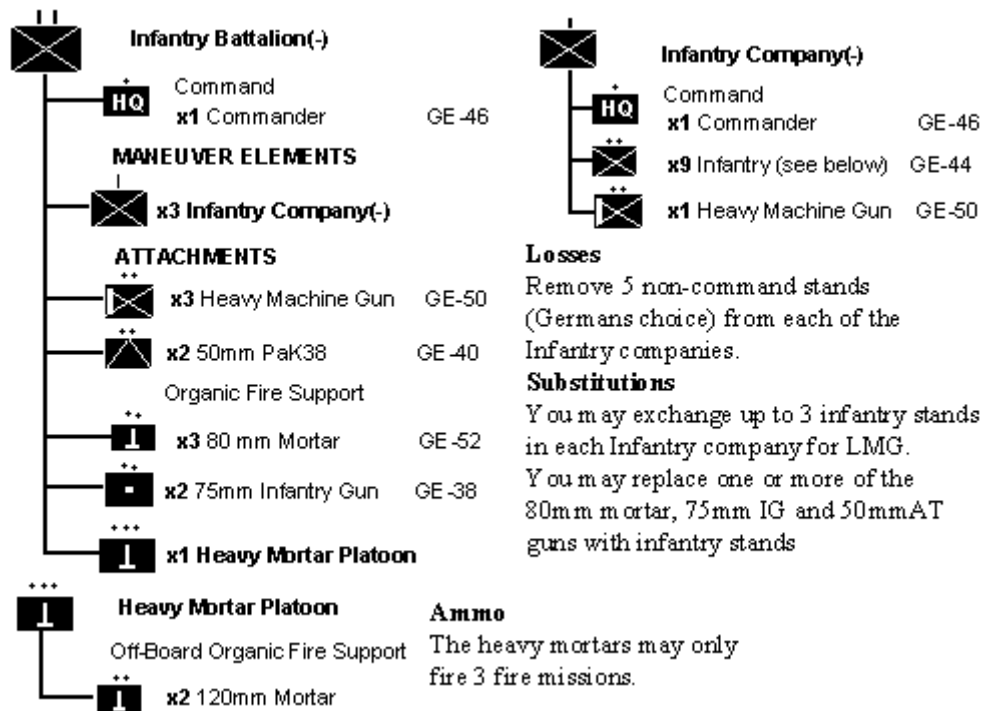
The Russians have encircled the Sixth Army, but the Führer has promised that the Kessel will be relieved, and von Manstein is at this very moment preparing the assault. In the meantime, life and death in the factory district is little changed. Our replacements (when and if they arrive) are now coming from the rear echelon rather than the replacement battalions, and rations and ammunition are now starting to run short. Your Battalion is still holding the Western end of the Assembly Hall, and the Foundry Hall. The Russians look like they are preparing an assault.

Mission

Hold a foothold in either the Assembly Hall or Foundry.

Execution

Your forces are listed below.



Losses

The previous weeks' fighting has depleted your ranks. Note the Losses and substitution notes on the order of battle.

Ammo restrictions

The heavy mortar platoon has only 3 fire missions available. If you call-for-fire unsuccessfully, this does NOT count against the total.

Discipline Rating

All Germans are Veteran

See the Overview for the map. Note the special rules for rubble and tanks indoors.

Deployment

- Germans can deploy anywhere in the Foundry Hall, in the western end of the Assembly Hall (anywhere west of sectors 2,7,13 and 17 inclusive), or outside no further east than a line running through sectors 2,7 and 13 of the Assembly Hall.
- All units may begin in improved positions.
- The guns have no transport, but may be manhandled.

Objectives

Russians move first

The Soviets win outright if they evict the German forces from the Assembly Hall and the Foundry Hall, Germans win if they still have units in both complexes by game turn 12. Any other result is a draw.

Notes

Although still viable, the battalion is now suffering some serious shortages in both personnel and equipment. To represent this some new options are in place. Unlike the "normal" LMG replacement system the conversion of infantry squads to LMGs does not represent the acquisition of additional LMGs but rather the combination of depleted squads.

