

Operational Combat Series:

Enemy at the Gates

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Enemy at the Gates #4-02
An Operational Combat Series Game

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Abbreviations:

AG—Assault Gun	Mtr—Motorized
Ar—Army	Nrdld—Nordland
Arty—Artillery	PJ or PzJg—Panzer Jäger
Aslt—Assault	Pol—Police
Bde—Brigade	Pz—Panzer
Bn—Battalion	PzVb—Panzer verbände
Brs—Bersaglieri	Rec—Reconnaissance
Btry—Battery	Rgt—Regiment
Cav—Cavalry	Rum—Rumanian
Croat—Croatian	Sec—Security
Div—Division	SS-AH or LAH—Liebstandarte Adolf Hitler
Eng—Engineer	SS-R or DR—Das Reich
Fld—Field	SS-T or TK—Totenkopf
Ger—Germania	SS-W—Wiking
Gd—Guard	Stgrd—Stalingrad
Grp—Group	SW—South West
Hun—Hungarian	Szfrzsca—Sforzesca
Inf—Infantry	Ter—Territorial
It—Italian	Tk—Tank
Jg—Jäger	Trdntina—Tridentina
KG—Kampfgruppe	Trng—Training
Lt—Light	UR—Fortified Region
LW—Luftwaffe	Vinca—Vinnitsa
MC—Motorcycle	Voro—Voronezh
M.Cerv—Monte Cervino	Wstld—Westland
MG—Machine Gun	
Mtn—Mountain	

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Introduction

Enemy at the Gates (EatG) is an *Operational Combat Series* game covering the campaign in Southern Russia from November, 1942 through March, 1943. It covers the operational and strategic decisions in these critical swing campaigns. Within its scope are the encirclement of the German 6th Army, attempts to airlift supply and relieve the pocket, Operation Little Saturn, the destruction of the 2nd Hungarian Army, Operation Gallup, Operation Star, and von Manstein's counterattack. It is a large game covering what amounts to the pivotal battles in the European portion of World War II.

The Gamers

1.0 General Special Rules

1.1 Terrain Notes

1.1a Volga-Class River. In *EatG* the first "Volga-Class" River makes its appearance, namely the Volga itself. This level of river cannot be bridged by HQ bridging capabilities (only pontoon units can). Units can never cross a thawed Volga-Class River hexside in any way without the help of a pontoon bridge. Supply draw, however, **can** be conducted across such a hexside for the "issue to hex adjacent" rule.

Such rivers are capable of three conditions based on temperature—Thawed, Ice Pak, Frozen. Thawed rivers are subject to all the above.

Ice Pak Volga-Class Rivers have broken ice floating in them, but have not fully frozen. These rivers **cannot** be bridged—**even** by pontoon units. Supply throw **cannot** occur across Ice Pak, to **include** the usual "terrain free" last hex.

Handle frozen Volga-Class Rivers exactly as **normal thawed** Major Rivers—including the ability to be bridged by HQs.

1.1b Other River Classes when Frozen. Both Major and Minor Rivers have separate "Frozen" versions. Use these when these two classes are frozen.

1.1b Swamps. Swamp hexes can freeze over. At such times they are handled according to the separate "Frozen Swamp" terrain feature. Upon thaw, they revert back to normal swamps. Swamp hexes **cannot** be bridged in any manner.

1.1c Low Hills. Low Hills represent groupings of small hills and valleys which are only mildly different from the vast flat steppes surrounding them.

1.1d Minor Cities. Minor Cities are a sub-class of urban area ignored in the original *GB*. These hexes are too congested to be treated as villages, and are too open to warrant the extreme mantle of Major City.

Here they get their rightful own classification.

1.1e The Small Lakes. Along the East edge of Map D there are four small lake features. These freeze when **Minor Rivers** do (and become open terrain). These lakes (when not frozen) form **impassable** hexside barriers to all units and cannot be bridged.

1.1f Dry Lakes. These features exist only in the semi-arid portion of Map D. They are dried-up lake beds which are unaffected by freezes.

1.1g The 19 Nov 42 Frontline. This line exists on the maps to facilitate set up. In the Turn 1 set up, the Axis player sets up on OR south and west of the line. The Soviets set up north, or east of it, but cannot set up on it.

1.1h Set Up Boundaries. In addition to the frontline, the lateral boundaries of the initial Soviet Armies are given to assist set up. The unit designation printed on the map is *inside* the named unit's zone. Whenever two forces share a common boundary line, both can set up units on it.

1.1i The Terrain Key is printed along with numerous specific charts and tables on the Player's Aid Sheets.

1.2 Weather Determination

Weather in **EatG** traverses from early winter through deep winter and into the spring thaw. Each turn, the players must roll for one or more of the weather parameters. The players check the weather's effect on flight for the turn and then roll for each of the remaining parameters based on which need to be determined that turn. A dash means the parameter does not need to be checked.

1.2a On the Weather Determination Table roll two dice (11..66, red die is the first digit, white die is the second: red 5, white 3 is 53) for Flight, and one die for each remaining parameter each turn during the Weather Determination Segment.

1.2b Every turn requires a flight weather roll. Once a parameter is frozen, do not bother rolling again until change is possible. A notation on the Weather Table such as "Ice Pak", "Thawed", or "Frozen" means that the event occurs automatically, if it hasn't done so already.

1.3 Weather Effects

1.3a Flight. On a dice roll (two dice, 11..66) within that turn's Weather Table range, flight is allowed. If the roll is less than the table range, flight is not allowed.

1.3b River and Swamp Freezes. As the winter progresses, more and more major

water features become iced over allowing easier crossing. When these features freeze, use the appropriate Frozen version of that feature on the Terrain Effects charts instead.

1.3c Thaws. The only effect of a thaw is to "un-freeze" a given frozen feature, which only reverts it back to its normal (unfrozen) terrain effects.

1.3d Mud. At the end of the campaign, players will begin rolling for Mud. This is the spring version of Rasputitsa and will put a halt to all operations. In game terms, the mud's advent ends play.

1.4 First Turn & Set Up Special Rules

1.4a Set Up. The German player always sets up first. **No Axis unit on the 19 Nov 42 frontline can be placed into Reserve Mode at start.**

1.4b First Player. The Soviet players has the initiative on turns 1, 2 and 3 and can go first or second as he chooses.

1.4c First Turn Sequencing. On Turn 1 (Nov 19th), a special turn sequence is in effect. Should the Soviet player choose to go first on that turn, and **does not make any Overrun Attacks** (to include entering the hex of a Wagon Extender) **during his Movement Phase, THEN there is NO German Reaction Phase** in that Player Turn. The Axis player can do **nothing** at all in that phase

Should the Soviet Player conduct even one Overrun attack (or jump one Wagon Extender...) then the Axis gets a regular Reaction Phase. If the Soviet player chooses to move second (for some reason), the German player gets a full, regular Player Turn of his own and rule 1.4c has no effect at all.

Soviet air activities, of any kind, **do not** generate a German Reaction Phase during Turn 1.

This rule has no effect on any turn **other** than Turn 1.

1.5 Ending the Game

The Campaign game of **EatG** (or any scenario which lasts until or beyond turn 28) ends on the first turn of Mud weather or after turn 34, whichever occurs first.

1.6 Reinforcement and Supply Sources

All **map edge rail entry hexes** (those where the rail line **exits** the map) provided to the player for reinforcement entry can be used as Supply Sources with the following specific rules.

1.6a General Entry: Soviet. Provided it is connected to the north or east map edges by unblocked rail hexes, Soviet reinforcements can enter directly at Kamyshin (C62.18). They can also enter via any unblocked rail hex leading off the north map edge of Map C or any rail hex leading off the east edges of Maps C & D. Furthermore, hex D62.28 can also be used for this purpose and as a supply source. See also 3.8.

1.6b General Entry: Axis. Provided they are connected to the west map edge via unblocked rail hexes, German reinforcements can enter directly in any hex of Kharkov (vic A29.22), Poltava (vic A11.19) or Dnepropetrovsk (vic A13.03). They can also enter along any unblocked **rail hex** leading off the west edges of Maps A & B or unblocked **road hexes** leading off the west edge of Map A (only). While it **cannot** be used for reinforcement entry, Elista (D48.01) **can** be used as a supply source as long as the Axis player controls D17.01.

1.6c Special Entry. Some units are exempt from the above restrictions of entry point and hex type. These units, however, are required to enter in particular areas. These are...

...Axis 1st Panzer Army Units. Anywhere along the south edge of Maps B & D, east of the Sea of Azov. These units include all forces listed on the German Order of Arrival as 1st Panzer Army and any of the Variable Panzer Divisions. Note that these forces do not arrive (at all) if the Soviet player has a combat unit in either hex of Rostov. The German player **cannot** use the 1st Panzer Army zone as a Supply Source.

...The Soviet 28th Army. When released, this army must enter south of D62.20 along the east edge of Map D.

...The Soviet Southern Armies. On turn 20 and later, Soviet reinforcements can enter the map in road and railroad hexes leading off the southern edge of Map D. See 3.8.

1.7 Airlift Supply

Neither player can use his air units to bring on additional supplies from off-map.

1.8 Mortar Unit Combat Supply

Mortar units function and expend supply for barrage purposes exactly as do regular artillery.

1.9 Counter Colors & Ownership

The German player controls all German Army (Field Grey), Waffen SS (Black), Hungarian (Dark Blue), Rumanian (Olive Green), Italian (Pale Green), Kalmyk and Cossack (Ochre), Croatian (White) and Luftwaffe (Light Blue) units. The Soviet player controls all Red Army (Tan), Guards (Red-Tan), Czech (you'll know it when you see it), and Red Air force (Orange-Tan) units. Wagon, Truck, Reserve and Railhead markers are colored for their side and can be used by any of a player's units—regardless of exact nationality.

1.10 Reserve Marker Allocation

Both sides are restricted to the following numbers of Reserve Mode Markers (color coded for their side) for the game's period. These markers remain in that player's possession for the entire game—they cannot be destroyed or captured.

1.10a Axis Reserve Marker Allocation.

The Axis player has 30 Reserve Markers to use.

1.10b Soviet Reserve Marker Allocation. The Soviet player has 25 Reserve Markers to use. The Variant in rule 4.0d allows for a more flexible Soviet Army.

1.11 Unit Exchange

The Reinforcement Schedule will call for the exchange of one unit with another. Do this to the exact location of the unit being removed—even if surrounded or in the dead pile. The “conversion” of units to Guards does not fall under this rule—see 3.3.

1.12 Breakdown Regiments

Each nationality (except very minor Axis allies) has its own generic breakdown regiments. The countermix **does not** limit the number of such that a player can generate.

1.13 Engineer Capabilities

Only HQ and Assault Engineer units have full engineer capabilities. Rail Repair units have only their rail repair capabilities and Pontoon units have only bridging capabilities. See also 3.10.

1.14 Rail Hex Control

There is no concept of railroad control in this game. As long as a rail hex in question meets the following requirements, either player can use it. The extent of German gauged rail is important and be sure to mark it with railhead markers.

Conditions Affecting Rail Hex Use

To use a rail hex...

1. The rail hex cannot be occupied by or adjacent to an enemy unit.
2. The German player can only use rail hexes which have been converted to German Gauge. These hexes include all rail hexes west of and including the railhead markers.
3. The Soviet player can only use rail hexes which are still Soviet Gauge. These include those east of the railhead markers.

1.15 Off-Map Rail Movement

Both players can use their rail capacity to move units and supplies from one map-edge rail hex to any other appropriate map-edge rail hex using off-map rail movement. Each player is incapable of disrupting the ability of the enemy to move off-map with the exception of blocking or damaging rail hexes along the map edge to eliminate their use.

1.15a The following conditions apply to both players:

1. Nothing can ever end its movement off map—all cargo must begin and end its movement on the map.
2. Other than off-map RAIL movement, no other such movement is allowed and units forced off the map for any reason are destroyed. Damaged rail hexes on the map edge **cannot** be repaired from off-map.

1.15b The Soviet Player has the following additional conditions:

1. Only movement off of and on to the EAST map edge or the NORTH map edge (if east of the Don River) is allowed.
2. The points of entry and exit must not be converted.

1.15c The German Player has the following additional conditions:

1. Only movement off of and on to the WEST map edge is allowed (with the

one exception of 3. below).

2. The points of entry and exit must be **converted** railroad hexes.

3. The Axis player can exit supplies and units using rail movement via hex D17.01 or B61.01 and have those things automatically appear (unloaded) at Elista (D48.01).

Design Note: Historically, the rail head for the troops around Elista was at Divnoe (somewhat further south). Number 3 of 1.15c allows the use of this rail head with an amount of assumed transportation between that point and our map.

2.0 Axis Special Rules

2.1 Hip Shoots

The German Luftwaffe **only** can conduct hip shoots. Hungarian, Rumanian, and Italian Air Forces **cannot** do so.

2.2 Alert Battalions

During any friendly Movement Phase, the Axis player can generate as many Alert Battalions as he wishes. To do so, announce the intention, and roll one die. Place a number of Alert Battalions equal to the roll at any **German HQ, Axis Air Base, or Axis controlled city or village hex**. These units can be split up into as many of the above locations as desired. The placement hex can be adjacent to enemy units. Placement must be west or south of the 19 Nov 42 frontline. The Axis player can make as many of these die rolls as he wants to in a single phase. Alert Battalions can be generated more than once in this manner—destroyed ones can come back on later rolls. The countermix does not limit the number of Alert Battalions which can be generated.

Each Alert Battalion generation die roll made gives the **Soviet Player One Victory Point**, regardless of the number of Alert battalions generated.

2.3 Hungarians vs. Rumanians

The Hungarian and Rumanian Armies would rather fight each other than the Russians.

Rumanian and Hungarian units (air or ground) can **never** do any of the following: stack, attack the same hex, draw supply from the same HQ (even if the HQ is German), OR use the same air base. Rumanian and Hungarian air units can **never** move to or within 10 hexes of each other.

If any of these conditions are violated (even accidentally), remove the offending units of both nations.

2.4 Variable German Panzer Entries

Four Panzer Divisions (parts of the 1st Panzer Army) may enter the map as variable reinforcements (if Hitler releases them). These are the 3rd, 13th, 23rd, and SS-Wiking Panzer Divisions. Of these, one (the 13th) was never actually released to the map area, but fought in the Kuban instead. It is here to help those who might be dice roll challenged...

Once each turn starting on turn 3 and through turn 19, the Axis player rolls two dice in his Reinforcement Phase. On a roll of 10 or more, bring on one of the divisions following rule 1.6c above. Any divisions remaining after turn 19 never enter and no more than one ever enters in a single turn. The dice roll cannot be made on any turn in which the Soviet player has a unit in either hex of Rostov.

Units from these divisions that begin play in the dead pile cannot be rebuilt until the division enters the map.

These divisions **must** enter in the following order: 23rd Panzer Division, SS-Wiking Division, 3rd Panzer Division, and 13th Panzer Division.

2.5 Tiger Tanks

As one of the driblets released by Hitler to stem the Russian tide, the first “use” of Tiger tanks occurred during this period. The 503rd Panzer Detachment (in the game, company) was sent to turn back the Russian offensive. These tanks immediately showed all the teething problems imaginable. They fell apart before reaching the front.

In each German Supply Phase when the 503rd Pz Company is on the map (including the first), the Axis player must roll one die. On a roll of 1 or 2, remove the unit from play. This unit can never be rebuilt if it becomes a loss for any reason.

(If desired, players can drop this unit from the game with no ill effect...)

2.6 16th Motorized Division

OKH handed the 16th Motorized Division the impossible task of defending the massive gap between the 4th Panzer Army and the 1st Panzer Army. The goal was to keep the Soviet 28th Army out of the main action. This ties the 16th to one area

which it needs to hold as long as possible, for when it moves away, the 28th Army is released to the Soviet Player.

The 16th Motorized Division (including its all sub units and the Kalmyk Battalions) must remain at all times at or within 10 hexes of D48.01 (Elista). If at any time any of the 16th’s units **move** out of this zone (for any reason), the 28th Army is released. When the 16th Motorized exits the Elista Zone, the Soviet player also receives 1 VP.

2.7 Werfer Units

The German player has a handful of Nebelwerfer Rocket Artillery Battalions. Treat these units exactly like the Soviet Katyushas as in rule 3.9 below.

2.8 Rumanian Cavalry Divisions

While they are called “divisions”, Rumanian Cavalry Divisions (like Soviet ones) are still little more than brigades. That being the case, they are marked as Brigades above their type symbol on the counter and have the characteristics of any other 1 RE non-divisional unit.

2.9 Stalingrad Artillery Supply

2.9a For each announced Axis artillery firing (where the firing units are at or within 5 hexes of any city hex of Stalingrad), roll one die. Roll for each unit separately. On a 4-6, that unit need not expend supply to fire. On a 1-3, it **must** expend the supply to fire. (The player cannot change his mind about firing after finding out what is “free” and what isn’t.)

2.9b The player need not produce the supply needed to fire the barrage—he can bank on his luck. However, if he makes a fire attempt, finds he must expend supply, and then finds he has no supply to expend, **remove** from play the artillery unit which attempted to fire and place it in the dead pile.

2.9c The unit need not be able to trace to Stalingrad—terrain and enemy units have no effect on this ability provided the unit is at or within 5 hexes of a Stalingrad hex.

2.9d The existence (or not) of the Stalingrad Fortress has no effect on this rule.

2.10 The Stalingrad Fortress

In any German Supply Phase (before expending any supply), the Axis player can declare that Stalingrad is a Fortress. After declaring Stalingrad to be a Fortress, the following is in effect until the declaration is revoked or Stalingrad is captured by the Russians (should either of these events occur, the units within the Fortress (including those in 2.11) are free from all these restrictions and special rules, **except** the VP value of Stalingrad).

- The Stalingrad city Victory Points switch from 10 VPs to 20 VPs. The VP cost of Stalingrad remains 20 regardless of later revocation.

- Supply costs for Supply Phase purposes are **x1/4**. (22 Divisions plus non-divisionals (the historical pocket) would cost 11.5T (rounded to 12T or 3 SPs) per turn.)

- Attacker Combat Supply costs are normal, but the unit attack strengths are **x1/2**. Defensive Combat Supply costs are **x1/2** (rounded down—1T or 0T for defensive combat supply, that is).

- Barrage supply costs are normal, given 2.9.

- Defense and Barrage strengths are normal (but might be affected for other reasons).

- Fuel costs are normal (**even** when the Fortress is in effect).

- Units within the zone when it is declared cannot move out (they can attack out of it, but cannot **enter** a hex outside the zone). This restriction does not affect the mobile divisions listed in 2.11. (When they apply their VP cost to leave, they can do so.)

- Units outside the zone can move into it, but must follow all the fortress rules when inside and won’t be able to leave unless the fortress is revoked. The only units this rule does not apply to are the mobile divisions which have paid their VP cost for release and later come back in—after having their release cost paid, they can come and go into the zone without cost.

- The fortress can be revoked in **any** Axis phase (and at any time in them), but revocation costs 3 VPs.

- The turn the Fortress is declared, 5 Axis occupied hexes inside the Fortress Zone get a free Level 1 Hedgehog. These hexes cannot already have a hedgehog. This effect only occurs the **first** time Stalingrad becomes a fortress.

- Air units are unaffected by the above restrictions.

The Stalingrad Fortress Zone boundary is printed on the map and includes all hexes inside and including the printed boundary.

Gimmick Play Note: For those players already contemplating turning off the fortress right before the Russians capture it (so as to deny them the extra VPs), once declared a fortress, the VPs for the city remains 20 even if the fortress is later turned off.

2.11 The Stalingrad Zone Mobile Divisions

Regardless of the fortress status of Stalingrad, the following applies to these units. They can function freely inside the Stalingrad Fortress Zone Boundary. But, it costs victory points for them to leave the zone. The mobile German divisions in the Stalingrad Fortress Zone cost VPs if any part of them leave that zone. These divisions are the 16th & 24th Panzer Divisions, and 3rd, 29th, & 60th Motorized Infantry Divisions.

Each mobile Division costs 2 VPs. Each division is either released or not and release occurs whenever any one unit of a division leaves the zone. Once released, a mobile division can come and go from the Stalingrad Fortress Zone later without ill effect.

Should Stalingrad fall to the Russians (or be abandoned to them), any of the above divisions (or what's left of them) are automatically released with no VP penalty.

Destroyed units are released "for free" when they are later rebuilt.

2.12 The 14th Panzer Division

The 14th Pz Division begins the play outside the Stalingrad Fortress Zone. The instant the Fortress is declared, this division must either be entirely inside the zone, or move so as to be inside it. **Each turn** any part of this division is outside the zone after the turn the Fortress is declared gives the Soviet player 1 VP—even if it finds itself unable to make it into the zone. The 14th Pz Division falls under rule 2.11 **once** it gets inside the zone. Alternatively, the player can release it earlier (and perhaps never go into the zone) by paying 2 VPs, as he would for one of the divisions covered in 2.11.

2.13 Meals à la Hoof

The German player can convert wagon and horse-drawn artillery units into SPs within the boundaries of the Stalingrad Fortress (while the fortress is in effect). To do so, during a German Supply Phase, remove the wagon points or artillery unit from the map and exchange it for 1 SP per wagon point or 2T per artillery unit. Only artillery units with a Move Mode Movement allowance of less than 10 can be exchanged for SPs. The size of the artillery unit does not matter in this calculation.

The supply generated in this manner can only be used for Supply Phase on-map consumption—it can never be used for combat supply or any type of engineer activity. It cannot remain on the map for later phases.

3.0 Soviet Special Rules

3.1 Hip shoots

The Red air force cannot use hip shoots.

3.2 Artillery Coordination

To engage in a single Barrage attack, the firing Soviet Artillery units must be stacked together.

3.3 Guards Conversions

The Soviet player is periodically given Guards Conversions. These are Guard units which formed from the game's units during the period shown. Rather than tie the player into an exact exchange with the historical units (and the resultant hunt for the required unit among the hundreds on the map!), the player can exchange the Guards Division for the infantry division of his choice given the below requirements.

A Guards Conversion can be made using any full strength Soviet Infantry Division with an action rating of no more than one less than the Guards unit obtained. In other words, if the action rating of the new Guards unit is four, it must be exchanged for a unit which has an action rating of at least three. The unit so picked must not be adjacent to any Axis combat unit. If there exists no unit filling the above requirements (i.e. you destroyed the Soviet infantry arm...), then the conversion is not used.

Place the unit removed from the map to make the conversion into the dead pile (it can be rebuilt later).

3.4 The Soviet Corps

Soviet "Corps" are treated exactly like German multi-unit divisions—a number of counters, Divisional Marker, stay-together supply requirements, etc. The Soviet player has a collection of Tank, Mech, Rifle, and Cavalry Corps.

3.5 The Stalin Order

After the disastrous results of the Soviet offensive in May, 1942, STAVKA issued an order to the effect that all Tank and Mechanized Corps must stay together in a compact formation at all times. This means all units of each Soviet Tank and Mech Corps must be adjacent to every other unit in the corps at the end of every friendly Movement Phase (this rule does not apply in any other phase than the Soviet Regular Movement Phase). If this restriction cannot be met at the end of any Soviet Movement Phase, all the units of the offending corps are DGd (including any units with which they happen to be stacked). This rule has no effect on Soviet Cavalry or Rifle Corps, or the distance between the different corps.

Important: A point to consider is that if a Tank Corps has one of its brigades rebuilt it will automatically become DGd unless or until the player gets the parts together again. It might be best to take the Tank Corps out of action, rebuild it, and then send it back (the way the Soviets did it...) to avoid this effect.

3.6 Soviet Unit Sizes

Some Soviet units have been given unit sizes (on the counter) which do not equate to their historical designation (such as Soviet Tank "Regiments" which are marked on their counters as battalions). The size on the counter is the actual size of the unit (in Western terminology) so that the player need not remember that some "Regiments" are actually 1/2 RE, etc.

While they are called "divisions", Soviet Cavalry Divisions are still little more than brigades. These units are marked as Brigades. They have but one RE and one step.

3.7 28th Army Off Map Units Entry

If the German player ever moves any 16th Motorized Division unit (to include the Kalmyks) further than 10 hexes from Elista, the 28th Army is released for use on the map. Prior to this time it occupies the

28th Army Holding Box on the Soviet Player's Aid. While in the box it does not consume supply at all.

When a German 16th Motorized Division unit (incl. the Kalmyks) moves beyond 10 hexes from Elista (for any reason), the 28th Army **must** enter the map as per rule 1.6c above. The 28th Army enters as reinforcements in the next Soviet Reinforcement Phase. Also, when this happens, the Soviet player receives 1 VP.

If all elements of the 16th Motorized Division (not counting the Kalmyks this time) are removed from play in some manner other than by **moving** out of the Elista Zone (by attrition, say, or destruction), the 28th Army is still released and the VP awarded.

3.8 The Entry of the Southern Soviet Armies

On turn 20 and after, the Soviet Armies which pursued Army Group A out of the Caucasus begin to arrive on the southern edge of Map D. From that turn on, Soviet Reinforcements can enter in any unblocked road or railroad hex along the southern edge of Map D. Furthermore, any railroad hex on the above map edges can be then used as a Soviet Supply Source.

3.9 Katyushas

The Soviet player has a number of Katyusha Rocket Artillery units. Unlike in **Guderian's Blitzkrieg**, these units **do not** fire and return to play later—they fire like other artillery, with the rule regarding rocket artillery barrage supply costs.

3.10 Pontoon Units

The Soviet player has a number of Pontoon Bridging units. To bridge with a pontoon unit, the pontoon unit must be in Combat Mode (DG has no effect on this ability). Pontoon bridges, unlike HQs, **totally negate** the MP cost of the feature bridged, and can do so even to the Volga (provided it is not Ice Pak). pontoons cannot "bridge" swamp hexes or lake hexsides, they can only bridge river-type hexsides. Pontoon units (and HQs for that matter) never negate a river hexside's combat terrain effects. During any Movement Phase—even while in Combat Mode—a pontoon unit can "flip" across the river it is bridging into any hex across the river from where it is bridging. Pontoon Bridges negate all river hexsides of the hex they occupy—even if the hexsides belong to different rivers. Pontoon units cannot be captured or used by the enemy.

3.11 The Stalingrad Zone Garrison—The Mobile Force

The moment the Axis player declares the Stalingrad Fortress this rule applies—subsequent revocation does not cancel it (only Stalingrad's capture or fall does). The units listed below enter their Stalingrad Fortress Garrison status. These units must enter the Fortress Garrison Zone (printed on the map) as rapidly as possible. They can be anywhere inside the printed zone—provided they are on or within the boundary. At the end of every Soviet turn after the German player declares the Stalingrad Fortress if any unit (or units) of unreleased groups are outside the Garrison Zone the Soviet Player loses 1 VP (the cost is 1 VP per turn *per group* which has one or more units outside the zone)—unless he releases the troops according to the below. **Once inside the zone**, these units behave normally—except that they cannot leave until either they get released according to the below OR the Soviet player captures the city of Stalingrad (all of its hexes that is).

The Fortress Garrison is divided into the groups below—which represent the mobile forces sent to watch the pocket. These groups are:

- 4 Tank Corps
- 13 Tank Corps
- 16 Tank Corps
- 26 Tank Corps
- 8 Cavalry Corps
- 3 Gds Cavalry Corps

During any Soviet phase, the Soviet player can release any number of these groups from the Fortress Garrison. Once released, these groups can be used freely (they are not constrained by the zone boundary and can re-enter and recross later without penalty). To release a group costs the Soviet player **2 VPs**. Once released, a group cannot be "unreleased" so as to regain the victory points. When the city of Stalingrad is captured, all remaining groups are automatically released with no VP cost.

Rebuilt units are exempt from their original Garrison Group's status and are released with no VP cost. Note that the Stalin Order rule (3.5, unless revoked by a variant) will drag even rebuilt units back into the zone if the rest of the corps has not been released. Units cannot be "exchanged out of the garrison" using series rule 12.9.

3.12 The Stalingrad Zone Garrison—The Perimeter Force

This rule applies **only** if A) Stalingrad has been declared a fortress in the previous turn or earlier, B) it is turn **four** or later, AND C) a clearly defined Axis-held perimeter can be traced which contains at least one hex of Stalingrad. A 'clear Axis-held perimeter' is one which makes a complete loop of contiguous hexes which connects back to itself, and each hex is occupied by Axis units (of any type, to include HQs, Axis-held airfields, Axis Supply Dumps, etc.).

When these conditions are reached and until all hexes of Stalingrad are in Soviet hands, this rule applies.

The Soviet player must keep at least 3 REs in every hex adjacent to the defined pocket (or pockets, if more than one Axis perimeter can be defined following ALL THREE points above). Hexes along the perimeter which are across the Volga River do not have to be so garrisoned. A single hex with 3 REs in it can serve as garrison for more than one separate pocket. Provided each pocket has at least one hex of Stalingrad in it, there can be any number of separate pockets. The ring around the Stalingrad pocket **can** be further out from the pocket than the hexes adjacent (should the Soviet player choose to do so), but the ring surrounding the pocket must be a contiguous set of hexes from the Volga north of the pocket around to rejoin the Volga south of the pocket.

The Soviet player loses 1 VP at the **end** of each Soviet Movement Phase in which he does not have the required force in each perimeter hex.

All units devoted to this duty are automatically released when all Stalingrad hexes are captured by the Russians. Furthermore, the Soviet player can exchange units watching the pocket (so long as the requisite REs are there at the end of the Soviet Movement Phase) so as to replace units watching the pocket with others.

Design Note: Historically, STAVKA reacted in near horror at the number of Germans they had trapped in Stalingrad (after it finally dawned on them the size of the forces within the pocket). Because of this (and an intense desire to "not blow it"), they allocated an enormous force (in game terms) to watch and later reduce the pocket. They also didn't have the benefit of hindsight to know that Hitler was refusing to let the 6th Army break out—in fact they

expected it. These two rules apply the “player’s boss” (STAVKA) to require him to be as wary of the pocket as they really were—just as the German is constrained in his ability to leave Stalingrad.

4.0 Minor Variants

Use these to tailor the game to taste and differing player abilities.

4.0a Freer Axis Set Up. Allow the Axis player to set up any of his units at or within 5 hexes of the more rigid at start starting positions (provided all units start on or west of the frontline trace). There is no VP price for this option, but players must agree to its use.

4.0b Hitler Directive. This variant does not allow for **any** breakout from Stalingrad. None of the divisions listed in 2.11 & 2.12 can **ever** leave the Stalingrad Fortress zone. This variant costs the Soviet player 10 VPs.

4.0c The Stalin Order. Ignore rule 3.5. This subtracts 5 VPs from the Soviet player’s total.

4.0d A More Flexible Soviet Army. Allow the Soviet player to play with 40 Reserve Markers. This subtracts 10 VPs from the Soviet player’s total.

4.0e Tell STAVKA to ‘Stick it’. Allow the Soviet player to ignore the provisions of 3.11 and 3.12. This costs the Soviet Player 10 VPs.

4.0f Earlier Delivery of Yak-9s. Allow the Soviet player to bring in the four Yak-9 air units toward the end of the game. These aircraft were coming on-line at the end of the game’s period and a more concentrated use of them could have had an influence on the battle. This option costs the Soviet player 5 VPs.

4.0g Both players tell their bosses to ‘stick it’. Ignore rules sections 2.6, 2.11, 2.12, 3.5, 3.7 (the 28th Army enters on turn 1), 3.11, AND 3.12. This option does not cost VPs and merely removes many of the restrictions facing both players.

