



Battle of Kalatch



The **Battle of Kalach** (August 8–11, 1942) was a significant engagement on the Eastern Front during **Operation Blue**, the German summer offensive aimed at capturing the oil-rich Caucasus and Stalingrad. The battle occurred near the town of Kalach (now Kalach-na-Donu), located west of Stalingrad.

German forces, primarily from the **6th Army**, clashed with Soviet troops in an attempt to secure critical crossings over the Don River. The Germans aimed to encircle Soviet forces defending the area and advance toward Stalingrad. Despite stiff resistance, the Soviets were forced to retreat across the river after suffering heavy casualties. The German victory at Kalach cleared the way for their advance on Stalingrad, where the subsequent battle would become a turning point of the war.

While a tactical success for the Germans, the battle highlighted the growing determination of Soviet forces and set the stage for the eventual encirclement of



the 6th Army during the **Battle of Stalingrad** later in 1942.

General Howitzer summarizes this battle's significance:

The Germans may have won the ground, but they missed the bigger picture—those Soviet boys weren't breaking, they were digging in. This fight lit the fuse that would blow the 6th Army to hell at Stalingrad. You can win a battle and still lose the war if you don't see what's coming.

~~ General Howitzer

6 VP's



Card Balance:

Allies - 4

Axis - 5

Complexity:

3

Conditions:

Countryside



**Location:**

Russia

Year:

1942

Theater:

Eastern Front

Campaign:**Codename:**

Operation Blue

Summary:

This scenario begins with half of the Russian forces stuck behind an impassable river with only a single bridge from which to advance. At the same time, one third of the German forces are stuck in the corner.

Objectives: 6 Medals, including the town of Dobrinka as a temporary territorial medal for the Axis

Terrain:

Mostly open countryside with a few forests and hills. There are two rivers with bridges behind which many forces for each side are stuck.

Troops:

Allies - 3 Infantry, 6 Armor



Axis - 3 Infantry, 6 Armor



□ **Winning as Allies**

1. If you want to defend your units around the town of Dobrinka and the accompanying medal, you will need to get your forces moved forward very quickly. Many of them are stuck behind the Le Don river, so you will need to cross the bridge with your armor quickly.
2. Move your armor on your right flank into the center, to defend your other center section armor which is behind the Le Don River and will need some protection until they do so.
3. About the only way to win this scenario is to get your armored forces out from behind the Le Don river. Make it your first priority, before attacking the enemy, no matter how tempting, to get your forces into play. You each of six Armor units, but with three of yours stuck behind the river, and backed up against the border wall, they are as good as sitting ducks. Get them across the bridge ASAP!



□ **Winning as Axis**

1. Historically, the Axis executed a pincer move from both sides. You will have to get your forces across the bridge of the Le Tchir River as rapidly as possible.



2. The natural focus for your first attack is of course the two Allied infantry units defending the town of Dobrinka.

3. The Allies have two Armor units up against the border at columns J and I. If you can get your Armor up there in time, you can smash them against the wall. Six dice on average will give you an extra hit for each flag. It is a very quick way to take out that half of the battle forces.

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BR - Kalatch



Allies Won



Axis Won

See Results

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