RUSSIAN ORDERS

Scenario 1 - To The Barricades!

Situation

Congratulations Comrade

Yesterday you were a lowly factory manager, today you command a battalion of Soviet Infantry! OK so the "troops" are the same people who were the workers yesterday, but the situation is desperate. The German assault will come from the west, most probably over the bund and through the rail yard.

Mission

Deny the factory to the enemy.

Execution

You and your fellow workers have been organized into a battalion of People's Militia, tasked with defending your workplace. You have been given some regular troops in support. You have had time to prepare your defence and now await the fascist advance. THEY SHALL NOT PREVAIL.

Your forces are listed below.



Discipline Rating

The Militia forces are RAW, the Regular forces are Experienced. See the Overview for the map.

Deployment

- May deploy anywhere within the Factory , but no closer than 6 inches to the embankment on the western side of the map.
- Any troops or guns deployed in the buildings may be in improved positions.
- The forward observer for the supporting artillery battalion is attached to the regular infantry company. He may start dug in and use preregistered fire and concentrations from his initial positions. Once he moves he may only use shelling missions. Only the FO can call missions from the artillery battalion. The artillery may lay one smoke mission.
- In addition to regular leaders, there are two commissars attached to the Militia Battalion and one attached to the regular infantry company. Before the maneuver roll, an undisordered commissar may decide to either act as a leader (giving normal leader die roll bonuses to all stands within its command radius) *OR* attempt to assist a single stand within its command radius to "live up to the Communist ideal" by giving that one stand a +3 bonus on the following maneuver roll. The decision to use the +3 must be made before the maneuver die roll is made. If the modified roll for that stand is 0 or less, the stand is immediately removed and is considered a casualty (shot "pour encourager les autres").
- Commissars may not spot for artillery.
- The Germans move first.

Objectives

- Game Length is 10 turns.
- In addition to normal VP scores for losses, each of the named buildings is worth 3 VPs, except for the Assembly Hall which is worth 5VPs. The side with the most VPs wins the game.
- If you intend to play this as a series of games, record the final German positions in terms of the numbered areas held. This will indicate their starting positions for the next game.
- The Rail Yard grants no VPs in itself, but will be abandoned by the side with the fewest troop elements in it on turn 10 when considering starting positions for the next game.

Scenario 2 - If at first you don't succeed...

Situation

Here they come again

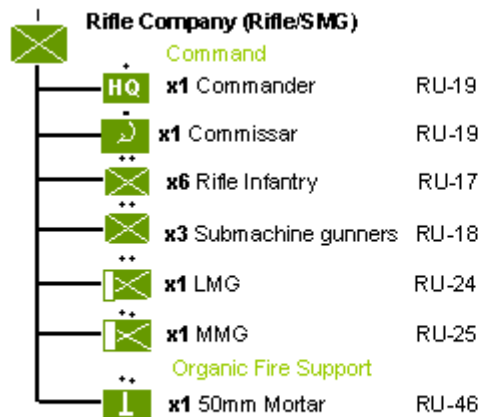
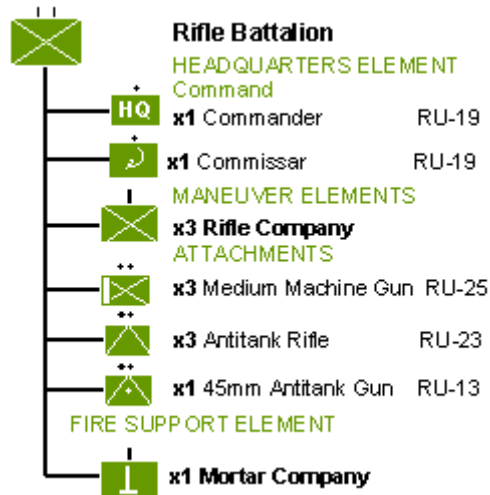
The fighting at the Factory is now several days old, and the situation has been stabilised somewhat. The initial attacks were beaten off with heavy losses, and the surviving Workers Militia have been replaced by a regular infantry battalion. You also have the support of some T34s which you can dig in if you wish. It looks like the Germans are going to try again.

