



Overview

It's 1942 and the Axis forces are advancing on Stalingrad. The campaign starts in summer but winter will arrive in 6 hours. Allied forces are holding Stalingrad and are reinforcing across the Volga by barge and anything that will float. The industrial infrastructure in Stalingrad North is vital to keep the war machine running. The Axis forces are advancing from the West and have crossed the river into Kalach which is now a major reinforcement area.

Destroying bridges may slow the Axis advance, but once winter arrives the rivers will freeze allowing the Axis to move across small tributaries at will.

Capturing and holding Control Points is vital to the successful completion of this campaign.

Rules of Engagement. Stalingrad

Objectives

To win -- **AXIS**

- Major Victory – Take all of the listed Objectives shown as a red square.
- Major Victory – Destroy at least 90% or 117 objects of the industrial infrastructure
- Minor Victory – Take two of the listed Objectives shown as a red square

To win -- **ALLIED**

- Major Victory – Hold all of the listed Objectives shown as a red square

- Major Victory – Hold at least 10% or 13 units of the industrial infrastructure.
- Minor Victory – Hold two of the listed Objectives shown on the attached map as a red square.

If no objectives taken the side with the most points remaining at the end of 12 hours will win. The campaign will start in summer but will change to winter after 6 Hours.

OBTAINING POINTS

To obtain points you must do the following:-

- Kill air units
- Kill ground Units
- Axis – Destroy Oil Supplies and factories in Stalingrad.
- Allied – Destroy Oil Supplies and factories in the cities of Kalach – Okyabrskiy
- Capture airfields.
- Capture control points

Points are gained for the above situations. You do not lose points for having your units killed, you just have to replace them and that's what costs you.

EG:- in a mission you kill 4 tanks and you lose 2 AAA, you are credited with 40 points being the kill points for the tanks. If you want to replace the AAA then it is going to cost you 20 points from your pool. So in fact in that mission you make 20 points. You don't have to replace the AAA if you don't want to, it's up to you.

You will only ever be penalised in the negative if a Human pilot is killed or captured. If you lose a human pilot to death or capture you will be deducted 50 points per lost human from your pool. EG:- you have a pool of 500 points, after the mission you have killed 4 tanks, lost 2 aircraft killed on the ground and two killed in the air of which one was human.

4 tanks killed = + 40 points

4 planes lost = 0 points

1 human lost = -50

Total score = -10 you now have 490 points in your pool before you replace your planes.

The enemy side has the following

4 tanks lost = 0 points.

4 aircraft killed = $4 \times 20 = +80$ points

No humans lost

Total score +80 they now have 580 points.

However your side is now depleted by 4 planes which may need to be replaced and the enemy may need to replace 4 tanks.

The rationale behind this is that it is important to remain alive or bail over friendly airspace. You will lose the asset of the plane but if you die it is going to cost your side – 50 points from its pool points plus the cost of replacement aircraft.

You will be awarded 300 Points for capturing a control point and 500 for an objective. This will be added to your pool points to enable you to purchase objects or aircraft etc. You won't be penalised for losing the airfield or control point other than the fact that the other side then gets the points for their pool.

EG:- you take a control point or objective in enemy territory. You move in an engineering column consisting of 4 trucks. When the control point or objective is designated by the DCS as your control point or objective by the showing of the Russian or German flag you are credited with the points for your pool. 2 rounds later you get pushed out of that control point or objective by the enemy. You lose the control point or objective but no points. The enemy gains the control point or objective so they get the points. There is nothing to stop you from re taking the control point or objective which means you get another round of points. The rationale behind this is that once you take a control point or objective, you need to keep it.

TO CAPTURE AN, OBJECTIVE OR CONTROL POINT.

Control points or objectives can only be *captured* by having at least 1 transport platoon (4 x truck) within the control radius, completely unopposed.

The capturing platoon does not need to stay in the control point, or objective that you capture for it to remain under your control.

Airfields and supply points that become “contested” as shown by the Mission Planner will render them unusable as long as they remain in a contested state..