5.0 Victory

Victory is determined in one of two ways: at any point the Soviet Player can achieve a **sudden death victory** by accumulating victory points (VPs) equal to or greater than the Sudden Death Threshold for the turn **OR** victory is determined at the end of the game based on the number of VPs the Soviet player has at that time.

5.1 Sudden Death Victory

Sudden Death can be obtained by the Soviet player at the end of any turn in which he currently possesses or exceeds that turn’s Sudden Death Victory Threshold. Points are accumulated for this purpose according to the sum of the victory points the Soviet player has at the end of the turn based on his VPs. The VP total can be negative (if the Soviet player releases a Garrison Zone group (-2 VPs) but has no victory points).

The Soviet player receives (or loses) VPs for the following:

- Cities
- Axis Alert Unit Generation
- Release of the Stalingrad mobile divisions and/or the 14th Panzer and 16th Motorized Divisions
- Revocation of the Stalingrad Fortress declaration
- Release of Mobile Groups from the Stalingrad Fortress Garrison Zone
- Lack of correct Soviet perimeter force

5.1a Cities. The Soviet player receives the following VPs for these cities:

- **Stalingrad** (D51.34, D52.34, D53.35, C53.01, C54.02): Before being made a Fortress—**10 VPs**, after being made a Fortress **20 VPs**.
- **Morozovsk** (D24.29): **3 VPs**
- **Tatsinskaia** (D18.27): **3 VPs**
- **Millerovo** (C9.04): **5 VPs**
- **Voroshilovgrad** (B59.34): **5 VPs**
- **Rostov** (B62.15, B61.15): **10 VPs**

- **Kharkov** (A30.22, A29.22, A29.23, A28.22): **10 VPs**
- **Stalino** (B42.26, B42.27, B43.27): **5 VPs**
- **Starobelsk** (A56.10): **5 VPs**
- **Belgorod** (A34.30): **5 VPs**
- **Poltava** (A11.19, A10.18): **10 VPs**

- **Dnepropetrovsk** (A13.02, A13.03): **10 VPs**
- **Zaporozhe** (B14.27, B13.28): **10 VPs**

These are also printed on the map. The Soviet player controls a city if his units were the last to move through each of the hexes comprising the city.

5.1b Alert Battalions. Each Alert Battalion die roll costs the Axis Player 1 VP.

5.1c Stalingrad Mobile Division Releases. The mobile German divisions in the Stalingrad Zone cost VPs if all or any part of them leave that zone. These divisions are the 16th & 24th Panzer Divisions, and 3rd, 29th, & 60th Motorized Infantry Divisions. Each mobile Division costs 2 VPs. Each division is either released or not and release occurs whenever any one unit of a division leaves the zone. The status of Stalingrad as a Fortress has no effect on these costs.

5.1d The 14th Panzer Division. If any part of this division is outside the Stalingrad Fortress Zone after it is declared 1 VP per turn is given to the Soviet player. The Axis player can either move it into the zone (where it then falls into the same group as 5.1c) or release it for a cost of 2 VPs.

5.1e Revocation of the Stalingrad Fortress. Each time the German player revokes the status of the Stalingrad zone as a fortress, the Soviet player gets 3 VPs.

5.1f Release of Soviet Stalingrad Garrison Groups. Each group released from the Soviet Stalingrad Garrison zone costs 2 VPs.

5.1g The Stalingrad Perimeter. At the end of every Soviet Movement Phase in which there isn’t a correct perimeter surrounding the Stalingrad Pocket (assuming 3.12 is in force), then the Soviet player forfeits 1 VP.

Total the number of VPs controlled by the Soviet player at the end of each turn. If the result is greater than or equal to the Threshold number for that turn, a Sudden Death Massive Soviet Victory results, if not, play continues.

5.2 End of Game Victory

Having failed to have ever reach a Sudden Death victory, when the game ends (due to Mud or the last turn, whichever happens first) compare the final Soviet Victory Point total with the following chart. The result will be the victory determined for the game played.

Type	Soviet Held VPs
Massive German Victory	19 or less
Major German Victory	20 to 29
Minor German Victory	30 to 39
Draw	40 to 49
Minor Soviet Victory	50 to 59
Major Soviet Victory	61 or more

Designer's Notes

The design of this game went through an almost insane number of iterations. Tests of various rules ran into odd results. Symptoms were misdiagnosed, which led to further wild goose chases. Places where problems crept out from where they were hiding were identified in every possible way, except the correct one—the signs of where the OCS system was failing in this application.

The good news is—after an extensive amount of hemming and hawing—I finally backed away and decided to correct once and for all the features of the OCS which were misbehaving. The results were the OCS series rules 2.0 and this game which functions like a well-oiled machine. The team which put it together has every right to be proud of its final form. I was lucky enough to have patient friends who helped me through it without giving up on the whole thing.

The map was assembled using a multitude (no exaggeration—everything about this project ended up BIG) of sources. The main one again was the Defense Mapping Agency 1:500,000 series. Place names were from that source and I was lucky enough to enlist the help of Louis Rotundo who took the time to examine each one to ensure that they were spelled in accordance with the Library of Congress transliteration scheme. Scholars of the Russian language may disagree with that scheme, but its the best I can do with it.

The initial supply levels for both sides were engineered to ensure that the precise logistic condition of each side was represented in game form. The bulk of the German effort in the region was sent into Stalingrad to the point where some Rumanian soldiers were literally starving

to death *before* the Soviet offensive began. This condition should be obvious by the limited resources available on the map. The German logistic effort increases through the course of the game as both supply lines shorten and the extent of the emergency becomes obvious.

The Soviets, on the other hand, have enough SPs available to launch one major offensive followed by a period of inactivity to rebuild stocks for the next. I expect many Russian players to convince themselves they can't pull off the Uranus offensive properly and seal the pocket given the supply available. That assessment is wrong and I may or may not (depending on whether I feel players should have to figure it out for themselves) publish a Soviet plan in *Operations* which is one way to lock down the pocket on turn 2-3 with little or nothing getting out. Such an operation can be done for about 48 SPs expended on turn one—really!

Victory was examined in a number of ways and I am quite satisfied with the final version. Sudden Death victory should always dangle before the Soviet player like a carrot driving him on to further and further gains. It should always be “just out of reach” as well. The German player can lose the game easily if he is careless about Stalingrad, runs too many mobile divisions out of the pocket, or just plain makes too many alert battalion rolls. I gave him enough rope to hang himself—it is up to him not to do so.

Losses from the units in the game were represented by eliminating TO&E units or steps to make the correct strength appear. For instance, a German Panzer Division with 30 tanks would have only one of its tank battalions in play. The other tank battalions would be in the dead pile.

The assortment of Stalingrad special rules (the ‘fortress’, the garrisons, restrictions on the mobile forces there) were made to both show the effects of the player's superiors on the battle as well as allow the German army to perform in the exceptional manner it did. Obviously, the Axis restrictions and VP penalties on release of forces is there to show the player that he does not have the option of dropping Stalingrad like a rotten egg and running for the hills—Hitler (his boss) will not let him. On the other side, STAVKA would not let the Soviet commanders leave a token guard force around the pocketed Germans as a player normally would. Lastly, the pocketed Axis soldiers showed more of what can be called “intestinal fortitude” than can reasonably be asked of troops. They survived longer with less resources than any soldier has a right to. This was a

combination of their commanders, their tradition of victory to date, a ‘backs against the wall’ mentality, and their political indoctrination. While these things began to run in short supply and sound pretty hollow at the end, along the way they contributed to an enormous amount of self-sacrifice and perseverance. In other words, they lasted longer than the game would normally allow—hence the special rules.

Amazingly, after over a year of testing, a lot of yelling, and not a little gray hair, the game walked away with relatively few special rules. While the chassis remained clean in the end, it was a solid vehicle which could identify places where the OCS system itself was being worn through by numbers of counters and player techniques. The end result is a excellent simulation of the campaign, and a darn good game as well. Whew !

Soviet Notes

Working up the Red Army OB for this game was actually easier than that done for **Guderian's Blitzkrieg**. Excellent sources were available and I was lucky enough to be helped by Louis Rotundo and Charles Sharp. The expertise of these gentlemen made assembling a very accurate Soviet OB a relatively painless task and fortunately the cases of contradiction were not very numerous. Here are a few points of interest:

- One tank corps had only one tank brigade in it, so it was not made a corps in the game but the one brigade was made independent—the 24th Tank Bde.
- The 13th Tank Corps is such in name only, Actually it was a Mech Corps which kept the older name.
- The following Guards conversions were ignored (same units & skills, different names) in the interest of counter limitations. For those interested in these conversions, they are the following:
 - 26 Tank Corps became 1 Gds Tank Corps (8 Dec 42)
 - 4 Mech Corps became 3 Gds Mech Corps (18 Dec 42)
 - 24 Tank Corps became 2 Gds Tank Corps (26 Dec 42)
 - 7 Tank Corps became 3 Gds Tank Corps (29 Dec 42)
 - 17 Tank Corps became 4 Gds Tank Corps (2 Jan 43)
 - 13 Tank Corps became 4 Gds Mech Corps (18 Jan 43)
 - 6 Mech Corps became 5 Gds Mech Corps (19 Jan 43)
 - 4 Tank Corps became 5 Gds Tank Corps (7 Feb 43)
 - 8 Cavalry Corps became 7 Gds Cavalry Corps (15 Feb 43)

In working on the Red Army at this point in the campaign, I found a much better army than that in Guderian's Blitzkrieg, yet an army which was still in trouble. They are beginning to get their act together and will be an awesome force by the end of 1943, but at this point they still have some serious problems. To highlight some of the things that continued to afflict the Red Army, I made the bulk of the Soviet tank force drop a notch in their action ratings when placed in Move Mode. This accurately reflects the inability to "think on one's feet" which showed itself many times when a tank unit would breakthrough and then radio back to the effect of "What do we do now ???"

Another feature of the Red Army was that they had massive amounts of artillery but lacked the sophisticated fire controls necessary to mass fires—they massed guns instead. Originally, the game had a multitude of regimental (and smaller) Soviet artillery units. These were consolidated into the current "brigades" to reflect this lack of coordination. The only remaining smaller units are those assigned to a couple of Mech Corps and the couple of super-heavy regiments available before.

Lock down the Stalingrad pocket tightly and move on to bigger gains. Stalingrad will come your way eventually; no need to rush. I'm sure some will try to reduce Stalingrad right away in the vain hopes of accomplishing a sudden death victory—go ahead and try if you want, but don't say I didn't warn you.

Your Logistics position is only marginally better than your Axis opponent's—and even that small edge is mitigated by the fact that you require more "stuff" to do a job than he does. You have a major choice in style to make—you can either launch major operations separated by periods of inactivity while you accumulate some supply buffer OR you can launch numerous small attacks with little or no objective or follow-up. Given the tactical advantages of the Axis (better overall action ratings), I think the latter course is a blind alley in which the strength of the Soviet army is diffused throughout the battle area and never sufficiently concentrated. Given the numerous exceptional reinforcements the Germans get, I think the small solution option will eventually lead to the Axis player launching a major offensive aimed at regaining Stalingrad or even across the Don into Soviet turf. It could be a really bad scene and the choice is yours.

Historically, the Soviet chose the bolder course and, even though their force

structure was only marginally capable of it, pursued a deep battle operational theory—one which given the more expert Soviet forces available later in the war would gain them incredible victories culminating in the final defeat of German arms in the east. Admittedly, the Red Army at this point in the war is quite likely to trip over itself trying to pull off deep operations, but the operational theory is still correct and the player could do far worse than to follow it anyway.

Some have attempted to claim that there is no doctrinal differences between the armies in this system and went as far as to claim that if you switched sides you could fight with either force in the western (i.e. German) style. Besides being pure bunk, it does lead to something the Soviet player should always keep in mind—your army is **incapable** of German-style operations (fast moving overrun attacks thrown together off-the-cuff) and should not be used that way. If you don't believe there is any difference between the forces or that "a little difference in action ratings doesn't mean anything", go right ahead and fight German-style. You'll butcher your army and the German player will love you for it.

German Notes

The actual losses from the divisions in and around Stalingrad have been removed in the form of step losses. KG Seydel (part of the 14th Panzer Division) has been eliminated and consolidated into the 24th Pz Division. I was greatly helped with the Italian Order of Battle by Mauro De Vita (who went so far as to ensure the Italian air units had their desert camo pattern which they were still wearing at this time!) and by Ulrich Blennemann who took time away from his studies to check out the entire Axis OB.

The German panzer units were an interesting challenge. The divisions which were part of the AG South summer offensive were beefed-up to a three battalion structure by "stealing" from the divisions on other fronts—hence the sometimes strange regimental numbering in panzer regiments (you know: 1-3, 2-3, 1-39 and so on). Furthermore, some of the divisions which were stripped make an appearance—these can be noticed by their overly strong single panzer battalion, which consists of a regular panzer battalion plus an extra company assigned to them to make up for (!) the loss of the regiment's second battalion.

The German Motorcycle units are an amalgamation of the earlier recon and

motorcycle Bns as seen in **GB**. These units are heavy on armored cars and halftracks, but are still not mechanized enough to qualify as Mech units, but are too mechanized to warrant the truck MP type on their move mode side. The values assigned to these units reflect this mix of unit types.

The hedgehog positions around Stalingrad are those built by the Russians to defend the city the previous summer. Some have been improved by the Germans, others have been left to rot. It is easy to tell which is which.

Once you get the 6th Army locked into the pocket (generally, you will), running your pocket effectively could make or break you. A few hints—there is enough supply in the pocket area (plus wagon 'meat') to last as long (and maybe a little longer) than the actual pocket did, but only if your run the most effective airlift you can. Don't ignore the airlift because it didn't fully supply the pocket in real life—it is not a useless gesture, but an effective method to extend the life of your pocket. If you are up against a Russian player who decides to attack the pocket all-out in order to attempt to pull off a sudden death victory before the value of Stalingrad alone no longer wins the game, march everyone you can into the city hexes themselves and the ones immediately around them, go ahead and burn some supply to hedgehog heavily, move the SPs into the city itself, and don't forget to cause havoc with the Soviet player in other theaters. Chances are he will all but destroy himself on the city and even if he doesn't, he will expend all his resources on that one object and still fail to obtain it in time. Don't be fooled into thinking the guy playing the Russians has come up with some sort of game winning technique—he hasn't.

If the Red player doesn't fall for the siren's song of a quick win by killing the pocket as quickly as possible, you'll want to make as large a pocket as you can to tie down large numbers of Soviet units. Admittedly, if he doesn't make pocket reduction his main effort, these will be third-rate units—but a unit is a unit in this case and if he leaves himself too open it might be time for the pocket to launch a minor sortie to remind him how dangerous the pocketed troops are.

Keep a cool head, watch your logistics, and get your licks in when you can. Remember to save a little supply each turn you can so you can be ready to get a big push put together toward the end of the game. You'll need to let many small opportunities pass unused to allow a build-up for something worth the price.

Scenario 1: The Winter Campaign in Southern Russia

This scenario examines the entire campaign on all four maps. It is a major (and profitable) undertaking, but if you are new to the OCS or just new to the OCS version 2.0 rules, check out scenarios 3 and/or 4 to work up to speed in the rules before tackling this one. If you are like me and the guys I know ("Play something other than the 'campaign game' ? Why?"), dive right in. Soviet players might want to brush up their skills (and plans) using scenario 2, first.

Map Area: All

First Turn: 1

Last Turn: As per 1.5

Game Length: 34 turns or a little less based on 1.5

Weather:

Volga: Ice Pak

Major Rivers: Thawed

Minor Rivers: Thawed

Special Rules: All Game Specific rules apply.

Axis Information:

Reserve Markers Available: 30

Dead Pile:

3 Pz Div (3-6 Pz Bn)

13 Pz Div (3-29 Pz Bn)

14 Pz Div (3-7 Pz Bn, 64 Motorcycle Bn, 103 Inf Rgt, 108 PG Rgt)

16 Pz Div (2-2, 2-10 Pz Bn, 16 PJ Bn, 79 PG Rgt)

24 Pz Div (3-24 Pz Bn, 26 PG Rgt, 40 PJ Bn)

22 Pz Div (2-240 Pz Bn)

23 Pz Div (3-201 Pz Bn)

5-5-8 AG Bn (177, 245)

Supply Sources:

As per 1.6.

German Gauge Railroads:

All railroads west and south of the frontline, up to the following railhead hexes:

D50.28, D40.30, C2.31, A61.33

Rail Cap: 17

Stalingrad a Fortress ? No

Set Up: (All units are German, unless noted otherwise.)

2nd Hungarian Army (All units Hungarian, unless noted otherwise.)

3 Hungarian Corps

A60.31: 3 Hun Corps HQ, 2T

A61.34: 7-2-2 Infantry Div (9), Level 1 Hedgehog

A62.33: 7-3-3 Infantry Div (6), Level 1 Hedgehog

A61.33: 12-1-1 Artillery Rgt (3)

24 German Panzer Corps

C1.30: 24 German Panzer Corps HQ, 2T

C1.33: 7-3-3 Infantry Div (20, less one step)

C2.32: 20-4-3 German Infantry Div (168, less one step)

C3.32: 7-3-3 Infantry Div (13, less one step)

C4.30: 7-2-2 Infantry Div (7), Level 1 Hedgehog

C4.29: 20-4-3 German Infantry Div (336)

4 Hungarian Corps

C3.28: 4 Hun Corps HQ, 2T

C5.29: 7-2-2 Infantry Div (10), Level 1 Hedgehog

C5.28: 7-3-3 Infantry Div (12)

C4.28: 12-1-1 Artillery Rgt (4)

7 Hungarian Corps

C5.26: 7 Hun Corps HQ, 12-1-1 Artillery Rgt (7), 2T

C6.26: 7-2-2 Infantry Div (19), Level 1 Hedgehog

C6.25: 7-2-2 Infantry Div (23)

Army Reserve

A61.29: 1 Hun Panzer Div (2-30 Pz Bn, 1 Infantry Rgt, 5 Arty Bn)

A62.27: 1 Hun Panzer Div (1-30 Pz Bn, 1 Rec Arm Recon Bn, 1 Arty Bn)

A60.31: 1 Hun Panzer Div (51 PJ Bn, Organic Truck), 6 SPs

Army Troops

C4.27: 6-1-1 Artillery Bn (150)

C2.31: 8-1-1 Artillery Bn (101)

8th Italian Army (All units Italian, unless noted otherwise)

Alpini Corps

C2.22: Alpini Corps HQ, 4-5-3 Ski Bn (M.Cerv), 3-4-3 Assault Engineer Bn (30), 2 SPs

C4.23: 20-2-2 Artillery Rgt (11)

C5.22: 9-2-2 Artillery Bn (24, 32)

C6.24: 13-4-3 Mountain Infantry Div (Trdnina), Level 1 Hedgehog

C5.23: 13-4-3 Mountain Infantry Div (Julia)

C6.21: 13-4-3 Mountain Infantry Div (Cuneense), Level 1 Hedgehog

2 Italian Corps

C11.18: 2 It Corps HQ, 3-3-3 German Police Rgt (14 SS), 4-3-3 MG Bn (2, 102), 3-4-3 Assault Engineer Bn (2), 2T

C10.18: 20-2-2 Artillery Rgt (2)

C8.19: 12-2-2 Artillery Bn (31)

C9.20: 8-3-3 Blk Rgt (23 Mar)

C8.20: 12-3-3 Infantry Div (Cosseria), Level 1 Hedgehog

C10.19: German Breakdown Rgt

C11.19: 12-3-3 Infantry Div (Ravenna), Level 1 Hedgehog

35 Italian Corps

C14.16: 35 It Corps HQ, 20-2-1 Artillery Rgt (30), 3-4-3 Assault Engineer Bn (15), 2T

C13.17: 9-2-2 Artillery Bn (34, 50)

C12.18: 4-3-3 MG Bn (104)

C14.17: 8-3-3 Blk Rgt (3 Gen)

C13.18: 12-3-3 Infantry Div (Pasubio), Level 1 Hedgehog

C15.17: 20-4-3 German Infantry Div (298), Level 1 Hedgehog

29 German Corps

C14.10: 29 German Corps HQ, 2T

C19.12: 12-2-2 Artillery Bn (73)

C17.15: 12-3-3 Infantry Div (Torino, less one step), Level 1 Hedgehog

C19.13: 20-4-3 German Infantry Div (62, less two steps), Level 1 Hedgehog

C23.13: 12-3-3 Infantry Div (Szfzrsca, less one step), Level 1 Hedgehog

C16.15: Breakdown Rgt

C22.12: Breakdown Rgt

C18.13: German Breakdown Rgt

C20.12: German Breakdown Rgt

C23.11: D'Aosta Div (6 Brs Bicycle Rgt, 13 AG Bn)

C22.11: D'Aosta Div (67 Brs Pz Bn, 3 Brs Bicycle Rgt, 47 Brs Motorcycle Bn, 99 Mortar Bn)

C22.10: D'Aosta Div (120 Artillery Rgt, Organic Truck), 1 SP

Army Troops

C9.04: 1-0-3 Ter Bn (215, 217, 218), 2-3-3 Croat Infantry Rgt (Legion), 4 SPs

C6.10: 1-0-3 Ter Bn (247)

C4.15: 1-0-3 Ter Bn (441)

C11.12: Wagon Extender

C11.15: 1-0-3 Ter Bn (450)

C16.12: 1-0-3 Ter Bn (454)

C11.07: 4-3-3 MG Bn (109, 156)

C15.11: 5-4-6 German AG Bn (393)

A43.17: 6-1-3 Security Div (Vicenza), 6-2-2 German Security Div (403)

A49.24: 6-4-4 Cavalry Brigade (Barbo)

3rd Rumanian Army (All units Rumanian, unless noted otherwise)

1 Rumanian Corps
C25.10: 1 Rum Corps HQ, 2T
C27.13: 1-2-4 Cavalry Bn (51)
C26.11: 16-1-1 Artillery Rgt (8 Hvy)
C24.12: Breakdown Rgt
C25.12: 12-2-2 Infantry Div (7, less two step), Level 1 Hedgehog
C26.12: Breakdown Rgt
C28.12: Breakdown Rgt
C28.11: 12-3-3 Infantry Div (11, less two steps), Level 1 Hedgehog
C29.11: Breakdown Rgt

2 Rumanian Corps
C30.06: 2 Rum Corps HQ
C31.10: 16-1-1 Artillery Rgt (2 Hvy), 2T
C32.11: Breakdown Rgt, 1-3-4 Cavalry Bn (52)
C30.10: 12-3-3 Infantry Div (9, less one step)
C31.11: 12-2-2 Infantry Div (14, less one step)

5 Rumanian Corps
C32.06: 5 Rum Corps HQ, 2 SPs
C34.09: 16-1-1 Artillery Rgt (5 Hvy)
C34.10: 12-2-2 Infantry Div (5, less one step), Level 1 Hedgehog
C35.11: 12-2-2 Infantry Div (6, less one step), Level 1 Hedgehog
C33.11: Breakdown Rgt, 1-3-4 Cavalry Bn (55)
C35.10: Breakdown Rgt

4 Rumanian Corps
C37.07: 4 Rum HQ, 2T
C37.08: 16-1-1 Artillery Rgt (4 Hvy), 1-2-4 Cavalry Bn (54)
C36.08: 12-3-3 Infantry Div (13, less two steps), Level 1 Hedgehog
C35.08: 12-2-2 Infantry Div (15, less two steps)
C38.08: 7-4-4 Cavalry Bde (1)
C35.09: Breakdown Rgt
C37.09: Breakdown Rgt

48 German Panzer Corps (more accurately, Panzer Reserve Heim)
C33.08: 1 Rum Panzer Div (1-1, 2-1 Pz Bn, 3, 4 Infantry Rgt, 1 Arty Rgt, PzJg PJ Bn, Organic Truck), 1 SP + 2T
C33.07: 8-3-3 German Infantry Rgt (190), 2-3-3 German Bicycle Bn (162), 3-3-7 German PJ Bn (162) (Known as KG Simons)

w/i 1 C30.05: 22 German Panzer Div (1-240 Panzer Bn, 129 Infantry Rgt, 24 Motorcycle Bn, 140 PJ Bn, 140 Artillery Rgt, Organic Truck), 3-3-7 German PJ Bn (611), 48 German Pz Corps HQ, 2 SPs

w/i 1 C37.05: 14 German Panzer Div (2-36 Pz Bn, 4 PJ Bn, 670 PJ Bn, 4 Artillery Rgt, Organic Truck), 3T
C38.07: 4-4-3 German PJ KG (Lepper)

Army Troops
C24.07: 1-2-2 Rum Infantry Bn (430)
C29.09: 5-3-3 Dismounted Rum Cav Bde (7 Cav)
C34.03: Wagon Extender
C24.01: Wagon Extender

6th Army (All units German, unless noted otherwise)

11 German Corps
C43.04: 11 Corps HQ
C40.07: 2x German Breakdown Rgt, Level 1 Hedgehog
C39.08: Breakdown Rgt, 3-3-7 PJ Bn (521), Level 1 Hedgehog
C42.07: 2x Breakdown Rgt, Level 1 Hedgehog
C41.06: 10-2-3 Werfer Bn (1-51)
C44.04: 10-2-3 Werfer Bn (2-51)
C41.07: 20-3-3 Infantry Div (376, less two steps), Level 1 Hedgehog
C43.07: 20-4-3 Infantry Div (44, less two steps), Level 1 Hedgehog
C45.05: 20-4-3 Infantry Div (384, less two steps)
C45.06: Breakdown Rgt, Level 1 Hedgehog

8 German Corps
C47.02: Level 1 Hedgehog
C48.02: 8 Corps HQ, 9-2-1 Artillery Bn (851), Level 1 Hedgehog
C47.03: 9-2-1 Artillery Bn (2-53), 10-2-3 Werfer Bn (3-53)
C47.04: 20-4-3 Infantry Div (76, less two steps), Level 3 Hedgehog
C46.04: 2x Breakdown Rgt, Level 3 Hedgehog
C49.03: 20-4-3 Infantry Div (113, less two steps), Level 3 Hedgehog
C48.03: 2x Breakdown Rgt, Level 3 Hedgehog
D47.35: Level 1 Hedgehog
D47.34: Level 1 Hedgehog

14 Panzer Corps
C49.02: 14 Pz HQ, 5-5-3 MG Bn (9 MG)
C50.03: 60 Mtr Div (120 Infantry Rgt), Level 3 Hedgehog
C50.02: 60 Mtr Div (160 Pz Bn, 92 Infantry Rgt, Organic Truck), 3 Mtr Div (8 Infantry Rgt, 53 Motorcycle Bn), Level 3 Hedgehog
C50.01: 60 Mtr Div (160 Artillery Rgt), 12-2-3 Werfer Bn (1-2, 3-2), 10-2-3 Werfer Bn (2-2), 8-2-1 Artillery Bn (849)

C51.03: 60 Mtr Div (160 Motorcycle Bn, 160 PJ Bn), Level 3 Hedgehog
C52.02: 3 Mtr Div (29 Infantry Rgt, 3 Artillery Rgt, Organic Truck), Level 3 Hedgehog
C53.03: 3 Mtr Div (103 Pz Bn, 3 PJ Bn), Level 3 Hedgehog
C51.02: 16 Pz Div (1-2 Pz Bn, 64 Inf Rgt, 16 Motorcycle Bn, 16 Artillery Rgt, Organic Truck)
C54.02: 20-4-3 Infantry Div (94, less two steps), Level 3 Hedgehog

51 German Corps
C52.01: 24 Pz Div (2-24 Pz Bn, 89 Artillery Rgt, Organic Truck), 9-2-1 Artillery Bn (2-64, 430, 2-46)
D51.35: 51 Corps HQ, 4-2-1 Artillery Bn (101), 10-2-3 Werfer Bn (3-51, 1-53, 2-53), 9-2-1 Artillery Bn (631), 4-2-2 Artillery Bn (2-54), 5 Wagon Points, 15 SPs
C53.02: 24 Pz Div (1-24, 4 Motorcycle Bn, 21 Infantry Rgt)
C53.01: 20-4-3 Infantry Division (389, less one step & 79, less one step)
D52.34: 15-4-3 JG Div (100, less one step), 5-4-3 Croat Infantry Rgt (369), 5-5-8 AG Bn (244)
D51.34: 20-4-3 Infantry Div (295, less two steps; 71, less one step; 305, less three steps)
D50.34: 9-2-1 Artillery Bn (616, 855), 12-2-1 Artillery Bn (733), Wagon Extender
D48.35: Breakdown Rgt

Army Troops:
D41.34: 1-3-2 Police Bn (541), Wagon Extender
C24.01: 1-3-2 Police Bn (571)
D44.34: Wagon Extender

4th Panzer Army (All units German, unless noted otherwise)

4 German Corps
D48.32: 4 Corps HQ, Level 1 Hedgehog
D49.33: 9-2-1 Artillery Bn (800), 4-2-1 Artillery Bn (2-72)
D50.33: 20-4-3 Infantry Div (371, less one step), Level 1 Hedgehog
D50.32: 20-4-3 Infantry Div (297, less two steps), Level 1 Hedgehog
D50.31: Breakdown Rgt, 5-5-8 AG Bn (243), Level 1 Hedgehog

6 Rumanian Corps
D52.26: 6 Rum Corps HQ, 2T
D52.28: 16-1-1 Rumanian Artillery Rgt (1 Hvy), 1-3-4 Rumanian Cavalry Bn (56), 2T
D50.30: 12-3-3 Rumanian Infantry Div (20, less two steps), Level 2 Hedgehog

D51.30: 2x Rumanian Breakdown Rgt, Level 1 Hedgehog

D53.29: 2x Rumanian Breakdown Rgt, Level 1 Hedgehog

D52.29: 12-2-2 Rumanian Infantry Div (2, less two steps)

D53.27: 12-3-3 Rumanian Infantry Div (18)

D53.26: 12-2-2 Rumanian Infantry Div (1)

D53.24: 12-3-3 Rumanian Infantry Div (4)

D53.22: 7-4-4 Rumanian Cavalry Bde (5)

7 Rumanian Corps

D50.18: 7 Rum Corps HQ, 2T

D52.16: 7-4-4 Rumanian Cavalry Bde (8), 16-1-1 Rumanian Artillery Rgt (7 Hvy)

D52.19: 1-2-4 Rumanian Cavalry Bn (57)

D37.18: 1 SP

Army troops:

w/i 5 D48.01: 16 Mtr Div (126 Pz Bn, 165 Motorcycle Bn, 60, 156 Infantry Rgt, 228 PJ Bn, 146 Artillery Rgt, Organic Truck), 2 SPs, 1-3-3 Kalmyk Infantry Bn (450, 782, 811)

w/i 1 D47.30: 29 Mtr Div (129 Pz Bn, 71 Infantry Rgt, 15 Infantry Rgt, 29 Motorcycle Bn, 29 PJ Bn, 29 Artillery Rgt, Organic Truck), 2 SPs

D37.18: 2-3-3 Bicycle Bn (326), 1-3-2 Police Bn (551)

D44.23: 1-3-2 Police Bn (521)

D46.21: Wagon Extender

German Rear Security and Reserve Forces (All German)

B60.05: 6-2-2 Security Div (454)

A34.30: 6-3-2 Security Div (213, less one step)

D24.29: (1)-2-5 Railroad Repair Bn (83), 1T

D12.27: (1)-2-5 Railroad Repair Bn (511)

D35.33: (1)-2-5 Railroad Repair Bn (514)

Any hex of Kharkov: 1-3-2 Police Bn (698), 4-2-1 Artillery Bn (1-77), 10-2-3 Werfer Bn (1-1, 2-1, 3-1, 1-52, 2-52, 3-52), 10 Wagon Points, 10 SPs

B62.15: 3-3-3 Police Rgt (6 SS), 1T

B59.34: 3-3-3 Police Rgt (10 SS), 1T

D18.27: 3-3-3 Police Rgt (11 SS), 1T

A56.10: 8-5-3 Infantry Rgt (Lehr), 5 SPs

A11.19: 1T

A13.02: 1T

B14.27: 1T

B42.26: 1T

D6.27: 1T

D19.03: 1T

Set up anywhere west of the front line:
Truck Points: 10

Air Bases

Level 3: A11.19, A28.24, B14.27

Level 2: A13.02, B42.26, B59.34, B62.15, D18.27, D24.29, D41.34, D48.35

Level 1: A60.31, C4.15, C9.04, C32.06, D6.27, D19.03, D51.35

Air Units:

German:

3x Me109g

2x Fw190a

4x Ju87d

2x Me110e

4x Ju88a

3x He111h

1x Ju52

Rumanian:

2x Me109e

1x He111h

1x SM79b

1x Ju87b

Italian:

1x MC202

1x SM81

Hungarian:

1x Mixed Fighter

1x Mixed Tactical Bomber

Released Forces:

None

Reinforcements:

As per the main Order of Arrival. Supply as per the Supply Table.