Mission

Deny the factory to the enemy.

Execution

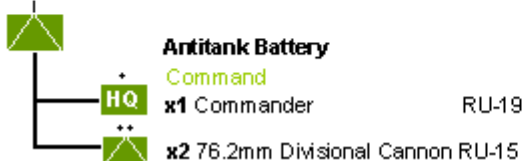
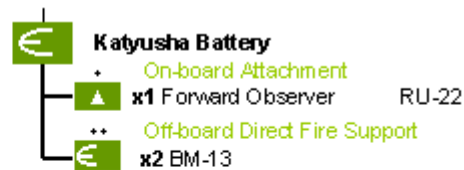
Both you and the enemy occupy the factory complex. You are to inflict maximum losses on them and drive them out of the complex if possible.
Your forces are listed below.



Remove 4 stands (Russian's Choice) from each company.



Remove 3 stands (Russian's Choice) from each company.



Discipline Rating

All Soviet troops are Experienced.

Losses

The Rifle battalion has suffered losses in the fighting for the factory and you must remove stands from your initial setup to account for them. You have 3 rifle companies. You may choose either the Rifle only or Rifle/SMG mix organization for each of them. To reflect losses the Battalion has suffered losses in the last few days, you must remove stands (your choice) from each company. If you use the Rifle/SMG mix, remove 4 stands. If you use the Rifle only, remove 3 stands.

Initial strength

The stands removed from MEs to account for previous losses do not count as losses in the current game, but do lower the initial strength of MEs used to calculate percentage losses. See the Overview for the map. Note the special rules for rubble and tanks indoors.

Deployment

- You may deploy anywhere in the Foundry (Map 2) or east of zones 3, 8 14 or 18 in the Assembly Hall (map 1), or anywhere outside east of a line perpendicular to the east of the west face of the Foundry.
- All troops and guns may begin dug-in in improved positions.
- There are no organic transports for the guns. They may be manhandled.
- The T34s may be physically dug-in turret down. In this case they class as hull down small vehicles for spotting, but may not move. Alternatively they can retain their mobility. They can then start the game hull-down but are otherwise treated normally.

Objectives

The game length and victory point schedule is the same as in Scenario 1.

Scenario 3 - Death to the Facists!

