

# A Deadly Landscape

The Barrikady District, Stalingrad, December 27, 1942: The battle for Stalingrad is often associated with snipers. The individual names of Zaitsev and Konings are forever linked with the national duels waged at the regimental and divisional levels within the city. However, there were many other such skilled marksmen on both sides concealed in the vast rubble strewn landscape that Stalingrad became. What is more the weapon employed was not solely the scoped rifle. Indeed some Russians, preferred the PPSH submachinegun, others even the antitank rifle, a rare few 'sniped' close, very close, by grenade. Their targets were not solely officers, commissioned and non alike, or even specialists like combat engineers or those laying vital communication cable, quite often the ordinary soldier, on both sides, fell silent to the unobserved skills of these masters of their craft.



**Historical Result:** Although the morning of the 27th was relatively quiet in the 95th Division's sector, by the afternoon things had heated up. From the vicinity of School No. 2 (BB24), the Germans had opened fire on Russian positions with small arms and machineguns in and around the fuel tanks. The Russians responded in kind with machinegun, Molotov cocktail projector and mortar fire of their own, claiming three of the enemy. However, it was the 95th Division's snipers that proved most active, claiming 17 Germans by day's end. A figure that is not substantiated by the casualty log for Infanterie Division 305, which lists 4 dead and 22 wounded. The truth has always been a victim of war.

## BOARD CONFIGURATION:



Only hexes numbered  $\geq 23$  and  $\leq 34$  in rows Y-JJ are in play.

## VICTORY CONDITIONS:

The Germans win at Game End by amassing more VP than the Russians. For both sides, VP = CVP + 1 VP for each building/rubble/trench/bridge/storage tank location Controlled in the enemy's at-start set up area + Sniper Victory Points (SVP) - see SSR#5.

## BALANCE:



**German:** the German may Fortify one additional building Location *or* add 6 Minefield factors to his OB.



**Russian:** the Russian may add a 2-2-8 crew and MOL-P *or* a 3-2-8 HS to his OB.

GERMAN Sets Up First

RUSSIAN Moves First

1 2 3 4 5 END



**Elements of Infanterie-Regiment 576, Infanterie-Division 305.** [ELR:2] set up west of the Russian perimeter; also see SSR#3: {SAN:4} [EXC: see SSR#6]

⑤	1	2	⑤			
5 <sup>2</sup> -4-8	4 <sup>1</sup> -6-7	4-4-7	2-3-8	1-2-7	8-1	8-0
	4	4		2		

HMG 4PP ③ 7-16	LMG 1PP ① 3-8	DC x12 1PP △ 30-1	?	A-P Minefield	Trench OVR, OBA: +4 Other: +2	Wire MPh/RtPh: dr = MF CC: +1/-1
3		8		6	2	2
Factors						



**Reinforcing elements of Panzer-Pionier-Bataillon 50.** enter on Turn 3 on/between hexes DD23 - Y23 - Y34:

⑤	E	⑤		LMG	FT	DC
5 <sup>2</sup> -4-8	3-3-8	2-3-8	9-1	① 1PP 3-8	x10 1PP △ 24-1	x12 1PP △ 30-1



**Elements of the 241st and 90th Rifle Regiments, 95th Rifle Division** [ELR:3] set up on/east the Russian Perimeter CC34 - CC29 - HH26 - HH23; also see SSR#2: {SAN:5} [EXC: see SSR#6]

⑤	①	1	E	①	
4-5-8	4-4-7	5-2-7	3-2-8	2-3-7	2-2-8
2	3	3			

1-2-7	9-1	8-1	8-0	HMG 5PP ③ 6-12	LMG b11 1PP ① 2-6
				3	3

DC x12 1PP △ 30-1	MTR ③ 4PP 50* [3-20]	MOL-P △ b11 1PP 4-4	?	A-P Minefield	Trench OVR, OBA: +4 Other: +2	Wire MPh/RtPh: dr = MF CC: +1/-1
2			5	12	4	
Factors						



## Special Rules:

- #1 - EC are Moist, with no wind at start. Ground Snow (E3.72) is in effect. All RB SSR are in play [EXC: RB SSR 1 and 4 are NA; also the Russians have Booby Trap capability Level A]. All trenches must set up on map.
- #2 - The Russians may fortify two building locations. Tunnels are NA. The Russians may use HIP for one MMC and any SMC/SW that sets up with it.
- #3 - The Germans may fortify three building locations. Tunnels are NA. The Germans may use HIP for one MMC and any SMC/SW that sets up with it. German 5-4-8/2-3-8 are Assault Engineers (H1.22). All German MMC/SW [EXC: FT/DC] are subject to Ammunition Shortages (A19.131).

- #4 - The Germans start the game with 2 VP already.
- #5 - Sniper VP (SVP) are bonus VP that result from a Sniper attack (A14.3). SVP are awarded as follows: a) each enemy MMC that breaks (or is reduced if that MMC does not break) due to a Sniper attack earns 1 SVP; b) each enemy SMC that is eliminated or mortally wounded (A17.11) due to a Sniper attack earns 1 SVP; c) each time an enemy Sniper is Pinned earns 1 SVP; and d) each time the enemy Sniper is reduced (A14.4) earns 2 SVP. MMC/SMC that are eliminated/break due to LLMC caused by a Sniper attack do not earn SVP.
- #6 - The current SAN for each player is increased by +1 at the start of Game Turn 2, and increased again by +1 at the start of Game Turn 4.