

WINTER STORM

Special Rules

Draft Version 4.10

1.0 GAME-SPECIFIC CONDITIONS

1.1 ULTIMATE SUPPLY SOURCES:

Once a week, in the Strategic supply phase, players will roll to determine how much supply is brought forward over their friendly rail lines from the ultimate supply source. For the German player the ultimate supply source is any southern or eastern mapedge rail hex. The German player will also have the use of the northern mapedge rail lines which are **west** of the Don until they are closed by Soviet action which occurs off map to the north. The line at entry area 1 running through Kantemirovka and Millerovo remains open to the German player through turn 28 (Jan. 18). Three turns after the Soviet player exits at least **five** division sized units or their equivalents off the West mapedge and North of the Donets river, at Area 18 or 17, the effectiveness of the rail line at entry point 16 will be impaired. At this point the German player may not bring more than ten (10) supply points on to the map through this entry hex. The ultimate supply sources for the Soviets will be any rail or ferry hex on the East mapedge, and any rail hex on the North mapedge which is East of the Don river. In the longer campaign games, the Soviet player will gain the use of rail lines which were formerly controlled by the German player by one of two means: A) physically converting the rail gauge by advancing their railhead marker along the line. The railhead marker may advance two hexes each turn. B) For Northern mapedge rail lines which have fallen into Soviet hands, the Soviet player may consider them operational **ten** turns after they are captured.

All supply points which are brought into play must appear at the Ultimate supply source hexes, and be traced along an unbroken line of rail hexes to a friendly town or rail Depot which is within three movement points of the Front or Army Group/Army HQ which is to receive them.

1.11 Soviet Bridgeheads:

The two improved position symbols in hexes 0327 and 0328 are Soviet Bridgeheads across the Volga. They serve as ferry sites for receiving ultimate supply. Any Soviet Higher Level HQ may receive supply if it is located within three hexes of a ferry site. The Soviets are presumed to control these hexes as long as an undisrupted combat unit remains adjacent to the ferry site (even on the other side of the river).

1.12 Soviet Bridgeheads and combat. Any Soviet unit of the 62nd Army may attack German units occupying these hexes without applying river crossing penalties. In effect, though the German

units are placed in these hexes at start Soviet troops are presumed to be occupying the same hex. They have been placed in adjacent hexes for convenience's sake.

1.2 RAIL CAPACITY:

The German player may have no more than five train markers in play at any given time. The Russian player may have no more than five also. Players may have only one railhead marker in play for each friendly rail line. Rail lines will be named to differentiate them from one another. EXAMPLE: The "Trans Caucasus Line".

1.21 Off-Map Rail Movement. Off-map Rail communications exist between

- the Rostov Line at Area 12 and the Trans-Caucasus Line at Area 11. Units exiting Area 12 are held off map for **one** turn and then entered at Area 11, or vice versa. This route is closed to the German after the Jan. 18 turn.
- the Svoboda Line at Area 1 and the Dnepr Bend or Millerovo Lines in Areas 15 or 16. Units may reenter after waiting **three** turns off map. This route may also be traversed via road by waiting two turns off map. This route is closed to the German if the Soviet player exits three divisions on or adjacent to Areas 15 or 16.
- between Areas 5 (North Line) or 6 (Volga Line) and Areas 1 (Svoboda line) or 2 (Voronezh Line). The Soviet player may exit units and reenter them after waiting **two** turns off map. To use Area 1, the Soviet player must control Rossosh, and all the rail hexes north to Area 1 must be free of enemy units or ZOCs.

1.3 SIXTH ARMY MORALE:

In all scenarios where the Sixth Army HQ is unable to trace a line of communications, via road or rail, to a friendly map edge, the Sixth Army is considered isolated. In this instance a minimum of four supply points must be expended in each strategic overphase to "feed" the Army.

These points must be expended over and above any supply points which have been used to place operational HQs. of the Sixth Army in either offensive or defensive mode. Should the German player be unable to meet this obligation, the morale of all units belonging to the Sixth Army which trace their communications to the Sixth Army HQ., will be reduced by one level, for the next three turns. This penalty is cumulative from week to week. Thus, if the German player failed to allocate this supply in two successive strategic overphases, the morale would be reduced by two levels etc.

