

## NUTS STALINGRAD – HEROES ALL: KESSEL CAMPAIGN

### **SCENARIO 4 – FILIPOV AT THE BRIDGE**



#### **SITUATION**

Early Morning, November 22. Soviet Lt. Col G N Filippov, commander of 19th Tank Brigade of the 26<sup>th</sup> Tank Corps, launches a surprise attack against the key bridge at Kalach-on-Don -- the 6<sup>th</sup> Army's life-line to Stalingrad. Filippov's attack is lead by three captured German vehicles, two Panzer III tanks and an armored car. Filippov's group passes unchallenged through the German lines and rolls towards the bridge, the follow-on units waiting until the first group starts its attack. German troops at Kalach, primarily mechanics and supply personnel, cheer when they see the tanks roll into town...until Feldwebel Wiemann, a security guard and gunner of an 88mm Flak gun, notices the tank riders on the Panzers aren't German!! Yelling in alarm as he scrambles for his gun, "Achtung, Achtung!!," the Feldwebel is the first to react as the tanks open fire on the guards at the bridge. A desperate battle swirls around the bridge, the fate of 6<sup>th</sup> Army is at stake.

#### **OBJECTIVES**

The Soviet player must seize the blockhouse that houses the detonators for the explosives on the bridge, destroy any defenders at the bridge and exit one tank off the Eastern end of the bridge. Starting on Turn 4 the Soviet armored assault column may enter the battle. The German player must stop the Soviet attack and maintain control of the blockhouse. The Soviet player has 8+1d3 turns to accomplish before units from a nearby Pioneer School the local panzer depot of 16<sup>th</sup> Panzer Division can react.

#### **FORCES**

Soviet forces may start in the Soviet Start Area as shown on the map and consist of:

- Player's squad (Tank Riders - 6 men)
- 2x Squads Tank Riders (5 men each)
- 2x Panzer IIIJ
- 1x SdKfz 222

German units start deployed on the map as shown. German forces consist of:

- Player's squad (Panzer Grenadiers of 16<sup>th</sup> Panzer Division). Anywhere on the map.
- 3x ½ squad Infantry. One must start at the bridge. One may be deployed in zone 3 or 4, and one in Zone 1 or 2.
- 1x ½ squad Pioneers, deployed in Zone 2 or 4.
- 1x FLAK 88mm gun and 6 crew deployed as shown on the map.

#### **TERRAIN**

Set up terrain as shown on the map

#### **SPECIAL RULES**

- German Support Level: 1d6
- Soviet Support Level: 1d6
- No air support available
- 2x 6" barbed wire sections and 2x sandbag positions are marked on the map.
- German units may start in defense works as possible.
- The FLAK 88mm is Low on Ammo.
- On Turn 5 roll 1d6 to determine if the Soviet armored assault column will enter the table on the road in Zone 2, comprised of 6x rolls on the Tank section of Table C and 4x squads of Tank Riders. The target number is 6, with a +1 each turn on the die roll thereafter.
- On Turn 8 roll 1d3 to determine how many more turns are left before German reinforcements react and end the scenario.

#### **RESULTS**

The next scenario will be Keeping the Road Open. If the Soviet player seizes the bridge before the German reinforcements arrive the Soviet player will get one additional roll on Table A, Table B and Table C. If the German player prevents the Soviets from reaching their victory conditions they will receive an extra half-squad of Stosstruppen in the next scenario.

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