



Barry Hilton presents.....

The 369th Croatian Regiment at Stalingrad.

September 27th, 1942



Attempting `Stalingrad' as a demo-game in 28mm would need an army of wargamers to produce the game and crave the indulgence of any spectator in terms of the compromises necessary to portray it on the tabletop. So, coward that I am, I've taken an easier option whilst trying to maintain something recognisable.

I've chosen to stylise features from the northern sector of the Stalingrad Front and portray a unique and very interesting vignette from the greatest battle of the 20th Century.

German rocket artillery pounds the Red Oktober Factory area during our game

Paulus's 6th Army was entirely Germanic in composition with one notable exception. Within the 100th Jäger Division (an Austrian formation) was the only non-German unit to take part in the assault on the city. The **369th (Reinforced) Croatian Infantry Regiment** fought their way across the Ukraine during Barbarossa and arrived finally at Stalingrad on 27th September 1942. These men were thrown into the cauldron around the Red Oktober Factory and for the next four months fought there until none were left to fight. They were recognised by their German comrades as perhaps **the** bravest and most professional Wehrmacht unit in the battle.

The game represents a reinforced regimental attack (about 2,500 men) by the **369th** on the fateful day of their arrival in the city. They are organised in three battalions supported by other 6th Army elements; a recon (aufklarungs) battalion (part), a company of pioneers (assault engineers), a panzer company, assault guns, panzerjägers and artillery.

The table features a factory complex, a central city area, rocky gullies and high ground, all of which were integral to the fighting in the north and centre of the city. At the ground scale we are using (1" = 50 metres) this table represents about 4 miles frontage by 2 miles depth. To create the entire city frontage in this scale would need a table of 60 feet length by 12-14 feet depth.

Taken in isolation, the scale of figures to ground and height are nonsensical but, when put in context of what each base represents (a platoon), and each building (a city block), the game takes on a far more realistic feel.

The desperate defenders from Chuikov's 62nd Army are a mixture of infantry, sailors, anti tank gun units, regimental artillery and a few tanks. Their positions however, are formidable.

You can catch the action just as the **1st Battalion/369th** has been stopped with heavy casualties near the Red Oktober complex. Sanitats Kompanies are evacuating the wounded whilst the 2nd and 3rd Battalions form up for the next attack. The recon battalion is probing further north but where is the tank support?

The rules are GHQ WWII Micro Armor (available from CHILTERN MINIATURES here today) with some minor house modifications for scale and `specialist' units such as snipers and medic teams. Each stand represents a platoon such as 30-50 infantry, 3-5 tanks or 2-6 artillery pieces.

We have created a set of stand-alone scenarios which are the product of actual battles from a 1944 campaign fought in different scales. Large actions in 1/285th, smaller action in 28mm (1/48th). Each one will give a highly stimulating and fun 3-4 hour game with set objectives to achieve for both sides. Full orbats, terrain maps, special info and objectives are provided. There is also a summary of `How the history went' in the campaign for players to compare war stories afterwards. I'm sure many of you could do better than we did! Many of the scenarios are uneven and so offer some very real military challenges. We have however proved it is possible to hold at bay 70 Soviet tanks with only 6 StuGIII Assault Guns so there is hope!