Variable Reinforcement Holding Box:

SS-W PG Division (Wiking Rec Bn, Wiking Pz Bn, Ger, Nordld, Wstld Inf Rgt, Wiking PJ Bn, 5 Artillery Rgt, 2x Organic Truck)

3 Pz Division (3 Motorcycle Bn, 1-6, 2-6 Pz Bn, 3 Inf Rgt, 394 PG Rgt, 543 PJ Bn, 75 Artillery Rgt, Organic Truck)

13 Pz Division (43 Motorcycle Bn, 1-4, 2-4 Pz Bn, 66 Inf Rgt, 93 PG Rgt, 13 PJ Bn, 13 Artillery Rgt, Organic Truck)

23 Pz Division (23 Motorcycle Bn, 1-201, 2-201 Pz Bn, 126 Inf Rgt, 128 PG Rgt, 128 Artillery Rgt, Organic Truck)

with each variable Panzer Division entering play, load each Organic Truck Point fully with SPs.

Variable Reinforcements:

As per the Axis Variable Reinforcement Table

Soviet Information:

Reserve Markers Available: 25

Dead Pile:

16 Tk Corps (107 Tank Bde)

6-2-5 Tank Bde (64, 84, 148)

4-2-2 Infantry Bde (115, 149, 160)

12-2-2 Infantry Division (112, 193)

11-1-1 Infantry Division (284, 308)

14-4-3 Infantry Div (37 Gd, 39 Gd)

Supply Sources:

As per 1.7.

Soviet Gauge Railroads:

All railroads east and north of the German railheads.

Rail Cap: As per the Soviet Supply Table, on the Soviet Play Aid.

Set Up:

All set ups are free in the Army Map Zone given except for those units with specific hex assignments

Voronezh Front

40th Army

C13.31: 40 Army HQ

13-3-3 Inf Div (25 Gd)

12-2-2 Infantry Div (6, 100, 206)

4-2-2 Inf Bde (129)

7-3-6 Tank Bde (14)

6-2-5 Tank Bde (116)

3x Breakdown Regiments

4 Hedgehog points

18 Ind Rifle Corps (Later 69th Army)

May be included with either 40th Army and/or 6th Army for supply purposes.

12-2-2 Infantry Div (161)

6-2-5 Tk Bde (137)

4-2-4 Tk Bn (292)

4x Breakdown Regiments

2 Hedgehog points

6th Army

C17.25: 6th Army HQ

12-2-2 Infantry Div (160, 172, 267)

11-1-1 Infantry Div (127, 219, 270, 309, 350)

7-3-6 Tank Bde (115)

4-2-4 Tank Bn (82, 212)

4-2-2 Infantry Bde (106)

3-2-3 Infantry Bde (1 Light)

26-1-1 Artillery Bde

75-1-0 Katyusha Bde

(1)-0-0 Pontoon Grp (6 Ar)

4 Hedgehog points

Voronezh Front Units

Anywhere East of the Don River, North of Cxx.15, to the map edge
(1)-0-3 Railroad Repair Rgts (Voro, Voro)

Southwest Front

1st Guards Army
C28.21: 1st Guard Army HQ
(1)-0-0 Pontoon Group (1 Gd)
13-3-3 Infantry Div (1)
11-1-1 Infantry Div (266)
12-2-2 Infantry Div (153, 197, 203, 278)
7-3-3 Infantry Bde (22)
2 Hedgehog points

5th Tank Army

C32.12: 5th Tank Army HQ
(1)-0-0 Pontoon Group (5 Tank)
3x 75-1-0 Katyusha Bde
2x 26-1-1 Artillery Bdes
14-4-3 Infantry Div (14 Gd)
13-3-3 Infantry Div (50 Gd, 159)
8 Cav Corps (21, 55, 112 Cav Bdes)
8-4-8 Tank Bde (8 Gd)
12-2-2 Infantry Div (47 Gd, 119, 346)
26 Tk Corps (19, 157, 216 Tank Bdes, 14 Infantry Bde)
1 Tk Corps (89, 117, 159 Tank Bdes, 44 Infantry Bde)
8-4-6 Motorcycle Rgt (8 MC)
C37.15: Wagon Extender

21st Army

C37.11: 21st Army HQ, (1)-0-0 Pontoon Group (SW)
75-1-0 Katyusha Bde
2x 26-1-1 Artillery Bdes
12-2-2 Infantry Div (96, 293, 333)
12-2-2 Mountain Infantry Div (63)
5-4-8 Tank Bn (1 Gd, 2 Gd, 4 Gd)
3 Gd Cavalry Corps (5 Gd, 6 Gd, 32 Cavalry Bdes)
4 Tk Corps (45, 69, 102 Tank Bdes, 4 Infantry Bde)
13-3-3 Infantry Div (51 Gd)
11-1-1 Infantry Div (277)
3-2-3 Infantry Bde (5 Light)

Southwest Front Units

With any of the above South West Front armies or anywhere North of the Don River on Map C

(1)-0-3 Railroad Repair Rgt (SW, SW)
C33.17: 1 Gd M Corps (1 Gd, 2 Gd, 3 Gd Mech Bde, 16 Gd, 17 Gd Tank Bn, 116 Gd Artillery Rgt)

Don Front

65th Army

C40.09: 65th Army HQ
C40.10: (1)-0-0 Pontoon Group (Don)
26-1-1 Artillery Bde
2x 75-1-0 Katyusha Bde
13-3-3 Infantry Div (4 Gd, 27 Gd, 40 Gd, 258)
7-3-6 Tank Bde (91)
6-2-5 Tank Bde (121)
11-1-1 Infantry Div (252, 304)
12-2-2 Infantry Div (23, 24, 321)
4 Hedgehog points

24th Army

C47.08: 24th Army HQ
2x 26-1-1 Artillery Bdes
75-1-0 Katyusha Bde
(5)-1-1 UR Bde (54)
12-2-2 Infantry Div (49, 84, 120, 273, 298)
11-1-1 Infantry Div (173, 214, 233)
10-0-1 Infantry Div (260)
16 Tk Corps (109, 164 Tank Bde, 15 Infantry Bde)
6-2-5 Tank Bde (10)
4 Hedgehog points

66th Army

C55.05: 66th Army HQ
26-1-1 Artillery Bde
75-1-0 Katyusha Bde
10-0-1 Infantry Div (299)
11-1-1 Infantry Div (99, 116, 226, 343)
6-2-5 Tank Bde (58)
12-2-2 Infantry Div (64)
4 Hedgehog points

Don Front Units

With any of the above Don Front armies or anywhere North of the Don River on Map C

(1)-0-0 Pontoon Group (Don)
C43.15: (5)-1-1 UR Bde (159)

Stalingrad Front

62nd Army

C54.01: 62nd Army HQ
2x 75-1-0 Katyusha Rgt
26-1-1 Artillery Bde
12-2-2 Infantry Div (45, 95)
11-1-1 Infantry Div (138)
4-2-2 Infantry Bde (42, 92, 124)
14-4-3 Infantry Div (13 Gd)

64th Army

D52.30: 64th Army HQ
7 Rifle Corps (93, 96, 97 Infantry Bde)
75-1-0 Katyusha Bde
3-2-1 Cadet Rgt (Vinca)
11-1-1 Infantry Div (38)
12-2-2 Infantry Div (29, 157)
13-3-3 Infantry Div (36 Gd)
10-0-1 Infantry Div (204)

3-2-3 Infantry Bde (20 Light)
3-2-2 Naval Bde (154)
3-1-1 Naval Bde (66)
7-3-6 Tank Bde (56)
6-2-5 Tank Bde (13)
(5)-1-1 UR Bde (118)

57th Army

D55.30: 57th Army HQ
75-1-0 Katyusha Bde
26-1-1 Artillery Bde
1-1-2 Naval Bn (156)
11-1-1 Infantry Div (169, 422)
13 Tk Corps (17, 61, 62 Mech Infantry Bde)
3-1-1 Infantry Bde (143)
7-3-6 Tank Bde (90, 235)
4-2-4 Tk Bn (41)

51st Army

D59.25: 51st Army HQ
(5)-0-1 UR Bde (76)
75-1-0 Katyusha Bde
26-1-1 Artillery Bde
14-4-3 Infantry Div (15 Gd)
7-3-6 Tank Bde (254)
11-1-1 Infantry Div (126, 302)
12-2-2 Infantry Div (91)
7-3-3 Infantry Bde (38)
4 M Corps (36, 59, 60 Mech Infantry Bde, 55, 158 Tank Bn)
4 Cav Corps (61, 81 Cavalry Bde)

Stalingrad Front Troops

Anywhere either East of the Volga River or South of the Volga (provided units south of the southern part of the Volga are also East of D54.xx)

12-2-2 Infantry Div (300)
(1)-0-0 Pontoon Group (Stgrd, Stgrd)
(1)-0-0 Pontoon Bn (8 Hvy)
(1)-0-3 Railroad Repair Rgt (Stgrd)
6-2-5 Tank Bde (85)
(5)-1-1 UR Bde (77, 115, 156)
4-2-4 Tank Bn (35, 166)
15-1-1 Artillery Rgt (5, 400)
26-1-1 Artillery Bde

Supply Dumps:

C13.31: 4 SPs
C17.25: 4 SPs
C28.21: 8 SPs
C34.12: 30 SPs
C43.15: 15 SPs
C51.08: 4 SPs
C62.18: 5 SPs
C54.01: 5 SPs
D62.28: 20 SPs
C34.25: 4 SPs

Set up anywhere east of the front line:

Truck Points: 10
Wagon Points: 20

28th Army (right wing)

28th Army Off-Map Holding Box:
28th Army HQ, 12-2-2 Infantry Div (34 Gd, 248), 7-3-6 Tank Bde (6 Gd), 4-2-2 Infantry Bde (52, 152, 159), (5)-0-1 UR Bde (78, 116), 2x Truck Points, 2 SPs.

Air Bases

Level 2: C58.06, C51.14, C34.24, C28.21, C14.31

Level 1: C46.31, C40.19, C17.25, C23.34, D61.33

Air Units:

- 8x Po-2
- 10x IL-2m
- 4x Pe-2
- 2x SB-2
- 4x Yak-7b
- 1x I-16
- 4x IL-4
- 4x Yak-1
- 3x La-5

Released Forces:

None

Reinforcements:

As per the main Order of Arrival. Supply as per the Supply Table.

Variable Reinforcements:

As per the Soviet Variable Reinforcement Table.

Victory:

As per 5.0.

Scenario 2: The Uranus Offensive

This scenario deletes most of the special rules which give scenario 1 its campaign character. It is designed for players who want to A) have a smaller version of the opening moves of the game, B) get in there and mix it up, and C) find out what was possible with no-holds barred. Essentially, **Stalingrad Pocket's** big-brother.

Players wanting to examine the historical actions in a smaller setting—either because of space restrictions or in preparation for a campaign game—can play using all the special rules.

Map Area: Maps C & D, only

First Turn: 1

Last Turn: 4

Game Length: 4 turns

Weather:

Volga: Ice Pak

Major Rivers: Thawed

Minor Rivers: Thawed

Scenario Special Rules:

The following special rules **DO** apply:
1.0 (all), 2.1 through 2.3, 2.7 through 2.9, 3.1, 3.2, 3.4 through 3.6, 3.9, 3.10

The following **DO NOT** apply: 2.4, through 2.6, 2.10 through 2.13, 3.3, 3.7, 3.8, 3.11, 3.12

The German player cannot make more than two Alert Battalion Rolls.

Axis Information:

Reserve Markers Available: 20

Supply Sources:

Any road or rail hex leading off the west map edge.

German Gauge Railroads:

All railroads west and south of the frontline, up to the following railhead hexes:

D50.28, D40.30, C2.31

Rail Cap: 17

Stalingrad a Fortress ? NA

Set Up: (All units are German, unless noted otherwise.)

2nd Hungarian Army (All units Hungarian, unless noted otherwise.)

24 German Panzer Corps

C1.30: 24 German Panzer Corps HQ, 2T

C1.33: 7-3-3 Inf Div (20, less one step)

C2.32: 20-4-3 German Inf Div (168, less one step)

C3.32: 7-3-3 Inf Div (13, less one step)

C4.30: 7-2-2 Inf Div (7), Level 1 Hedgehog

C4.29: 20-4-3 German Inf Div (336)

4 Hungarian Corps

C3.28: 4 Hun Corps HQ, 2T

C5.29: 7-2-2 Inf Div (10), Level 1 Hedgehog

C5.28: 7-3-3 Inf Div (12)

C4.28: 12-1-1 Arty Rgt (4)

7 Hungarian Corps

C5.26: 7 Hun Corps HQ, 12-1-1 Arty Rgt (7), 2T

C6.26: 7-2-2 Inf Div (19), Level 1 Hedgehog

C6.25: 7-2-2 Inf Div (23)

Army Troops

C4.27: 6-1-1 Arty Bn (150)

C2.31: 8-1-1 Arty Bn (101)

8th Italian Army (All units Italian, unless noted otherwise)

Alpini Corps

C2.22: Alpini Corps HQ, 4-5-3 Ski Bn (M.Cerv), 3-4-3 Assault Engineer Bn (30), 2 SPs

C4.23: 20-2-2 Arty Rgt (11)

C5.22: 9-2-2 Arty Bn (24, 32)

C6.24: 13-4-3 Mtn Div (Trdnina),

Level 1 Hedgehog

C5.23: 13-4-3 Mtn Div (Julia)

C6.21: 13-4-3 Mtn Div (Cuneense),

Level 1 Hedgehog

2 Italian Corps

C11.18: 2 It Corps HQ, 3-3-3 German Police Rgt (14 SS), 4-3-3 MG Bn (2, 102), 3-4-3 Assault Engineer Bn (2), 2T

C10.18: 20-2-2 Arty Rgt (2)

C8.19: 12-2-2 Arty Bn (31)

C9.20: 8-3-3 Blk Rgt (23 Mar)

C8.20: 12-3-3 Inf Div (Cosseria),

Level 1 Hedgehog

C10.19: German Breakdown Rgt

C11.19: 12-3-3 Inf Div (Ravenna),

Level 1 Hedgehog

35 Italian Corps

C14.16: 35 It Corps HQ, 20-2-1 Arty Rgt (30), 3-4-3 Assault Engineer Bn (15), 2T

C13.17: 9-2-2 Arty Bn (34, 50)

C12.18: 4-3-3 MG Bn (104)

C14.17: 8-3-3 Blk Rgt (3 Gen)

C13.18: 12-3-3 Inf Div (Pasubio),

Level 1 Hedgehog

C15.17: 20-4-3 German Inf Div (298),

Level 1 Hedgehog

29 German Corps

C14.10: 29 German Corps HQ, 2T

C19.12: 12-2-2 Arty Bn (73)

C17.15: 12-3-3 Inf Div (Torino, less

one step), Level 1 Hedgehog

C19.13: 20-4-3 German Inf Div (62,

less two steps), Level 1 Hedgehog

C23.13: 12-3-3 Inf Div (Szczrsca, less

one step), Level 1 Hedgehog

C16.15: Breakdown Rgt

C22.12: Breakdown Rgt

C18.13: German Breakdown Rgt

C20.12: German Breakdown Rgt

C23.11: D'Aosta Div (6 Brs Bicycle

Rgt, 13 AG Bn)

C22.11: D'Aosta Div (67 Brs Pz Bn, 3

Brs Bicycle Rgt, 47 Brs Motorcycle Bn,

99 Mortar Bn)

C22.10: D'Aosta Div (120 Arty Rgt,

Organic Truck), 1 SP

Army Troops

- C9.04:** 1-0-3 Ter Bn (215, 217, 218), 2-3-3 Croat Inf Rgt (Legion), 4 SPs
- C6.10:** 1-0-3 Ter Bn (247)
- C4.15:** 1-0-3 Ter Bn (441)
- C11.12:** Wagon Extender
- C11.15:** 1-0-3 Ter Bn (450)
- C16.12:** 1-0-3 Ter Bn (454)
- C11.07:** 4-3-3 MG Bn (109, 156)
- C15.11:** 5-4-6 German AG Bn (393)

3rd Rumanian Army (All units Rumanian, unless noted otherwise)

- 1 Rumanian Corps
 - C25.10:** 1 Rum Corps HQ, 2T
 - C27.13:** 1-2-4 Cav Bn (51)
 - C26.11:** 16-1-1 Arty Rgt (8 Hvy)
 - C24.12:** Breakdown Rgt
 - C25.12:** 12-2-2 Inf Div (7, less two step), Level 1 Hedgehog
 - C26.12:** Breakdown Rgt
 - C28.12:** Breakdown Rgt
 - C28.11:** 12-3-3 Inf Div (11, less two steps), Level 1 Hedgehog
 - C29.11:** Breakdown Rgt

2 Rumanian Corps

- C30.06:** 2 Rum Corps HQ
- C31.10:** 16-1-1 Arty Rgt (2 Hvy), 2T
- C32.11:** Breakdown Rgt, 1-3-4 Cav Bn (52)
- C30.10:** 12-3-3 Inf Div (9, less one step)
- C31.11:** 12-2-2 Inf Div (14, less one step)

5 Rumanian Corps

- C32.06:** 5 Rum Corps HQ, 2 SPs
- C34.09:** 16-1-1 Arty Rgt (5 Hvy)
- C34.10:** 12-2-2 Inf Div (5, less one step), Level 1 Hedgehog
- C35.11:** 12-2-2 Inf Div (6, less one step), Level 1 Hedgehog
- C33.11:** Breakdown Rgt, 1-3-4 Cav Bn (55)
- C35.10:** Breakdown Rgt

4 Rumanian Corps

- C37.07:** 4 Rum HQ, 2T
- C37.08:** 16-1-1 Arty Rgt (4 Hvy), 1-2-4 Cav Bn (54)
- C36.08:** 12-3-3 Inf Div (13, less two steps), Level 1 Hedgehog
- C35.08:** 12-2-2 Inf Div (15, less two steps)
- C38.08:** 7-4-4 Cav Bde (1)
- C35.09:** Breakdown Rgt
- C37.09:** Breakdown Rgt

48 German Panzer Corps

- (more accurately, Panzer Reserve Heim)
- C33.08:** 1 Rum Panzer Div (1-1, 2-1 Pz Bn, 3, 4 Inf Rgt, 1 Arty Rgt, PzJg PJ Bn, Organic Truck), 1 SP + 2T

- C33.07:** 8-3-3 German Inf Rgt (190), 2-3-3 German Bicycle Bn (162), 3-3-7 German PJ Bn (162) (Known as KG Simons)
- w/i 1 C30.05:** 22 German Panzer Div (1-240 Panzer Bn, 129 Inf Rgt, 24 Motorcycle Bn, 140 PJ Bn, 140 Arty Rgt, Organic Truck), 3-3-7 German PJ Bn (611), 48 German Pz Corps HQ, 2 SPs
- w/i 1 C37.05:** 14 German Panzer Div (2-36 Pz Bn, 4 PJ Bn, 670 PJ Bn, 4 Arty Rgt, Organic Truck), 3T
- C38.07:** 4-4-3 German PJ KG (Lepper)

Army Troops

- C24.07:** 1-2-2 Rum Inf Bn (430)
- C29.09:** 5-3-3 Dismounted Rum Cav Bde (7 Cav)
- C34.03:** Wagon Extender
- C24.01:** Wagon Extender

6th Army (All units German, unless noted otherwise)

- 11 German Corps
 - C43.04:** 11 Corps HQ
 - C40.07:** 2x Breakdown Rgt, Level 1 Hedgehog
 - C39.08:** Breakdown Rgt, 3-3-7 PJ Bn (521), Level 1 Hedgehog
 - C42.07:** 2x Breakdown Rgt, Level 1 Hedgehog
 - C41.06:** 10-2-3 Werfer Bn (1-51)
 - C44.04:** 10-2-3 Werfer Bn (2-51)
 - C41.07:** 20-3-3 Inf Div (376, less two steps), Level 1 Hedgehog
 - C43.07:** 20-4-3 Inf Div (44, less two steps), Level 1 Hedgehog
 - C45.05:** 20-4-3 Inf Div (384, less two steps)
 - C45.06:** Breakdown Rgt, Level 1 Hedgehog

8 German Corps

- C47.02:** Level 1 Hedgehog
- C48.02:** 8 Corps HQ, 9-2-1 Arty Bn (851), Level 1 Hedgehog
- C47.03:** 9-2-1 Arty Bn (2-53), 10-2-3 Werfer Bn (3-53)
- C47.04:** 20-4-3 Inf Div (76, less two steps), Level 3 Hedgehog
- C46.04:** 2x Breakdown Rgt, Level 3 Hedgehog
- C49.03:** 20-4-3 Inf Div (113, less two steps), Level 3 Hedgehog
- C48.03:** 2x Breakdown Rgt, Level 3 Hedgehog
- D47.35:** Level 1 Hedgehog
- D47.34:** Level 1 Hedgehog

14 Panzer Corps

- C49.02:** 14 Pz HQ, 5-5-3 MG Bn (9 MG)

- C50.03:** 60 Mtr Div (120 Inf Rgt), Level 3 Hedgehog
- C50.02:** 60 Mtr Div (160 Pz Bn, 92 Inf Rgt, Organic Truck), 3 Mtr Div (8 Inf Rgt, 53 Motorcycle Bn), Level 3 Hedgehog
- C50.01:** 60 Mtr Div (160 Arty Rgt), 12-2-3 Werfer Bn (1-2, 3-2), 10-2-3 Werfer Bn (2-2), 8-2-1 Arty Bn (849)
- C51.03:** 60 Mtr Div (160 Motorcycle Bn, 160 PJ Bn), Level 3 Hedgehog
- C52.02:** 3 Mtr Div (29 Inf Rgt, 3 Arty Rgt, Organic Truck), Level 3 Hedgehog
- C53.03:** 3 Mtr Div (103 Pz Bn, 3 PJ Bn), Level 3 Hedgehog
- C51.02:** 16 Pz Div (1-2 Pz Bn, 64 Inf Rgt, 16 Motorcycle Bn, 16 Arty Rgt, Organic Truck)
- C54.02:** 20-4-3 Inf Div (94, less two steps), Level 3 Hedgehog

51 German Corps

- C52.01:** 24 Pz Div (2-24 Pz Bn, 89 Arty Rgt, Organic Truck), 9-2-1 Arty Bn (2-64, 430, 2-46)
- D51.35:** 51 Corps HQ, 4-2-1 Arty Bn (101), 10-2-3 Werfer Bn (3-51, 1-53, 2-53), 9-2-1 Arty Bn (631), 4-2-2 Arty Bn (2-54), 5 Wagon Points 15 SPs
- C53.02:** 24 Pz Div (1-24, 4 Motorcycle Bn, 21 Inf Rgt)
- C53.01:** 20-4-3 Inf Division (389, less one step & 79, less one step)
- D52.34:** 15-4-3 JG Div (100, less one step), 5-4-3 Croat Inf Rgt (369), 5-5-8 AG Bn (244)
- D51.34:** 20-4-3 Inf Div (295, less two steps, 71, less one step, 305, less three steps)
- D50.34:** 9-2-1 Arty Bn (616, 855), 12-2-1 Arty Bn (733), Wagon Extender
- D48.35:** Breakdown Rgt

Army Troops:

- D41.34:** 1-3-2 Police Bn (541), Wagon Extender
- C24.01:** 1-3-2 Police Bn (571)
- D44.34:** Wagon Extender

4th Panzer Army (All units German, unless noted otherwise)

- 4 German Corps
 - D48.32:** 4 Corps HQ, Level 1 Hedgehog
 - D49.33:** 9-2-1 Arty Bn (800), 4-2-1 Arty Bn (2-72)
 - D50.33:** 20-4-3 Inf Div (371, less one step), Level 1 Hedgehog
 - D50.32:** 20-4-3 Inf Div (297, less two steps), Level 1 Hedgehog
 - D50.31:** Breakdown Rgt, 5-5-8 AG Bn (243), Level 1 Hedgehog

6 Rumanian Corps

D52.26: 6 Rum Corps HQ, 2T
D52.28: 16-1-1 Rumanian Arty Rgt (1 Hvy), 1-3-4 Rumanian Cav Bn (56), 2T
D50.30: 12-3-3 Rumanian Inf Div (20, less two steps), Level 2 Hedgehog
D51.30: 2x Rumanian Breakdown Rgt, Level 1 Hedgehog
D53.29: 2x Rumanian Breakdown Rgt, Level 1 Hedgehog
D52.29: 12-2-2 Rumanian Inf Div (2, less two steps)
D53.27: 12-3-3 Rumanian Inf Div (18)
D53.26: 12-2-2 Rumanian Inf Div (1)
D53.24: 12-3-3 Rumanian Inf Div (4)
D53.22: 7-4-4 Rumanian Cav Bde (5)

7 Rumanian Corps

D50.18: 7 Rum Corps HQ, 2T
D52.16: 7-4-4 Rumanian Cav Bde (8), 16-1-1 Rumanian Arty Rgt (7 Hvy)
D52.19: 1-2-4 Rumanian Cav Bn (57)
D37.18: 1 SP

Army troops:

w/i 1 D47.30: 29 Mtr Div (129 Pz Bn, 71, 15 Inf Rgt, 29 Motorcycle Bn, 29 PJ Bn, 29 Arty Rgt, Organic Truck), 2 SPs
D37.18: 2-3-3 Bicycle Bn (326), 1-3-2 Police Bn (551)
D44.23: 1-3-2 Police Bn (521)
D46.21: Wagon Extender

German Rear Security and Reserve Forces (All German)

D24.29: (1)-2-5 Railroad Repair Bn (83), 1T
D12.27: (1)-2-5 Railroad Repair Bn (511)
D35.33: (1)-2-5 Railroad Repair Bn (514)
D18.27: 3-3-3 Police Rgt (11 SS), 1T
D6.27: 1T
D19.03: 1T

Set up anywhere west of the front line:
 Truck Points: 10

Air Bases

Level 2: D18.27, D24.29, D41.34, D48.35
Level 1: C4.15, C9.04, C32.06, D6.27, D19.03, D51.35

Air Units:

German:
 3x Me109g
 2x Fw190a
 4x Ju87d
 2x Me110e
 4x Ju88a
 3x He111h
 1x Ju52

Rumanian:

2x Me109e
 1x He111h
 1x SM79b
 1x Ju87b

Italian:

1x MC202
 1x SM81

Released Forces:

None

Reinforcements:

14 SPs per turn.

Variable Reinforcement Holding Box

None

Variable Reinforcements:

None

Soviet Information:

Reserve Markers Available: 25

Supply Sources:

As per 1.7.

Soviet Gauge Railroads:

All railroads east and north of the German railheads.

Rail Cap: As per the Soviet Supply Table, on the Soviet Play Aid.