1.4 AIR BASES: All air units in play during operational turns must be based at a friendly airfield. A listing of airfields for each side appears below. *Note: to get the coordinates on the single new map, add 38 to the first two digits of Map B coordinates, e.g., 1202 B (Rostov) becomes 5002. Map A coordinates are unchanged.*

Soviet

Stalingrad fields: Hex # 0125 A and 0126 A.
 Serafimovich: Hex # 2038 A
 Yelenskaya: Hex # 2640 A
 North Don: 2 hexes off map at area 4
 Voronez fields: 8 hexes off map at area 2

German

Kantemirovka: Hex # 1239 B
 Millerovo: Hex # 1239 B
 Novocherkassk: Hex # 0707 B
 Rostov: Hex # 1202 B
 Tatsinskaya: Hex # 3421 A
 Morozovskaya: Hex # 2723 A
 Salsk: 12 hexes offmap, area 11
 Zimovniki: Hex # 2306 A
 Kotelnikovo: Hex # 1712 A
 Gumrak: Hex # 0528 A
 Pitomnik Hex # 0627 A

Airfields occupied by enemy units are considered captured and may not be used by the friendly player. Captured airfields may be made operational for use by the capturing player two turns after they have been captured.

Each air field may support the operations of a maximum of **two** air squadron units. OPTIONAL: If players wish they may require air units to expend one supply point for each mission flown during operational game turns. These supply points would have to be stacked on the airfield where the squadron was based.

2.0 WEATHER:

Weather plays an important role in any simulation of the Russian front. The Weather will effect supply, air operations, movement rates, combat effectiveness, and command radius. The effects which weather will have on the game should be carefully noted and factored into players' plans.

2.1 HOW TO DETERMINE WEATHER: Players should first consult the scenario briefing to determine if there are any special weather effects in force for that scenario. This done, consult the "Seasonal Modifiers" chart on the weather table to see if any modifiers are to be applied to the weather die rolls. The Soviet player then rolls two dice, one red and one white, or any other color combination as long as they can be distinguished. The red die will determine temperature conditions in force for that turn, and the white die will determine the atmospheric conditions which are prevailing. After modifiers, if any, are applied to these die rolls, players should mark the resulting weather conditions on the "Prevailing Weather" chart printed on the map by placing the appropriate counter, "TEMP" or "ATMOS" in the box representing the result obtained by the die roll. Note that each box will have a number printed in it.

These numbers are the "Ground Condition Codes" for that given weather condition. Add the ground condition codes for both temperature and atmosphere that turn to obtain a **total**. A total of zero or one means that the ground condition for the coming turn is "Good". Mud can only occur in case of precipitation. In that case, a total of **two** Indicates a condition of "Light Mud" exists. A total of **three** indicates a condition of "Deep Mud" exists. A total of **four** indicates "Light Snow", and a total of **five** indicates "Deep Snow". Mark the appropriate ground condition using the "GROUND" counter provided.

2.2 EFFECTS OF WEATHER: The Ground Condition will affect movement rates, and supply/command radius for certain ground units. Temperature will affect the physical terrain on the map and the combat effectiveness of certain units. Atmospheric conditions will affect air operations, artillery observation, and the Zone of Control for certain units. Specific effects are itemized below.

2.21 "Good ground": All units move normally, within the limits provided by supply. All terrain effects are normal. Road movement is one half movement point per hex.

2.22 "Light Mud or Snow": German Mechanized units (Panzer, Motorized, Grenadier, and supply columns), are all reduced by **one** movement point. German Command/supply radius is reduced by **one**. Soviet units are not affected in any way by this weather condition.

2.23 "Deep Mud or Snow": German Mechanized units are all reduced by **two** movement points. German Command/supply radius is reduced by **two**. German infantry units are reduced by one movement point. Soviet Mechanized formations are reduced by one movement point. Soviet Command/supply radius is reduced by one, Soviet infantry remains unaffected.

2.30 "Clear": All Air units may perform operations, artillery observation is unaffected, and all ZOC's are normal.

