








RED BARRICADES FACTORY

- STALINGRAD



Setup order

- 1  x11
- 2  x7
- 3  x6
- 4  x4
- 5  x8
- 6  x6
- 7  x4
- 8  x5
- 9  x3
- 10  x3

Historical Background

By mid October the fighting amidst the rubble of the Red Barricades Factory Complex in the northern section of Stalingrad had drawn in more and more of the German 6th Army's forces. On the 22nd the 79th Infantry division, supported by engineers, tanks and artillery, launched an intense attack over the Railroad embankment toward the Barricades Factory.

Under heavy fire from dug-in tanks and Russian snipers, the German troops slowly made ground toward the Factory. The Soviet line finally broke, but by day's end only a corner of the factory had been taken.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player: Take 5 Command cards.
You move first.

Russian Player: Take 4 Command cards.

Conditions of Victory

10 Medals

The two Town hexes count as a Victory Medal for the side that occupies the hex. Place Objective Medals in these hexes. Control of Barricades Factory (4 hexes), counts as 2 Victory Medals. To gain control, your side must occupy more of the Building hexes than your opponent.

Special Rules

Blitz Rules are in effect (see p.4).

Russian Command rules are in effect (refer to p.3).

The Axis Special Forces tank unit has 4 figures. Place a Special Forces Badge in the same hex with these unit to distinguish them from the other units.

The Axis Special Forces Infantry units are Engineer units. Place a Special Forces Badge in the same hex with these units to distinguish them from the other units. Read p.6

about Engineers.

An Embankment hex has the same effect as a hill.

A Hedgehog obstacle hexes represent piles of debris and has the same effect as a Hedgehog.

Minefields are explained on p.4.

Snipers are described on p.5.