Set Up:

All set ups are free in the Army Map Zone given except for those units with specific hex assignments

Voronezh Front

40th Army
C13.31: 40 Army HQ
 13-3-3 Inf Div (25 Gd)
 12-2-2 Inf Div (6, 100, 206)
 4-2-2 Inf Bde (129)
 7-3-6 Tk Bde (14)
 6-2-5 Tk Bde (116)
 3x Breakdown Regiments
 4 Hedgehog points

18 Ind Rifle Corps (Later 69th Army)

May be included with either 40th Army and/or 6th Army for supply purposes.
 12-2-2 Inf Div (161)
 6-2-5 Tk Bde (137)
 4-2-4 Tk Bn (292)
 4x Breakdown Regiments
 2 Hedgehog points

6th Army

C17.25: 6th Army HQ
 12-2-2 Inf Div (160, 172, 267)
 11-1-1 Inf Div (127, 219, 270, 309, 350)
 7-3-6 Tk Bde (115)
 4-2-4 Tk Bn (82, 212)
 4-2-2 Inf Bde (106)
 3-2-3 Inf Bde (1 Light)
 26-1-1 Arty Bde
 75-1-0 Katyusha Bde
 (1)-0-0 Pontoon Grp (6 Ar)
 4 Hedgehog points

Voronezh Front Units

Anywhere East of the Don River, North of Cxx.15, to the map edge
 (1)-0-3 Railroad Repair Rgts (Voro, Voro)

Southwest Front

1st Guards Army
C28.21: 1st Guard Army HQ
 (1)-0-0 Pontoon Group (1 Gd)
 13-3-3 Inf Div (1)
 11-1-1 Inf Div (266)
 12-2-2 Inf Div (153, 197, 203, 278)
 7-3-3 Inf Bde (22)
 2 Hedgehog points

5th Tank Army

C32.12: 5th Tank Army HQ
 (1)-0-0 Pontoon Group (5 Tk)
 3x 75-1-0 Katyusha Bde
 2x 26-1-1 Arty Bdes
 14-4-3 Inf Div (14 Gd)
 13-3-3 Inf Div (50 Gd, 159)
 8 Cav Corps (21, 55, 112 Cav Bdes)
 8-4-8 Tk Bde (8 Gd)
 12-2-2 Inf Div (47 Gd, 119, 346)
 26 Tk Corps (19, 157, 216 Tk Bdes, 14 Inf Bde)
 1 Tk Corps (89, 117, 159 Tk Bdes, 44 Inf Bde)
 8-4-6 Motorcycle Rgt (8 MC)
 C37.15: Wagon Extender

21st Army

C37.11: 21st Army HQ, (1)-0-0 Pontoon Group (SW)
 75-1-0 Katyusha Bde
 2x 26-1-1 Arty Bdes
 12-2-2 Inf Div (96, 293, 333)
 12-2-2 Mountain Inf Div (63)
 5-4-8 Tk Bn (1 Gd, 2 Gd, 4 Gd)
 3 Gd Cav Corps (5 Gd, 6 Gd, 32 Cav Bdes)
 4 Tk Corps (45, 69, 102 Tk Bdes, 4 Inf Bde)
 13-3-3 Inf Div (51 Gd)
 11-1-1 Inf Div (277)
 3-2-3 Inf Bde (5 Light)

Southwest Front Units

With any of the above South West Front armies or anywhere North of the Don River on Map C

(1)-0-3 Railroad Repair Rgt (SW, SW)
C33.17: 1 Gd M Corps (1 Gd, 2 Gd, 3 Gd Mech Bde, 16 Gd, 17 Gd Tk Bn, 116 Gd Arty Rgt)

Don Front

65th Army

C40.09: 65th Army HQ
C40.10: (1)-0-0 Pontoon Group (Don)
 26-1-1 Arty Bde
 2x 75-1-0 Katyusha Bde
 13-3-3 Inf Div (4 Gd, 27 Gd, 40 Gd,

258)

7-3-6 Tk Bde (91)
 6-2-5 Tk Bde (121)
 11-1-1 Inf Div (252, 304)
 12-2-2 Inf Div (23, 24, 321)
 4 Hedgehog points

24th Army

C47.08: 24th Army HQ
 2x 26-1-1 Arty Bdes
 75-1-0 Katyusha Bde
 (5)-1-1 UR Bde (54)
 12-2-2 Inf Div (49, 84, 120, 273, 298)
 11-1-1 Inf Div (173, 214, 233)
 10-0-1 Inf Div (260)
 16 Tk Corps (109, 164 Tk Bde, 15 Inf Bde)

6-2-5 Tk Bde (10)
 4 Hedgehog points

66th Army

C55.05: 66th Army HQ
 26-1-1 Arty Bde
 75-1-0 Katyusha Bde
 10-0-1 Inf Div (299)
 11-1-1 Inf Div (99, 116, 226, 343)
 6-2-5 Tk Bde (58)
 12-2-2 Inf Div (64)
 4 Hedgehog points

Don Front Units

With any of the above Don Front armies or anywhere North of the Don River on Map C

(1)-0-0 Pontoon Group (Don)
C43.15: (5)-1-1 UR Bde (159)

Stalingrad Front

62nd Army

C54.01: 62nd Army HQ
 2x 75-1-0 Katyusha Rgt
 26-1-1 Arty Bde
 12-2-2 Inf Div (45, 95)
 11-1-1 Inf Div (138)
 4-2-2 Inf Bde (42, 92, 124)
 14-4-3 Inf Div (13 Gd)

64th Army

D52.30: 64th Army HQ
 7 Rifle Corps (93, 96, 97 Inf Bde)
 75-1-0 Katyusha Bde
 3-2-1 Cadet Rgt (Vinca)
 11-1-1 Inf Div (38)
 12-2-2 Inf Div (29, 157)
 13-3-3 Inf Div (36 Gd)
 10-0-1 Inf Div (204)
 3-2-3 Inf Bde (20 Light)
 3-2-2 Naval Bde (154)
 3-1-1 Naval Bde (66)
 7-3-6 Tk Bde (56)
 6-2-5 Tk Bde (13)
 (5)-1-1 UR Bde (118)

57th Army

D55.30: 57th Army HQ
 75-1-0 Katyusha Bde
 26-1-1 Arty Bde
 1-1-2 Naval Bn (156)
 11-1-1 Inf Div (169, 422)
 13 Tk Corps (17, 61, 62 Mech Bde)
 3-1-1 Inf Bde (143)
 7-3-6 Tk Bde (90, 235)
 4-2-4 Tk Bn (41)

51st Army

D59.25: 51st Army HQ
 (5)-0-1 UR Bde (76)
 75-1-0 Katyusha Bde
 26-1-1 Arty Bde
 14-4-3 Inf Div (15 Gd)
 7-3-6 Tk Bde (254)
 11-1-1 Inf Div (126, 302)
 12-2-2 Inf Div (91)
 7-3-3 Inf Bde (38)
 4 M Corps (36, 59, 60 Mech Bde, 55, 158 Tk Bn)
 4 Cav Corps (61, 81 Cav Bde)

Stalingrad Front Troops

Anywhere either East of the Volga River or South of the Volga (provided units south of the southern part of the Volga are also East of D54.xx)

12-2-2 Inf Div (300)
 (1)-0-0 Pontoon Group (Stgrd, Stgrd)
 (1)-0-0 Pontoon Bn (8 Hvy)
 (1)-0-3 Railroad Repair Rgt (Stgrd)
 6-2-5 Tk Bde (85)
 (5)-1-1 UR Bde (77, 115, 156)
 4-2-4 Tk Bn (35, 166)
 15-1-1 Arty Rgt (5, 400)
 26-1-1 Arty Bde

Supply Dumps:

C13.31: 4 SPs
 C17.25: 4 SPs
 C28.21: 8 SPs
 C34.12: 30 SPs
 C43.15: 15 SPs
 C51.08: 4 SPs
 C62.18: 5 SPs
 C54.01: 5 SPs
 D62.28: 20 SPs
 C34.25: 4 SPs

Set up anywhere east of the front line:

Truck Points: 10
 Wagon Points: 20

Air Bases

Level 2: C58.06, C51.14, C34.24, C28.21, C14.31
Level 1: C46.31, C40.19, C17.25, C23.34, D61.33

Air Units:

8x Po-2
 10x IL-2m
 4x Pe-2
 2x SB-2
 4x Yak-7b
 1x I-16
 4x IL-4
 4x Yak-1
 3x La-5

Released Forces:

None

Reinforcements:

As per the main Order of Arrival. Supply as per the Supply Table.

Variable Reinforcements:

None

Victory:

If the Soviets can create the Stalingrad Pocket or capture at least one hex of Stalingrad by the end of the scenario, they win.

Defining what constitutes the Stalingrad Pocket is easy for reasonable players and unreasonable players will find some gimmick to use against **any** definition—it is a waste of time to try to come up with one for them.

Basically, the player who plays a better game, wins.

Scenario 3: The Chir River Battles

These are the actions made famous by von Mellinthin in his book *Panzer Battles*. The Soviet 5th Tank Army is attempting to seize the area west and south of the Chir River in order to set the stage for the massive Operation Saturn (the attempt to capture Rostov). In a series of running battles, one Soviet corps after another was rebuffed by the 11th Panzer Division as the army attempted to gain a serious foothold on the far bank of the Chir. The German defense was a classic of what was later called 'active defense' and the Soviets failed to obtain the area needed. Operation Saturn was replaced by the less ambitious Operation Little Saturn.

Map Area: Map D only, East of 22.xx, North of the Don River

First Turn: 5

Last Turn: 7

Game Length: 3 turns

Weather:

Volga: NA

Major Rivers: Frozen

Minor Rivers: Frozen

Axis Information:

Reserve Markers Available: 8

Supply Source:

Morozovsk

Rail Cap and Rail Heads:

None

Set Up: (All units are German, unless listed otherwise)

D27.35: 8-3-3 Inf Rgt (190)

D27.34: Breakdown Rgt

D28.33: 2x Alert Bns

D29.33: Alert Bn

D29.32: Alert Bn

D30.31: 12-2-2 LW Div (8 Fld)

D31.31: Alert Bn

D32.31: Alert Bn

D33.32: 2x Rum Breakdown Rgts

D34.32: Rum Breakdown Rgt, 1-2-4

Rum Cav Bn (54)

D35.33: 12-2-2 LW Div (7 Fld)

D35.32: 6-3-2 Sec Div (213, less 1 step)

D34.31: Alert Bn

D34.30: Alert Bn

D35.30: Breakdown Rgt

D36.30: Alert Bn

D37.30: 20-4-3 Inf Div (336, less 2 steps), 2T

D38.30: Alert Bn

D37.29: Breakdown Rgt

D37.28: Alert Bn

D36.27: Alert Bn

D35.26: Alert Bn

D33.29: 6-2-2 Sec Div (403)

D34.26: 11 Pz Div (1-15, 2-15, 2-35 Pz Bn, 119 Arty Rgt)

D33.27: 11 Pz Div (61 Motorcycle Bn, 111 PG Rgt, 61 PJ Bn)

D33.26: 48 Pz Corps HQ, 11 Pz Div (110 Inf Rgt, 2x Organic Trucks), 7 SPs

D28.30: Wagon Extender

D26.25: Wagon Extender

D24.29: (1)-2-5 RR Bn (83), 4 SPs

Air Bases

Level 2: D24.29

Air Units:

None

Reinforcements:

No unit reinforcements.

2 SPs per turn at D33.26.

Variable Reinforcements

None

Soviet Information:

Reserve Markers Available: 6

Supply Source:

D35.35

Rail Cap and Rail Heads:

None

Set Up:

D28.35: 13-3-3 Inf Div (40 Gd)

D28.34: 8 Cav Corps (55, 112 Cav Bde)

D29.34: 8 Cav Corps (21 Cav Bde)

D30.33: 12-2-2 Inf Div (47 Gd)

D30.32: 3-2-3 Inf Bde (5 Lt)

D31.32: 14-4-3 Inf Div (54 Gd)

D32.32: 12-2-2 Inf Div (321)

D32.33: 26-1-1 Arty Bde

D33.33: 8-4-8 Tk Bde (8 Gd)

D34.33: 8-4-6 Motorcycle (8 MC)

D34.34: 5 M Corps (45, 49, 50 Mech Bde, 168, 188 Tk Bn), 2-3-6 Motorcycle (54 MC)

D35.34: Breakdown Rgt

D35.35: 5 Tank Army HQ, 10 SPs

D36.33: Breakdown Rgt

D36.32: Breakdown Rgt, 75-1-0

Katyusha Bde

D36.31: 3 Gd Cav Corps (5 Gd Cav Bde)

D35.31: 1 Tk Corps (89, 159 Tk Bde, 44 Inf Bde), 12-2-2 Inf Div (333)

D37.31: 3 Gd Cav Corps (32 Cav Bde)

D37.32: 26-1-1 Arty Bde

D38.31: 3 Gd Cav Corps (6 Gd Cav Bde)

D39.31: 13-3-3 Inf Div (258)

Air Bases

None

Air Units:

None

Reinforcements:

No unit Reinforcements.

3 SPs per turn at D35.35

Variable Reinforcements

None

Victory:

The Soviet Player wins if he occupies D24.29 at the end of the scenario—if not, the German player wins.

Scenario 4: The Stalingrad Relief Operation

This small scenario looks exclusively at the relief operation (Operation Wintergewitter) the Germans launched south of the Don River to relieve the Stalingrad fortress. It makes a good introduction to the OCS and **Enemy at the Gates**. Players can get a very good appreciation of both the possibilities and difficulties of the historical relief operation.

Map Area: Map D, South of the Don, East of D33.xx.

First Turn: 8

Last Turn: 12

Game Length: 5 turns

Weather:

Volga: Ice Pak

Major Rivers: Frozen

Minor Rivers: Frozen

Axis Information:

Reserve Markers Available: 15

Supply Source:

The Rail line from Kotelnikovo to the south-west is connected for supply trace. Rail head is at D44.23. Stalingrad is cut off and must use on-map supplies.

Rail Cap: None

Stalingrad a Fortress ? Yes

Set Up: (All units are German unless designated otherwise.)

D34.21: 1-2-4 Rum Cav Bn (56)

D34.20: 16-1-1 Arty Rgt (1 Hvy)

D35.21: 6 Rum Corps HQ, 12-2-2 Rum Inf Div (2, less 3 steps)
D35.19: 6 Pz Div (114 PG Rgt, 41 Pz Bn)
D36.18: 6 Pz Div (4 Inf Rgt, 2x Organic Trucks), 2 SPs
D37.19: 6 Pz Div (1-11, 2-11 Pz Bn, 76 Arty Rgt), 10-2-3 Werfer Bn (1-1, 2-1)
D37.18: 57 Pz Corps HQ, 9-2-1 Arty Bn (857, 861), 2-3-3 Bicycle Bn (326), 1-3-2 Pol Bn (551), 5x Truck Points, 22 SPs
D39.18: 6 Pz Div (6 Motorcycle Bn), 12-3-3 Rum Inf Div (18, less 3 steps)
D39.17: 10-2-3 Werfer Bn (1-52, 2-52, 3-52)
D40.17: 23 Pz Div (23 Motorcycle Bn, 1-201, 2-201 Pz Bn, 126 Inf Rgt, 128 PG Rgt, 128 Arty Rgt, Organic Truck), 10-2-3 Werfer Bn (3-1), 1 SP
D41.17: 7-4-4 Rum Cav Bde (8)
D42.17: Rum Breakdown Rgt
D42.16: 7-4-4 Rum Cav Bde (5)
D42.15: Wagon Extender
D43.17: 12-2-2 Rum Inf Div (1, less 2 steps)
D44.16: Rum Breakdown Rgt
D44.15: 7 Rum Corps HQ, 16-1-1 Rum Arty Rgt (7 Hvy)
D45.16: 12-3-3 Rum Inf Div (4, less 2 steps)
D46.15: Rum Breakdown Rgt
D46.14: 1-2-4 Rum Cav Bn (57)
D44.35: 3 Mtr Div (29 Inf Rgt), Breakdown Rgt, Level 1 Hedgehog
D44.34: 3 Mtr Div (103 Pz Bn, 3 PJ Bn), Breakdown Rgt, Level 1 Hedgehog
D45.35: 3 Mtr Div (53 Motorcycle Bn, 8 Inf Rgt, 3 Arty Rgt, Organic Truck)
D46.35: 14 Pz Corps HQ, 5-5-3 MG Bn (9 MG), 12-2-3 Werfer Bn (3-2)
D46.34: 29 Mtr Div (129 Pz Bn), 2x Breakdown Rgts
D46.33: 29 Mtr Div (15 Inf Rgt), Breakdown Rgt, Level 1 Hedgehog
D47.35: 14 Pz Div (2-36 Pz Bn, 4 PJ Bn, 670 PJ Bn, 4 Arty Rgt, Organic Truck), Level 1 Hedgehog
D47.34: 29 Mtr Div (Organic Truck), 5-5-8 AG Bn (244), 9-2-1 Arty Bn (616, 855), 12-2-1 Arty Bn (733), Level 1 Hedgehog
D47.33: 29 Mtr Div (71 Inf Rgt, 29 Arty Rgt), Breakdown Rgt
D48.33: 12-2-3 Werfer Bn (1-2), 10-2-3 Werfer Bn (2-2)
D48.32: 5-5-8 AG Bn (243), Breakdown Rgt, Level 1 Hedgehog
D49.34: 4 Corps HQ, 1-3-2 Pol Bn (541)
D48.35: 9-2-1 Arty Bn (800), 4-2-1 Arty Bn (2-72), 5x Wagon Points, 2 SPs + 1T
D49.33: 20-4-3 Inf Div (297, less 2 steps), Level 1 Hedgehog
D50.34: 10-2-3 Werfer Bn (2-53), 9-2-1

Arty Bn (631)
D50.33: 12-3-3 Rum Inf Div (20, less 3 steps), 7-4-4 Rum Cav Bde (1), Level 1 Hedgehog
D51.35: 51 Corps HQ, 1-3-2 Pol Bn (571), 10-2-3 Werfer Bn (3-51), 4-2-1 Arty Bn (101), 5 SPs
D51.34: 20-4-3 Inf Div (71, less 1 step, 371, less 1 step)
D52.35: 24 Pz Div (89 Arty Rgt, Organic Truck), 10-2-3 Werfer Bn (1-53), 4-2-2 Arty Bn (2-54)
D52.34: 20-4-3 Inf Div (295, less 2 steps), 15-4-3 JG Div (100, less 1 step), 5-4-3 Croat Inf Rgt (369)
D53.35: 20-4-3 Inf Div (79, less 1 step, 305, less 3 steps)

Air Bases

Level 2: D49.34
Level 1: D51.35

Air Units:

None

Reinforcements:

2T per turn into D49.34 (The Stalingrad air-lift.)
 7 SPs per turn at D37.18.

Turn 8—17 Pz Div (17 Motorcycle Bn, 1-39 Pz Bn, 40 Inf Rgt, 63 PG Rgt, 27 PJ Bn, 27 Arty Rgt, Organic Truck), 1 SP at D37.18

Variable Reinforcements:

None

Soviet Information:

Reserve Markers Available: 12

Supply Source:

As per the regular game rules. The railroad between D52.30 and D44.24, inclusive, has been converted to Soviet gauge and can be used for supply traces (as long as they are connected to D62.28 via extenders).

Rail Cap: None

Set Up:

D36.21: 4 Cav Corps (81 Cav Bde)
D39.20: 11-1-1 Inf Div (302)
D42.18: 11-1-1 Inf Div (126)
D44.17: 12-2-2 Inf Div (91)
D46.18: 4 Cav Corps (61 Cav Bde)
D38.28: 12-2-2 Inf Div (315)
D39.24: 6-2-5 Tk Bde (85)
D40.30: 7 Tk Corps (3 Gd, 87 Tk Bde, 7 Inf Bde), 2-4-6 Motorcycle Bn (50 MC)
D40.28: 10-0-1 Inf Div (204), 1-1-2 Naval Bn (156)
D41.28: 12-2-2 Inf Div (300)
D41.25: 4 M Corps (60 Mech Bde, 55 Tk

Bn)
D42.25: 4 M Corps (59 Mech Bde, 158 Tk Bn)
D42.24: 4 M Corps (36 Mech Bde)
D43.25: 7-3-6 Tk Bde (56), 4-2-4 Tk Bn (166)
D44.26: 11-1-1 Inf Div (87)
D44.24: 13 Tk Corps (61, 62 Mech Bde), 75-1-0 Katyusha Bde, (1)-0-3 RR Rgt (Stgrd)
D45.27: 7-3-6 Tk Bde (90)
D45.26: 7-3-3 Inf Bde (38), 26-1-1 Arty Bde, 5 SPs
D46.26: 4-2-4 Tk Bn (41)
D46.23: 6-2-5 Tk Bde (13)
D47.27: 51 Army HQ, 4 Tk Corps (45, 69, 102 Tk Bde, 4 Inf Bde), (5)-0-1 UR Bde (76)
D48.27: 5 Shock Army HQ, 4-2-4 Tk Bn (35)
D50.28: 12-2-2 Inf Div (29)
D51.26: 7-3-6 Tk Bde (254)
D41.34: 21 Army HQ, 26 Tk Corps (19, 216 Tk Bde, 14 Inf Bde), 3-2-3 Inf Bde (1 Lt)
D42.33: 26-1-1 Arty Bde
D43.35: 13-3-3 Inf Div (4 Gd), 5-4-8 Tk Bn (4 Gd)
D43.34: 12-2-2 Inf Div (96), 5-4-8 Tk Bn (1 Gd, 2 Gd)
D43.33: 26-1-1 Arty Bde
D44.33: 12-2-2 Inf Div (293), (5)-1-1 UR Bde (54)
D45.34: 14-4-3 Inf Div (52 Gd)
D45.33: 14-4-3 Inf Div (15 Gd), 15-1-1 Arty Rgt (5)
D46.32: 11-1-1 Inf Div (169), 3-1-1 Inf Bde (143), 26-1-1 Arty Bde
D47.32: 13-3-3 Inf Div (36 Gd), 12-2-2 Inf Div (157)
D47.31: 57 Army HQ
D47.30: 7-3-6 Tk Bde (235)
D48.31: 11-1-1 Inf Div (38, 422), 75-1-0 Katyusha Bde
D49.32: 3-2-3 Inf Bde (20 Lt), 3-1-1 Naval Bde (66), (5)-1-1 UR Bde (118)
D50.32: (5)-1-1 UR Bde (77, 115, 156)
D50.31: 26-1-1 Arty Bde, 15-1-1 Arty Rgt (400)
D51.33: 7 Rifle Corps (93, 96, 97 Inf Bde)
D51.32: 75-1-0 Katyusha Bde
D51.31: 64 Army HQ
D52.30: Wagon Extender, 10 SPs
D62.28: 4x Wagon Points, 10 SPs

Air Bases

None

Air Units:

None

Reinforcements:

10 SPs per turn at D62.28

Turn 8—2 Gds Army HQ, 2 Gd M Corps (4 Gd, 5 Gd, 6 Gd Mech Bde, 21, 22 Tk Bn, 117 Arty Rgt), 13-3-3 Inf Div (3 Gd, 24 Gd, 98), 12-2-2 Inf Div (33 Gd, 49 Gd, 387) at D62.28

Turn 9—6 M Corps (51, 54, 55 Mech Bde, 76, 80 Tk Bn), 2-4-6 Motorcycle Bn (64 MC) **Exchange:** Replace the 13th Tank Bde (independent) with 13 Tk Corps (13 Tk Bde) at D62.28

Variable Reinforcements:

None

Victory:

Major German Victory:

The German player wins a major victory if he manages to move 15 or more SPs overland into the Stalingrad Pocket.

Minor German Victory:

The German player wins a minor victory if he manages to move at least 5, but less than 15 SPs overland into the Stalingrad Pocket.

Soviet Victory:

Other than the above.

Scenario 5: Two-Map Little Saturn

On 17 Dec 1942, the Soviets opened the second of their winter counteroffensives of 1942. Its purpose was to dislocate the Axis forces in *Armeebteilung* Hollidt as well as relieve pressure from the forces attempting to attack into Stalingrad. The scenario gives players an interesting look at deep operations in one of the first Soviet attempts at doing so after getting the fundamentals right.

Map Area: Maps C (West of C43.xx) & D (north of the Don and west of D41.xx.)

First Turn: 9

Last Turn: 12

Game Length: 4 turns

Special Rules: Apply 1.4c to the first turn (turn 9) and the Soviet player automatically has the initiative on that turn (only).

Weather:

Volga: Frozen

Major Rivers: Frozen

Minor Rivers: Frozen

Axis Information:

Reserve Markers Available: 20

Supply Sources:

Any railroad leading off the west map edge. Also, hexes C1.30, C1.22, and C1.09 can be used as supply sources.

Rail Capacity: 12

German Gauge Railroads:

All railroads west and south of the frontline, up to the following railhead hexes:
D38.30, C2.31

Set Up: (All units are German, unless noted otherwise.)

C1.33: 7-3-3 Hun Inf Div (20, less 1 step)

C1.30: 24 Pz Corps HQ, 2T

C1.25: 20-3-3 Inf Div (385, less 1 step in Move Mode)

C2.32: 20-4-3 Inf Div (168, less 1 step)

C2.31: 8-1-1 Hun Arty Bn (101)

C2.22: Alpini It Corps HQ, 20-4-3 Inf Div (387, in Move Mode), 4-5-3 It Ski Bn (M.Cerv), 3-4-3 It Aslt Eng Bn (30), 2 SPs

C3.32: 7-3-3 Hun Inf Div (13, less 1 step)

C3.28: 4 Hun Corps HQ

C4.30: 7-2-2 Hun Inf Div (7), Level 1 Hedgehog

C4.28: 12-1-1 Hun Arty Rgt (4)

C5.29: 7-2-2 Hun Inf Div (10), Level 1 Hedgehog

C5.28: 7-3-3 Hun Inf Div (12)

C4.27: 6-1-1 Hun Arty Bn (150)

C6.26: 7-2-2 Hun Inf Div (19), Level 1 Hedgehog

C6.25: 7-2-2 Hun Inf Div (23)

C5.26: 7 Hun Corps HQ, 12-1-1 Hun Arty Rgt (7)

C6.24: 13-4-3 It Mtn Div (Trdnina), Level 1 Hedgehog

C5.23: 13-4-3 It Mtn Div (Julia)

C6.21: 13-4-3 It Mtn Div (Cuneense), Level 1 Hedgehog

C4.23: 20-2-2 It Arty Rgt (11)

C5.22: 9-2-2 It Arty Bn (24, 32)

C8.20: 12-3-3 It Inf Div (Cossieria), Level 1 Hedgehog

C9.20: 8-3-3 It Blackshirt Rgt (23 Mar)

C10.19: Breakdown Rgt, 4-3-3 It MG Bn (2)

C11.19: 12-3-3 It Inf Div (Ravenna, less 1 step), Level 1 Hedgehog

C12.18: 20-4-3 Inf Div (298, less 1 step)

C8.19: 12-2-2 It Arty Bn (31)

C10.18: 3-3-3 Pol Rgt (14 SS), 4-3-3 It MG Bn (104), 20-2-2 It Arty Rgt (2)

C11.18: 2 It Corps HQ, 3-4-3 It Aslt Eng Bn (2), 2T

C4.15: 1-0-3 It Territorial Bn (441)

C11.15: 1-0-3 It Territorial Bn (450)

C6.10: 1-0-3 It Territorial Bn (247), 1T
C8.12: 27 Pz Div (140 Inf Rgt, in Move Mode)

C7.12: 27 Pz Div (127 Pz Bn, 127 Schnell Bn, all in Move Mode)

C7.11: 27 Pz Div (127 Arty Rgt, Organic Truck, all in Move Mode), 1 SP

C11.12: Wagon Extender

C13.18: Breakdown Rgt

C14.18: It Breakdown Rgt

C14.17: 12-3-3 It Inf Div (Pasubio, less 2 steps), Level 1 Hedgehog

C15.17: It Breakdown Rgt

C15.16: 8-3-3 It Blackshirt Rgt (3 Gen)

C13.17: 4-3-3 It MG Bn (102), 9-2-2 It Arty Bn (34,50)

C14.16: 35 It Corps HQ, 3-4-3 It Aslt Eng Bn (15), 20-2-1 It Arty Rgt (30)

C14.10: 29 Corps HQ

C16.15: It Breakdown Rgt

C17.15: 12-3-3 It Inf Div (Torino, less 2 steps), 5-4-6 AG Bn (393), Level 1 Hedgehog

C18.14: It Breakdown Rgt

C18.13: D'Aosta Celere Div (67 Brs Tk Bn, 47 Brs Motorcycle Bn), 1-0-3 It Territorial Bn (454)

C19.13: D'Aosta Celere Div (13 AG Bn, 6 Brs Bicycle Rgt), Level 1 Hedgehog

C20.12: D'Aosta Celere Div (3 Brs Bicycle Rgt, 99 Mortar Bn)

C19.12: D'Aosta Celere Div (120 Arty Rgt, Organic Truck), 1 SP, 12-2-2 It Arty Bn (73)

C21.13: It Breakdown Rgt

C22.12: It Breakdown Rgt

C23.13: 12-3-3 It Inf Div (Szfrzsa, less 2 steps), Level 1 Hedgehog

C21.11: 1 Rum Corps HQ

C24.12: 12-3-3 Rum Inf Div (9, less 3 steps), 1-2-4 Rum Cav Bn (51)

C25.12: 12-2-2 Rum Inf Div (7, less 1 step)

C26.11: 12-3-3 Rum Inf Div (11, less 1 step)

C24.11: 16-1-1 Rum Arty Rgt (8 Hvy)

C26.10: 20-4-3 Inf Div (62, less 2 steps)

C25.10: Breakdown Rgt

C24.09: Breakdown Rgt

C24.08: 20-4-3 Inf Div (294, less 2 steps)

C24.07: 2x Breakdown Rgt, 2T

C21.07: 17 Corps HQ

C19.07: Wagon Extender

C23.04: 2 Rum Corps HQ

C25.07: 5-3-3 Rum Cav Bde (7), 1-2-2 Rum Inf Bn (430)

C26.06: 12-2-2 Rum Inf Div (14, less 2 steps)

C26.05: 2x Rum Breakdown Rgt

C26.04: 22 Pz Div (24 Motorcycle Bn, 1-240 Pz Bn, 140 Arty Rgt, Organic Truck)

C27.04: 22 Pz Div (129 Inf Rgt, 140 PJ Bn), 3-3-7 PJ Bn (611)

C27.03: 1 Rum Pz Div (2-1 Pz Bn, 3, 4 Inf Rgt, PzJg PJ Bn)

C27.02: 2-3-3 Bicycle Bn (162), Breakdown Rgt

C27.01: 8-3-3 Inf Rgt (190)

C11.07: 4-3-3 It MG Bn (109, 156)

C9.04: 2-3-3 Croat Inf Rgt (Legion), 1-0-3 It Territorial Bn (215, 217, 218), 5 SPs

D27.34: Breakdown Rgt

D28.33: 2x Alert Bn

D29.33: Alert Bn

D29.32: Alert Bn

D30.31: 12-2-2 LW Div (8 Fld)

D31.31: Alert Bn

D32.30: 1-2-4 Rum Cav Bn (54)

D32.29: 12-2-2 LW Div (7 Fld, less 1 step)

D33.30: 2x Rum Breakdown Rgt

D34.30: Alert Bn

D34.29: Alert Bn

D35.30: 11 Pz Div (61 Motorcycle Bn, 2-35 Pz Bn)

D36.29: 11 Pz Div (111 PG Rgt), Breakdown Rgt

D37.30: 20-4-3 Inf Div (336, less 2 steps)

D37.29: Breakdown Rgt

D35.29: 11 Pz Div (110 Inf Rgt, 61 PJ Bn, 119 Arty Rgt)

D37.28: 2x Alert Bn

D36.27: Alert Bn

D35.26: Alert Bn

D33.26: 48 Pz Corps HQ, 11 Pz Div (2x Organic Truck), 3 SPs

D28.30: Wagon Extender

D26.25: Wagon Extender

D24.29: (1)-2-5 RR Bn (83), 4 SPs

D18.27: (1)-2-5 RR Bn (514), 4 SPs

D12.27: (1)-2-5 RR Bn (511)

D7.30: 3-3-3 Pol Rgt (11 SS)

Air Bases

Level 2: D18.27, D24.29

Level 1: C4.15, C9.04, D6.27

Air Units:

German:

4x Me109g

2x Fw190a

5x Ju87d

2x Me110e

4x Ju88a

3x He111h

1x Hs123b

Rumanian:

1x Me109e

1x He111h

1x SM79b

1x Ju87b

Italian:

1x MC202

1x SM81

Reinforcements:

10 SPs per turn on any Supply Source hex.

Turn 9—6-1-3 It Sec Div (Vicenza) at C1.22

Turn 10—6-4-4 It Cav Bde (Barbo) at C1.22, 20-3-3 Inf Div (306) at D1.27

Turn 11—Ftr-Pco Corps HQ, 17-5-3 Mtn Div (3 Mtn) at D1.34, 19 Pz Div (19 Motorcycle Bn, 2-27 Pz Bn, 73 Inf Rgt, 74 PG Rgt, 19 PJ Bn, 19 Arty Rgt, Organic Truck) at C1.09, 20-2-3 Inf Div (304), 6-5-8 Pz Bn (138) at D1.27

Turn 12—6 Pz Div (2-11 Pz Bn, 6 Motorcycle Bn, 4 Inf Rgt, 114 PG Rgt, 76 Arty Rgt, 2x Organic Truck), 2 SPs at D26.19

Variable Reinforcement Holding Box

None

Variable Reinforcements:

None

Soviet Information:

Reserve Markers Available: 20

Supply Sources:

See game rule 1.6

Soviet Gauge Railroads:

All railroads east and north of the frontline, up to the German gauge railheads.