2.31 "Mist": This condition represents intermittent low clouds and ground fog. Fighter units may not perform air operations in a ground attack role this turn. Fighter Bombers or Bombers may perform operations into hexes with a possibility that their effectiveness will be reduced by the mist. Roll one die any time an air unit is assigned to a mission. On a roll of 1-3, mist conditions prevail in the hex, and the ground support strength of the air unit in question is reduced by one. On a roll of 4-6 the air unit performs normally. Observation for artillery is restricted to one hex range. ZOC's remain normal.

2.32 "Overcast": Air operations by Fighter Bombers and Bombers are not allowed. Air operations by fighters are normal. Artillery observation and ZOC's are normal.

2.33 "Precipitation": No air operations permitted. Artillery observation is **one** hex. ZOC's are normal.

2.34 "Storm": Air operations are prohibited. Barrage is not permitted. Artillery must be stacked with the unit it wishes to support on FPF or

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stacked with the attacking unit on Close support.

All ZOC's are reduced by one.

2.40 "Thaw": Will only occur in the spring scenarios planned for the "Winter Storm Expansion Game" and will not affect scenarios in the basic "Winter Storm Game". Spring thaw will unfreeze all rivers and will increase the terrain effects penalty for crossing all rivers by one for infantry and by two for Mechanized units. A ground condition of "Deep Mud" will prevail for the next three turns, and a condition of "Light Mud" will prevail for three turns more. During any "Light Mud" turn caused by Spring thaw, precipitation will cause a "Deep Mud Condition"

2.41 "Warm": The effectiveness of German Infantry will be increased by one during any turn where both clear and warm weather prevails. Soviet units are not affected.

2.42 "Mild": All unit effectiveness remains normal. German Infantry which is forced to check morale as a result of combat will have their **morale increased by one** during turns of clear and mild weather. Soviet units are not affected.

2.43 "Frost": All unit effectiveness and morale checks remain normal.

2.44 "Freezing": All unit effectiveness ratings remain normal. German infantry which is forced to check its morale as a result of combat will have its morale reduced by one. Soviet morale is not affected.

2.45 "Stream Freeze": The penalty for infantry crossing minor rivers or streams is negated. Mech units must pay only one additional movement point to cross minor rivers instead of the normal two. All other effects of "Freezing" temperatures are in effect. See 2.44.

2.46 "Deep Freeze": The effectiveness of all German Units is reduced by one. All other effects of "Freezing" temperatures are in effect.

3.0 MAJOR RIVERS:

3.1 River Crossings: Much of the strategic planning on both sides revolved around the securing of bridgeheads across the many rivers which crossed the southern plains and steppes. Were it not for the vital bridgeheads which the Soviets retained to the north of the Don bend, their counterattack might never have come about. Even in the dead of winter, with the Don frozen, Manstein choose Kotelnikovo as the staging area for "Winter Storm" because an attack from this direction would not have to cross the Don. Thus combat and movement across major rivers is made very difficult in the "Winter Storm" game system.

3.11 Movement Across Major Rivers: All mechanized units, including German motorized infantry, may only cross a major river hexside at a bridge, road, or railroad bridge. Movement over road bridges costs one additional movement point to cross, movement over rail or pontoon bridges (see below), costs two additional movement points.

Infantry or cavalry must stop as soon as they come adjacent to a river they wish to cross and

move no further that turn. A crossing arrow is then placed into the hex the unit wishes to cross into. Crossings may not be attempted into hexes which are enemy occupied. On the turn following the one in which the crossing arrow was placed, the infantry unit may cross the major river at a cost of plus two movement points. Should an enemy unit occupy **or move through** a crossing arrow it is eliminated.

3.12 Pontoon Bridges: All HQ's have the capability to "bridge" major or minor river hexsides. To do so the HQ unit must remain adjacent to the river for one turn, and if the hex directly opposite it is not enemy controlled, the bridge may be placed at the beginning of the Command/Supply phase following the turn which the HQ unit moved adjacent to the river. Bridges across minor rivers eliminate any terrain penalties for that hexside. Infantry may cross bridged major river hexsides at a plus one MP penalty, and Mech may cross at plus two. Should the HQ unit move away, the bridge moves with it. **Exception:** Bridges built by Soviet Front and German Army/Army Group HQ's are considered **permanent**.

