

# 369<sup>th</sup> (Reinforced) Croatian Infantry Regiment at Stalingrad 27<sup>th</sup> September 1942

## German Order of Battle

### 369<sup>th</sup> Croatian Infantry Regiment

Regimental Headquarters :

1 x GHQ                      3 x Infantry platoons                      1xCavalry Platoon(R)                      1 x Support platoon

### 1<sup>st</sup> Battalion 369<sup>th</sup> Croatian Infantry Regiment

3x Infantry Platoons                      2x Support Platoon                      1x 81mm mortar platoon                      1x Battalion HQ

### 2nd Battalion 369<sup>th</sup> Croatian Infantry Regiment

9 x Infantry Platoons                      4 x Support Platoons                      1 x 81mm mortar platoon                      1 x Battalion HQ

### 3rd Battalion 369<sup>th</sup> Croatian Infantry Regiment

9 x Infantry Platoons                      4 x Support Platoons                      1 x 81mm mortar platoon                      1 x Battalion HQ



### support troops 369<sup>th</sup> Croatian Infantry Regiment

1 x Combat Engineer Platoon 1 x sIG150mm gun                      1 x 75mm sIG gun

### Regimental artillery

3 x 105mm Howitzers

### Panzer Company support

4x Panzer IIIj platoons(incl command)                      1 x PzII Platoon

### Assault Troops

2 x stuG IIIb platoons                      4 x Pioneer platoons

**Force Cohesion Value : 16**

## Russian Order of Battle

### Sub machine gun battalion with support troops

9 x SMG Platoons                      3 x Support Platoons                      2 x 82mm mortar platoons                      2 x 45mm ATG platoon

1 x † HQ (M3 halftrack)                      1 x 57mm AT gun platoon                      1x 120mm mortar platoon

2 x 76mm Howitzer platoons                      3 x trucks

1 x T34/76 platoon                      2 x T60 platoons                      1 x KV1 platoon



**Force Cohesion Value : 13**

## Reinforcements

2 x T34/76 platoons                      6 x Infantry platoons



Into the City. Supported by armour, men of the 3<sup>rd</sup> battalion/369<sup>th</sup>(Reinforced) Croatian Regiment move cautiously forward into the ruined northern suburbs of Stalingrad around the Red October factory.

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## Scenario "Vorwärts Hvratska!"

**27<sup>th</sup> September 1942**    Length: 20 Turns

### Background

Stalingrad has been the scene of heavy fighting for some weeks. The 6<sup>th</sup> Army is making significant gains throughout the city but needs to mount a consolidated push on key strongpoints. Enter the 369<sup>th</sup>(Reinforced) Croatian Infantry Regiment. These veterans have forced marched from the north and arrive at the city on the 27<sup>th</sup> September. They are given the task of taking part of the Red October Factory complex.

The first battalion is pinned down with heavy casualties. Now it is time for the rest of the regiment to finish the job.

As a 'reinforced' regiment they have additional firepower from their own artillery batteries (normally only operational at divisional level). They also have support from a panzer company, specialist assault pioneers and self propelled guns. They will need it.

The regiment is disciplined, brave and combat-experienced particularly in the close quarter fighting so disliked by their German colleagues. Will they be able to achieve their objectives?

**Objectives:** The Germans must take and hold the factory area against any enemy counter attacks. The garrison holding the factory zone at the end of the game must be of at least company strength.



The push for the Volga. Elements of the 6<sup>th</sup> Army move forward from the Don crossings toward Stalingrad. The command vehicle in the foreground flies the banner of the Teutonic Order further emphasizing the impression of a great 'crusade' against Bolshevik barbarism.

### Initial Deployment and Arrivals

- 1<sup>st</sup> Battalion 369<sup>th</sup> Croatians must deploy within 4 inches of Point A
- Remainder of the Regiment and support must deploy behind line B
- German Panzers arrive after 1 x D6 turns at point C
- German Assault troops arrive at point X after 1 x D6+1 turns
- Russians may garrison the factory area with up to 6 platoons of their choice.
- 25% of total Russian stands must at any one time be behind line D
- Russian reinforcement arrive at point E after 3 x D6 turns (conceal from German player)

### Terrain Data

- Slopes are half speed for all units both up and down
- Shaded map areas are soft cover (ruins)
- Red October plant and buildings in city are hard cover
- Roads add 25% to movement
- Gullies provide concealment and are difficult terrain unless when firing out. Target counts soft cover
- 50% Bunkers count as medium improved positions (dice for it)

### Special Data

- The gully conceals troops in it. These cannot fire out unless their target is on the lip of the gully.