LIMITS OF ASSETS

We need to make a limit on what assets can be garrisoned at a location in relation to AAA. There will be a limit of 8 AAA stationed at an airfield or control point. Only 88's, 85 and 20 mm [flak units] will be allowed as flak. Flak units can only be placed at airfields, supply points, major towns and control points. They are not to be used as field artillery. There will be a limit of 6 x 88 or 85mm and 2 x 20mm at each area.

There will be a finite number of flak units totalling 40 units maximum per side. Once this limit is reached no further reinforcement Flak units will be allowed.

There will be a limitation of a maximum size of 2000kg bombs.

There will be a limitation of certain ground objects as follows.

- T40 tanks limited to a maximum of 30
- KV1 tanks limited to a maximum of 12
- The supply point situated at the Tractor Factory on the Northern most part of Stalingrad can produce no more than 8 x T34 tanks per round and

is only able to produce there until either the supply point is in contention or the infrastructure in that area is totally destroyed.

There will be a parking limit of 50% in relation to viewable planes at airfields.

RESUPPLY

Supply points will be designated prior to the start of the campaign. Resupply can only be made from these points. Historically, Stalingrad was resupplied across the Volga using barges etc. To facilitate this, Russian supplies and reinforcements may be way-pointed to cross the river at K8 and K9 without the use of a bridge.

BRIDGES

Bridges may be destroyed and will remain down for 2 rounds. Whilst these bridges are down no ground unit may cross. The exception to this rule is - where a transport/engineer unit is located at the bridge other units may cross the bridge in company with that transport/engineer unit whilst the bridge is down.

The T40 tanks are amphibious and can therefore cross single tributary rivers only.

AIRCRAFT

The aircraft will be designated points as per the attached spreadsheet.

STARTING ALLOCATIONS

Each side will start with Battalion strength consisting of the following :-

3 companies in a battalion
1 company = 16 platoons
1 platoon = 4 vehicles
so a regular company would have

4 platoons of heavy armor = 16 tanks
4 platoons of medium armour = 16 halftracks etc
4 platoons of soft vehicles = 16 transport columns consisting of 4 trucks in each column
4 platoons of AA/Artillery = 8 units of AA 8 units of artillery.

Starting allocations will be 64 tanks, 64 medium armor, 16 transport columns 24 AA [88 only] and 24 artillery units

You will have a total of 64 aircraft to start the mission. At least 20 of these must be Bombers and 4 must be AI recon. You can disperse these planes in anyway you wish.

Your starting pool of points will be 1000.

POINTS FOR OBTAINING AND FOR DESTROYING.

Point for units can be located in the spreadsheet attached to the rules.

Destruction of Factories and oil dump infrastructure will earn each side a point value of 20 points per infrastructure.

Taking over Control Points will earn 300 points and taking Objective Points will earn 500.

Tanks, Light Armor and transport columns must be purchased in groups of 4. 4 tanks = 1 platoon, however remember that this will be displayed as 1 icon. Each unit will be calculated as a single when destroyed.

SUPER ADMINISTRATORS

One person per side will be appointed as a Super Admin. Any disputes or rulings will be made by the Super Admins after consultation with Squads OIC's.

GENERAL RULES

A maximum of 16 humans allowed per side plus one flight of AI which equates to no more than 20 planes per side per mission. AI can occupy human seats if no human is available to fill that seat. A maximum of 4 Recon AI planes can be used per mission dependant upon their availability.