3.13 Major Rivers and Combat: All units assaulting across major river hexsides have their effectiveness ratings reduced by **two** levels in addition to any other penalties for weather or disruption. Mechanized units may **only** assault across hexsides which they would normally be able to move across, i.e., bridges. All armor modifiers are reduced by one half when assaulting across bridges. All units may advance after combat across major rivers as normal, except where movement would be prohibited.

3.14 Major Rivers and ZOC's: All ZOC ratings are reduced by three levels across a major unbridged hexside, by two levels across a railroad bridge hexside, and by one level across any other bridged hexside crossing a major river. All other terrain restrictions on ZOC's remain in force and are cumulative with this river penalty. (ZOCs across minor rivers are reduced by one level, except at bridges.)

3.15 Communications Across Major Rivers: Communications for command control are traced normally across bridged hexsides, but may only be traced using the "Automatic Command Control" rule across unbridged hexsides. (See 4.95.) Supply may only be traced across bridged hexsides.

3.16 Bridge demolition: Any engineer or HQ unit which remains adjacent to a bridge for one turn while both sides of that bridge are friendly may destroy the bridge. Place a "Bridge Blown" marker on the bridge hexside.

4.0 PARTISANS:

The Russian player is given five Partisan counters which he may use to disrupt German communications and interdict supply lines. Three of these five counters are backprinted with an "A" indicating that they are "active". The three numbers printed on the active counter, 2-1-0, serve as both their combat values on defense, and

their ability to disrupt German communications and supply.

The remaining two counters are marked "C" indicating that they are Partisan "cadres". Cadres may be ignored for all purposes of the game. They serve only to decoy the German and help hide the location of the three active Partisan units. As such, they are no more than dummy counters **until** an active Partisan counter is eliminated by the German player. When this happens the Russian player may remove one of his cadre counters and replace it with the eliminated active unit. The cadre is considered to be out of the game and is removed from play. Active Partisans are given a base morale rating of 3 which they use when attacking German supply lines. Whenever an active Partisan unit occupies a German rail hex, and the German player attempts to move supply points along that rail line through the occupied hex, the Partisan checks morale. Should it pass, it has successfully eliminated a number of supply points equal to its primary combat factor (2). Should it fail it has eliminated a number of supply points equal to its secondary combat factor (1).

4.1 Partisans and German movement. The German player must spend an additional number of movement points when attempting to use rail movement through a hex occupied by a Partisan active unit. The Partisan checks morale, and if it passes the German must spend twice the primary combat factor to move through the hex (4 movement points). If it fails the German must spend twice the secondary combat factor in movement points to pass through the hex (2MP's). This movement penalty applies only to **rail movement**.

4.2 Partisans and German LOC. Any German unit attempting to trace a line of communications for the purposes of supply/command will spend either one or two movement points to pass through a hex which is occupied by an active Partisan. If the Partisan passes its morale all communications cost two when traced through the Partisan hex. If it fails morale, communications cost one.

4.3 Partisans and combat. Active Partisan counters may only use their combat factors as described above or to **defend** themselves when attacked by a German unit. They may never initiate an assault as a regular unit would. Partisan units are able to retreat **one hex** before combat if they so desire. They may retreat through an enemy ZOC safely only if they pass a morale check. Should they fail, they must either stand and fight or be eliminated. Partisans are one step units. Any result on the CRT calling for a step loss will eliminate the Partisan. Disrupted Partisan units must regroup as regular units. When disrupted they may not perform any of their activities described above. NOTE: All Partisan counters are placed on the map with their "P" side up, and their true nature is only revealed when they engage in any of the activities described above.

5.0 GERMAN SPECIAL RULES

5.1 German Scratch Units: Players will note that certain turns on the reinforcement track are marked with an asterisk (*). This means that the German player may receive "scratch units" that turn. These were ad hoc formations which were rounded up after the Russian attack. They were composed of stragglers, men from the rear area support services, and small garrisons which had been left in towns and villages as the Germans advanced. Whenever scratch units are called for, the German player rolls on the Scratch Unit table next to the column for the proper turn. Cross indexing the die roll with the proper turn will yield a number. This is the number of scratch units which the German player receives that turn. Following the column further to the right, players will find the national unit type of the scratch unit. Rumanian scratch units use a 2-1-0 Rumanian counter rated morale level 2. German scratch units are represented by a 2-1-0 counter rated morale level 3. Thus if the German player rolled a five on turn two he would receive three scratch units. One of these units could be German, as indicated, and the other two would be Rumanian.