Rail Cap: 25

Set Up:

C1.34: Breakdown Rgt

C2.33: 12-2-2 Inf Div (6), Level 1 Hedgehog

C3.34: 12-2-2 Inf Div (107), Level 1 Hedgehog

C3.33: Breakdown Rgt

C4.33: 13-3-3 Inf Div (20 Gd)

C6.33: 7-3-6 Tk Bde (14)

C5.32: Breakdown Rgt

C5.30: 12-2-2 Inf Div (206), Level 1 Hedgehog

C6.29: Breakdown Rgt

C6.28: Breakdown Rgt, Level 1 Hedgehog

C6.27: 4-2-2 Inf Bde (129), Level 1 Hedgehog

C7.26: 13-3-3 Inf Div (25 Gd), Level 1

Hedgehog

C13.31: 40 Army HQ, 5 SPs

C23.34: 1 SP

C8.25: 12-2-2 Inf Div (161)

Anywhere on Map C, North of the Don, West of C32.xx: (1)-0-3 RR Rgt (Voro, Voro)

C8.24: 2x Breakdown Rgt

C7.24: 11-1-1 Inf Div (309), 4-2-4 Tk Bn (292)

C6.23: 6-2-5 Tk Bde (137), 4-2-2 Inf Bde (106)

C7.21: 6-2-5 Tk Bde (116), 11-1-1 Inf Div (127)

C7.22: 12-2-2 Inf Div (160)

C7.23: 11-1-1 Inf Div (270)

C8.21: 12-2-2 Inf Div (172), 11-1-1 Inf Div (350), 4-2-4 Tk Bn (212)

C8.22: 26-1-1 Arty Bde, 2x 16-1-1 Arty Bde

C9.21: 4-2-4 Tk Bn (82), 12-2-2 Inf Div (267), (1)-0-0 Pontoon Grp (6 Ar)

C9.22: 26-1-1 Arty Bde, 16-1-1 Arty Bde, 75-1-0 Katyusha Bde

C10.20: 13-3-3 Inf Div (195)

C10.21: 75-1-0 Katyusha Bde

C17.25: 6 Army HQ, 11-1-1 Inf Div (219), 4x Truck Points, 50 SPs

C11.20: 13-3-3 Inf Div (41 Gd), 18 Tk Corps (110, 170, 181 Tk Bde, 32 Inf Bde), 7-3-6 Tk Bde (115)

C11.21: 1 Gd Army HQ, 25 Tk Corps (111, 162, 175 Tk Bde, 16 Inf Bde), 17 Tk Corps (66, 67, 174 Tk Bde, 31 Inf Bde), 2-4-6 Motorcycle Bn (52 MC), 2-3-6 Motorcycle Bn (53 MC)

C11.22: Truck Extender

C12.19: 14-4-3 Inf Div (44 Gd)

C12.20: (1)-0-0 Pontoon Grp (1 Gd)

C12.21: 14-4-3 Inf Div (35 Gd)

C12.22: 24 Tk Corps (4 Gd, 54, 130 Tk Bde, 24 Inf Bde)

C13.19: 13-3-3 Inf Div (38 Gd)

C13.20: 13-3-3 Inf Div (1), 75-1-0 Katyusha Bde

C13.21: 75-1-0 Katyusha Bde

C17.16: 12-2-2 Inf Div (153), Level 1 Hedgehog

C18.16: 4-2-4 Tk Bn (126, 141)

C24.13: 4-2-2 Inf Bde (90), Level 1 Hedgehog

C28.21: 12-2-2 Inf Div (131), 2x Truck Points, 2 SPs

C30.22: Wagon Extender

C27.13: (1)-0-0 Pontoon Grp (3 Gd)

C26.12: Breakdown Rgt

C27.12: 12-2-2 Inf Div (278, less 1 step)

C25.09: 4-2-4 Tk Bn (114), 12-2-2 Inf Div (203)

C27.11: 3-1-1 Inf Bde (94), 4-2-4 Tk Bn (119)

C27.10: 12-2-2 Inf Div (197, less 1 step)

C26.09: Breakdown Rgt, 7-2-3 Inf Bde (22)

C25.08: 14-4-3 Inf Div (14 Gd)
C26.08: 26-1-1 Arty Bde, 16-1-1 Arty Bde
C29.10: 3 Gd Army HQ, 10 SPs
C30.09: Wagon Extender
C28.09: 1 Gd M Corps (16 Gd, 17 Gd Tk Bn, 1 Gd, 2 Gd, 3 Gd Mech Bde, 116 Gd Arty Rgt)
C34.12: 5 SPs
C34.13: Wagon Extender
C36.09: (1)-0-0 Pontoon Grp (SW)
C26.07: 11-1-1 Inf Div (266)
C27.08: 75-1-0 Katyusha Bde
C27.07: Breakdown Rgt, 4-2-4 Tk Bn (243)
C27.06: 13-3-3 Inf Div (159, less 2 steps)
C27.05: Breakdown Rgt
C28.04: 13-3-3 Inf Div (50 Gd, less 1 step)
C32.06: 5 Tank Army HQ, 3 SPs, (1)-0-0 Pontoon Grp (5 Tank)
C33.05: 7-3-6 Tk Bde (15 Gd)
C28.03: Breakdown Rgt
C43.15: (5)-1-1 UR Bde (159), 2x Wagon Points, 2x Truck Points, 5 SPs
C28.02: 12-2-2 Inf Div (346)
C28.01: 13-3-3 Inf Div (40 Gd)
D28.34: 8 Cav Corps (112 Cav Bde)
D29.34: 8 Cav Corps (21 Cav Bde)
D30.33: 8 Cav Corps (55 Cav Bde)
D30.32: 3-2-3 Inf Bde (5 Lt)
D31.32: 12-2-2 Inf Div (321)
D32.31: 5 M Corps (45 Mech Bde), 8-4-8 Motorcycle Rgt (8 MC)
D33.31: 5 M Corps (168 Tk Bn, 50 Mech Bde), 2-3-6 Motorcycle Bn (54 MC)
D33.32: 26-1-1 Arty Bde
D34.31: 14-4-3 Inf Div (54 Gd, less 1 step)
D35.31: 12-2-2 Inf Div (333, less 1 step)
D35.32: 12-2-2 Inf Div (47 Gd)
D36.30: 3 Gd Cav Corps (6 Gd Cav Bde)
D36.31: 26-1-1 Arty Bde
D36.32: 75-1-0 Katyusha Bde, Breakdown Rgt
D37.31: Breakdown Rgt
D37.33: 1 Tk Corps (44 Inf Bde)
D38.29: Breakdown Rgt
D38.30: 12-2-2 Inf Div (315, less 1 step)
D38.32: 3 Gd Cav Corps (5 Gd Cav Bde)
D39.32: 3 Gd Cav Corps (32 Cav Bde)
D40.31: 13-3-3 Inf Div (258)
Anywhere North of the Don River, West of C46.xx: (1)-0-3 RR Rgt (SW, SW)

Air Bases

Level 2: C14.31, C28.21, C34.25
Level 1: C32.06, C17.25, C40.19, C23.34

Air Units:

8x Po-2
 4x La-5
 4x IL-4
 3x Yak-1
 5x Yak-7b
 2x SB-2
 6x Pe-2
 12x IL-2m3

Reinforcements:

20 SPs per turn.
 No unit reinforcements.

Variable Reinforcements:

None

Victory:

The Soviet player wins by holding Tatsinskaia or Morozovsk at the end of

play. Otherwise, the Axis player wins.

Scenario 6: Little Saturn Campaign Start

This scenario begins the full-map campaign with the situation as of 17 Dec 1942 when the Soviet Little Saturn offensive began. To look at the Little Saturn Campaign in isolation, see scenario 5.

Map Area: All

First Turn: 9

Last Turn: As per 1.5

Game Length: 25 turns (possibly a few less)

Special Rules: Apply 1.4c to the first turn (turn 9) and the Soviet player automatically has the initiative on that turn (only).

Weather:

Volga: Frozen

Major Rivers: Frozen

Minor Rivers: Frozen

Stalingrad a Fortress ? Yes.

Axis Information:

Reserve Markers Available: 30

Supply Sources:

As per 1.6

Rail Capacity: 17

German Gauge Railroads:

All railroads west and south of the frontline, up to the following railhead hexes:
 D38.30, C2.31, D44.23, A61.33

Dead Pile:

3 Pz Div (3-6 Pz Bn)

11 Pz Div (3-29 Pz Bn)

13 Pz Div (3-29 Pz Bn)

14 Pz Div (64 Motorcycle Bn, 3-7 Pz Bn, 103 Inf Rgt, 108 PG Rgt)

16 Pz Div (2-2, 2-10 Pz Bn, 79 PG Rgt, 16 PJ Bn)

22 Pz Div (2-240 Pz Bn)

23 Pz Div (2-201, 3-201 Pz Bn)

24 Pz Div (3-24 Pz Bn, 26 PG Rgt, 40 PJ Bn)

29 Mtr Div (29 Motorcycle Bn, 29 PJ Bn)

1 Rum Pz Div (1-1 Pz Bn, 1 Arty Rgt, Organic Truck)

20-4-3 Inf Div (94, 384)

12-2-2 LW Div (15 Fld)

6-3-2 Sec Div (213)

6-2-2 Sec Div (403)

5-5-8 AG Bn (177, 245)

4-4-3 PJ KG (Lepper)

3-3-7 PJ Bn (162)

1-3-2 Pol Bn (521)

10-2-3 Werfer Bn (1-51, 2-51)

4 Rum Corps HQ

5 Rum Corps HQ

16-1-1 Rum Arty Rgt (2 Hvy, 4 Hvy, 5 Hvy)

12-3-3 Rum Inf Div (13)

12-2-2 Rum Inf Div (6, 15)

1-3-4 Rum Cav Bn (52, 55)

6-4-4 Cossack Cav Rgt (v.Jung)

Air Losses:

1x He111h

1x Ju52

1x Rum Me109e

Set Up: (All units are German, unless noted otherwise.)

A61.34: 7-2-2 Hun Inf Div (9), Level 1 Hedgehog

A62.33: 7-3-3 Hun Inf Div (6), Level 1 Hedgehog

A61.33: 12-1-1 Hun Arty Rgt (3)

A60.32: 5-4-6 AG Bn (190), 3-3-3 Pz Bn (700 PzVb)

A60.31: 3 Hun Corps HQ, 1 Hun Pz Div (51 PJ Bn, Organic Truck), 2T

A61.29: 1 Hun Pz Div (2-30 Pz Bn, 1 Inf Rgt, 5 Arty Bn)

A62.27: 1 Hun Pz Div (1 Rec Bn, 1-30 Pz Bn, 1 Arty Bn)

A60.21: 6-1-3 It Sec Div (Vicenza, in Move Mode)

A49.24: 6-4-4 It Cavalry Brigade (Barbo)

C1.33: 7-3-3 Hun Inf Div (20, less 1 step)

C1.30: 24 Pz Corps HQ, 2T

C1.25: 20-3-3 Inf Div (385, less 1 step in

Move Mode)

C2.32: 20-4-3 Inf Div (168, less 1 step)
C2.31: 8-1-1 Hun Arty Bn (101)
C2.22: Alpini It Corps HQ, 20-4-3 Inf Div (387, in Move Mode), 4-5-3 It Ski Bn (M.Cerv), 3-4-3 It Aslt Eng Bn (30), 2 SPs
C3.32: 7-3-3 Hun Inf Div (13, less 1 step)
C3.28: 4 Hun Corps HQ
C4.30: 7-2-2 Hun Inf Div (7), Level 1 Hedgehog
C4.28: 12-1-1 Hun Arty Rgt (4)
C5.29: 7-2-2 Hun Inf Div (10), Level 1 Hedgehog
C5.28: 7-3-3 Hun Inf Div (12)
C4.27: 6-1-1 Hun Arty Bn (150)
C6.26: 7-2-2 Hun Inf Div (19), Level 1 Hedgehog
C6.25: 7-2-2 Hun Inf Div (23)
C5.26: 7 Hun Corps HQ, 12-1-1 Hun Arty Rgt (7)
C6.24: 13-4-3 It Mtn Div (Trdntina), Level 1 Hedgehog
C5.23: 13-4-3 It Mtn Div (Julia)
C6.21: 13-4-3 It Mtn Div (Cuneense), Level 1 Hedgehog
C4.23: 20-2-2 It Arty Rgt (11)
C5.22: 9-2-2 It Arty Bn (24, 32)
C8.20: 12-3-3 It Inf Div (Cosseria), Level 1 Hedgehog
C9.20: 8-3-3 It Blackshirt Rgt (23 Mar)
C10.19: Breakdown Rgt, 4-3-3 It MG Bn (2)
C11.19: 12-3-3 It Inf Div (Ravenna, less 1 step), Level 1 Hedgehog
C12.18: 20-4-3 Inf Div (298, less 1 step)
C8.19: 12-2-2 It Arty Bn (31)
C10.18: 3-3-3 Pol Rgt (14 SS), 4-3-3 It MG Bn (104), 20-2-2 It Arty Rgt (2)
C11.18: 2 It Corps HQ, 3-4-3 It Aslt Eng Bn (2), 2T
C4.15: 1-0-3 It Territorial Bn (441)
C11.15: 1-0-3 It Territorial Bn (450)
C6.10: 1-0-3 It Territorial Bn (247), 1T
C8.12: 27 Pz Div (140 Inf Rgt, in Move Mode)
C7.12: 27 Pz Div (127 Pz Bn, 127 Schnell Bn, all in Move Mode)
C7.11: 27 Pz Div (127 Arty Rgt, Organic Truck, all in Move Mode), 1 SP
C11.12: Wagon Extender
C13.18: Breakdown Rgt
C14.18: It Breakdown Rgt
C14.17: 12-3-3 It Inf Div (Pasubio, less 2 steps), Level 1 Hedgehog
C15.17: It Breakdown Rgt
C15.16: 8-3-3 It Blackshirt Rgt (3 Gen)
C13.17: 4-3-3 It MG Bn (102), 9-2-2 It Arty Bn (34,50)
C14.16: 35 It Corps HQ, 3-4-3 It Aslt Eng Bn (15), 20-2-1 It Arty Rgt (30)
C14.10: 29 Corps HQ

C16.15: It Breakdown Rgt
C17.15: 12-3-3 It Inf Div (Torino, less 2 steps), 5-4-6 AG Bn (393), Level 1 Hedgehog
C18.14: It Breakdown Rgt
C18.13: D'Aosta Celere Div (67 Brs Tk Bn, 47 Brs Motorcycle Bn), 1-0-3 It Territorial Bn (454)
C19.13: D'Aosta Celere Div (13 AG Bn, 6 Brs Bicycle Rgt), Level 1 Hedgehog
C20.12: D'Aosta Celere Div (3 Brs Bicycle Rgt, 99 Mortar Bn)
C19.12: D'Aosta Celere Div (120 Arty Rgt, Organic Truck), 1 SP, 12-2-2 It Arty Bn (73)
C21.13: It Breakdown Rgt
C22.12: It Breakdown Rgt
C23.13: 12-3-3 It Inf Div (Szfrzsca, less 2 steps), Level 1 Hedgehog
C21.11: 1 Rum Corps HQ
C24.12: 12-3-3 Rum Inf Div (9, less 3 steps), 1-2-4 Rum Cav Bn (51)
C25.12: 12-2-2 Rum Inf Div (7, less 1 step)
C26.11: 12-3-3 Rum Inf Div (11, less 1 step)
C24.11: 16-1-1 Rum Arty Rgt (8 Hvy)
C26.10: 20-4-3 Inf Div (62, less 2 steps)
C25.10: Breakdown Rgt
C24.09: Breakdown Rgt
C24.08: 20-4-3 Inf Div (294, less 2 steps)
C24.07: 2x Breakdown Rgt, 2T
C21.07: 17 Corps HQ
C19.07: Wagon Extender
C23.04: 2 Rum Corps HQ
C25.07: 5-3-3 Rum Cav Bde (7), 1-2-2 Rum Inf Bn (430)
C26.06: 12-2-2 Rum Inf Div (14, less 2 steps)
C26.05: 2x Rum Breakdown Rgt
C26.04: 22 Pz Div (24 Motorcycle Bn, 1-240 Pz Bn, 140 Arty Rgt, Organic Truck)
C27.04: 22 Pz Div (129 Inf Rgt, 140 PJ Bn), 3-3-7 PJ Bn (611)
C27.03: 1 Rum Pz Div (2-1 Pz Bn, 3, 4 Inf Rgt, PzJg PJ Bn)
C27.02: 2-3-3 Bicycle Bn (162), Breakdown Rgt
C27.01: 8-3-3 Inf Rgt (190)
C11.07: 4-3-3 It MG Bn (109, 156)
C9.04: 2-3-3 Croat Inf Rgt (Legion), 1-0-3 It Territorial Bn (215, 217, 218), 5 SPs
D27.34: Breakdown Rgt
D28.33: 2x Alert Bn
D29.33: Alert Bn
D29.32: Alert Bn
D30.31: 12-2-2 LW Div (8 Fld)
D31.31: Alert Bn
D32.30: 1-2-4 Rum Cav Bn (54)
D32.29: 12-2-2 LW Div (7 Fld, less 1 step)

D33.30: 2x Rum Breakdown Rgt
D34.30: Alert Bn
D34.29: Alert Bn
D35.30: 11 Pz Div (61 Motorcycle Bn, 2-35 Pz Bn)
D36.29: 11 Pz Div (111 PG Rgt), Breakdown Rgt
D37.30: 20-4-3 Inf Div (336, less 2 steps)
D37.29: Breakdown Rgt
D35.29: 11 Pz Div (110 Inf Rgt, 61 PJ Bn, 119 Arty Rgt)
D37.28: 2x Alert Bn
D36.27: Alert Bn
D35.26: Alert Bn
D33.26: 48 Pz Corps HQ, 11 Pz Div (2x Organic Truck), 3 SPs
D28.30: Wagon Extender
D26.25: Wagon Extender
D24.29: (1)-2-5 RR Bn (83), 4 SPs
D18.27: (1)-2-5 RR Bn (514), 4 SPs
D12.27: (1)-2-5 RR Bn (511)
D7.30: 3-3-3 Pol Rgt (11 SS)
D35.21: 6 Rum Corps HQ, 16-1-1 Rum Arty Rgt (1 Hvy)
D36.21: 12-2-2 Rum Inf Div (2, less 3 steps)
D36.22: 1-3-4 Rum Cav Bn (56)
D37.23: 12-3-3 Rum Inf Div (18, less 3 steps)
D38.23: 17 Pz Div (17 Motorcycle Bn, 63 PG Rgt)
D38.22: 17 Pz Div (27 Arty Rgt, Organic Truck), 1 SP
D39.23: 17 Pz Div (1-39 Pz Bn, 40 Inf Rgt)
D40.23: 6 Pz Div (6 Motorcycle Bn), 17 Pz Div (27 PJ Bn)
D40.22: 10-2-3 Werfer Bn (1-1, 2-1)
D41.23: 6 Pz Div (2-11 Pz Bn, 4 Inf Rgt)
D41.22: 6 Pz Div (76 Arty Rgt, 2x Organic Truck), 2 SPs
D42.23: 6 Pz Div (1-11 Pz Bn, 114 PG Rgt)
D43.23: 6 Pz Div (41 PJ Bn)
D42.22: 10-2-3 Werfer Bn (1-52, 2-52, 3-52)
D43.22: 23 Pz Div (128 Arty Rgt, Organic Truck), 1 SP
D44.23: 23 Pz Div (1-201 Pz Bn, 128 PG Rgt)
D44.22: 23 Pz Div (23 Motorcycle Bn)
D44.21: 23 Pz Div (126 Inf Rgt)
D44.20: 7-4-4 Rum Cav Bde (8)
D45.20: 12-2-2 Rum Inf Div (5, less 2 steps)
D45.19: 7-4-4 Rum Cav Bde (5)
D45.18: 12-2-2 Rum Inf Div (1, less 2 steps)
D44.18: 10-2-3 Werfer Bn (3-1)
D45.17: Rum Breakdown Rgt
D45.16: 12-3-3 Rum Inf Div (4, less 2 steps)
D46.15: Rum Breakdown Rgt

D46.14: 1-2-4 Rum Cav Bn (57)
D44.15: 7 Rum Corps HQ, 16-1-1 Rum Arty Rgt (7 Hvy)
D42.15: Wagon Extender
D37.20: 9-2-1 Arty Bn (857, 861)
D37.18: 57 Pz Corps HQ, 2-3-3 Bicycle Bn (326), 1-3-2 Pol Bn (551), 5x Truck Points, 22 SPs
w/i 5 D48.01: 16 Mtr Div (165 Motorcycle Bn, 126 Pz Bn, 60, 156 Inf Rgt, 228 PJ Bn, 146 Arty Rgt, Organic Truck), 1-3-3 Kalmyk Inf Bn (450, 782, 811), 2 SPs
D44.35: 3 Mtr Div (29 Inf Rgt), Breakdown Rgt, Level 1 Hedgehog
D44.34: 3 Mtr Div (103 Pz Bn, 3 PJ Bn), Breakdown Rgt, Level 1 Hedgehog
C45.02: 20-3-3 Inf Div (376)
D45.35: 3 Mtr Div (53 Motorcycle Bn, 8 Inf Rgt, 3 Arty Rgt, Organic Truck)
C46.02: 20-4-3 Inf Div (44, less 2 steps), Level 1 Hedgehog
D46.35: 14 Pz Corps HQ, 5-5-3 MG Bn (9 MG), 12-2-3 Werfer Bn (3-2)
D46.34: 29 Mtr Div (129 Pz Bn), 2x Breakdown Rgt)
D46.33: 29 Mtr Div (15 Inf Rgt), Breakdown Rgt, Level 1 Hedgehog
C47.03: 20-4-3 Inf Div (76, less 1 step), Level 1 Hedgehog
C47.02: 8 Corps HQ, 10-2-3 Werfer Bn (3-53), 9-2-1 Arty Bn (2-53), Level 1 Hedgehog
D47.35: 14 Pz Div (2-36 Pz Bn, 4, 670 PJ Bn, 4 Arty Rgt, Organic Truck), Level 1 Hedgehog
D47.34: 29 Mtr Div (Organic Truck), 5-5-8 AG Bn (244), 12-2-1 Arty Bn (733), 9-2-1 Arty Bn (616, 855), Level 1 Hedgehog
D47.33: 29 Mtr Div (71 Inf Rgt, 29 Arty Rgt), Breakdown Rgt
C48.03: 20-4-3 Inf Div (113, less 2 steps), 3-3-7 PJ Bn (521), Level 3 Hedgehog
C48.02: 9-2-1 Arty Bn (851), Level 1 Hedgehog
D48.33: 12-2-3 Werfer Bn (1-2), 10-2-3 Werfer Bn (2-2)
D48.32: 5-5-8 AG Bn (243), Breakdown Rgt, Level 1 Hedgehog
C49.03: 60 Mtr Div (160 Pz Bn, 120, 160 Inf Rgt, Organic Truck), Level 3 Hedgehog
C50.03: 60 Mtr Div (160 Motorcycle Bn, 92 Inf Rgt, 160 PJ Bn), Level 3 Hedgehog
C49.02: 8-2-1 Arty Bn (849)
D49.34: 4 Corps HQ, 1-3-2 Pol Bn (541)
D48.35: 4-2-1 Arty Bn (2-72), 5x Wagon Points, 2 SPs + 1T
D49.33: 20-4-3 Inf Div (297, less 2 steps), Level 1 Hedgehog
C50.02: 11 Corps HQ, 16 Pz Div (16 Arty Rgt, Organic Truck), Level 3

Hedgehog
D50.34: 10-2-3 Werfer Bn (2-53), 9-2-1 Arty Bn (631)
D50.33: 12-3-3 Rum Inf Div (20, less 3 steps), 7-4-4 Rum Cav Bde (1), Level 1 Hedgehog
C51.03: 16 Pz Div (16 Motorcycle Bn, 1-2 Pz Bn, 64 Inf Rgt), Level 3 Hedgehog
C51.02: 9-2-1 Arty Bn (2-46, 430, 2-64)
D51.35: 51 Corps HQ, 1-3-2 Pol Bn (571), 10-2-3 Werfer Bn (3-51), 4-2-1 Arty Bn (101), 5 SPs
D51.34: 20-4-3 Inf Div (71, 371, each less 1 step)
C52.02: 24 Pz Div (1-24 Pz Bn, 21 Inf Rgt), Level 3 Hedgehog
D52.35: 24 Pz Div (89 Arty Rgt, Organic Truck), 10-2-3 Werfer Bn (1-53), 4-2-2 Arty Bn (2-54)
D52.34: 20-4-3 Inf Div (295, less 2 steps), 15-4-3 Jg Div (100, less 1 step), 5-4-3 Croat Inf Rgt (369)
C53.03: 24 Pz Div (2-24 Pz Bn, 4 Motorcycle Bn), Breakdown Rgt, Level 3 Hedgehog
C53.02: 20-4-3 Inf Div (389, less 1 step)
D53.35: 20-4-3 Inf Div (79, less 1 step, 305, less 3 steps)
Any hex of Kharkov: 1-3-2 Pol Bn (698), (1)-2-5 RR Bn (2), 4-2-1 Arty Bn (1-77), 5x Truck Points, 20 SPs
A56.10: 8-5-3 Inf Rgt (Lehr)
B59.34: 3-3-3 Pol Rgt (10 SS), 2T
B62.15: 3-3-3 Pol Rgt (6 SS)
B60.05: 6-2-2 Sec Div (454)

Air Bases

Level 3: A11.19, A28.24, B14.27
Level 2: A13.02, B42.26, B59.34, B62.15, D18.27, D24.29, D48.35
Level 1: A60.31, C4.15, C9.04, D6.27, D19.03, D51.35

Air Units:

German:
4x Me109g
2x Fw190a
5x Ju87d
2x Me110e
4x Ju88a
5x He111h
1x Hs123b
4x Ju52
1x Ju86

Rumanian:

1x Me109e
1x He111h
1x SM79b
1x Ju87b

Italian:

1x MC202
1x SM81

Hungarian:

1x Mixed Fighter
1x Mixed Tactical Bomber

Reinforcements:

As per main Order of Arrival. Supply as per the Supply Table.

Variable Reinforcement Holding Box

3 Pz, SS-W, 13 Pz Divisions

Variable Reinforcements:

As per the Axis Variable Reinforcement Tables.

Released Forces:

None

Soviet Information:

Reserve Markers Available: 25

Dead Pile:

1 Tk Corps (89, 159, 117 Tk Bde)
7 Tk Corps (62 Tk Bde)
13 Tk Corps (17, 61 Mech Bde)
16 Tk Corps (107 Tk Bde)
26 Tk Corps (157 Tk Bde)
5 M Corps (188 Tk Bn, 49 Mech Bde)

8-4-8 Tk Bde (8 Gd)
6-2-5 Tk Bde (13, 24, 64, 84, 148, 225)
4-2-4 Tk Bn (139, 198)
3-2-1 Cadet Rgt (Vinca)
3-2-2 Naval Bde (154)
12-2-2 Mtn Div (63)
12-2-2 Inf Div (112, 119, 193)
11-1-1 Inf Div (126, 284, 302, 308)
14-4-3 Inf Div (37 Gd, 39 Gd)
4-2-2 Inf Bde (115, 149, 160)

Air Losses:

1x Yak-1
1x La-5
2x IL-2m3
1x I-16

Supply Sources:

See game rule 1.6

Soviet Gauge Railroads:

All railroads east and north of the frontline, up to the German gauge railheads. The railroad between D52.30 and D44.24, inclusive, has been converted to Soviet gauge.

