



Red Barricades Factory (Stalingrad)



The Battle of Red Barricades was a key part of the Battle of Stalingrad during World War II, fought from October to November 1942. Centered around the Red Barricades Ordnance Factory, one of Stalingrad's major industrial sites, the battle saw brutal close-quarters combat between the German 6th Army and the Soviet 62nd Army.

The Red Barricades factory area became a fierce battleground as Soviet forces defended it block by block, using the factory's rubble and ruins as cover. The Germans launched repeated assaults to capture the factory complex, but Soviet troops tenaciously held their ground, despite heavy casualties on both sides.

10 VP's





Card Balance:

Allies - 3

Axis - 5

Complexity:

5

Conditions:

Urban / Winter



Location:

Stalingrad

Year:

1942

Theater:

Eastern Front

Campaign:

Battle of Stalingrad



Summary:

The scenario is complex battle with a lot of different terrain, both urban and winter, that complicates troop movement. There are also snipers which add an extra element of suspense.

Objectives:

10 VP's , including 3 Objective Medals for either side

Battlefield:

Battlefield is the Red Barricades Ordnance factory in the winter, surrounded by rubble.

Troops:

Allies - 9 Infantry, 2 Armor, 2 Artillery, and 2 Sniper

Axis - 9 Infantry, 4 Armor, 2 Artillery, and 1 Snipers



Allied Strategy:

1. You can quickly grab the Medal Objectives which are very close to you in the city ruins and the factory, and then try to hold them for the game. This will give you an early advantage and force the enemy to come to you, and fight against you while you are in a well-protected positions.
2. You have two Snipers which can fire five! hexes away. You can use them to harass the enemy and force them to pay attention to the Sniper, even though it doesn't count as a VP, thus diverting energy away from other units.
3. Use your forward infantry to attack the enemy before they destroy you. At two hexes away, you should be able to get some good hits in first.
4. The strategic reality is that your forward units will get destroyed rather quickly, so the



real battle will take place along the second front in rows 3,4,5 where you have armor protected behind sandbags, and city ruins for your infantry.

5. Give careful consideration before moving your armor away from their sandbags. The enemy outnumbers your armor two to one, and once they become mobile, will be coming for yours.

6. This scenario makes it easy for Allies to quickly grab 4 medal objectives by entering the town and factory hexes, but the trick comes in trying to hold them. The enemy will push through your first line of defense pretty quickly, and then you will need to hold your second line on rows 3,4,5, in order to prevent the enemy from taking out your units on those town and factory hexes.



Axis Strategy:

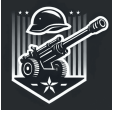
1. Mobility is the first order of business when you start. In fact, at the start of the game, the Axis have 16 units, and not a single one can retreat. [Admiral Frigate] You have a lot of firepower stuck against your back wall, and hidden behind the hills. You need to move it out and begin attacking the Allies immediately.

2. You have three no-retreat Infantry units that are only two hexes away from the enemy. You either need to bring your Armor up between the enemy and your infantry, or, better yet, move in and attack the enemy at close assault range.

3. Once you get some mobility going to avoid the no-retreat attacks, you can use your Artillery to degrade the forward enemy units which are barricaded in the City Ruins.

4. Use your Sniper to good effect. They can move two and battle against Infantry, hitting on grenade, infantry, or star dice faces, increasing your odds of a hit to 67%.

5. Most of the middle game of this battle will take place with your forces arrayed across the sixth row, while the Allies are defending from rows 4 and 5. So once you take out the advanced Allied forces, you can overtake those same city ruins and launch your attack from there against the Allies.



**Battle Reports
(percentage of Allied victories):**

57%

3

BR - Barricades

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