Scratch units do not enter the map as regular reinforcements. Rumanian units may be placed in any town that is within the command radius of a Rumanian HQ, or they may be placed with the HQ itself. German units may be placed in any town within the command radius of a German HQ or with the HQ itself. Once placed, scratch units are treated as normal combat units in all respects. Scratch unit determination and placement occurs in the supply/command phase.

5.2 German Unit Release: OPTIONAL When the Soviets unleashed their counterattack the Germans were slow to react—or to obtain proper permission to react. To simulate this, the German player is given a unit release table for the sixth army to be used on the first five game turns if players desire. Each turn the German player rolls one die and finds this column on the table. All units listed below the number rolled are "activated" for that turn. They are the only units belonging to the Sixth Army which may move and conduct operations. Thus if the German player rolled a "3", he would get 29Mot, 16Pz and 3rd Mot for that turn. Each turn after the first the German will add one to his die roll, and these modifiers are cumulative. (See unit release chart.) Any time the German rolls over six **after** modification he may release one additional infantry division for each number over six rolled. Thus if on turn three the German player rolled a five and the modification of plus two for that turn is added his modified die roll is now seven. Since this is one higher than six, the German player may activate one infantry division not listed on the unit release table for that turn.

NOTE: Any German unit which is attacked is automatically considered activated for the rest of the game. All units of the Sixth Army are considered activated as of turn **six**. The unit

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release table applies **only** to units of the Sixth Army. It is an optional rule in the campaign games, but should be used in all historical scenarios. *Design note: The units listed on the release table are those which actually undertook operations in the first few days of the Soviet attack. Thus the table attempts to simulate the sluggish way the Sixth Army sputtered to life as Paulus struggled with supply problems, command problems, and Hitler. Players wishing to see just what the Sixth Army could have done if given a free hand should omit this rule. In this case the Russian will be hard-pressed to actually form a pocket and trap the Sixth, but the Germans will still have their hands full on defense.*

WINTER STORM CAMPAIGN GAME REINFORCEMENT SCHEDULE

GERMAN			
TURN	DATE	UNITS	ENTRY AREA
1*	Nov. 20	Scratch units only.	See 14.5
2*	Nov. 22	4/6 Pz, 11/6 Pz SPG	15 or 16 via rail
3*	Nov. 24	114/6 Pz, 6 Recon, 57 Eng. HQ Don	15 or 16 via rail Hex 0707 + Manstein
4*	Nov. 26	Scratch units only.	See 5.1
5*	Nov. 28	17th Pz Div (16th Mot Div + Schwerin) Luftflotte 4: 1 ftr, 1FB.	15 or 16 (see note 1) 10 (see note 2) Any German Airfield.
6	Nov. 30	1 Luft Inf., 336 Inf. + two motorized columns	12 entrucked
7	Dec. 2	11 th Pz Div + Balck	12
8	Dec. 4	2, 4, 8, Luft, 57th Corps HQ	11 11
9*	Dec. 6	Scratch units only	See 5.1
10	Dec. 8	23 Pgr Div., 306 Inf. 4th Pz Army Artillery	11 11
12	Dec. 12	(17th Pz released) Two Ftrs. HQ Hollidt (H)	See note 1 Any German Airfield 15 or 16
18	Dec. 24	16th Mot Div + Schwerin	10 or 11
21	Dec. 30	7th Pz Div., 302 Inf.	15 or 16
24	Jan. 6	Wik SS Div.	11
29	Jan. 16	333, 320, 304 Inf. Divs.	15 or 16
32	Jan. 22	1st Pz Army HQ + 370, 68, 62, Inf. Divs. 1st and 3rd Mt. Divs. 3rd Pz Div. + Bayerlein, 1st Army Arty. & Kleist 1 supply column + 4 supply	15 or 16 12
SOVIET			
10	Dec. 8	1 Gd Mech, 24 Tk, 25 Tk, 3 Gd Army HQ 160, 172, 267, 350, 387, 6th Vor Army HQ + 6 supply 28th Tk Corps	4 or 5 4 or 5 3 3 3
11	Dec. 10	17 Tk, 18 Tk	4
13	Dec. 14	Two Res Tk Brigades	2
15	Dec. 18	2 Gd Army HQ, 98, 3 Gd,	7 or 8
16	Dec. 20	2 Gd Mech, 47G, 20G, 24G,	7 or 8
17	Dec. 22	7 Tk, 6 Mech, 5 SA HQ	7 or 8
18	Dec. 24	(28th Army HQ, 276, 351)	8 or 9 (see note 3)
19	Dec. 26	(271, 61, 416)	8 or 9 (see note 3)
20	Dec. 28	(275)	8 or 9 (see note 3)
21	Dec. 30	3 Tk Army HQ, 22 Tk, 23 Tk	2
22	Jan. 2	28th Army historical. South Front HQ Withdraw Stal Front HQ	See note 3 7 or 9
30	Jan. 18	Withdraw Vor Front HQ, it may re-enter at area	1