Situation

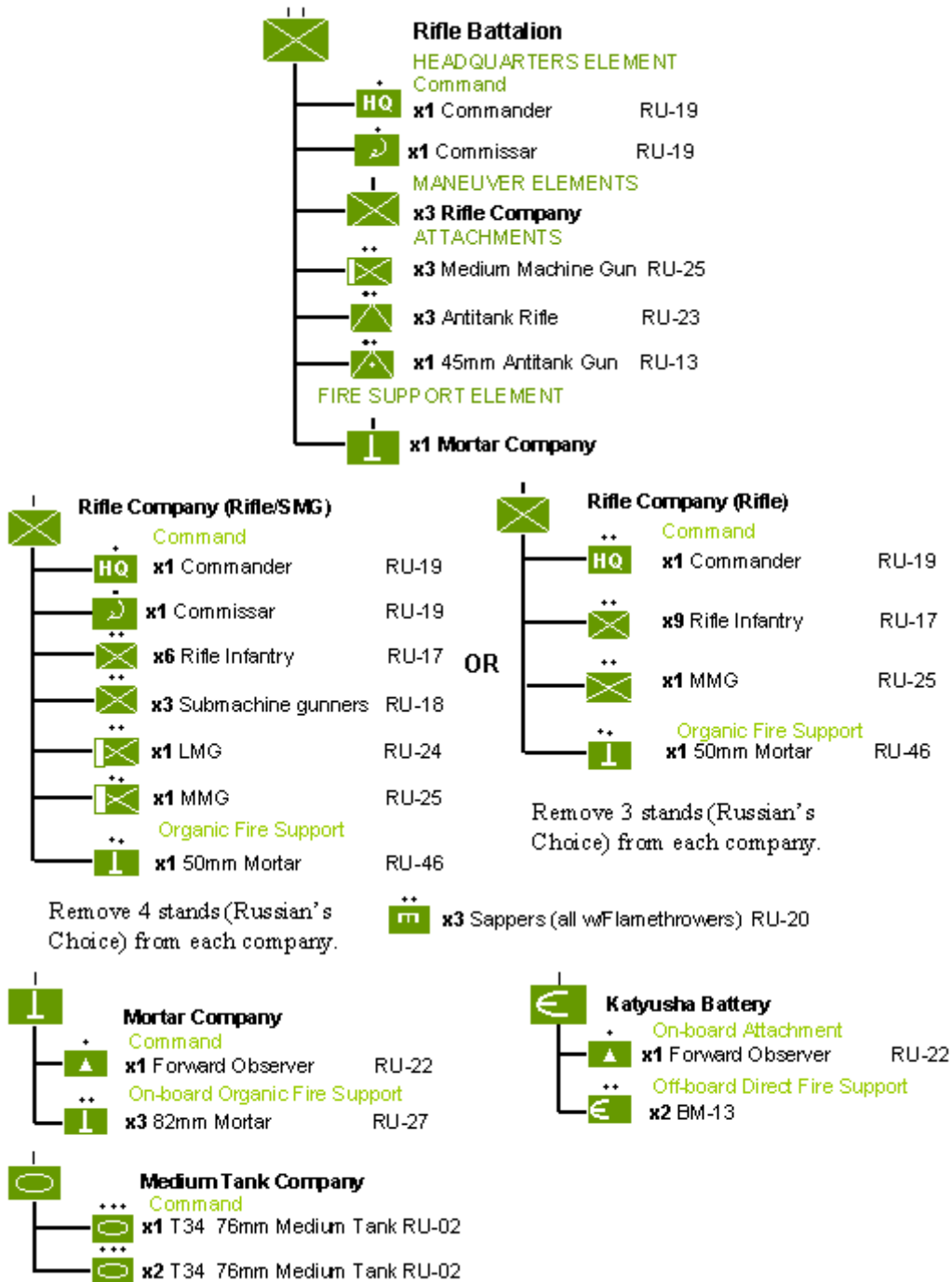
It is time to clear out the factory. Your battalion has held on, often by the skin of your teeth, through the last few weeks and now it is your turn to attack. As a result of the success of Operation Uranus the German Sixth Army is strategically encircled and is weakening by the day.

Mission

Clear the Assembly and Foundry Halls.

Execution

Your forces are listed below.



Discipline Rating

All Soviet troops are Experienced.

Losses

The Rifle battalion has suffered losses in the fighting for the factory and you must remove stands from your initial setup to account for them. You have 3 rifle companies. You may choose either the Rifle only or

Rifle/SMG mix organization for each of them. To reflect losses the Battalion has suffered losses in the last few days, you must remove stands (your choice) from each company. If you use the Rifle/SMG mix, remove 4 stands. If you use the Rifle only, remove 3 stands.

Sappers

The three sapper stands can be attached to any rifle ME or used to form storm groups.

Storm Groups

The Soviet commander may form up to 3 ad hoc Storm Groups from any elements under his command except Commissars. Each Storm Group acts as an independent ME and may consist of up to 5 stands, and may include ANY units available (not just Battalion assets) including guns and vehicles. One stand is designated as the command stand, but this need not be a Commander per se. As the Storm Groups are hand picked, they are treated as Veterans for this scenario. Storm Groups should be given a specific objective building. Once this objective is taken they cannot move away from it except to retreat - ie they cannot then join another assault, although they may redeploy around the objective in defence.

