

# Stalingrad Overlord Campaign

*September 1942 to February 1943*

In early September 1942, combat units of the German 6th Army under the command of General Paulus arrived at the gates of Stalingrad. The characteristic layout of the city, long and narrow along the Volga River, obliged the Germans to a frontal attack in spite of their usual flanking manoeuvre tactic. On the other side, Soviet General Tchouikov understood quickly that to have a chance to defeat the Germans, he had to prevent the use of the tandem panzer/stuka which advantaged them in previous campaigns (Blitzkrieg tactics). Paulus launched the offensive on the 14th of September. After two days of a fierce battle, the south part of Stalingrad was captured and the Germans controlled the hill Mamaev (Mamaev Kurgan) and the central station. The German soldiers were surprised by a new tactic used by the Soviets: the « Rattenkrieg », street fighting building after building, use of the sewer network for the movement, proliferation of snipers. On the 27th of September, the second German assault began, focused on Mamaev Kurgan and the factories area. The battle of Stalingrad became a war of attrition, particularly costly in lives and the German troops were exhausted little by little. Paulus launched his last offensive in October, just before winter and its extremely difficult weather. This third German offensive permitted to capture the ruins of the Tractor factory and Barricade factory to the cost of appalling losses, a small part of the Red October factory along the Volga River staying under the control of Soviet troops. But Paulus was fallen in a trap: in November, the Soviet command launched operation Uranus with two armies on the rear of the 6th Army which was surrounded in the ruins of Stalingrad. The stubbornness of Hitler, the determination of Soviet soldiers and the cold of the Russian winter had defeated the surrounded German troops who surrendered (for the last one) on the 2<sup>nd</sup> of February 1943.

The battle of Stalingrad is the theme of this third Memoir'44 Overlord campaign played in four successive scenarios.

Jdrommel.



To play Stalingrad Overlord campaign, you need two base game, two Desert/Winter boards, two Eastern Front expansions, one Terrain Pack expansion, one Operation Overlord expansion and secondarily (for some rules and badges) the Winter Wars expansion.

## Campaign Notes

This campaign is played in the chronological order of the four scenarios:

- 1 – Stalingrad : 1st assault (n°12721)
- 2 – Stalingrad : 2nd assault (n°12781)
- 3 – Stalingrad : the last offensive (n°12815)
- 4 – Stalingrad : the end of the 6.Armees (n°12864)

It is an Overlord campaign, it means it could be best to play by team composed with a general-in-chief and three subordinate generals on each side.

The general-in-chief organizes his command: he decides which subordinate general is in charge of each sector (right, center, left) according to the tactical objectives (scenario) or strategic objectives (campaign) and to the experience of his generals (attacking or defender, experienced veteran or young commander). The general-in-chief can change the sector of a subordinate general between two scenarios.

There is no reinforcement unit for the first scenario.

For the three following scenarios, the general-in-chief has at his disposal a little reserve of reinforcement units that he can use according to the tactical situation in some sector. Before the beginning of each scenario, the general-in-chief chooses one reinforcement unit in his Army reserve and allocates it to a subordinate general. Each reinforcement unit could be used only one time in the campaign.

Axis Army reserve: 1 engineer unit, 1 sniper, 1 nebelwerfer unit.

Allied Army reserve: 1 elite infantry unit, 1 sniper, 1 katioucha unit (same rules, same figures than neberwerfer).

### Victory Conditions

Counting up the Victory points:

- 1 VP by full ENY unit destroyed,
- 1 VP by scenario won,
- 1 additional VP by medal token gained.

The team who gains the higher number of Victory points is the winner of the campaign.

The general-in-chief winner of the campaign is promoted Field Marshall, the looser is appointed to a new command in the General Staff as inspector of the training camps for the Reserve Army.

Subordinate generals of the winner team are awarded in front of troops, subordinate generals of the looser team are shot in front of troops or ordered to an early retirement according the habits and customs of their country.

### Victory Points Counter Sheet

(Allied maximum : 67 VP, Axis maximum : more than 69 VP)

<i>SCENARIO</i>	<i>ALLIES</i>	<i>AXE</i>
<b>Stalingrad : 1st assault</b>	<b>(16)</b>	<b>(18)</b>
<b>Stalingrad : 2<sup>nd</sup> assault</b>	<b>(18)</b>	<b>(19)</b>
<b>Stalingrad : the last offensive</b>	<b>(16)</b>	<b>(16+)</b>
<b>Stalingrad : the end of the 6.Armee</b>	<b>(17)</b>	<b>(16)</b>
<b>Total</b>	<b>(67)</b>	<b>(69+)</b>
	<b>VP</b>	<b>VP</b>

### Bibliography

- Magazine Historica hors-série n° 47 and 48 – Stalingrad.
- Militaria Magazine hors-série n° 18 and 22 – Stalingrad.
- « Bataille de Stalingrad » - Osprey Publishing.
- « Stalingrad » - Antony Beevor.