Note 1: The 17th Pz Div. was pulled off the trains by Hitler. It must remain in hex 1822 until "released" on turn 12 in all historical campaigns. This restriction is not enforced in free campaigns.

Note 2: The 16th Mot. Div. was defending on a wide front in the Elista Area. Though Manstein called for it, Hitler would not release the division until turn 18 (Dec. 24). In free campaigns the Germans may enter the division Nov. 28, but this triggers **note 3:** allowing the Soviet 28th Army to enter at turn 18 instead of turn 22

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6th Army Release Table

1	2	3	4	5	6
29M	29M	29M	29M	29M	29M
	16P	16P	16P	16P	16P
		3M	3M	3M	3M
			14P	14P	14P
				24P	24P
					100J

Scratch Units Table

	Die	1-2	3-4	5-6	Type
T	1	1	2	2	R
u	2	1	2	3	1G, R
r	3	1	2	2	G
n	4	0	1	2	G
	5	0	0	1	G
	9	0	0	1	G

Supply Table

Die	1	2	3	4	5	6	7	8	9
RU	60	55	50	45	40	35	30	25	20
GE	45	40	35	30	25	20	15	10	5

Modifiers: Enemy Air Superiority +1

Light Mud/Snow +1

Deep Mud/Snow +1

Air Supply Table

Die	Lift Points							
	2	4	6	8	10	12	14	16
0	2	4	6	8	10	10	12	12
1	1	3	5	7	9	9	10	12
2	1	2	4	6	8	8	10	10
3		1	3	4	7	8	9	9
4			2	4	6	7	8	8
5			1	3	5	6	8	8
6				2	4	5	7	7
7				1	3	5	6	6
8					2	4	5	5
9					1	3	4	4
10						2	3	4

Scenarios:

15.0 SCENARIOS

15.1 Introductory Scenario: "Battles on the River Chir."

This brief seven turn scenario is presented to allow players to familiarize themselves with the "Winter Storm" game system before moving into any of the larger scenarios. It depicts the engagements fought along the river Chir by the German 48th Panzer Corps in a desperate attempt to restore the ruptured front and cover Manstein's flank as he attempted to mount a relieving operation to save the trapped Sixth Army.

NOTE: The setup instructions for this and all other scenarios will list division or unit numbers, the hex number where they are to be deployed, and any status note which may apply to the unit: i.e. "reduced" would mean that the unit is deployed with its weaker side face up and is presumed to have already suffered a one-step loss.

Scenario Length: The Scenario begins on the December 6th turn and ends after the December 18th turn. The Soviet player moves first.

