



# Sword of Stalingrad



**Stalingrad. July '42 to February '43. One of the bloodiest, ugliest slugfests in the history of war—and the place where Hitler's dreams started**



## **bleeding out in the snow.**

The Germans charged in hard, aiming to take the city and crack open the Soviet underbelly on their way to the Caucasus oil fields. They bombed Stalingrad to rubble, thinking they could steamroll the Soviets in the ashes.

But rubble favors the defender—and the Soviets fought like wild dogs in every street, every cellar, every damn staircase. **House-to-house, room-by-room, tooth-and-nail.** The Germans took ground, lost it, and bled for every inch.

And then came the real punch: **a Soviet counterattack that closed the trap,** surrounded the German 6th Army, and squeezed until there was nothing left but cold, hunger, and surrender.

**Stalingrad wasn't just a Soviet victory—it was the beginning of the end for the Nazi war machine.** From that frozen hellhole, the Red Army started marching west—and they didn't stop till they hit Berlin.

**You want to talk grit? Talk Stalingrad. That's what happens when an enemy pushes too far and meets a defender with nothing left to lose.**

~~ General Howitzer

## **17 VP's**



### **Card Balance:**

Allies - 9

Axis - 10

plus Combat Cards

### **Complexity:**



5

**Conditions:**

Urban



**Location:**

Russia

**Year:**

1942

**Theater:**

Eastern Front

**Campaign:**

**Context:**

Historical



## Summary:

This is a massive and complex scenario with many strategic elements that makes for an exciting and challenging game.

## Objectives:

17 VP's (!), including numerous territorial medals

## Battlefield:

This battlefield has countryside on the Axis side, and urban factories, towns, and other buildings on the Allied side. It is a quite complex battlefield.

## Troops:

Allies - Infantry, Armor, Artillery

Axis - Infantry, Armor, Artillery



## Allied Strategy

1. Historically, the Russians were defending themselves from the Nazi's, so much of this scenario is spent behind sandbags, attacking the enemy where you can, to degrade their offensive capabilities.
2. You need to protect the territorial medals which are available to the Axis, should they gain control of various railroad stations, the central hills, or the factory complexes. At the start of the game, you will be granted control of these and the three medals that go with them. But as the game proceeds it will be increasingly difficult to defend and keep this territory and its medals.
3. Your left flank is the most medal-rich area for the Axis to target. So be prepared for an attack there. Manage your cards so that you can respond to aggression.



## Axis Strategy

1. This game is won by making your forces mobile. Invade the city hexes with your infantry, and get your armor onto the Allied back row to start snatching those territorial medals.
2. There is a large hill and woods complex in the center section which is worth two VP territorial medals. Control it with both infantry and armor.

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Allies Won



Axis Won

See Results

Vote

### Author:

Days of Wonder

Battle Maps, Vol. 3

Link: