

THE GRAIN ELEVATOR

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On September 14, 1942, the 24th Panzer Division received orders to launch a surprise assault into southern Stalingrad. A strong kampfsgruppe would follow the railroad line north of the El'shanka River towards Stalingrad Station no. 2, wheel northwards then advance along the main railroad line to capture the railroad bridge across the Tsaritsa River. While the 24th Panzer Division linked up with the 71st Infantry Division north of the Tsaritsa River to contain the Soviet forces surrounded in the suburbs to the west, the 94th Infantry Division would advance on the

right flank and clear the area between the railroad line and the Volga River.

OBJECTIVE:

The German player immediately wins if he has control of all three victory objective buildings at the end of any round. If he controls only two of those buildings at the end of the final round, it is a draw. The Soviet player wins if the German player fails to control more than one victory objective building.

A player gains control of a victory objective building by being the only

side with units inside that building during the first step of the Command Phase.

The victory objective buildings are:

- The Railway Station no. 2 (map 48A)
- The Grain Elevator (map 41A)
- The railway crossing at the Tsaritsa River (map 51A)

Note: victory objective buildings do not need to remain occupied once control has been gained, but it is possible for the enemy to regain control of the building with a counter-attack.

REINFORCEMENTS:

Soviet Division 1: (see special rules)

- 4 Concealed Squad Markers

Soviet Division 2, in regular reinforcement hexes on maps 41A, 40B, 43A, and 51A. Status Phase 3:

- 4 Squad Bases
- 11 Regular Infantry
- 2 Elite Infantry
- 1 Officer
- 1 Machine Gun Crew



x1

SPECIAL RULES:

- The “vehicular board-edge road movement” rule is not in effect.
- Veteran Actions can be used by both players in this scenario.
- The game is played with the Special Ops Card “Supply Depot” in effect: During game setup, each player receives 2 command points to use during the game, including the first game round. After the game begins, this card has no further effect.
- As an action, you may fatigue a Soviet Assault Engineer to place

a Tank Trap marker in its non-building hex.

- Squads inside the Grain Elevator (the huge building on map 41) gain +8 cover dice against attacks coming from outside the building, and +3 cover dice against attacks coming from inside the building. In both cases, after rolling defence dice, you may change one of the defence dice results to “6”. Soviet units inside the Grain Elevator benefit from the effects of Operation cards 014 “No Surrender” and 013 “Desperate Defenders.”
- The Soviet Player has artillery support from across the river Volga. To represent this, the Soviet player draws a random card from the Artillery I Strategy Deck and places it in his play area as a special action before his first action turn each game round. Resolve the card (and any remaining cards from previous game rounds) before the Soviet player’s normal actions. If contact is not established, the card remains in play until next round. When determining drift, LOS is considered to be normal (drift number is 4).

- Soviet Division 1 receives random reinforcements from the west as stragglers from encircled units try to find their way back through enemy lines. During each Status Phase of game rounds 2 through 7, if there are any concealed squad markers left, the Soviet player places a concealed squad marker in one of the specially marked reinforcement hexes on maps 42A or 51A. When these units become revealed, according to the normal rules for concealed units, roll a die to determine the remaining strength of the unit:

1	1 Regular Infantry
2 - 3	2 Regular Infantry
4 - 5	3 Regular Infantry
6	4 Regular Infantry

Once revealed, the concealed squad marker can be used again for new random reinforcements.

- Unknown Territory: to represent the difficulty of locating the Soviet defenders in this area, all Soviet units start the game as if Concealed. This effect ends at the end of the first round or if the unit takes any action other than going into op-fire.

SOVIET SETUP

DIVISION 1

- 5 Squad Bases
 - 10 Regular Infantry
 - 5 Elite Infantry
 - 1 Officer
 - 1 Machine Gun Crew
 - 1 Mortar Crew
- 1 T-70 (with Heavily Damaged token)
- 1 T-70 (with Immobile token)



x1



x1

DIVISION 2

- 3 Squad Bases
 - 6 Regular Infantry
 - 3 Elite Infantry
 - 1 Officers
- 1 Machine Gun Crew

• Starting Strategy Cards: 3

• Strategy Decks

- Morale I
- Soviet Urban Warfare I (Remove “Vassili Zaitsev” & “Sewer Assault” cards)

• Operations Card

- 052 Lay Mines
- 053 Dangerous Debris

• Deployment Zone

- Division 1 (Remnants of the 133rd Tank and 10th Rifle Brigade): Any hex of maps 51A, 43A, and 40B.
- Division 2 (Elements of the 92nd Naval Infantry Brigade): Any hex of the Grain Elevator on map 41A.

GERMAN SETUP

DIVISION 1

- 9 Squad Bases
 - 24 Regular Infantry
 - 6 Elite Infantry
 - 2 Officers
 - 2 Machine Gun Crews
- 1 Panzer IV Tanks
- 2 Panzer III Tanks
- 1 StuG III E Assault Gun
- 1 SdKfz 251 Half-Track



x2



x1

DIVISION 2

- 4 Squad Bases
 - 9 Regular Infantry
 - 2 Elite Infantry
 - 1 Officer
- 1 Machine Gun Crew
- 1 Mortar Crew

• Starting Strategy Cards: 3

• Strategy Decks

- Command I
- German Urban Warfare I (Remove the “Sniper Attack” card from the deck)

• Operations Cards

- 054 Shield of Armor
- 015 Clear Tank Trap
- 005 Clear Mines

• Deployment Zone

- Division 1 (Kampfgruppe Edelsheim, 24th Panzer Division): Any hex on map 48A.
- Division 2 (Lead elements of the 94th Infantry Division): Deploys as Reinforcements during the Status Phase of game round 4.

“In the elevator, the grain was on fire, the water coolant in the machine guns evaporated, the wounded were thirsty, but there was no water nearby. That was how we defended ourselves twenty-four hours a day for three days.”

— Andrey Khozyaynov,
92nd Naval Infantry Brigade.

“Fighting is going on inside the elevator. The Russians inside are condemned men. The battalion commander says that the commissars have ordered those men to die... If all the buildings of Stalingrad are defended like this, then none of our soldiers will get back to Germany.”

— Wilhelm Hoffmann, German soldier

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SCENARIO DETAILS

- Rounds: 8
- Starting Initiative:
Germans
- Actions per Turn:
- 3 actions per nation

TERRAIN FEATURES

- 1 Entrenchment
- 1 Tank Trap
- 6 Bombed Terrain Markers

Soviet Division 1 receives the above Entrenchment and Tank Trap Markers to place in any eligible hex in its setup area.

REQUIRED TO PLAY

- Tide of Iron: Next Wave Core Set
- Tide of Iron Campaign Expansion: Stalingrad