Initial strength

The stands removed from MEs to account for previous losses and form storm groups do not count as losses in the current game, but do lower the initial strength of MEs used to calculate percentage losses. See the Overview for the map. Note the special rules for rubble and tanks indoors.

Deployment

- The Soviets hold the Eastern end of the Assembly Hall (anywhere east of sectors 4,9,15 and 19 inclusive) or outside a line running through these sectors, the Foundry, Office and Deburring Hall. All units may begin in improved positions.

Objectives

The Soviets win outright if they evict the German forces from the Assembly Hall and the Foundry Hall, Germans win if they still have units in both complexes by game turn 12. Any other result is a draw.

Notes

It is suggested that the enemy are evicted from the Assembly Hall first, and then a coordinated assault launched from there and the Foundry. Storm Groups should be equipped to take AND hold an objective, so a typical Storm Group organization would be:

1 SMG Squad (Command), 1 SMG or Rifle Squad, 1 Pioneer Squad w FT, 1 MMG Team, 1 ATR Squad

Mini Campaign

The Factory can be played as a mini campaign if required. In this case both sides begin with one complete infantry battalion.

The Germans use a single battalion and the attachments from a BG-08 Infantry Regiment (no Pzshreks) and its Divisional Attachments. As described below, they must spend their reinforcements to bring the attachments back to 75% strength and then return them to the Regiment after each battle (except near the end of the campaign).

The Russians use a single rifle battalion from a BG-07 (up to one company can be SMG armed) and its divisional Attachments. In the Campaign game the Russians cannot re-use higher assets they have assimilated. The nature of the fighting here is very close and it may be advisable if you have enough willing volunteers for players to control only one ME each as placement of individual squads can be critical - it also gets interesting when limited replacements are available. If this option is chosen then please hand out medals where appropriate, because Company Commanders will soon find themselves commanding some very small MEs.

Campaign Turns

Phases of the battle

The campaign itself represents three different phases of the battle in the factory district.

1. The initial German assault.
2. The stalemate in the ruins.
3. The Russian Counterattacks after Operation Uranus and the encirclement of the Sixth Army.

Each phase is represented by one or more campaign turns, each of which is a potential on-table battle. It should be agreed before starting how many total campaign turns are to be fought, and this number should be divisible by 3 (to be allocated evenly amongst the three phases). The different phases of the battle have different effects for both sides, and each phase should contain the same number of campaign turns (i.e. each phase of the battle will comprise 1/3 of the total campaign turns).

Stance and basic deployment

At the beginning of each campaign turn, the overall Commander of each side secretly decides their stance, which can be:

- Rest - attempt to incorporate replacements and reorganize. 1 company committed.
- Defensive - 2 companies committed.
- Active - Attack with all 3 companies.

The stance basically represents how many of the three line companies are fully committed to battle at the start of the game. If both sides choose rest or defensive, then no on-table action takes place, and replacements arrive and are allocated at full value and units may be reorganised (see replacements). If either or both players choose active then a normal game is fought, active battalions may not receive replacements or reorganise this campaign turn, defensive and resting stance battalions that become engaged may receive replacements at half normal rate and may reorganise. When facing an active opponent the opposition has available any allowed assets plus one

(rest stance) or two (defensive stance) or three (active stance) infantry companies. The remaining companies, if desired, become available on turn 4 starting on their respective side of the bund, i.e. Russians on the East, Germans on the West.

Battle Length

Each on-board action lasts for a maximum of 12 turns, or can be ended earlier if both sides agree a cease-fire.

Final Positions

At the end of an on-board action the positions of the two sides should be recorded. Where two adjacent sectors are occupied by opposing sides one will retire before the next campaign turn. The side that withdraws is the one that is in the worst prepared defensive state, i.e. dug in units will stay in preference to troops in the open etc.

Exception 1: where troops are holding a last foothold in a building, in their opponent will withdraw.

Exception 2: where troops are unable to withdraw because they are surrounded, their opponent will withdraw but the surrounded troops are fixed in place for the next battle.

