

## Dev 2 • Lake Tsatsa

The Germans are advancing towards Stalingrad. Having arrived at a village during the night, they rest in some abandoned houses on the outskirts. Unknown to them, Soviet forces were occupying the same village and the Germans had been lucky enough to avoid the Soviet sentries when they entered. The following morning the two sides became aware of each other . . .



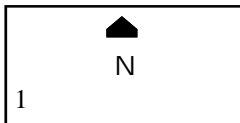
### British Order of Battle

1x Soviet leader -2  
1x Half Soviet Rifle Squad  
1x Maxim 1910  
9x Soviet Rifle Squad  
3x DP1928  
2x Grenades  
1x Sniper

### German Order of Battle

1x German leader -2  
1x Half German Rifle Squad  
1x 5cm Mortar  
3x German leader -1  
9x German Rifle Squad  
3x MG34  
2x Grenades  
2x Fighter Bomber

### MAP AND UNIT SETUP



### German Setup

German forces start in G5, G6, H4 and H5

### Soviet Setup

Soviet Forces can start the game in any of the following hexes: B2, C2, D1, E1, E4, E6, G3 or H2.

The Soviet Leader & Half squad must start in A5 or B5

### Soviet Victory Conditions.

Kill the German –2 Leader

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Kill the Soviet –2 Leader

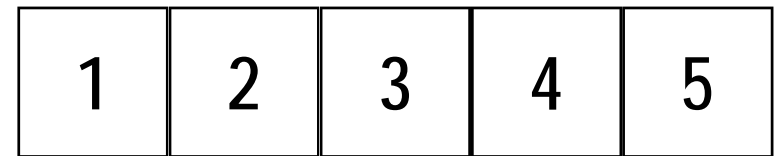
### Special Scenario Rules.

The Germans cannot call in air support until turn 3

### Game Length

5 Turns

Germans go first



**Designer Notes:** This scenario has had a bit of tweaking from the original Historical situation. The Germans originally had three times the Soviet force but this made the scenario unplayable with the V&V rules. Historically the Soviet Sniper took out the German Commanders early but the idiosyncrasies of V&V do not guarantee a similar outcome.