

## Stalingrad Siege Gun Variant

We introduce three new counters for Avalon Hill's classic game of Stalingrad, here are some rules you might use with these new counters:

There are three guns: Karl, Gustav, and Dora

Karl was a self propelled mortar, with interchangeable barrels in 60cm and 54cm. Karl refers to the weapon class, there were in fact 6 of these guns that operated in pairs: First Battery – Adam & Eva, Second Battery – Thor & Odin, and Third Battery - Loki, and Ziu. They had a short range, but were able to maneuver short distances from their rail heads to the front lines. These guns were available from the very start of the eastern campaign, and this unit should be available to the German player immediately.

The Gustav and Dora guns were single double rail 80cm siege guns. They never left their tracks, and required existing tracks to be 'doubled' to accommodate them. The Gustav was delivered first and the Dora followed up on the eastern front after the Gustav was recalled for maintenance. The movement factors we assigned to these units is for construction of custom rail lines from existing rail hexes to the target.

Gustav: Appears on the map edge rail hex south of Warsaw on March 1942 turn. Movement on rail is 10 hexes per turn, which is used first, and its own movement point after that. Both the Dora and Gustav can attack 6 times before they need to have their barrels replaced. That process could take a year (3 months back to Essen, 6 months relining the barrel, and 3 months back to the front) The Gustav, being the prototype, has already used up 5 of its 6 attacks in test firing, and arrives on the eastern front with one attack left. When all attacks are used up, the counter should be removed from the game.

Dora: Appears in Warsaw in May 1942, and moves the same as the Gustav gun. The Dora has all six of its attacks.

These 3 guns can only attack cities. They have either the effect of eliminating the defense multiplier from the defending units, or advancing the odds table to the right one column for each attack factor the gun has. The Russian player gets to decide which. These guns are regiment level and do not count towards stacking, if they enter an enemy zone of control without other protecting units they are immediately destroyed. They do not provide any benefit in defense when attacked.

EXAMPLE: Gustav at Sevastopol. Soviet defenders 5-7-4, 5-7-4, 4-6-4 infantry, doubled is 40. Attacking German units are: Gustav 2-0-1, (3) 5-5-4, (3) 4-4-4 infantry, and 7-7-6, 7-7-6, 6-6-6 armor. German attack factors are 47. This would be a 1 to 1 attack normally, but the Gustav gives the Russians the option to make it a 3 to 1 attack or a 47 to 20 attack. Obviously they would opt for the 2 to 1 attack in this case.

Observations: It is impossible the the German player to come up with 60 attack factors for this example (unless optional paratroopers are used) It is far more likely that Sevastopol would actually be defended by fewer Russian forces. In this example, there is no difference in using either Gustav or Karl. Why use up your one big shot in an assault that it would not make a difference in? The German player needs to add additional forces to the attack that gives the Russian player no 'lessor of two evils' choice.

These 'rules' are merely guide lines, and have not been play tested. Please modify them to suit your needs. Please notify us of any modifications you think are necessary.