Exception 3: if all things are equal, roll a die and the loser must withdraw.

Troops in the open or in rubble / streets will withdraw until out of visibility range of the opponents (i.e. the base range for spotting in that type of terrain as per the spotting table), troops inside the complex will withdraw one sector. This means it is vital to improve a position when you take it, as this will establish the front line for the next action.

At the end of a battle, all withdrawals are made as above, and the new front lines are recorded. These are then the most advanced starting positions for the next game. Units do not have to start in the exact same locations as the last games except isolated troops, i.e. those who cannot retire due to being surrounded.

Snipers

It is illegal in some states to play a Stalingrad scenario without including snipers - (see forum discussions Commonwealth Vs D.Choat ongoing). To prevent further litigation the following very optional sniper rules are suggested. In any campaign turn that both sides choose "rest" stance, those pesky Russkies can infiltrate a sharp eyed Siberian wolf hunter into the factory area to lie in wait for a careless Hun. This cunning individual will set himself up to cover any one numbered sector. At any Russian fire phase in the next on-table game he can take 1 shot at factor +1 with no modifiers whatsoever at any unit in that sector. Irrespective of the result he must then immediately choose to relocate or stay for a possible further shot. If he relocates he plays no further part in this battle, but will be available for the next, if he stays the German immediately rolls a D10 - 1-a result of 5 or less indicating the sniper has been spotted and eliminated, 6+ the sniper is still around and may take further shots in the following turns. Second or more shots are at an unmodified factor 0, but the German can roll after each shot to see if he has eliminated the sniper. The Russians have only one sniper that can be used in this way.

Replacement points

At the end of each campaign turn a number of replacement points become available. These can be spent on replacing any losses suffered on any type of unit subject to restrictions specified. Each point can replace one squad, vehicle or gun. No unit can be raised beyond full strength, and unspent replacement points are lost.

Reorganisation

At the end of a campaign turn Battalions that were on a rest or defensive stance and did not participate in an on-board action may reorganise. This involves the shuffling of survivors around within the Battalion to maintain fighting strength, and allocating any new replacements they may have received. In other words the battalion CO may move elements from one company to another.

Replacement Policy

The two sides have a different replacement policy which effects how their units react to losses. Soviet Battalions that suffer losses must reorganise so that those losses are on their rifle companies and the rifle/SMG squads within those companies rather than on support weapons. Therefore, a Soviet Company of originally 1 Cmd, 9 Rifles, 1 MMG, and 1 50mm mortar that after replacements are still 4 bases short (any type) will be reorganised for the following campaign turn with only 5 Rifles, but the complete TOE of command and support weapons. The exception to this is support weapons lost through close assault, which cannot be replaced by reorganisation and must have replacement points spent (if available) to bring them back up to strength. Companies must always have a Commander after reorganisation. German replacements are handled slightly differently. After replacement points are spent, every 3 (whole) rifle squads that were lost and not replaced through replacement points are replaced by a single LMG squad to represent the pooling of survivors. Losses to the resulting LMG squads cannot be replaced - i.e. replacement points cannot be spent on them at a later date, nor can they be counted as later losses for the purpose of pooling survivors. Losses to Commanders must be replaced by converting Rifle squads or spending replacement points. Heavy weapons lost may be counted towards the 3 rifle squad losses for replacement purposes. Merging Companies - (Both sides). Should a Company fall below 4 elements after replacement and/or reorganisation it must be disbanded and it's survivors added to another Company if possible. In playtesting the attrition rate in these scenarios was very heavy - the factory can soak up battalions like a sponge. If both sides agree simply throw in another battalion - that IS historically accurate after all.

Structural Damage

In normal games there are no mechanics for damaging structures. In the factory, after any campaign turn when there was fighting reduce 1-6 sectors in each contested complex to rubble, either chosen at random or by taking turns at designating sectors - attacker first. There is no effect on troops in this process.

Campaign Phases

Each campaign phase effects the availability of supporting assets and replacements.