Rail Cap: 35

Set Up:

A62.34: 12-2-2 Inf Div (100), Level 1 Hedgehog
C1.34: Breakdown Rgt
C2.33: 12-2-2 Inf Div (6), Level 1

Hedgehog
C3.34: 12-2-2 Inf Div (107), Level 1
Hedgehog
C3.33: Breakdown Rgt
C4.33: 13-3-3 Inf Div (20 Gd)
C6.33: 7-3-6 Tk Bde (14)
C5.32: Breakdown Rgt
C5.30: 12-2-2 Inf Div (206), Level 1
Hedgehog
C6.29: Breakdown Rgt
C6.28: Breakdown Rgt, Level 1
Hedgehog
C6.27: 4-2-2 Inf Bde (129), Level 1
Hedgehog
C7.26: 13-3-3 Inf Div (25 Gd), Level 1
Hedgehog
C13.31: 40 Army HQ, 5 SPs
C23.34: 1 SP
C8.25: 12-2-2 Inf Div (161)
Anywhere on Map C, North of the Don, West of C32.xx: (1)-0-3 RR Rgt (Voro, Voro)
C8.24: 2x Breakdown Rgt
C7.24: 11-1-1 Inf Div (309), 4-2-4 Tk Bn (292)
C6.23: 6-2-5 Tk Bde (137), 4-2-2 Inf Bde (106)
C7.21: 6-2-5 Tk Bde (116), 11-1-1 Inf Div (127)
C7.22: 12-2-2 Inf Div (160)
C7.23: 11-1-1 Inf Div (270)
C8.21: 12-2-2 Inf Div (172), 11-1-1 Inf Div (350), 4-2-4 Tk Bn (212)
C8.22: 26-1-1 Arty Bde, 2x 16-1-1 Arty Bde
C9.21: 4-2-4 Tk Bn (82), 12-2-2 Inf Div (267), (1)-0-0 Pontoon Grp (6 Ar)
C9.22: 26-1-1 Arty Bde, 16-1-1 Arty Bde, 75-1-0 Katyusha Bde
C10.20: 13-3-3 Inf Div (195)
C10.21: 75-1-0 Katyusha Bde
C17.25: 6 Army HQ, 11-1-1 Inf Div (219), 4x Truck Points, 50 SPs
C11.20: 13-3-3 Inf Div (41 Gd), 18 Tk Corps (110, 170, 181 Tk Bde, 32 Inf Bde), 7-3-6 Tk Bde (115)
C11.21: 1 Gd Army HQ, 25 Tk Corps (111, 162, 175 Tk Bde, 16 Inf Bde), 17 Tk Corps (66, 67, 174 Tk Bde, 31 Inf Bde), 2-4-6 Motorcycle Bn (52 MC), 2-3-6 Motorcycle Bn (53 MC)
C11.22: Truck Extender
C12.19: 14-4-3 Inf Div (44 Gd)
C12.20: (1)-0-0 Pontoon Grp (1 Gd)
C12.21: 14-4-3 Inf Div (35 Gd)
C12.22: 24 Tk Corps (4 Gd, 54, 130 Tk Bde, 24 Inf Bde)
C13.19: 13-3-3 Inf Div (38 Gd)
C13.20: 13-3-3 Inf Div (1), 75-1-0 Katyusha Bde
C13.21: 75-1-0 Katyusha Bde
C17.16: 12-2-2 Inf Div (153), Level 1
Hedgehog
C18.16: 4-2-4 Tk Bn (126, 141)
C24.13: 4-2-2 Inf Bde (90), Level 1
Hedgehog
C28.21: 12-2-2 Inf Div (131), 2x Truck Points, 2 SPs
C30.22: Wagon Extender
C27.13: (1)-0-0 Pontoon Grp (3 Gd)
C26.12: Breakdown Rgt
C27.12: 12-2-2 Inf Div (278, less 1 step)
C25.09: 4-2-4 Tk Bn (114), 12-2-2 Inf Div (203)
C27.11: 3-1-1 Inf Bde (94), 4-2-4 Tk Bn (119)
C27.10: 12-2-2 Inf Div (197, less 1 step)
C26.09: Breakdown Rgt, 7-2-3 Inf Bde (22)
C25.08: 14-4-3 Inf Div (14 Gd)
C26.08: 26-1-1 Arty Bde, 16-1-1 Arty Bde
C29.10: 3 Gd Army HQ, 10 SPs
C30.09: Wagon Extender
C28.09: 1 Gd M Corps (16 Gd, 17 Gd Tk Bn, 1 Gd, 2 Gd, 3 Gd Mech Bde, 116 Gd Arty Rgt)
C34.12: 5 SPs
C34.13: Wagon Extender
C36.09: (1)-0-0 Pontoon Grp (SW)
C26.07: 11-1-1 Inf Div (266)
C27.08: 75-1-0 Katyusha Bde
C27.07: Breakdown Rgt, 4-2-4 Tk Bn (243)
C27.06: 13-3-3 Inf Div (159, less 2 steps)
C27.05: Breakdown Rgt
C28.04: 13-3-3 Inf Div (50 Gd, less 1 step)
C32.06: 5 Tank Army HQ, 3 SPs, (1)-0-0 Pontoon Grp (5 Tank)
C33.05: 7-3-6 Tk Bde (15 Gd)
C28.03: Breakdown Rgt
C43.15: (5)-1-1 UR Bde (159), 2x Wagon Points, 2x Truck Points, 5 SPs
C28.02: 12-2-2 Inf Div (346)
C28.01: 13-3-3 Inf Div (40 Gd)
D28.34: 8 Cav Corps (112 Cav Bde)
D29.34: 8 Cav Corps (21 Cav Bde)
D30.33: 8 Cav Corps (55 Cav Bde)
D30.32: 3-2-3 Inf Bde (5 Lt)
D31.32: 12-2-2 Inf Div (321)
D32.31: 5 M Corps (45 Mech Bde), 8-4-8 Motorcycle Rgt (8 MC)
D33.31: 5 M Corps (168 Tk Bn, 50 Mech Bde), 2-3-6 Motorcycle Bn (54 MC)
D33.32: 26-1-1 Arty Bde
D34.31: 14-4-3 Inf Div (54 Gd, less 1 step)
D35.31: 12-2-2 Inf Div (333, less 1 step)
D35.32: 12-2-2 Inf Div (47 Gd)
D36.30: 3 Gd Cav Corps (6 Gd Cav Bde)
D36.31: 26-1-1 Arty Bde
D36.32: 75-1-0 Katyusha Bde, Breakdown Rgt
D37.31: Breakdown Rgt
D37.33: 1 Tk Corps (44 Inf Bde)
D38.29: Breakdown Rgt
D38.30: 12-2-2 Inf Div (315, less 1 step)
D38.32: 3 Gd Cav Corps (5 Gd Cav Bde)
D39.32: 3 Gd Cav Corps (32 Cav Bde)
D40.31: 13-3-3 Inf Div (258)
Anywhere North of the Don River, West of C46.xx: (1)-0-3 RR Rgt (SW, SW)
D39.31: 7 Tk Corps (3 Gd, 87 Tk Bde, 7 Inf Bde), 2-4-6 Motorcycle Bn (50 MC)
D37.25: 4 Cav Corps (81 Cav Bde)
D38.24: 6-2-5 Tk Bde (85)
D38.28: 10-0-1 Inf Div (204), 1-1-2 Naval Bn (156)
D39.24: 4 Cav Corps (61 Cav Bde)
D40.24: 4 M Corps (55 Tk Bn, 60 Mech Bde)
D41.24: 4 M Corps (158 Tk Bn, 59 Mech Bde)
D41.25: 4 M Corps (36 Mech Bde)
D40.27: 12-2-2 Inf Div (300)
D42.24: 11-1-1 Inf Div (87)
D43.24: 4-2-4 Tk Bn (166), 7-3-6 Tk Bde (56)
D44.24: 13 Tk Corps (62 Mech Bde), 75-1-0 Katyusha Bde, (1)-0-3 RR Rgt (Stgrd)
D46.20: 12-2-2 Inf Div (91, less 1 step)
D45.24: 13 Tk Corps (13 Tk Bde)
D45.26: 7-3-3 Inf Bde (38), 26-1-1 Arty Bde, 5 SPs
D46.24: 4-2-4 Tk Bn (35, 41)
C47.08: 4-3-6 Tk Bn (6 Gd), 20 SPs
C46.06: (1)-0-0 Pontoon Grp (Don)
C45.05: 65 Army HQ
C45.04: 75-1-0 Katyusha Bde
C44.03: 75-1-0 Katyusha Bde
C47.06: (1)-0-0 Pontoon Grp (Don)
D53.34: 13-3-3 Mtn Div (194)
D54.34: 4-2-2 Inf Bde (92), 12-2-2 Inf Div (95), 75-1-0 Katyusha Bde
D55.35: 62 Army HQ
D54.35: 11-1-1 Inf Div (138), 4-2-2 Inf Bde (42), 26-1-1 Arty Bde, 75-1-0 Katyusha Bde
C55.02: 4-2-2 Inf Bde (124)
C55.03: (1)-0-0 Pontoon Grp (Stgrd)
C54.02: 14-4-3 Inf Div (13 Gd), 12-2-2 Inf Div (45)
C54.03: 12-2-2 Inf Div (64), 11-1-1 Inf Div (99), Level 1 Hedgehog
C55.05: 66 Army HQ
C54.04: 75-1-0 Katyusha Bde
C53.04: 4-3-6 Tk Bn (7 Gd), 11-1-1 Inf Div (116), 10-0-1 Inf Div (299), Level 1 Hedgehog
C52.03: 11-1-1 Inf Div (226), 10-0-1 Inf Div (260), Level 1 Hedgehog
C52.04: 26-1-1 Arty Bde
C51.04: 11-1-1 Inf Div (233, 343), Level 1 Hedgehog
C51.05: 26-1-1 Arty Bde
C50.04: 12-2-2 Inf Div (273), 11-1-1 Inf Div (214), Level 1 Hedgehog
C50.05: 24 Army HQ

C49.04: 12-2-2 Inf Div (24, 49), Level 1 Hedgehog
C49.05: 12-2-2 Inf Div (298), 75-1-0 Katyusha Bde
C48.04: 4-3-6 Tk Bn (9 Gd), 12-2-2 Inf Div (84, 120), Level 1 Hedgehog
C48.05: 26-1-1 Arty Bde
C47.05: 6-2-5 Tk Bde (58, 121), 7-3-6 Tk Bde (91), Level 1 Hedgehog
C46.04: 16 Tk Corps (109, 164 Tk Bde, 15 Inf Bde)
C47.04: 11-1-1 Inf Div (173, 304), 4-3-6 Tk Bn (8 Gd)
C46.03: 13-3-3 Inf Div (51 Gd), 11-1-1 Inf Div (277), 4-3-6 Tk Bn (5 Gd)
C45.03: 13-3-3 Inf Div (27 Gd), 4-3-6 Tk Bn (10 Gd)
C44.02: 6-2-5 Tk Bde (10), 11-1-1 Inf Div (252)
C43.02: 12-2-2 Inf Div (23), 26-1-1 Arty Bde
D43.35: 13-3-3 Inf Div (4 Gd), 5-4-8 Tk Bn (4 Gd)
D41.34: 21 Army HQ, 3-2-3 Inf Bde (1 Lt), 26 Tk Corps (19, 216 Tk Bde, 14 Inf Bde)
D42.33: 26-1-1 Arty Bde
D43.34: 12-2-2 Inf Div (96), 5-4-8 Tk Bn (1 Gd, 2 Gd)
D45.34: 14-4-3 Inf Div (52 Gd)
D44.33: 12-2-2 Inf Div (293), (5)-1-1 UR Bde (54)
D43.33: 2 Gd Army HQ, 26-1-1 Arty Bde
D45.33: 14-4-3 Inf Div (15 Gd), 15-1-1 Arty Rgt (5)
D46.32: 11-1-1 Inf Div (169), 3-1-1 Inf Bde (143), 26-1-1 Arty Bde
w/i 1 D43.32: 2 Gd M Corps (21, 22 Tk Bn, 4 Gd, 5 Gd, 6 Gd Mech Bde, 117 Gd Arty Rgt)
D47.32: 13-3-3 Inf Div (36 Gd), 12-2-2 Inf Div (157)
D47.31: 57 Army HQ
D47.30: 7-3-6 Tk Bde (235)
D48.31: 11-1-1 Inf Div (38, 422), 75-1-0 Katyusha Bde
D49.32: 3-2-3 Inf Bde (20 Lt), 3-1-1 Naval Bde (66), (5)-1-1 UR Bde (118)
D50.31: 26-1-1 Arty Bde, 15-1-1 Arty Rgt (400)
D50.32: (5)-1-1 UR Bde (77, 115, 156)
D51.33: 7 Rifle Corps (93, 96, 97 Inf Bde)
D51.32: 75-1-0 Katyusha Bde
D51.31: 64 Army HQ, (1)-0-0 Pontoon Grp (Stgrd)
D52.30: Wagon Extender, 10 SPs
D63.31: (1)-0-0 Pontoon Bn (8 Hvy)
D62.28: 4x Wagon Points, 10 SPs
D51.26: 7-3-6 Tk Bde (254)
D50.28: 12-2-2 Inf Div (29)
D47.27: 51 Army HQ, 4 Tk Corps (45, 69, 102 Tk Bde, 4 Inf Bde), 7-3-6 Tk Bde (90), (5)-0-1 UR Bde (76)

D44.28: 13-3-3 Inf Div (3 Gd)
D43.29: 12-2-2 Inf Div (49 Gd, 387)
D42.29: 13-3-3 Inf Div (98)
D41.30: 13-3-3 Inf Div (24 Gd)
D41.31: 5 Shock Army HQ, 12-2-2 Inf Div (33 Gd)

Air Bases

Level 2: C14.31, C28.21, C34.25, C51.14, C58.06, D41.34
Level 1: C32.06, C17.25, C40.19, C46.31, C23.34, D61.33

Air Units:

8x Po-2
 4x La-5
 4x IL-4
 3x Yak-1
 5x Yak-7b
 2x SB-2
 6x Pe-2
 12x IL-2m3

Reinforcements:

As per the main Order of Arrival. Supply as per the Supply Table.

Variable Reinforcements:

As per the Soviet Variable Reinforcement Table.

Released Mobile Forces:

3 Gd Cav Corps
 8 Cav Corps

Victory Points at Start:

0 VPs (4x Alert Rolls, less 4 VPs for the 3 Gd & 8 Cav Corps)

Victory:

Use game rule 5.0 to determine victory.

Scenario 7: Operation Star

This small scenario deals with only one of the pair of operations the Soviets launched in early February, 1943. Operation Star is the northern drive and is aimed at the capture of Kharkov. Like any of the other small scenarios in the game, this one can be used as an introduction to the system and its techniques.

Map Area: Map A (North of Axx.15, inclusive)

First Turn: 23

Last Turn: 27

Game Length: 5 turns

Weather:

Volga: NA

Major Rivers: Frozen

Minor Rivers: Frozen

Axis Information:

Reserve Markers Available: 10

Supply Sources:

As per rule 1.6.

Rail Cap: 5

German Gauge Railroads:

All railroads west of the frontline.

Set Up: (All units are German, unless noted otherwise.)

A45.35: Breakdown Rgt
A43.34: 20-4-3 Inf Div (168, less 2 steps)
A42.33: 7-2-2 Hun Inf Div (23, less 1 step)
A42.32: 7-2-2 Hun Inf Div (10, less 1 step)
A41.32: 7-3-3 Hun Inf Div (13, less 1 step)
A41.33: 12-1-1 Hun Arty Rgt (7)
A40.33: 1 Hun Pz Div (1 Rec Bn, 1 Inf Rgt)
A40.32: Cramer Corps HQ, 4 Hun Corps HQ, 5-3-4 AG Bn (201)
A40.29: GD Mtr Div (AG Bn)
A41.27: GD Mtr Div (Füs Inf Rgt, Arty Rgt, Organic Truck), 1 SP
A38.26: GD Mtr Div (PJ Bn)
A38.25: GD Mtr Div (Gren Inf Rgt)
A37.26: GD Mtr Div (Rec Bn, 1, 2 Pz Bn, Organic Truck), 2 SPs
A41.24: 4-5-8 PG Bn (Begleit)
A41.21: SS-R Pz Div (Führer PG Rgt)
A42.18: 3-3-3 Pol Rgt (11 SS)
A43.17: Breakdown Rgt, 7-2-2 Arty Bn (2-71), Wagon Extender, 1 SP
A45.16: 20-4-3 Inf Div (298, less 1 step)
A34.30: 24 Pz Corps HQ, 20-4-3 Inf Div (387, less 1 step), 20-3-3 Inf Div (385, less 2 steps), 2 SPs
A31.22: SS-AH Pz Div (LAH Rec Bn, 1-LAH Pz Bn, LAH AG Bn, 1, 2 Inf Rgt)
A31.21: SS-AH Pz Div (2-LAH Pz Bn, LAH PJ Bn, LAH Arty Rgt, 2x Organic Truck), 2 SPs
A29.23: 10x Truck Points
A29.22: SS Pz Corps HQ
A28.24: (1)-2-5 RR Bn (511)
A28.22: 10 SPs
A28.21: 10-2-3 Werfer Bn (3-54)
A23.22: SS-R Pz Div (2-DR Pz Bn)
A22.22: SS-R Pz Div (DR PJ Bn)
A21.22: SS-R Pz Div (Deutld Inf Rgt)
A20.21: SS-R Pz Div (DR AG Bn, DR Arty Rgt)
A19.21: SS-R Pz Div (Organic Truck), 1 SP
A18.20: SS-R Pz Div (Organic Truck), 1 SP
A11.19: 3-3-3 Pol Rgt (10 SS)

A10.18: SS-R Pz Div (DR Rec Bn, 1-DR Pz Bn, Lngmk Inf Rgt)

Air Bases

Level 3: A11.19, A28.24

Air Units:

German:

1x Me109g
1x Fw190a
2x He111h
1x Ju87d
1x Me110e
2x Ju88a

Reinforcements:

8 SPs per turn.

Turn 24—SS-T Pz Div (Thule Inf Rgt, 3 Rec Bn, TK PJ Bn, Organic Truck) at Poltava.

Turn 26—SS-T Pz Div (1-TK, 2-TK Pz Bn, TK AG Bn, 1 PG Rgt, 3 Inf Rgt, TK Arty Rgt, Organic Truck), Raus Corps HQ at Poltava

Variable Reinforcement Holding Box

None

Variable Reinforcements:

None

Soviet Information:

Reserve Markers Available: 8

Supply Sources:

Any road hex leading off the east map edge

Soviet Gauge Railroads:

A50.24 to A62.33

Rail Cap: 10

Set Up:

A47.35: 12-2-2 Inf Div (107)
A47.34: 4-2-2 Inf Bde (129)
A47.33: 12-2-2 Inf Div (100, less 1 step)
A47.32: 4 Tk Corps (69 Tk Bde, 4 Inf Bde)
A47.31: 6-2-5 Tk Bde (116)
A46.30: 13-3-3 Inf Div (25 Gd, less 1 step)
A46.29: 6-2-5 Tk Bde (192)
A46.28: 4-2-2 Inf Bde (37)
A45.28: 12-2-2 Inf Div (161, less 1 step)
A45.27: 11-1-1 Inf Div (219)
A45.26: 11-1-1 Inf Div (270)
A46.25: 12-2-2 Inf Div (180)
A47.27: 6-2-5 Tk Bde (137), 4-2-4 Tk Bn (292)
A50.31: 69 Army HQ, 7-3-6 Tk Bde (14)
A50.24: (1)-0-3 RR Rgt (Voro)

A46.24: 13-3-3 Inf Div (48 Gd, less 1 step), 26-1-1 Arty Bde

A45.23: 12-2-2 Inf Div (160)

A46.21: 13-3-3 Inf Div (62 Gd)

A46.19: 11-1-1 Inf Div (111)

A46.18: 4-2-4 Tk Bn (201)

A47.17: 11-1-1 Inf Div (350, less 1 step)

A48.16: 12-2-2 Inf Div (172)

A48.19: 6 Gd Cav Corps (8 Gd, 13 Gd, 8 Cav Bde, 136, 154, 250 Tk Bn)

A48.21: 6-2-5 Tk Bde (179)

A47.23: 12 Tk Corps (30, 97, 106 Tk Bde, 13 Inf Bde)

A49.25: 15 Tk Corps (88, 113, 195 Tk Bde, 52 Inf Bde)

A49.24: 3 Tank Army HQ, 12-2-2 Inf Div (184), 10 SPs

A60.31: 12-2-2 Inf Div (206), 2x Truck Points, 5x Wagon Points, 10 SPs

A61.34: 12-2-2 Inf Div (183)

Air Bases

Level 2: A60.31

Air Units:

2x La-5
4x IL-2m3
1x IL-4
2x Pe-2

Reinforcements:

10 SPs per turn.

Turn 24—4-2-4 Tk Bn (59, 60, 61) at A62.30

Variable Reinforcements:

None

Victory:

The Soviet player wins if he occupies any three hexes along the west bank of the Donets River at the end of play. Otherwise, the German player wins.

Map Area: Map A (south Axx.15, inclusive), Map B (all)

First Turn: 21

Last Turn: 27

Game Length: 7 turns

Weather:

Volga: NA

Major Rivers: Frozen

Minor Rivers: Frozen

Axis Information:

Reserve Markers Available: 20

Supply Sources:

As per rule 1.6.

German Gauge Railroads:

All railroads in the play area.

Rail Cap: 12

Set Up: (All units are German, unless noted otherwise.)

A46.14: Breakdown Rgt

A48.12: 20-4-3 Inf Div (320, less 1 step)

A47.09: 19 Pz Div (73 Inf Rgt)

A48.07: 19 Pz Div (19 Motorcycle Bn)

A49.07: 19 Pz Div (74 PG Rgt)

A49.06: Alert Bn

A49.05: 19 Pz Div (19 Arty Rgt, Organic Truck), 1 SP

A50.05: 3 Pz Corps HQ, 8-5-3 Inf Rgt (Lehr), 2 SPs

A50.04: Alert Bn

A52.03: 27 Pz Div (127 Pz Bn)

A53.02: Alert Bn

A55.02: 27 Pz Div (127 Schnell Bn)

A28.07: 20-3-3 Inf Div (333)

A22.02: (1)-2-5 RR Bn (514)

A14.01: 4-1-2 Hun Sec Div (108)

A13.03: 4-0-2 Hun Sec Div (105)

A13.02: 4-1-2 Hun Sec Div (102), 10 SPs

A12.02: 6-1-1 Hun Arty Bn (88)

B11.29: 6-1-1 Hun Arty Bn (87)

B11.28: 4-1-2 Hun Sec Div (124)

B12.28: 4-0-2 Hun Sec Div (121)

B13.28: (1)-2-5 RR Bn (2)

B14.28: 3-3-3 Pol Rgt (6 SS)

B42.27: 7 Pz Div (7 Motorcycle Bn, 2-25 Pz Bn, 78 Arty Rgt), 10 SP

B42.26: 10 Wagon Points

B43.28: 7 Pz Div (1-25 Pz Bn, 6 Inf Rgt, 42 PJ Bn)

B43.27: 7 Pz Div (2x Organic Truck), 2 SPs

B46.25: (1)-2-5 RR Bn (83)

B52.34: 27 Pz Div (Organic Truck), 1 SP

B56.34: It Breakdown Rgt

B57.35: It Breakdown Rgt

B58.35: It Breakdown Rgt

Scenario 8: Operation Gallup

Operation Gallup was the sister offensive to Operation Star. It was an attack to the south of the Donets River in order to dislocate the Mius River defensive line. The result ended in disaster as the Popov Front Mobile Group ended up overextended in the region between the Donets and the Dnepr and unable to breakout from the Germans defending to the northwest of Stalino—a situation offering the perfect target for von Manstein's counteroffensive.

A59.02: 20-3-3 Inf Div (335)
B59.35: 6-5-8 Pz Bn (138), Breakdown Rgt
B60.34: 17-5-3 Mtn Div (3 Mtn, less 2 steps)
B61.34: 5-3-3 Inf Rgt (620 Trng)
B62.33: Breakdown Rgt
B59.34: Ftr-Pco Corps HQ, 5x Wagon Points, 10 SPs
B60.33: 10-2-3 Werfer Bn (1-54), 4-2-1 Arty Bn (1-77)
B59.19: 3 Pz Div (3 Motorcycle Bn, 3 Inf Rgt)
B59.18: 3 Pz Div (1-6 Pz Bn, 394 PG Rgt)
B60.17: 3 Pz Div (543 PJ Bn, 75 Arty Rgt, Organic Truck), 1 SP
B61.16: 11 Pz Div (61 Motorcycle Bn, 2-35 Pz Bn, 110 Inf Rgt)
B62.15: 11 Pz Div (111 PG Rgt), 1-3-2 Pol Bn (685), 10-2-3 Werfer Bn (2-54)
B62.14: 11 Pz Div (61 PJ Bn, 119 Arty Rgt, 2x Organic Truck), 2 SPs
B61.15: 10-2-3 Werfer Bn (1-1, 2-1, 3-1), 3 SPs

Air Bases

Level 3: B14.27
Level 2: A13.02, B42.26, B59.34, B62.15
Level 1: D6.27

Air Units:

German:
 3x Me109g
 1x Fw190a
 3x He111h
 1x Hs123b
 1x Hs129b
 1x Ju86
 4x Ju87d
 1x Me110e
 3x Ju88a
 3x Ju52

Reinforcements:

12 SPs per turn.
 No Unit Reinforcements.

Variable Reinforcement Holding Box

None

Variable Reinforcements:

None

Soviet Information:

Reserve Markers Available: 17

Supply Sources:

Any road hex leading off the east map edge

Soviet Gauge Railroads:

None

Set Up:

A48.15: 12-2-2 Inf Div (6, less 1 step)
A49.15: 7-3-6 Tk Bde (115), 4-2-4 Tk Bn (212)
A49.14: 4-2-2 Inf Bde (106)
A49.13: 12-2-2 Inf Div (267, less 1 step)
A51.13: 3 Tk Corps (51, 103 Tk Bde, 3 Inf Bde)
A51.11: 6-2-5 Tk Bde (11), (1)-0-0 Pontoon Grp (1 Gd)
A48.09: 14-4-3 Inf Div (57 Gd), 75-1-0 Katyusha Bde
A48.08: 14-4-3 Inf Div (35 Gd)
A50.07: 13-3-3 Inf Div (195)
A50.06: 13-3-3 Inf Div (41 Gd)
A51.05: 11-1-1 Inf Div (78)
A52.04: 14-4-3 Inf Div (44 Gd)
A54.03: 14-4-3 Inf Div (58 Gd, less 1 step)
A51.10: 10 Tk Corps (178, 186 Tk Bde)
A51.09: 13-3-3 Inf Div (38 Gd), 7 Tk Corps (3 Gd, 87 Tk Bde, 7 Inf Bde), 2-3-6 Motorcycle Bn (53 MC)
A51.08: 18 Tk Corps (170, 181 Tk Bde, 32 Inf Bde), 2-4-6 Motorcycle Bn (52 MC)
A56.10: 1 Gd Army HQ, 75-1-0 Katyusha Bde, Truck Extender, 2x Truck Points, 5x Wagon Points, 20 SPs
A58.13: 25 Tk Corps (111, 162, 175 Tk Bde, 16 Inf Bde)
A56.02: 11-1-1 Inf Div (244)
A58.02: 13-3-3 Inf Div (60 Gd), 4-2-4 Tk Bn (141)
A60.02: 12-2-2 Inf Div (203)
A60.01: 13-3-3 Inf Div (50 Gd)
A61.01: 13-3-3 Inf Div (59 Gd, less 1 step)
A57.04: 16-1-1 Arty Bde
A58.03: 75-1-0 Katyusha Bde
A59.04: 26-1-1 Arty Bde

Air Bases

Level 2: A56.10

Air Units:

2x La-5
 1x Yak-7b
 5x IL-2m3
 1x IL-4
 2x Pe-2

Reinforcements:

13 SPs per turn.

Turn 21—1x Truck Point at A58.15

Turn 24—26 Tk Corps (19, 157, 216 Tk Bde, 14 Inf Bde) at A56.15, 1x Truck Point at A58.15

Variable Reinforcements:

None

Victory:

The Soviet player wins if he holds at least one hex of Stalino **AND/OR** hex B38.21 at the end of play.

Scenario 9: The Campaign—28 Jan 43 and beyond

This scenario is a campaign start from turn 21. It begins with the Soviets (almost) in position to launch Star and Gallup. It also allows a glimpse into the last days of the Stalingrad Pocket. A pocket which has been cut into the three parts (north, center, and south, the last two being in one hex and the northern pocket in a second hex). The last remains of the 6th Army are there and its official death is only a short time away. I'd say its suffering is about to come to an end, but that is not true—for the few survivors must face the vengeful Soviet Union until the last meager remnants are released in 1955.

Map Area: All

First Turn: 21

Last Turn: As per 1.5

Game Length: 14 turns, possibly a little less

Weather:

Volga: Frozen

Major Rivers: Frozen

Minor Rivers: Frozen

Axis Information:

Reserve Markers Available: 30

Dead Pile:

3 Pz Div (2-6, 3-6 Pz Bn)
6 Pz Div (2-11 Pz Bn, 114 PG Rgt)
7 Pz Div (7 PG Rgt)
11 Pz Div (1-15, 2-15 Pz Bn)
13 Pz Div (3-29 Pz Bn)
14 Pz Div (64 Motorcycle Bn, 3-7, 2-36 Pz Bn, 103 Inf Rgt, 108 PG Rgt, 4, 670 PJ Bn, 4 Arty Rgt, Organic Truck)
16 Pz Div (16 Motorcycle Bn, 1-2, 2-2, 2-10 Pz Bn, 79 PG Rgt, 16 PJ Bn, 16 Arty Rgt, Organic Truck)
19 Pz Div (2-27 Pz Bn, 19 PJ Bn)
22 Pz Div (1-240, 2-240 Pz Bn, 24

Motorcycle Bn, 140 Arty Rgt)
23 Pz Div (1-201, 2-201, 3-201 Pz Bn)
24 Pz Div (4 Motorcycle Bn, 1-24, 2-24, 3-24 Pz Bn, 26 PG Rgt, 40 PJ Bn, 89 Arty Rgt, Organic Truck)
27 Pz Div (140 Inf Rgt, 127 Arty Rgt)
3 Mtr Div (53 Motorcycle Bn, 103 Pz Div, 8, 29 Inf Rgt, 3 PJ Bn, 3 Arty Rgt, Organic Truck)
16 Mtr Div (126 Pz Bn)
29 Mtr Div (29 Motorcycle Bn, 129 Pz Bn, 15, 71 Inf Rgt, 29 PJ Bn, 29 Arty Rgt, Organic Truck)
60 Mtr Div (160 Motorcycle Bn, 160 Pz Bn, 120 Inf Rgt, 160 PJ Bn, 160 Arty Rgt, Organic Truck)
D'Aosta Celere Div (47 Bns Motorcycle Bn, 67 Bns Pz Bn, 13 AG Bn, 3 Bns, 6 Bns Bicycle Rgt, 120 Arty Rgt, 99 Mortar Bn, Organic Truck)
1 Rum Pz Div (1-1, 2-1 Pz Bn, 3, 4 Inf Rgt, PzJg PJ Bn, 1 Arty Rgt, Organic Truck)
1 Hun Pz Div (1-30, 2-30 Pz Bn, 51 PJ Bn, 1, 5 Arty Bn, Organic Truck)

20-4-3 Inf Div (26, 44, 68, 71, 79, 94, 295, 297, 305, 371)
 20-3-3 Inf Div (376)
 12-2-2 LW Div (7 Fld, 15 Fld)
 6-3-2 Sec Div (213)
 6-2-2 Sec Div (403)
 14 Pz Corps HQ
 4 Corps HQ
 5-5-8 AG Bn (177, 232, 243, 244, 245)
 5-4-6 AG Bn (190, 393)
 3-3-3 Pz Bn (700 PzVb)
 5-5-3 MG Bn (9 MG)
 4-4-3 PJ KG (Lepper)
 3-3-7 PJ Bn (162, 521)
 3-3-3 Pol Rgt (14 SS)
 1-3-2 Pol Bn (521, 541, 571)
 12-2-3 Werfer Bn (1-2, 3-2)
 10-2-3 Werfer Bn (2-2, 1-51, 2-51, 3-51, 1-53, 2-53, 3-53)
 9-2-1 Arty Bn (2-46, 2-53, 2-64, 430, 616, 631, 800, 851, 855)
 12-2-1 Arty Bn (733)
 8-2-1 Arty Bn (849)
 4-2-2 Arty Bn (2-54, 842)
 4-2-1 Arty Bn (2-72, 101)
 6-4-4 Cossack Cav Rgt (v.Jung)
 5-4-3 Croat Inf Rgt (369)
 2-3-3 Croat Inf Rgt (Legion)
 1-3-3 Kalmyk Inf Bn (450, 782, 811)
 Rum Corps HQ (1, 2, 4, 5, 6, 7)
 12-3-3 Rum Inf Div (4, 9, 11, 13, 18, 20)
 12-2-2 Rum Inf Div (1, 2, 5, 6, 7, 14, 15)
 7-4-4 Rum Cav Bde (1)
 5-3-3 Rum Cav Bde (7)
 1-3-4 Rum Cav Bn (52, 55, 56)
 1-2-4 Rum Cav Bn (51, 54, 57)
 1-2-2 Rum Inf Bn (430)
 16-1-1 Rum Arty Rgt (1 Hvy, 2 Hvy, 4

Hvy, 5 Hvy, 7 Hvy, 8 Hvy)
 It Corps HQ (2, 35, Alpini)
 13-4-3 It Mtn Div (Cuneense, Julia, Trdntina)
 12-3-3 It Inf Div (Cosseria, Pasubio, Ravenna, Szfrzsca, Torino)
 6-1-3 It Sec Div (Vicenza)
 6-4-4 It Cav Bde (Barbo)
 8-3-3 It Blackshirt Rgt (3 Gen, 23 Mar)
 4-5-3 It Ski Bn (M.Cerv)
 3-4-3 It Aslt Eng Bn (2, 15, 30)
 4-3-3 It MG Bn (2, 102, 104, 109, 156)
 1-0-3 It Ter Bn (215, 217, 218, 247, 441, 450, 454)
 20-2-2 It Arty Rgt (2, 11, 31, 73)
 20-2-1 It Arty Rgt (30)
 9-2-2 It Arty Bn (24, 32, 34, 50)
 Hun Corps HQ (3, 7)
 7-3-3 Hun Inf Div (6, 12, 20)
 7-2-2 Hun Inf Div (7, 9, 19)
 12-1-1 Hun Arty Rgt (3,4)
 8-1-1 Hun Arty Bn (101)
 6-1-1 Hun Arty Bn (150)

Air Losses:

1x Me109g
 1x Ju87d
 4x He111h
 1x Fw200c
 3x Ju52
 2x Rum Me109e
 1x Rum He111h
 1x Rum Ju87b
 1x Rum SM79b
 1x Hun Mixed Fighter
 1x Hun Mixed Tactical Bomber
 1x It MC202
 1x It SM81

Supply Sources:

As per rule 1.6.

German Gauge Railroads:

All railroads west and south of the frontline.

Rail Cap: 17

Set Up: (All units are German, unless noted otherwise.)