Any items purchased must be placed on the map straight away

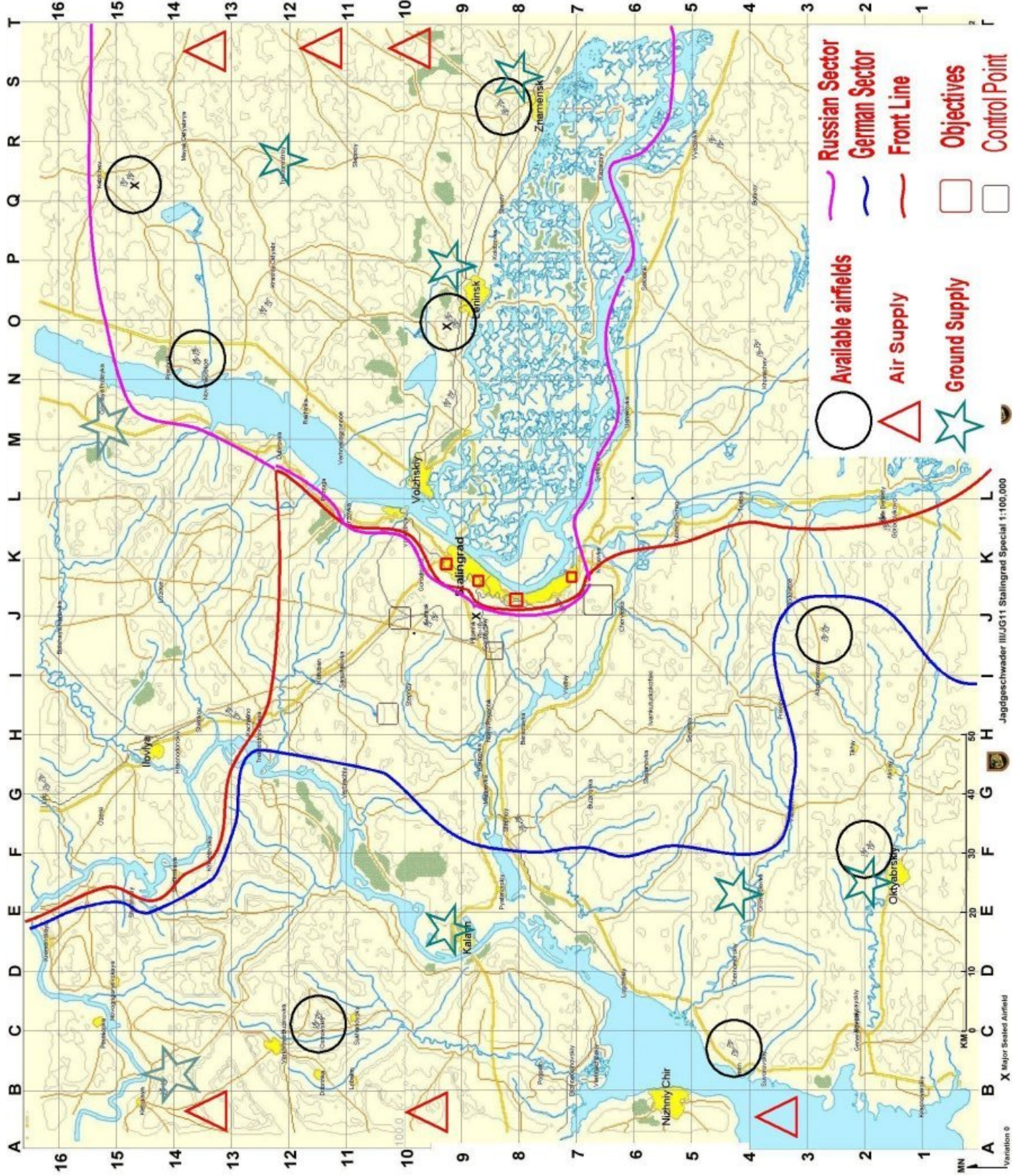
There is a limit of 24 ground units that can be placed in one hour. EG 3 Tank platoons = 12 tanks + 2 Light Armour platoons = 8 + 4 AAA.

Ground units must follow the road system where possible. Movement of ground units over open ground is acceptable but movement through forests is forbidden.

Where a bridge is available ground units must use it. If the bridge is down ground units may traverse open ground but can not cross forests or rivers, unless by bridge until winter. During the winter rounds only single tributaries are to be crossed. River systems that are wider than normal rivers are said to still be flowing and hence they require a bridge to negotiate.

Hiding ground units inside the forest is forbidden.

No participant in this campaign will record the mission unless expressly advised to do so by a Super Admin.



- Russian Sector
- German Sector
- Front Line
- Objectives
- Control Point
- Available airfields
- Air Supply
- Ground Supply

Jagdgeschwader III/J.G.11 Stalingrad Special 1:100,000

X Major Sealed Airfield