SOVIET SETUP: Map A only

Southwest Front HQ:	2038
HQ 5th Tank Army	1928 + 4 supply points
5TA Artillery	1930 in march mode
Depot	2233 + 8 supply
Supply column	1736 + 4 supply
Supply column	1937 + 4 supply
26 Tank Corps	1627
346 Rifle Div (Rif)	1624
159 Rif	1825
14 Rif	1926
8th Tank Brigade	1926
1st Tank Corps	2127
124 Rif	2126
119 Rif	2327
47th Guards	2428
8th Guard Cav	2530

From First Guard Army:

203 Rif	2631 OCC
1st Rif	2832 OCC

NOTE: These two divisions are considered to be in defensive mode. They may attack any adjacent enemy unit, but may not be moved by the Soviet player except in advancing after combat or retreating as a result of combat.

OPTIONAL: The Soviets may set up one fighter squadron and one fighter-bomber squadron in hex 2640.

GERMAN & ALLIED SETUP:

48 Panzer Corps HQ:	1722 + 4 supply
Depot	2723 + 4 supply
Depot	3421 + 8 supply
Supply Column	3421
3-2-1 Regiment (R)	1622
HQ 336 Inf Div	1924
4-2-1 R	1724
4-2-1 R	1824
4-2-1 R	1925
2-1-0 R	2025 (rear area service unit)
2-1-0 R	2225 (rear area service unit)
3-2-1 Luftwaffe Field R	2525
8th Luftwaffe Div	2723
AT/ 11th Pz Div	2921 Anti Tank Battalion (AT)
111/11Pz	2921 Panzer Grenadier Regiment
61E/11 Pz	2821 Engineer Battalion
110/11 Pz	2821 Pz Gren Regiment
15/11 Pz +Balck	2722 Panzer Regiment 15

61R /1 1 Pz	2722 Motorcycle Recon Battalion
204/22Pz	2727 Pz Reg, Reduced
140/22Pz	2727 Pz Gren, Reduced
129/22Pz	2727 Pz Gren, Reduced
HQ Hollidt (H)	2727+ 2 supply
7th Rum Cav	2729
13th Rum Inf	2730
9th Rum Inf	2731
14th Rum Inf	2831

All Rumanian units are reduced.

Special Rules:

The Soviet 5th Tank Army begins the game in "Defensive mode" and all subordinate units are set up in this mode. Immediately following the German half of the December 6th turn there is a Strategic Overphase. Do not use the normal supply table. The Soviet player places 20 supply points and one additional supply column in hex 2038 with the Southwest Front HQ. The German player receives 8 supply points and places them in depot at any friendly rail depot on the Stalingrad Line. Immediately following the German half of the December 12th turn the final Strategic Overphase occurs. The Soviet player receives 15 supply points at his SW Front HQ, and the German player receives 4 supply points as described above. The game ends at the conclusion of the German half of the December 18th turn. Note that all German units are considered to be in defensive mode on the first game turn also. Neither side is required to pay supply points for this on the first turn, but thereafter, units assume modes in accordance with the supply rules.

Victory Conditions:

Only the Soviet player receives victory points in this scenario. Points are awarded for capturing the following terrain objectives:

Nizhne-Chirskaya:	5 points
Verchne-Solonov:	2 points
Tormosin:	2 points
Georgiyevski:	2 points
Morovosk:	5 points
Tatsinskaya:	10 points

At the end of the game total all Soviet points and compare them to the schedule below:

0 points:	German Victory
2 points:	Draw
4- 9 points:	Soviet Marginal Victory
10-16 points:	Soviet Decisive Victory
17-26 points:	Overwhelming Soviet Victory

Historical result: The Germans gained a narrow victory as Hermann Balck and his elite 11th Panzers were able to restore one crisis point after another. Balck's "Sword and Shield" tactics, using the infantry to hold the Chir line with the 11th Panzer Division behind to counterattack enemy breakthroughs, held the Russian 5th Tank Army at bay.

Players may be interested to note that scenario #16 in the popular Avalon Hill game "Cross of Iron" (Sowchos 79), occurred in hex number 2023. An excellent account of the "battles on the river Chir" is given in von Mellenthin's "Panzer Battles".

Scenario Variants:

Players may wish to combine this scenario with "Operation Little Saturn", or with "Winter Storm". The latter combination will be dealt with in the "Winter Storm" scenario notes, and makes for a particularly tense game as both players will be conducting an offensive on one side of the board while fighting a desperate defensive on the other.