A45.35: Breakdown Rgt
A43.34: 20-4-3 Inf Div (168, less 2 steps)
A42.33: 7-2-2 Hun Inf Div (23, less 1 step)
A42.32: 7-2-2 Hun Inf Div (10, less 1 step)
A41.32: 7-3-3 Hun Inf Div (13, less 1 step)
A41.33: 12-1-1 Hun Arty Rgt (7)
A40.33: 1 Hun Pz Div (1 Rec Bn, 1 Inf Rgt)
A40.32: Cramer Corps HQ, 4 Hun Corps HQ, 5-3-4 AG Bn (201)
A40.29: GD Mtr Div (AG Bn)

A41.27: GD Mtr Div (Füs Inf Rgt, Arty Rgt, Organic Truck), 1 SP
A38.26: GD Mtr Div (PJ Bn)
A38.25: GD Mtr Div (Gren Inf Rgt)
A37.26: GD Mtr Div (Rec Bn, 1, 2 Pz Bn, Organic Truck), 2 SPs
A41.24: 4-5-8 PG Bn (Begleit)
A41.21: SS-R Pz Div (Führer PG Rgt)
A42.18: 3-3-3 Pol Rgt (11 SS)
A43.17: Breakdown Rgt, 7-2-2 Arty Bn (2-71), Wagon Extender, 1 SP
A45.16: 20-4-3 Inf Div (298, less 1 step)
A34.30: 24 Pz Corps HQ, 20-4-3 Inf Div (387, less 1 step), 20-3-3 Inf Div (385, less 2 steps), 2 SPs
A31.22: SS-AH Pz Div (LAH Rec Bn, 1-LAH Pz Bn, LAH AG Bn, 1, 2 Inf Rgt)
A31.21: SS-AH Pz Div (2-LAH Pz Bn, LAH PJ Bn, LAH Arty Rgt, 2x Organic Truck), 2 SPs
A29.23: 10x Truck Points
A29.22: SS Pz Corps HQ
A28.24: (1)-2-5 RR Bn (511)
A28.22: 10 SPs
A28.21: 10-2-3 Werfer Bn (3-54)
A23.22: SS-R Pz Div (2-DR Pz Bn)
A22.22: SS-R Pz Div (DR PJ Bn)
A21.22: SS-R Pz Div (Deutld Inf Rgt)
A20.21: SS-R Pz Div (DR AG Bn, DR Arty Rgt)
A19.21: SS-R Pz Div (Organic Truck), 1 SP
A18.20: SS-R Pz Div (Organic Truck), 1 SP
A11.19: 3-3-3 Pol Rgt (10 SS)
A10.18: SS-R Pz Div (DR Rec Bn, 1-DR Pz Bn, Lngmk Inf Rgt)
A46.14: Breakdown Rgt
A48.12: 20-4-3 Inf Div (320, less 1 step)
A47.09: 19 Pz Div (73 Inf Rgt)
A48.07: 19 Pz Div (19 Motorcycle Bn)
A49.07: 19 Pz Div (74 PG Rgt)
A49.06: Alert Bn
A49.05: 19 Pz Div (19 Arty Rgt, Organic Truck), 1 SP
A50.05: 3 Pz Corps HQ, 8-5-3 Inf Rgt (Lehr), 2 SPs
A50.04: Alert Bn
A52.03: 27 Pz Div (127 Pz Bn)
A53.02: Alert Bn
A55.02: 27 Pz Div (127 Schnell Bn)
A28.07: 20-3-3 Inf Div (333)
A22.02: (1)-2-5 RR Bn (514)
A14.01: 4-1-2 Hun Sec Div (108)
A13.03: 4-0-2 Hun Sec Div (105)
A13.02: 4-1-2 Hun Sec Div (102), 10 SPs
A12.02: 6-1-1 Hun Arty Bn (88)
B11.29: 6-1-1 Hun Arty Bn (87)
B11.28: 4-1-2 Hun Sec Div (124)
B12.28: 4-0-2 Hun Sec Div (121)
B13.28: (1)-2-5 RR Bn (2)
B14.28: 3-3-3 Pol Rgt (6 SS)
B42.27: 7 Pz Div (7 Motorcycle Bn, 2-

25 Pz Bn, 78 Arty Rgt), 10 SP
B42.26: 10 Wagon Points
B43.28: 7 Pz Div (1-25 Pz Bn, 6 Inf Rgt, 42 PJ Bn)
B43.27: 7 Pz Div (2x Organic Truck), 2 SPs
B46.25: (1)-2-5 RR Bn (83)
B52.34: 27 Pz Div (Organic Truck), 1 SP
B56.34: It Breakdown Rgt
B57.35: It Breakdown Rgt
B58.35: It Breakdown Rgt
A59.02: 20-3-3 Inf Div (335)
B59.35: 6-5-8 Pz Bn (138), Breakdown Rgt
B60.34: 17-5-3 Mtn Div (3 Mtn, less 2 steps)
B61.34: 5-3-3 Inf Rgt (620 Trng)
B62.33: Breakdown Rgt
B59.34: Ftr-Pco Corps HQ, 5x Wagon Points, 10 SPs
B60.33: 10-2-3 Werfer Bn (1-54), 4-2-1 Arty Bn (1-77)
B59.19: 3 Pz Div (3 Motorcycle Bn, 3 Inf Rgt)
B59.18: 3 Pz Div (1-6 Pz Bn, 394 PG Rgt)
B60.17: 3 Pz Div (543 PJ Bn, 75 Arty Rgt, Organic Truck), 1 SP
B61.16: 11 Pz Div (61 Motorcycle Bn, 2-35 Pz Bn, 110 Inf Rgt)
B62.15: 11 Pz Div (111 PG Rgt), 1-3-2 Pol Bn (685), 10-2-3 Werfer Bn (2-54)
B62.14: 11 Pz Div (61 PJ Bn, 119 Arty Rgt, 2x Organic Truck), 2 SPs
B61.15: 10-2-3 Werfer Bn (1-1, 2-1, 3-1), 10 SPs
B59.27: 40 Pz Corps HQ
B62.33: It Breakdown Rgt
B62.32: It Breakdown Rgt
B62.31: It Breakdown Rgt
D1.31: It Breakdown Rgt
D2.30: 20-2-3 Inf Div (304, less 1 step)
D3.31: Alert Bn
D4.30: 20-3-3 Inf Div (302)
D5.30: Alert Bn
D3.30: 9-2-1 Arty Bn (861), 3-2-2 Arty Bn (2-62)
D7.30: 6 Pz Div (1-11 Pz Bn, 4 Inf Rgt)
D8.28: 6 Pz Div (6 Motorcycle Bn)
D9.28: 6 Pz Div (41 PJ Bn, 76 Arty Rgt)
D7.28: 10-2-3 Werfer Bn (2-52)
D6.27: 48 Pz Corps HQ, 6 Pz Div (2x Organic Truck), 4 SPs
D10.28: Alert Bn
D11.28: 20-3-3 Inf Div (306)
D11.27: 22 Pz Div (129 Inf Rgt)
D12.26: 3-3-7 PJ Bn (611), 2-3-3 Bicycle Bn (162)
D12.25: 22 Pz Div (140 PJ Bn)
D9.25: 22 Pz Div (Organic Truck), 1 SP
D13.25: 20-4-3 Inf Div (294, less 2 steps)
D14.24: 8-3-3 Inf Rgt (190)
D14.23: 12-2-2 LW Div (8 Fld)
D14.22: 20-4-3 Inf Div (62, less 2 steps)

D14.21: 20-4-3 Inf Div (336, less 2 steps)
D12.24: 10-2-3 Werfer Bn (1-52)
D13.23: 9-2-1 Arty Bn (857)
D13.22: 10-2-3 Werfer Bn (3-52)
D10.23: 17 Corps HQ, 1 SP
D13.20: 20-4-3 Inf Div (384, less 2 steps)
D12.19: Breakdown Rgt
D11.19: Breakdown Rgt
D10.18: 2x Rum Breakdown Rgt
D9.18: 7-4-4 Rum Cav Bde (8)
D8.18: 7-4-4 Rum Cav Bde (5)
D7.18: 1-3-2 Pol Bn (551)
D6.17: Breakdown Rgt
D5.17: Breakdown Rgt
D4.17: 2-3-3 Bicycle Bn (326)
D4.16: Breakdown Rgt
D4.15: 1-3-2 Pol Bn (698)
D7.22: Wagon Extender
D5.21: 29 Corps HQ
D4.14: 16 Mtr Div (228 PJ Bn)
D6.14: 16 Mtr Div (165 Motorcycle Bn)
D7.14: 16 Mtr Div (60 Inf Rgt, 146 Arty Rgt, Organic Truck), 1 SP
D8.13: 16 Mtr Div (156 Inf Rgt)
D8.12: 17 Pz Div (63 PG Rgt)
D9.12: 17 Pz Div (17 Motorcycle Bn, 40 Inf Rgt)
D9.11: 17 Pz Div (139 Pz Bn, 27 PJ Bn)
D8.11: 17 Pz Div (27 Arty Rgt, Organic Truck), 1 SP
D9.10: 23 Pz Div (126 Inf Rgt)
D8.09: 23 Pz Div (23 Motorcycle Bn, 128 PG Rgt)
D8.10: 23 Pz Div (128 Arty Rgt, Organic Truck), 1 SP
D7.09: SS-W Div (Ger Inf Rgt, Wiking PJ Bn)
D6.08: SS-W Div (Wiking Rec Bn, Wstld Inf Rgt)
D5.08: SS-W Div (Wiking Pz Bn, Nrdlnd Inf Rgt)
D6.09: SS-W Div (5 Arty Rgt, Organic Truck), 1 SP
D5.09: SS-W Div (Organic Truck), 1 SP
D4.08: Breakdown Rgt
D3.08: Breakdown Rgt
D2.07: Breakdown Rgt
D1.07: 20-4-3 Inf Div (111, less 3 steps)
D1.08: 9-2-2 Arty Bn (731)
D2.08: 11-2-2 Arty Bn (607)
D1.12: 5-5-8 AG Bn (203)
B62.12: 57 Pz Corps HQ, 1-3-2 Pol Bn (682), 2 SP
B62.06: Breakdown Rgt
B61.06: 6-2-2 Sec Div (454), 2x Alert Bn
B60.05: 5-5-8 AG Bn (210), 6-3-2 Sec Div (444), 7-2-2 Arty Bn (602)
B60.06: 12-2-2 Arty Bn (732)
B60.04: Alert Bn
B59.04: Alert Bn
B58.03: Alert Bn

The following are Out of Supply and have Exhausted their Internal Stocks:
D52.34: 51 Corps HQ, 8 Corps HQ, 20-4-3 Inf Div (76, 113, each less 3 steps)
C53.03: 11 Corps HQ, 24 Pz Div (21 Inf Rgt), 16 Pz Div (64 Inf Rgt), 60 Mtr Div (92 Inf Rgt), 20-4-3 Inf Div (389, less 3 steps), 15-4-3 JG Div (100, less 2 steps)

Air Bases

Level 3: A11.19, A28.24, B14.27
Level 2: A13.02, B42.26, B59.34, B62.15
Level 1: D6.27

Air Units:

German:
 4x Me109g
 2x Fw190a
 5x He111h
 1x Hs123b
 1x Hs129b
 1x Ju86
 5x Ju87d
 2x Me110e
 5x Ju88a
 3x Ju52

Reinforcements:

As per Order of Arrival. Supply as per the Supply Table.

Variable Reinforcement Holding Box

None

Variable Reinforcements:

As per the Axis Variable Reinforcement Table.

Released Forces:

16 Mtr Div

Soviet Information:

Reserve Markers Available: 25

Dead Pile:

1 Tk Corps (89, 117, 159 Tk Bde, 44 Inf Bde)
3 Tk Corps (50 Tk Bde)
4 Tk Corps (45, 102 Tk Bde)
7 Tk Corps (62 Tk Bde)
13 Tk Corps (17, 61, 62 Mech Bde, 13 Tk Bde)
16 Tk Corps (107, 109, 164 Tk Bde, 15 Inf Bde)
17 Tk Corps (66, 67 Tk Bde)
18 Tk Corps (110 Tk Bde)
24 Tk Corps (4 Gd, 130 Tk Bde)
1 Gd M Corps (17 Gd Tk Bn, 116 Gd Arty Rgt)
2 Gd M Corps (6 Gd Mech Bde, 21 Tk Bn)
5 M Corps (49 Mech Bde, 188 Tk Bn)
4 Cav Corps (61, 81 Cav Bde)
7 Rifle Corps (93, 96 Inf Bde)

40 Army HQ
 14-4-3 Inf Div (37 Gd, 39 Gd)
 13-3-3 Inf Div (3 Gd, 1, 159)
 12-2-2 Inf Div (23, 112, 119, 153, 193, 197, 273, 278, 298)
 12-2-2 Mtn Div (63)
 11-1-1 Inf Div (126, 127, 284, 302, 304, 308, 309)
 4-2-2 Inf Bde (115, 149, 160)
 3-2-2 Naval Bde (154)
 3-2-1 Cadet Rgt (Vinca)
 8-4-8 Tk Bde (8 Gd)
 7-3-6 Tk Bde (9)
 6-2-5 Tk Bde (13, 24, 64, 84, 148, 225)
 5-4-8 Tk Bn (1 Gd)
 4-3-6 Tk Bn (10 Gd)
 4-2-4 Tk Bn (82, 119, 139, 198, 243)
 2x La-5
 1x Yak-1
 1x I-16
 2x IL-2m3

Supply Sources:

As per 1.6.

Soviet Gauge Railroads:

East of the following rail heads: A54.28, C7.09, D14.26, D9.07.

Rail Cap: 35

Set Up:

A47.35: 12-2-2 Inf Div (107)
A47.34: 4-2-2 Inf Bde (129)
A47.33: 12-2-2 Inf Div (100, less 1 step)
A47.32: 4 Tk Corps (69 Tk Bde, 4 Inf Bde)
A47.31: 6-2-5 Tk Bde (116)
A46.30: 13-3-3 Inf Div (25 Gd, less 1 step)
A46.29: 6-2-5 Tk Bde (192)
A46.28: 4-2-2 Inf Bde (37)
A45.28: 12-2-2 Inf Div (161, less 1 step)
A45.27: 11-1-1 Inf Div (219)
A45.26: 11-1-1 Inf Div (270)
A46.25: 12-2-2 Inf Div (180)
A47.27: 6-2-5 Tk Bde (137), 4-2-4 Tk Bn (292)
A50.31: 7-3-6 Tk Bde (14)
A54.28: (1)-0-3 RR Rgt (Voro)
A46.24: 13-3-3 Inf Div (48 Gd, less 1 step), 26-1-1 Arty Bde
A45.23: 12-2-2 Inf Div (160)
A46.21: 13-3-3 Inf Div (62 Gd)
A46.19: 11-1-1 Inf Div (111)
A46.18: 4-2-4 Tk Bn (201)
A47.17: 11-1-1 Inf Div (350, less 1 step)
A48.16: 12-2-2 Inf Div (172)
A48.19: 6 Gd Cav Corps (8 Gd, 13 Gd, 8 Cav Bde, 136, 154, 250 Tk Bn)
A48.21: 6-2-5 Tk Bde (179)
A47.23: 12 Tk Corps (30, 97, 106 Tk Bde, 13 Inf Bde)
A49.25: 15 Tk Corps (88, 113, 195 Tk

Bde, 52 Inf Bde)
A49.24: 3 Tank Army HQ, 12-2-2 Inf Div (184), 3 SPs
A60.31: 12-2-2 Inf Div (206), 2x Truck Points, 5x Wagon Points, 5 SPs
A61.34: 12-2-2 Inf Div (183)
A48.15: 12-2-2 Inf Div (6, less 1 step)
A49.15: 7-3-6 Tk Bde (115), 4-2-4 Tk Bn (212)
A49.14: 4-2-2 Inf Bde (106)
A49.13: 12-2-2 Inf Div (267, less 1 step)
A51.13: 3 Tk Corps (51, 103 Tk Bde, 3 Inf Bde)
A51.11: 6-2-5 Tk Bde (11), (1)-0-0 Pontoon Grp (1 Gd)
A48.09: 14-4-3 Inf Div (57 Gd), 75-1-0 Katyusha Bde
A48.08: 14-4-3 Inf Div (35 Gd)
A50.07: 13-3-3 Inf Div (195)
A50.06: 13-3-3 Inf Div (41 Gd)
A51.05: 11-1-1 Inf Div (78)
A52.04: 14-4-3 Inf Div (44 Gd)
A54.03: 14-4-3 Inf Div (58 Gd, less 1 step)
A51.10: 10 Tk Corps (178, 186 Tk Bde)
A51.09: 13-3-3 Inf Div (38 Gd), 7 Tk Corps (3 Gd, 87 Tk Bde, 7 Inf Bde), 2-3-6 Motorcycle Bn (53 MC)
A51.08: 18 Tk Corps (170, 181 Tk Bde, 32 Inf Bde), 2-4-6 Motorcycle Bn (52 MC)
A56.10: 1 Gd Army HQ, 75-1-0 Katyusha Bde, Truck Extender, 2x Truck Points, 5x Wagon Points, 20 SPs
A58.13: 25 Tk Corps (111, 162, 175 Tk Bde, 16 Inf Bde)
A56.02: 11-1-1 Inf Div (244)
A58.02: 13-3-3 Inf Div (60 Gd), 4-2-4 Tk Bn (141)
A60.02: 12-2-2 Inf Div (203)
A60.01: 13-3-3 Inf Div (50 Gd)
A61.01: 13-3-3 Inf Div (59 Gd, less 1 step)
A57.04: 16-1-1 Arty Bde
A58.03: 75-1-0 Katyusha Bde
A59.04: 26-1-1 Arty Bde
A56.16: 26 Tk Corps (19, 157, 216 Tk Bde, 14 Inf Rgt)
A57.19: 6 Army HQ, (1)-0-0 Pontoon Grp (6 Ar), 5 SP
C3.34: 75-1-0 Katyusha Bde
C2.33: 11-1-1 Inf Div (340)
C2.32: 2x 16-1-1 Arty Bde
C2.31: 75-1-0 Katyusha Bde
C1.30: 11-1-1 Inf Div (305)
C2.22: 2x 75-1-0 Katyusha Bde
C7.09: (1)-0-3 RR Rgt (Voro)
C6.26: 16-1-1 Arty Bde
C7.26: 26-1-1 Arty Bde
C5.17: Wagon Extender
C7.11: Wagon Extender
C6.10: 1 Gd Cav Corps (1 Gd, 2 Gd, 7 Gd Cav Bde, 61, 87 Tk Bn)
C11.21: 26-1-1 Arty Bde
C11.13: 17 Tk Corps (174 Tk Bde, 31

Inf Bde)
C13.31: 1 SP
C17.25: 3 SPs
C34.25: 2 SPs
C2.01: 2 Tk Corps (26, 99, 169 Tk Bde, 58 Inf Bde)
D1.33: 11-1-1 Inf Div (243), 4-2-4 Tk Bn (114)
D1.32: 14-4-3 Inf Div (14 Gd), 4-2-4 Tk Bn (126)
D2.31: 13-3-3 Inf Div (61 Gd, less 1 step)
D2.33: 7-3-3 Inf Bde (22), (1)-0-0 Pontoon Grp (3 Gd)
D3.32: 3-1-1 Inf Bde (94)
D4.31: 4-2-2 Inf Bde (90)
D5.31: 8 Cav Corps (21 Cav Bde)
D7.31: 8 Cav Corps (55 Cav Bde)
D8.30: 8 Cav Corps (112 Cav Bde)
D8.31: 75-1-0 Katyusha Bde
D8.34: 23 Tk Corps (3, 39, 135 Tk Bde, 56 Inf Bde)
C9.03: 1 Gd M Corps (1 Gd, 2 Gd, 3 Gd Mech Bde, 16 Gd Tk Bn)
C9.04: 3 Gd Army HQ, 11-1-1 Inf Div (266), (1)-0-0 Pontoon Grp (SW), 2x Truck Points, 10 SPs
C10.04: 24 Tk Corps (54 Tk Bde, 24 Inf Bde)
D9.29: 13-3-3 Inf Div (20 Gd)
D11.29: 12-2-2 Inf Div (346)
D12.28: 7-3-6 Tk Bde (15 Gd), 3-2-3 Inf Bde (5 Lt)
D12.27: 13-3-3 Inf Div (258), 7-3-6 Tk Bde (90)
D13.27: 7-3-6 Tk Bde (56)
D13.26: 8-4-6 Motorcycle Rgt (8 MC), 3-2-3 Inf Bde (1 Lt)
D14.25: 12-2-2 Inf Div (321)
D13.28: 16-1-1 Arty Bde
D14.26: (1)-0-3 RR Rgt (SW)
D15.27: 5 Tank Army HQ, (1)-0-0 Pontoon Grp (5 Tank), (5)-0-1 UR Bde (76)
D18.27: 5 SPs
D24.29: (5)-1-1 UR Bde (77)
D15.25: 3-1-1 Inf Bde (143)
D15.24: 13-3-3 Inf Div (40 Gd, less 1 step)
D15.22: 11-1-1 Inf Div (87)
D14.20: 3 Gd Cav Corps (5 Gd, 6 Gd, 32 Cav Bde), 6-2-5 Tk Bde (86)
D14.19: 13-3-3 Inf Div (4 Gd), 7-3-6 Tk Bde (150), 4-2-4 Tk Bn (41)
D13.19: 12-2-2 Inf Div (315)
D11.18: 12-2-2 Inf Div (300, less 1 step)
D10.17: 12-2-2 Inf Div (333)
D19.23: 5 Shock Army HQ
D9.17: 12-2-2 Inf Div (33 Gd)
D8.17: 5 M Corps (50 Mech Bde, 168 Tk Bn)
D7.17: 5 M Corps (45 Mech Bde)
D6.16: 2-4-6 Motorcycle Bn (50 MC)
D5.16: 4 M Corps (36 Mech Bde, 55 Tk

Bn), 13-3-3 Inf Div (24 Gd)
D5.15: 4 M Corps (59, 60 Mech Bde, 158 Tk Bn)
D6.15: 2-3-6 Motorcycle Bn (54 MC)
D7.15: 12-2-2 Inf Div (387)
D7.16: 2 Gd Army HQ, 2x 26-1-1 Arty Bde
D8.16: Truck Extender, (1)-0-0 Pontoon Bn (8 Hvy), 5 SP
D9.15: 2 Gd M Corps (4 Gd, 5 Gd Mech Bde, 22 Tk Bn, 117 Gd Arty Rgt)
D8.14: 6-2-5 Tk Bde (85)
D9.14: 4-2-4 Tk Bn (189)
D9.13: 14-4-3 Inf Div (54 Gd)
D10.12: 12-2-2 Inf Div (131)
D10.11: 13-3-3 Inf Div (98, less 1 step)
D10.10: 6-2-5 Tk Bde (10, 33)
D10.09: 12-2-2 Inf Div (47 Gd, less 1 step)
D9.09: 6-2-5 Tk Bde (58)
D8.08: 12-2-2 Inf Div (49 Gd), 2-4-6 Motorcycle Bn (64 MC)
D7.08: 12-2-2 Inf Div (91, less 1 step)
D9.08: 75-1-0 Katyusha Bde, 15-1-1 Arty Rgt (110)
D9.07: 51 Army HQ, (1)-0-3 RR Rgt (Stgrd), 10 SP
D10.04: 6 M Corps (51, 54, 55 Mech Bde, 76, 80 Tk Bn)
D6.07: 12-2-2 Inf Div (248)
D5.07: 4-2-2 Inf Bde (159)
D5.06: (5)-0-1 UR Bde (116)
D5.05: 28 Army HQ, Wagon Extender
D4.05: 4-2-2 Inf Bde (152)
D3.05: 12-2-2 Inf Div (34 Gd), (5)-0-1 UR Bde (78)
D3.04: 7-3-6 Tk Bde (6 Gd)
D2.03: 4-2-2 Inf Bde (52)
D37.30: 13-3-3 Mtn Div (194)
C43.15: (5)-1-1 UR Bde (159), 2 SPs
C47.08: (5)-1-1 UR Bde (54), (1)-0-0 Pontoon Grp (Don, Don), 10 SPs
D41.34: 1-3-4 Ski Bn (1), Truck Extender
D43.33: 1-3-4 Ski Bn (99)
D44.34: 12-2-2 Inf Div (96, less 1 step)
D46.33: 75-1-0 Katyusha Bde
D46.34: 21 Army HQ, 1-3-4 Ski Bn (21)
D50.28: 1-3-4 Ski Bn (49), 1-1-3 Ski Bn (48)
D49.32: 57 Army HQ, 11-1-1 Inf Div (422), 3-2-3 Inf Bde (20 Lt), (5)-1-1 UR Bde (115)
D49.33: 7-3-6 Tk Bde (235, 254), 4-2-4 Tk Bn (234), 1-1-2 Naval Bn (156)
D48.33: 11-1-1 Inf Div (38)
D48.34: 12-2-2 Inf Div (120, less 1 step)
D47.35: 26-1-1 Arty Bde
D48.35: 11-1-1 Inf Div (233)
D49.34: 2x 75-1-0 Katyusha Bde
D49.35: 5-4-8 Tk Bn (2 Gd, 4 Gd), 4-3-6 Tk Bn (6 Gd), 11-1-1 Inf Div (277)
D50.33: 2x 26-1-1 Arty Bde
D50.34: 3-1-1 Naval Bde (66)
D52.30: 11-1-1 Inf Div (169), 10-0-1 Inf

Div (204), (5)-1-1 UR Bde (118), 10 SPs
D51.32: 2x 75-1-0 Katyusha Bde, 15-1-1 Arty Rgt (5, 400)
D51.33: 64 Army HQ, 13-3-3 Inf Div (36 Gd, less 2 steps), 7 Rifle Corps (97 Inf Bde)
D51.34: 14-4-3 Inf Div (15 Gd), 12-2-2 Inf Div (157), 7-3-3 Inf Bde (38), 4-2-4 Tk Bn (35, 166)
D51.35: 14-4-3 Inf Div (52 Gd, less 1 step), 13-3-3 Inf Div (51 Gd, less 1 step), 12-2-2 Inf Div (293), 11-1-1 Inf Div (252)
D52.33: 12-2-2 Inf Div (29)
D53.34: 11-1-1 Inf Div (138)
D53.35: 14-4-3 Inf Div (13 Gd), 12-2-2 Inf Div (45), 4-2-2 Inf Bde (42, 92, 124)
D54.35: 12-2-2 Inf Div (95), (5)-1-1 UR Bde (156)
D55.35: 62 Army HQ
D63.31: (1)-0-0 Pontoon Grp (Stgrd)
C44.03: 2x 75-1-0 Katyusha Bde
C45.03: 6-2-5 Tk Bde (121)
C45.04: 75-1-0 Katyusha Bde
C46.03: 65 Army HQ
C47.02: 2x 26-1-1 Arty Bde
C48.04: (1)-0-3 RR Rgt (SW)
C49.02: 11-1-1 Inf Div (214)
C49.03: 11-1-1 Inf Div (173)
C49.04: 24 Army HQ, 1-2-4 Ski Bn (52)
C50.02: 4-3-6 Tk Bn (15 Gd)
C51.05: Wagon Extender
C52.01: 13-3-3 Inf Div (27 Gd, less 2 steps), 12-2-2 Inf Div (24), 7-3-6 Tk Bde (91), 4-3-6 Tk Bn (5 Gd)
C52.02: 12-2-2 Inf Div (49, less 1 step, 84), 10-0-1 Inf Div (260), 4-3-6 Tk Bn (8 Gd, 9 Gd)
C52.03: 2x 26-1-1 Arty Bde
C53.03: 12-2-2 Inf Div (64), 11-1-1 Inf Div (116), 10-0-1 Inf Div (299), 4-3-6 Tk Bn (7 Gd)
C54.02: 11-1-1 Inf Div (99, 226, 343)
C54.03: 2x 26-1-1 Arty Bde
C55.03: (1)-0-0 Pontoon Grp (Stgrd)
C55.05: 66 Army HQ

Air Bases

Level 2: A56.10, A60.31, D18.27, D24.29, D41.34, D48.35, C58.06, C51.14, C34.24, C28.21, C14.31
Level 1: C4.15, C9.04, C32.06, D19.03, D51.35, C46.31, C40.19, C17.25, C23.34, D61.33

Air Units:

4x La-5
 6x Yak-7b
 3x Yak-1
 13x IL-2m3
 4x IL-4
 7x Pe-2
 2x SB-2
 8x Po-2

Released Forces:

4 Tk Corps
 26 Tk Corps
 8 Cav Corps
 3 Gd Cav Corps

Reinforcements:

As per Order of Arrival. Supply as per the Supply Table.

Variable Reinforcements:

As per the Soviet Variable Reinforcement Table.

Victory:

At Start Soviet VP Total: 15 (16 VPs (from the map), 6 VPs (from Alert Rolls), 1 VP (16 Mtr) less 8 VPs (for released forces))

Use 5.0 to determine the final winner.

Scenario 10: von Manstein's Backhand Blow

In this scenario, the overextended Red Army lays its neck on the chopping block for von Manstein's counteroffensive. The Soviets are beyond the culminating point of their offensive—well beyond the point of diminishing returns—and the Germans have assembled an awesome mass of force in the form of the SS Panzer Divisions and the Wehrmacht's Grossdeutschland Division with which to slice the Soviet advance to ribbons.

Map Area: Maps A & B

First Turn: 27

Last Turn: As per 1.5

Game Length: 8 turns, perhaps a little less

Weather:

Volga: NA

Major Rivers: Thawed

Minor Rivers: Frozen

Axis Information:

Reserve Markers Available: 30

Supply Sources:

As per 1.6

German Gauge Railroads:

All railroads not converted to Soviet Gauge—see Soviet Gauge limits below.

Set Up: (All units are German, unless noted otherwise.)

