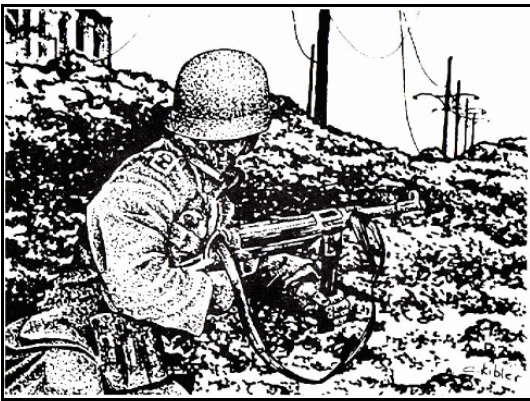


# PAVLOV'S HOUSE

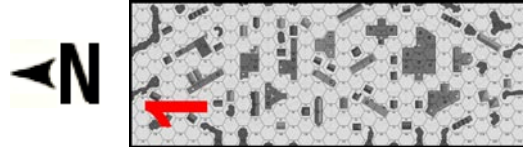
## Tournament Scenario 2

110723



**STALINGRAD, October 20, 1942:** At the end of September, units of Rodimtsev's 13th Guards were ordered to seize buildings on Lenin Square and form strongpoints. A damaged apartment building was attacked and occupied by Sgt. Jacob Pavlov and his men, who formed a defensive position with some meager reinforcements. Since it sat astride the German line of advance to the Volga only 250 meters away, this strongpoint came under frequent attack. On 20 October, as part of their general German effort to complete their seizure of the city, one of the strongest attacks to date was launched against Pavlov's house.

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The player with the most unbroken full squads (not crews) in any hex of building 1Z7 at the conclusion of play wins. Should both players have an equal number of unbroken squads in the building, it is considered a Russian victory.

### TURN RECORD CHART:

★ Russian Sets Up First	+	1	2	3	4	5	6	7	END
✚ German Moves First									

★ Elements of 42nd Regiment, 13th Guards Division - set up concealed in any hex of building 1Z7:

										?	
			2	3			2			11	

✚ 6th Army Assault Group: set up on any whole hex north of Hex Row Q, inclusive: Enter on Turn 1 anywhere along west edge, north of Hex Row Q inclusive:

			9	4			2

### SPECIAL RULES:

- T2.1 All hexes comprising building 1X4 are considered clear terrain. This is the Lenin Square.
- T2.2 Hex 1X7 is considered clear terrain.
- T2.3 Hex 1Z6 has been rubble; place a rubble counter in this hex before play commences.
- T2.4 Hex 1AA7 is a third-level building hex (125).
- T2.5 All Russian units are fanatic (26.) regardless of location.
- T2.6 The Russian ATG and its attendant crew may be set up using Hidden Initial Placement (42.).
- T2.7 Prior to initial placement, the German player must roll a 200mm artillery attack against each hex of building 1U2 and of building 1Q4. Place rubble counters where appropriate but do not place fire markers.
- T2.8 Neither side may deliberately set fires.

**AFTERMATH:** As the German assault group approached the building, Pavlov's men open fired on the infantry with MGs. When the panzers moved forward to silence the threat, the Soviet AT gun was able to destroy or drive all of them off. Without armor support, the infantry was unable to make any headway. Not properly coordinating air and artillery support with such local attacks led to repeated costly failures. This allowed many strong points, such as the apartment building that eventually became known as "Pavlov's House" to hold out until the siege was lifted.

**CREDITS:** Original design by Burt Baker. Development by Jon Mishcon & Joe Suchar. The TS scenarios were used in the Origins 1983 COI/COD tournament. Published in the GENERAL volume 19 number 5.

Scenario Card provided by Bill Sosnicki  
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