1. Phase 1 - In the city by the Volga

The German player can rely on Luftwaffe support and reasonable supporting units. To represent this the German receives a Forward Air Controller with 3 Dive-bombing strikes. He may choose up to half of his Regimental (BG-08) supporting assets, and also 1 supporting Company or smaller sized attachment available from the Infantry Division assets. At the end of each campaign turn he receives 10 replacement points to make up losses, but he must attempt to ensure that any "borrowed" regimental or divisional assets are returned to their parent formations at 75% strength or better before he may spend replacement points on his own Battalion. These regimental/divisional assets are removed from the Order of Battle, but may be borrowed again for the next battle.

The Russian player is in a more perilous position, but still has some support. He has a battery of Katyusha's in direct support, and can call upon up to one third of his Regimental (BG-07) assets, and one supporting Company or similar Divisional asset (Yes this is hard on Ivan as his tank "Battalions" are really Company sized). At the end of each campaign turn he receives 6 replacement points to make up losses. Unlike his German counterpart he need not replace "borrowed" unit losses, he retains any survivors as part of his command and may reallocate or assimilate them as he sees fit for the next action. This CAN result in mixed infantry\armour formations.

2. Phase 2 - RattenKrieg

The Germans are still receiving some Luftwaffe support, but as the fighting has become more generalised they may call on a Forward Air Controller with 2 Dive-bombing strikes only if they are in an offensive stance. They may choose up to one third of Regimental supporting assets, and also 1 supporting Company or smaller sized attachment available from the Infantry Divisional assets. At the end of each campaign turn they receive 6 replacement points to make up losses, but must ensure that any "borrowed" regimental or divisional assets are returned at 75% strength or better before using points to rebuild the battalion.

The Russian situation is now critical. They still their direct support Katyushas, and any surviving assets from phase 1. At the end of each campaign turn he receives 4 replacement points, but may only use these on T & V type units.

3. Phase 3 - Festung Stalingrad or "There will be a party in our street"

The Germans receive no air support. No Divisional assets are available, but they may choose up to one quarter of his Regimental assets. These assets are deployed at only 50% strength however. Off table artillery has only 3 turns of fire available. No transport is available. At the end of each game they receive no replacement points, but need not return "borrowed" assets to their parent formations, and may convert any crew served weapon or armoured vehicle into a rifle squad at a 1:1 exchange ratio and incorporate them into the battalion. Once converted they may never be returned to their original status.

The Russian are now in a better situation. They receive 10 replacement points BEFORE they begin phase 3, to bring the Battalion back up to strength, and another 10 at the end of each action. They have available up to half of the Regimental supporting assets, and also 1 supporting Company or smaller sized attachment available from the Infantry Division assets. In Phase 3 games this can be a Tank Battalion.

Soviet "Storm Groups"

In any campaign turn where they are declared as active, the Soviet commander may form ad hoc Storm Groups from any elements under his command except Commissars. Each Storm Group acts as a ME and may consist of up to 5 groups, and may include ANY units available (not just Battalion assets) including guns and vehicles. One group is designated as the command group, but this need not be a Commander per se. As the Storm Groups are hand picked, they are treated as one experience level higher than their parent formation. Storm Groups should be given a specific objective building. Once this objective is taken they cannot move away from it except to retreat - i.e. they cannot then join another assault, although they may redeploy around the objective in defence.

The remaining battalion MEs do not count these detached units as losses, but obviously their absence will reduce the total size of their parent units which will have an adverse effect should they take losses.

Troop Quality

Players have 2 options. The simple one is to play the whole campaign with both sides rated as Experienced. The second option is to try and represent the variations of quality that can result from prolonged combat - this is highly optional. I would suggest that in any case "borrowed" attachments are always treated as Experienced. If a Company has more than 33% replacements after combat drop it's morale class one level. If an ME survives 1 battle and the above replacement fraction does not apply then Raw troops become Trained, Trained troops become Experienced, and 3 battles increase Experienced to Veteran. Have fun Ken