

# “Emulate the Brave!”



## Pitomnik Airfield, Stalingrad Pocket — January 16th, 1943

January and a new year would greet the encircled defenders of Stalingrad with a baleful grimace. The Panzertruppen of Panzer Abteilung 160 found themselves supporting the rear of the Austrian Grenadiers of the 44th Infantry Division. Soviet forces would hammer the 44th for the next two weeks, slowing and inexorably pushing its survivors back towards Pitomnik Airfield. The airfield was critical to the very survival of the 6th Army. Its loss would severely impact the Luftwaffe's efforts to keep the 6th Army supplied. On the 16th, the 44th's Grenadiers would be routed from their entrenched line. It was at this point in time, that Oberleutnant Friedrich (Fritz) Sacha would arrive on the scene with four operational Panzers.

**VICTORY CONDITIONS:** The German Player wins immediately upon the destruction of all four Russian KV-1's or at game end by Controlling 6 or more of the original German Foxhole locations. The Russian Player wins immediately upon moving two or more of their KV-1's onto Board 38. And the Russians may also win immediately at the end of any Player turn where there are no German Units in or adjacent to any of the 9 original German foxholes. Any other result is a draw.



	9a	38
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**Board Configuration:**  
(Boards 9a, 38) Only Rows A-Q are playable on Board 38.

German Player moves First	1	+	2	★	3	4	5	6	7
Russian Player sets up First									/

**Elements of 51st Guards Rifle Division (ELR 4) (SAN 4) (Set up: on Board 9a in a Woods/Brush Hex numbered ≥ 15)**

2                      16                      3                      2                      2                      2                      2

KV-1 Platoon (enters Turn 3 on the west board edge)

4

**Elements of 44th Division Infanterie (ELR 2) (SAN 3) (Set up: On Board 9a in a Foxhole and per SSR 6)**

5                      5                      2                      2

Oberleutnant Sacha's Platoon, Pz Abt. 160  
Set up on Board 38 and gain freedom of movement on Turn 2.

2                      3

### Special Rules/Notes:

1. EC are Snow (E3.7), with Ground Snow (E3.72) and no wind at start.
2. Kindling (B25.11) and Bore Sighting (C6.4) are N.A.
3. Place a Rubble counter on all Board 9a buildings. Place 2s Foxholes in the following 9a Hexes: E10, J5, & O7. Place 1S Foxholes in the following 9a Hexes: D9, F9, I6, K5, O6, & P7.
4. All German MMC's are subject to Ammunition Shortage (A19.131)
5. The German 10-2 Armor Leader represents Oberleutnant Sacha. Broken MMC's in the same hex and/or adjacent to Sacha during any Rally Phase, may attempt Self Rally with Sacha's -2 Modifier. Units which fail these Self Rally attempts are Casualty Reduced. Sacha may also voluntarily leave his tank at any time to function as a 10-2 SMC.
6. Prior to Play, the German Player must roll an NMC (Officer's may modify for MMC's in their location.) for all MMC's and SMC's with a 7 Morale. Units which fail this NMC are broken and moved to a Woods Hex in the D1-K1 Wood mass at the east edge of Board 9a. ELR and/or Casualty reductions results for failed NMC DR's are NA during this pre-Game roll.

**Aftermath:** Oberleutnant Sacha would immediately take stock of the situation. Leaping from his own Panzer, he would successfully rally the last stalwart Grenadiers of the 44th and led a successful counterattack to retake their former line. The Soviets would counter-attack with four KV-1's. Sacha's Panzers would eliminate all four and at least for a day, hold the line and keep Pitomnik in German control. For his outstanding efforts, Sacha would receive the Knight's Cross. (An article in his hometown paper would title the article "Emulate the Brave!" in honor of the hometown hero.) Falling back into Stalingrad proper at the end of January, Sacha's Panzer 200 would be immobilized in a deep crater. And on the 30th of January, Sacha would be taken prisoner near the Central Railroad Station. He would be a long time returning to his hometown.