A21.35: 20-4-3 Inf Div (298, less 2 steps)
A19.34: 5-3-4 AG Bn (201)
A21.33: 20-4-3 Inf Div (387, less 2 steps)
A21.32: Breakdown Rgt
A20.31: 7-2-2 Arty Bn (2-71)
A21.31: 20-3-3 Inf Div (385, less 2 steps)
A20.29: Breakdown Rgt
A20.28: Breakdown Rgt
A20.27: 20-4-3 Inf Div (168, less 2 steps)
A20.26: Breakdown Rgt
A16.28: Raus Corps HQ, 2 SPs
A20.24: 4-5-8 PG Bn (Begleit)
A21.22: GD Div (AG Bn, Gren Inf Rgt)
A21.20: GD Div (Füs Inf Rgt)
A24.19: GD Div (2 Pz Bn, PJ Bn)
A19.21: GD Div (Rec Bn, 1 Pz Bn, Arty Rgt, 2x Organic Truck), 2 SP
A17.20: SS-R Pz Div (Deutld Inf Rgt, DR PJ Bn, 2x Organic Truck), 2 SP
A16.19: SS-R Pz Div (2-DR Pz Bn, DR Arty Rgt), 10-2-3 Werfer Bn (3-54)
A24.18: 3-3-3 Pol Rgt (11 SS)
A25.18: Breakdown Rgt
A25.17: 20-4-3 Inf Div (320, less 2 steps)
A25.16: Breakdown Rgt
A24.14: SS-AH Pz Div (LAH AG Bn)
A23.14: SS-AH Pz Div (1 Inf Rgt)
A23.13: SS-AH Pz Div (2 Inf Rgt)
A22.15: SS-AH Pz Div (LAH Recon Bn, 1-LAH Pz Bn, 2x Organic Truck), 2 SPs
A22.13: SS-AH Pz Div (LAH Arty Rgt)
A22.12: SS-AH Pz Div (2-LAH Pz Bn)
A21.12: SS-AH Pz Div (LAH PJ Bn)
A20.14: SS Pz Corps HQ, 3-3-3 Pol Rgt (10 SS), 5 SPs
A18.15: SS-R Pz Div (DR Rec Bn, 1-DR Pz Bn)
A17.16: SS-R Pz Div (DR AG Bn, Führer PG Rgt, Lngmk Inf Rgt)
A15.17: SS-T Pz Div (3 Rec Bn, TK PJ Bn)
A14.17: SS-T Pz Div (Thule Inf Rgt, Organic Truck), 1 SP
A12.18: SS-T Pz Div (1-TK Pz Bn, 1 PG Rgt)
A11.18: SS-T Pz Div (2-TK Pz Bn, TK AG Bn, 3 Inf Rgt)
A10.18: SS-T Pz Div (TK Arty Rgt, Organic Truck), 1 SP, (1)-2-5 RR Bn (511)
A11.19: 7x Truck Points, 10 SPs
A14.02: (1)-2-5 RR Bn (83)
A13.03: 4-1-2 Hun Sec Div (102)
A13.02: 4-1-2 Hun Sec Div (124), 5x Wagon Points, 1 SP
A12.02: 6-1-1 Hun Arty Bn (88)
B14.27: 4-0-2 Hun Sec Div (105), (1)-2-5 RR Bn (514), 2 SP
B4.25: (1)-2-5 RR Bn (2)
B34.31: 20-3-3 Inf Div (333, less 1 step)
B35.30: SS-W Div (Ger Inf Rgt)
B36.30: SS-W Div (Wiking Pz Bn, Nrdld Inf Rgt)
B37.31: SS-W Div (Wiking Rec Bn, Wiking PJ Bn)
B38.31: SS-W Div (Wstld Inf Rgt)

B38.30: SS-W Div (5 Arty Rgt)
B39.32: 7 Pz Div (7 Motorcycle Bn, 6 Inf Rgt)
B39.33: 7 Pz Div (1-25 Pz Bn)
B40.33: 7 Pz Div (42 PJ Bn)
B40.32: 7 Pz Div (78 Arty Rgt, 2x Organic Truck), 2 SPs
B41.35: 11 Pz Div (61 Motorcycle Bn, 2-35 Pz Bn, 110 Inf Rgt, 61 PJ Bn)
B42.34: 11 Pz Div (111 PG Rgt, 119 Arty Rgt, 2x Organic Truck), 2 SP
A42.02: Breakdown Rgt
A43.03: 3 Pz Div (3 Inf Rgt)
A44.03: 3 Pz Div (3 Motorcycle Bn, 394 PG Rgt)
A45.03: 3 Pz Div (1-6 Pz Bn, 543 PJ Bn)
A44.02: 3 Pz Div (75 Arty Rgt, Organic Truck), 1 SP
A46.03: 19 Pz Div (19 Motorcycle Bn, 74 PG Rgt)
A47.03: 19 Pz Div (73 Inf Rgt)
A46.02: 19 Pz Div (19 Arty Rgt, Organic Truck), 1 SP
B45.35: 3 Pz Corps HQ
B41.27: SS-W Div (2x Organic Truck), 2 SPs
B42.27: 40 Pz Corps HQ, 3x Truck Points, 10 SPs
B42.26: 10 Wagon Points
B43.27: 17 Pz Div (Organic Truck), 1 SP
B46.27: 17 Pz Div (1-39 Pz Bn, 63 PG Rgt)
B49.28: 17 Pz Div (27 Arty Rgt)
B50.28: 17 Pz Div (40 Inf Rgt)
B50.27: 17 Pz Div (27 PJ Bn)
A48.02: 8-5-3 Inf Rgt (Lehr), Alert Bn
B48.35: 10-2-3 Werfer Bn (1-54), 9-2-1 Arty Bn (861), 4-2-1 Arty Bn (1-77)
A49.02: 27 Pz Div (127 Pz Bn, 127 Schnell Bn)
B50.35: 6-5-8 Pz Bn (138), Alert Bn
B50.34: 3-2-2 Arty Bn (2-62)
B51.35: 2x Alert Bn
B51.34: 10-2-3 Werfer Bn (2-52)
B52.34: 20-3-3 Inf Div (335, less 1 step)
B53.34: Breakdown Rgt
B54.33: 17-5-3 Mtn Div (3 Mtn, less 1 step)
B54.32: Alert Bn
B55.32: 20-2-3 Inf Div (304, less 2 steps)
B54.31: Alert Bn
B51.30: Ftr-Pco Corps HQ, 5-3-3 Inf Rgt (620 Trng), 5 SP
B51.29: Breakdown Rgt
B51.27: 20-4-3 Inf Div (62, less 1 step)
B53.28: Alert Bn
B54.28: Alert Bn
B55.28: 20-4-3 Inf Div (384, less 1 step)
B55.27: 20-4-3 Inf Div (336, less 2 steps)
B55.26: 12-2-2 LW Div (8 Fld)
B54.25: 20-4-3 Inf Div (294, less 2 steps)
B54.26: 10-2-3 Werfer Bn (3-52, 2-54)
B53.25: 1-3-2 Pol Bn (685, 698)

B53.24: 20-3-3 Inf Div (306, less 1 step)
B53.23: 23 Pz Div (23 Motorcycle Bn, 128 PG Rgt)
B53.22: 23 Pz Div (126 Inf Rgt)
B52.22: 23 Pz Div (128 Arty Rgt, Organic Truck), 1 SP, 9-2-2 Arty Bn (731)
B52.23: 9-2-1 Arty Bn (857)
B52.24: 10-2-3 Werfer Bn (1-52)
B49.24: 17 Corps HQ, 5x Wagon Points, 3 SPs
B52.21: 5-5-8 AG Bn (203)
B52.20: 2-3-3 Bicycle Bn (162), 1-3-2 Pol Bn (682)
B52.19: 3-3-7 PJ Bn (611)
B52.17: 20-3-3 Inf Div (302, less 1 step)
B52.18: Breakdown Rgt
B51.16: 22 Pz Div (129 Inf Rgt, 140 PJ Bn)
B51.17: 5-5-8 AG Bn (210), Breakdown Rgt
B51.18: 10-2-3 Werfer Bn (1-1)
B51.19: 11-2-2 Arty Bn (607)
B50.16: 20-4-3 Inf Div (111, less 2 steps)
B50.17: 12-2-2 Arty Bn (732)
B49.16: 6-3-2 Sec Div (444)
B49.17: 29 Corps HQ, 10-2-3 Werfer Bn (3-1)
B48.14: Breakdown Rgt
B48.15: 6-2-2 Sec Div (454)
B48.16: 10-2-3 Werfer Bn (2-1)
B47.15: 7-2-2 Arty Bn (602)
B49.19: 22 Pz Div (Organic Truck), 1 SP
B49.20: 48 Pz Corps HQ
B50.20: 16 Mtr Div (156 Inf Rgt, 146 Arty Rgt, Organic Truck), 1 SP
B48.21: 6 Pz Div (76 Arty Rgt, Organic Truck), 1 SP
B47.22: 6 Pz Div (6 Motorcycle Bn, 4 Inf Rgt)
B46.22: 6 Pz Div (1-11 Pz Bn, 41 PJ Bn)
B38.15: 3-3-3 Pol Rgt (6 SS)

Air Bases

Level 3: A11.19, B14.27

Level 2: A13.02, B42.26

Air Units:

German:

4x Me109g
 2x Fw190a
 5x He111h
 1x Hs123b
 1x Ju86
 5x Ju87d
 6x Ju88a
 3x Ju52
 2x Me110e
 2x Hs129b

Rumanian:

1x Ju87d

Released Forces:

16 Mtr Division

Reinforcements:

As per Order of Arrival. Supply as per the Supply Table.

Variable Reinforcement Holding Box

None

Variable Reinforcements:

None

Soviet Information:

Reserve Markers Available: 25

Supply Sources:

Any road or railroad hex along the east map edge.

Soviet Gauge Railroads:

A42.16 through A62.33
A56.10 through A47.32
B59.34 through A62.01
B61.15 through B62.12

Set Up:

A22.33: 12-2-2 Inf Div (107)
A23.34: 4-2-4 Tk Bn (61)
A23.32: 11-1-1 Inf Div (309), 4-2-4 Tk Bn (60)
A22.30: 12-2-2 Inf Div (100, less 1 step)
A25.32: 40 Army HQ, 1 SP
A21.29: 4-2-2 Inf Bde (129)
A21.28: 11-1-1 Inf Div (219), 4-2-4 Tk Bn (59)
A21.26: 12-2-2 Inf Div (180)
A21.25: 6-2-5 Tk Bde (179), 4-2-2 Inf Bde (37)
A21.24: 12-2-2 Inf Div (160)
A22.25: 26-1-1 Arty Bde
A23.27: 12-2-2 Inf Div (161, less 1 step)
A24.24: 6-2-5 Tk Bde (137), 4-2-4 Tk Bn (292)
A25.28: 6-2-5 Tk Bde (116, 192), Wagon Extender
A28.24: 69 Army HQ, 7-3-6 Tk Bde (14)
A34.30: 13-3-3 Inf Div (25 Gd, less 1 step), 2 Tk Corps (26, 99, 169 Tk Bde, 58 Inf Bde)
A40.32: 11-1-1 Inf Div (340)
A47.32: 12-2-2 Inf Div (183), (1)-0-3 RR Rgt (SW)
A22.22: 11-1-1 Inf Div (305)
A22.21: 15 Tk Corps (113 Tk Bde)
A23.21: 15 Tk Corps (195 Tk Bde, 52 Inf Bde)
A24.20: 13-3-3 Inf Div (48 Gd, less 1 step)
A25.20: 12 Tk Corps (97 Tk Bde, 13 Inf Bde)
A25.19: 11-1-1 Inf Div (111), 4-2-4 Tk Bn (201)
A26.18: 12-2-2 Inf Div (184)
A26.17: 6 Gd Cav Corps (8 Cav Bde, 154 Tk Bn)
A26.16: 6 Gd Cav Corps (13 Gd Cav Bde, 136 Tk Bn)
A27.16: 6 Gd Cav Corps (8 Gd Cav Bde)
A29.23: 2 SPs
A30.22: Wagon Extender
A30.18: 6 M Corps (51, 55 Mech Bde, 76, 80 Tk Bn)

A39.19: Wagon Extender
A42.23: 75-1-0 Katyusha Bde
A43.24: 75-1-0 Katyusha Bde
A47.23: 16-1-1 Arty Bde
A48.23: 16-1-1 Arty Bde
A49.24: 12-2-2 Inf Div (206), 26-1-1 Arty Bde
A27.15: 11-1-1 Inf Div (350, less 1 step)
A26.14: 12-2-2 Inf Div (172)
A26.13: Breakdown Rgt
A25.13: 12-2-2 Inf Div (6, less 1 step)
A24.12: Breakdown Rgt
A23.12: 7-3-6 Tk Bde (115), 4-2-4 Tk Bn (212)
A22.11: Breakdown Rgt
A21.11: Breakdown Rgt
A20.09: 4-2-2 Inf Bde (106)
A20.07: 12-2-2 Inf Div (267, less 1 step)
A22.03: 14-4-3 Inf Div (35 Gd)
A22.02: 25 Tk Corps (111, 175 Tk Bde, 16 Inf Bde)
A21.02: 25 Tk Corps (162 Tk Bde)
A26.05: 13-3-3 Inf Div (41 Gd)
A28.07: 1 Gd Cav Corps (1 Gd, 2 Gd, 7 Gd Cav Bde, 61, 87 Tk Bn)
A30.09: 11-1-1 Inf Div (244)
A32.09: 26 Tk Corps (19, 157, 216 Tk Bde, 14 Inf Bde)
A34.14: 3 Tank Army HQ
A38.10: 11-1-1 Inf Div (270), 16-1-1 Arty Bde, 2x Truck Points, 2 SPs
A42.16: (1)-0-3 RR Rgt (Voro)
A43.17: 2x Truck Points, 5 SPs
A49.17: 75-1-0 Katyusha Bde
A50.17: 75-1-0 Katyusha Bde
B35.32: 10 Tk Corps (178, 186 Tk Bde)
B36.31: 17 Tk Corps (66, 174 Tk Bde, 31 Inf Bde)
B37.32: 4-4-4 Ski Bde (7)
B38.32: 7-3-6 Tk Bde (9), 6-2-5 Tk Bde (11)
B38.34: Breakdown Rgt
A39.02: Breakdown Rgt
A41.03: 3 Tk Corps (51, 103 Tk Bde, 3 Inf Bde)
A41.04: 13-3-3 Inf Div (38 Gd, less 1 step)
A41.05: 75-1-0 Katyusha Bde
A37.03: 18 Tk Corps (170, 181 Tk Bde, 32 Inf Bde), 2-4-6 Motorcycle Bn (52 MC)
A35.07: 6 Army HQ, Truck Extender, 2 SPs
A42.04: 14-4-3 Inf Div (57 Gd, less 1 step)
A43.04: 13-3-3 Inf Div (195)
A44.04: 12-2-2 Inf Div (279)
A45.04: 2-3-6 Motorcycle Bn (53 MC), 2-3-3 Czech Inf Bn
A46.04: 13-3-3 Inf Div (62 Gd)
A47.04: 14-4-3 Inf Div (58 Gd, less 1 step)
A48.03: 11-1-1 Inf Div (78)
A49.03: 14-4-3 Inf Div (44 Gd)
A50.02: Breakdown Rgt
A50.03: 26-1-1 Arty Bde

A50.05: 1 Gd Army HQ, 75-1-0 Katyusha Bde
A51.02: 13-3-3 Inf Div (60 Gd), 4-2-4 Tk Bn (141)
B52.35: Breakdown Rgt
B53.35: 13-3-3 Inf Div (59 Gd, less 1 step)
B54.35: 75-1-0 Katyusha Bde
B54.34: 13-3-3 Inf Div (50 Gd)
B55.35: 16-1-1 Arty Bde
B55.34: 11-1-1 Inf Div (243), 4-2-4 Tk Bn (114)
B55.33: 14-4-3 Inf Div (14 Gd), 4-2-4 Tk Bn (126)
B56.32: 13-3-3 Inf Div (61 Gd)
B57.35: 7 Tk Corps (87 Tk Bde, 7 Inf Bde)
A58.02: 5 M Corps (45, 50 Mech Bde, 168 Tk Bn)
A56.10: 24 Tk Corps (54 Tk Bde, 24 Inf Bde), (1)-0-3 RR Rgt (Voro), 2x Truck Point, 5x Wagon Points, 5 SPs
B59.34: 3 Gd Army HQ, 12-2-2 Inf Div (203), (1)-0-3 RR Rgt (SW), 5x Wagon Points, 5 SPs
B57.32: 26-1-1 Arty Bde
B56.31: 7-3-3 Inf Bde (22)
B55.31: 3-1-1 Inf Bde (94)
B55.30: 11-1-1 Inf Div (266)
B56.30: 4-2-2 Inf Bde (90)
B57.30: 13-3-3 Inf Div (20 Gd)
B58.29: 75-1-0 Katyusha Bde
B57.29: 12-2-2 Inf Div (346)
B57.28: 7-3-6 Tk Bde (90), 13-3-3 Inf Div (258)
B56.27: 8-4-6 Motorcycle Rgt (8 MC), 7-3-6 Tk Bde (56)
B51.28: 8 Cav Corps (21, 55 Cav Bde), 7-3-6 Tk Bde (15 Gd) (This hex is Out of Supply and all have Low Internal Stocks)
B57.27: 12-2-2 Inf Div (321)
B57.26: 16-1-1 Arty Bde
B56.26: 13-3-3 Inf Div (40 Gd), 11-1-1 Inf Div (87)
B56.25: 13-3-3 Inf Div (4 Gd), 7-3-6 Tk Bde (150)
B55.25: 12-2-2 Inf Div (315), 4-2-4 Tk Bn (41)
B54.24: 12-2-2 Inf Div (300, less 1 step, 333)
B59.27: 3-2-3 Inf Bde (1 Lt, 5 Lt)
B59.26: 5 Shock Army HQ, 3-1-1 Inf Bde (143)
B59.25: 23 Tk Corps (135 Tk Bde, 56 Inf Bde)
B62.26: 5 Tank Army HQ, (5)-0-1 UR Bde (76)
B54.23: 12-2-2 Inf Div (387)
B54.22: 12-2-2 Inf Div (33 Gd)
B54.21: 14-4-3 Inf Div (54 Gd), 4-2-4 Tk Bn (189)
B53.21: 12-2-2 Inf Div (131), 6-2-5 Tk Bde (85)
B56.21: 2 Gd Army HQ
B53.20: 13-3-3 Inf Div (98, less 1 step)
B53.19: 6-2-5 Tk Bde (10, 33)
B54.18: 2x 26-1-1 Arty Bde
B53.18: 12-2-2 Inf Div (47 Gd, less 1 step)
B53.17: 13-3-3 Inf Div (24 Gd), 6-2-5 Tk Bde (58)
B56.18: 51 Army HQ, 4-2-2 Inf Bde (52)
B57.19: 2 Gd M Corps (4 Gd, 5 Gd Mech Bde,

22 Tk Bn)

B57.18: 3 Gd Cav Corps (5 Gd, 6 Gd, 32 Cav Bde), 6-2-5 Tk Bde (86), 2-4-6 Motorcycle Bn (50 MC)

B56.17: 1 Gd M Corps (1 Gd, 2 Gd Mech Bde), 2-3-6 Motorcycle Bn (54 MC)

B62.15: (5)-0-1 UR Bde (78)

B61.15: (5)-0-1 UR Bde (116), (1)-0-3 RR Rgt (Stgrd), 1x Truck Point, 5 SPs

B53.16: 28 Army HQ, 75-1-0 Katyusha Bde, 15-1-1 Arty Rgt (110)

B52.16: 12-2-2 Inf Div (49 Gd), 2-4-6 Motorcycle Bn (64 MC)

B52.15: 12-2-2 Inf Div (91, less 1 step)

B51.15: 12-2-2 Inf Div (248), 7-3-6 Tk Bde (6 Gd)

B50.15: 4-2-2 Inf Bde (152, 159)

B49.15: 12-2-2 Inf Div (34 Gd)

Air Bases

Level 3: A28.24

Level 2: A60.31, B59.34, B62.15, A56.10

Air Units:

5x La-5

6x Yak-7b

3x Yak-1

14x IL-2m3

4x IL-4

7x Pe-2

2x SB-2

8x Po-2

Reinforcements:

As per Order of Arrival. Supply as per the Supply Table.

Released Forces:

4 Tk Corps

26 Tk Corps

8 Cav Corps

3 Gd Cav Corps

Variable Reinforcements:

As per the Soviet Variable Reinforcement Table.

Victory:

At Start Soviet VP Total: 66 (66 VPs (from the map), 7 VPs (from Alert Rolls), 1 VP (16 Mtr) less 8 VPs (for released forces))

Use either 5.0 or the below to determine the final winner.

To avoid weighting this game as a scenario based on previous success or failure (which is outside either player's control), use the following as an alternative:

The player holding both Kharkov and Stalino at the end of play wins, any other result is a draw.

Axis Reinforcements

(All Organic Trucks enter loaded with a full load of SPs)

Turn 1: None

Turn 2: 6 Pz Div (1-11, 2-11 Pz Bn, 6 Motorcycle Bn, 4 Inf Rgt, 114 PG Rgt, 41 PJ Bn, 76 Arty Rgt, 2x Organic Truck), 9-2-1 Arty Bn (857, 861), 1x He-111h

Turn 3: 27 Pz Div (127 Pz Bn, 140 Inf Rgt, 127 Schnell Bn, 127 Arty Rgt, 1x Organic Truck), 1x Ju-52

Turn 4: 17 Corps HQ, 11 Pz Div (1-15, 2-15, 2-35 Pz Bn, 61 Motorcycle Bn, 110 Inf Rgt, 111 PG Rgt, 61 PJ Bn, 119 Arty Rgt, 2x Organic Truck), 20-4-3 Inf Div (294), 20-3-3 Inf Div (385 less one step), 12-2-2 LW Fld Div (15 Fld), 1x Ju-52

1st Panzer Army (see 1.6c): 57 Pz HQ
Add to Dead Pile (for rebuild): 6-4-4 Cossack Cav Rgt (v. Jung)

Turn 5: 5-4-6 AG Bn (190), 3-3-3 Pz Bn (700 PzVb), 1x Ju-86

Turn 6: 12-2-2 LW Fld Div (7 Fld), (1)-2-5 RR Bn (2), 2x He-111h, 1x Me-109g, 1x Ju-52

Turn 7: 20-4-3 Inf Div (387), 1x Ju-52

Turn 8: 17 Pz Div (1-39 Pz Bn, 17 Motorcycle Bn, 40 Inf Rgt, 63 PG Rgt, 27 PJ Bn, 27 Arty Rgt, 1x Organic Truck), 12-2-2 LW Fld Div (8 Fld), 1x Ju-87d, 1x Hs-123b

Turn 9: 10-2-3 Werfer Bn (1-54, 2-54, 3-54)

Turn 10: Ftr-Pico Army Abt HQ, 20-3-3 Inf Div (306), 20-2-3 Inf Div (304), 17-5-3 Mtn Div (3 Mtn), 5-3-3 Inf Rgt (620 Trng), 3-2-2 Arty Bn (2-62)

Turn 11: 19 Pz Div (2-27 Pz Bn, 19 Motorcycle Bn, 73 Inf Rgt, 74 PG Rgt, 19 PJ Bn, 19 Arty Rgt, 1x Organic Truck), 6-5-8 Pz Bn (138)

Turn 12: 7 Pz Div (1-25, 2-25 Pz Bn, 7 Motorcycle Bn, 6 Inf Rgt, 7 PG Rgt, 42 PJ Bn, 78 Arty Rgt, 2x Organic Truck)

Turn 13: 20-4-3 Inf Div (68)

Turn 14: 5-3-4 AG Bn (201), 7-2-2 Arty Bn (2-71), 4-2-2 Arty Bn (842), 1x Ju-87d, 3x He-111h, 1x Fw-200c

Turn 15: 20-4-3 Inf Div (26), 4-1-2 Hun Sec Div (102, 108), 6-1-1 Hun Arty Bn (88), 1x Ju-52,

Turn 16: GD Mtr Div (1, 2 Pz Bn, AG, Gren, Füs Inf Rgt, PJ Bn, Arty Rgt, 2x Organic Truck), 4-5-8 PG Bn (Begleit), 1x Ju-88a

1st Panzer Army (see 1.6c): 3 Pz HQ, 5-5-8 AG Bn (232), 9-2-2 Arty Bn (731)

Turn 17: 4-1-2 Hun Sec Div (124), 4-0-2 Hun Sec Div (105)

Turn 18: Cramer Corps HQ, 5-5-8 Rec Bn (Rec-GD), 4-0-2 Hun Sec Div (121), 6-1-1 Hun Arty Bn (87), 1x Me-109g

1st Panzer Army (see 1.6c): 5-5-8 AG Bn (203), 20-4-3 Inf Div (111), 6-3-2 Sec Div (444), 1-3-2 Police Bn (682), 11-2-2 Arty Bn (607)

Turn 19: 20-3-3 Inf Div (302, 335), 20-4-3 Inf Div (320)

1st Panzer Army (see 1.6c): 40 Pz Corps HQ, 5-5-8 AG Bn (210), 1-3-2 Police Bn (685), 12-2-2 Arty Bn (732), 7-2-2 Arty Bn (602)

Turn 20: SS Pz Corps HQ, SS-AH Pz Div (1-LAH, 2-LAH Pz Bn, LAH AG Bn, LAH Recon Bn, 1, 2 Inf Rgt, LAH PJ Bn, LAH Arty Rgt, 2x Organic Truck), SS-R Pz Div (1-DR, 2-DR Pz Bn, DR AG Bn, DR Recon Bn, Führer PG Rgt, Lngmk Inf Rgt, Deutld Inf Rgt, DR PJ Bn, DR Arty Rgt, 2x Organic Truck), 20-3-3 Inf Div (333), 1x Hs-129b

Turn 21: None

Turn 22: 1x Hs-129b

Turn 23: None

Turn 24: SS-T Pz Div (3 Recon Bn, Thule Inf Rgt, TK PJ Bn, 1x Organic Truck), 5-2-4 Pz Co (503), 1x Ju-88a

Turn 25: 1x Rumanian Ju-87d

Turn 26: Raus Corps HQ, SS-T (1-TK, 2-TK Pz Bn, TK AG Bn, 1 PG Rgt, 3 Inf Rgt, TK Arty Rgt, 1x Organic Truck)

Turn 27: 20-4-3 Inf Div (15)

Turn 28: 5-3-4 AG Bn (905), 6-3-3 Inf KG (Steinbr), 20-3-3 Inf Div (39)

Turn 29: None

Turn 30: 20-4-3 Inf Div (167)

Turn 31: None

Turn 32: 5-5-8 AG Bn (228)

Turn 33: 20-4-3 Inf Div (106)

Turn 34: None

Soviet Reinforcements

Turn 1: 13-3-3 Inf Div (41 Gd, 195), 12-2-2 Inf Div (131), 7-3-6 Tk Bde (15 Gd), 6-2-5 Tk Bde (24, 225), 1x IL-2m3

Turn 2: 4-2-4 Tk Bn (126, 141), 14-4-3 Inf Div (35 Gd, 44 Gd), 13-3-3 Inf Div (38 Gd), 12-2-2 Inf Div (315), 11-1-1 Inf Div (87), 1x 16-1-1 Arty Bde, 1x La-5, 1x Wagon Point

Turn 3: 1x IL-2m3, 1x Truck Point

Guard Exchange: 14-4-3 Inf Div (52 Gd)

Turn 4: 4-2-4 Tk Bn (139, 198), 13-3-3 Mtn Div (194), 1x 26-1-1 Arty Bde, 2x 16-1-1 Arty Bde, 1x IL-2m3, 2x Pe-2, 1x Wagon Point

Turn 5: 24 Tk Corps (4 Gd, 54, 130 Tk Bde, 24 Mtrd Inf Bde), 1x 26-1-1 Arty Bde, 1x Yak-7b, 2x Truck Point

Turn 6: 3 Gd Army HQ, 7 Tk Corps (3 Gd, 87 Tk Bde, 7 Mtrd Inf Bde), 5 M Corps (168, 188 Tk Bn, 45, 49, 50 Mech Bde), 4-2-4 Tk Bn (114, 119, 243), 2-4-6 Motorcycle Bn (50 MC), 2-3-6 Motorcycle Bn (54 MC), 2x Truck Point

Add to Dead Pile: 7 Tk Corps (62 Tk Bde)

Turn 7: 5 Shock Army HQ, 13-3-3 Inf Div (20 Gd), 4-2-2 Inf Bde (90), 3-1-1 Inf Bde (94), 1x Wagon Point, 1x Truck Point

Turn 8: 2 Gd Army HQ, 2 Gd M Corps (4 Gd, 5 Gd, 6 Gd Mech Bde, 21, 22 Tk Bn, 117 Gd Arty Rgt), 17 Tk Corps (66, 67, 174 Tk Bde, 31 Mtrd Inf Bde), 18 Tk Corps (110, 170, 181 Tk Bde, 32 Mtrd Inf Bde), 25 Tk Corps (111, 162, 175 Tk Bde, 16 Mtrd Inf Bde), 4-3-6 Tk Bn (5 Gd, 6 Gd, 7 Gd, 8 Gd, 9 Gd, 10 Gd), 13-3-3 Inf Div (3 Gd, 24 Gd, 98), 12-2-2 Inf Div (33 Gd, 49 Gd, 107, 387), 2-4-6 Motorcycle Bn (52 MC), 2-3-6 Motorcycle Bn (53 MC), 1x 75-1-0 Katyusha Bde, 1x 16-1-1 Arty Bde, 1x IL-2m3, 1x La-5, 2x Truck Point

Guard Exchange: 14-4-3 Inf Div (54 Gd)

Turn 9: 6 M Corps (51, 54, 55 Mech Bde, 76, 80 Tk Bn), 2-4-6 Motorcycle Bn (64 MC), 1x Wagon Point, 1x Truck Point

Exchange: Replace 13 Tk Bde (independent) with 13 Tk Corps (13 Tk Bde)

Turn 10: 2 Tk (26, 99, 169 Tk Bde, 58 Mtrd Infantry Rgt), 6-2-5 Tk Bde (192), 1x 16-1-1 Arty Bde, 1x Wagon Point

Turn 11: 6-2-5 Tk Bde (33), 1x Truck Point

Turn 12: 15-1-1 Arty Rgt (110), 1x Wagon Point

Turn 13: 4-3-6 Tk Bn (15 Gd), 4-2-4 Tk Bn (189, 234), 1-3-4 Ski Bn (1, 21, 49, 99), 1-2-4 Ski Bn (52), 1-1-3 Ski Bn (48), 1x 75-1-0 Katyusha Bde, 1x Truck Point

Guard Exchange: 14-4-3 Inf Div (57 Gd, 58 Gd)

Turn 14: 23 Tk Corps (3, 39, 135 Tk Bde, 56 Mtrd Inf Bde), 7-3-6 Tk Bde (150), 6-2-5 Tk Bde (86), 11-1-1 Inf Div (243), 1x 75-1-0 Katyusha Bde, 1x Yak-7b, 1x Wagon Point

Guard Exchange: 13-3-3 Inf Div (59 Gd)

Turn 15: 1x Truck Point

Turn 16: 3 Tank Army HQ, 12 Tk Corps (30, 97, 106 Tk Bde, 13 Mtrd Inf Bde), 15 Tk Corps (88, 113, 195 Tk Bde, 52 Mtrd Inf Bde), 6 Gd Cav Corps (8, 8 Gd, 13 Gd Cav Bde, 136, 154, 250 Tk Bn), 6-2-5 Tk Bde (179), 4-2-4 Tk Bn (201), 13-3-3 Inf Div (48 Gd), 12-2-2 Inf Div (180, 184), 11-1-1 Inf Div (111, 305, 340), 4-2-2 Inf Bde (37), 1x IL-2m3, 1x Wagon Point

Guard Exchange: 13-3-3 Inf Div (60 Gd)

Turn 17: 1x Truck Point

Guard Exchange: 13-3-3 Inf Div (61 Gd, 62 Gd)

Turn 18: 11-1-1 Inf Div (78, 244), 7-3-6 Tk Bde (9), 6-2-5 Tk Bde (11), 1x Truck Point

Turn 19: 3 Tk Corps (50, 51, 103 Tk Bde, 3 Mtrd Inf Bde), 10 Tk Corps (178, 186 Tk Bde), 12-2-2 Inf Div (183), 1x Wagon Point, **optional:** 2x Yak-9

Turn 20: 1 Gd Cav Corps (1 Gd, 2 Gd, 7 Gd Cav Bde, 61, 87 Tk Bn)

Turn 21: 2-3-3 Inf Bn (Czech), 1x Truck Point

Turn 22: 69 Army HQ, 1x Wagon Point, 1x La-5, 1x Pe-2

Turn 23: 1x Wagon Point, **optional:** 2x Yak-9

Turn 24: 4-2-4 Tk Bn (59, 60, 61), 4-4-4 Ski Bde (7), 1x Truck Point

Turn 25: 12-2-2 Inf Div (279)

Turn 26: 1x IL-2m3, 1x Wagon Point

Turn 27: 4-3-4 Ski Bde (5, 10), 1x Truck Point

Turn 28: 11-1-1 Inf Div (253), 1x Pe-2

Turn 29: 1x Wagon Point

Turn 30: 12-2-2 Inf Div (19), 11-1-1 Inf Div (303), 2-2-1 NKVD Bde (17), 1x La-5, 1x Truck Point

Turn 31: None

Turn 32: 12-2-2 Inf Div (113), 11-1-1 Inf Div (52), 1x Wagon Point

Turn 33: None

Turn 34: None