Weather Conditions: (at start)

Ground condition:	Good
Atmospheric condition:	Mist
Temperature:	Frost

Weather may vary according to the weather table.

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15.2 Operation "Little Saturn", 16-28 December, 1942.

The 48th Panzer Corps had no sooner completed its defensive battles on the river Chir when a second, more serious threat, was launched by the Russians. While Balck's Panzers held the 5th Tank Army at bay, the Russians had moved substantial reinforcements with the 3rd Guard and 6th Voronezh Armies into the sector facing the Italian 8th Army to the north. Now Zhukov unleashed this second phase of his well-orchestrated offensive, operation "Little Saturn". Its objectives were to spoil the German relief effort, threaten Rostov, and compel the Germans to withdraw from the Don basin entirely.

Scenario Length: The Scenario begins on the December 16th turn and ends after the December 28th turn. The Soviet player moves first.

SOVIET SETUP: Map A

Southwest Front HQ	At Serafimovich + One supply column (sw)
Depot	At Yelenskaya + 16 supply points
6th Voronezh HQ	3444 + 4 supply
205 Rif	3842
172 Rif	3542
387 Rif	3443
160 Rif	3442
84 Rif	3442
267 Rif	3441
350 Rif	3341
6V Artillery	3342
Two supply columns (v)	3446 + 8 supply points
1st Guard HQ	2736 + 4 supply
1 53 Rif	3139
197 Rif	3037
127 Rif	2936
18th Tank Corps	2836
1GD Artillery	2834
14th Guards	2934
17th Tank Corps	2734
Supply column (sw)	2434 + 4 supply
3rd Guard HQ	2431 + 4 supply
1 Rif	2631
24th Tank Corps	2532
25th Tank Corps	2430
203 Rif	2529
119 Rif	2426
1st Mech Corps	2227
Depot	2233 + 16 supply
5th Tank HQ	1627 + 4 supply
14 Rif	2225
1st Tank Corps	2025 reduced
124 Rif	1925
5TA Artillery	1726 deployed
346 Rif	1725
8th Cav	1624
159 Rif	1623
26th Tank Corps	1622 reduced
3rd Cav	1729

GERMAN & ALLIED SETUP:

Italian 8th Army HQ	3637 +4 supply
RI	3941
VI	3744
PI	3541
101	3340
JL	3138
TI	3035
CI	3033
Mech C	3637
HQ Hollidt	2727 + 2 supply
7th Rum Cav	2727 reduced
13 Rum	2629 reduced
9 Rum	2731 reduced
14 Rum	2831 reduced
140/22Pz	2629 reduced
129/22Pz	2731 reduced
204/22Pz	2831 reduced
Depot	2723 + 8 supply
HQ 48th Panzer Corps	2122 + 4 supply
15 /11Pz	1821 + Balck
110/11 Pz	1921 in hedgehog
61E/11 Pz	1921

111 /11 Pz	1922
AT /11 Pz +61 SPG	1922
61R /1 1Pz	1722
3-2-1 LF	2525
3-2-1 LF	2424
3-2-1 LF	2224
HQ 336 Inf	1823
4-2-1 Regiment (R)	2024
4-2-1 R	1824
2-1-0 R	1724
Depot	3421 + 8 supply
Supply column (D)	3421
Supply column	enters 18 Dec at hex 3938 + 4 supply
German Reserves:	
11/6Pz	1517 reduced
4/6Pz	1417
114/6Pz	1318

NOTE: The Sixth Panzer Division becomes active on the German 18 Dec. turn. The crossing at Nizhne-Chirskaya is considered closed, but the German player may use the bridge at hex 2016 to cross the Don. The division is considered in defensive mode for this turn and may force-march.

Air Units: (optional)

The German player may set up one Fighter Bomber Squadron at Tatsinskaya airfield. A second Fighter Bomber arrives on the 18 December turn. It may perform missions that turn and land at Tatsinskaya if German occupied. The Soviet player sets up one fighter at Serafimovich along with one Fighter Bomber, and one Bomber at Kletskaya.

Special Rules:

The Soviet player moves first on the 16 December turn. All units are considered to be in depleted status until supplied by players. A strategic overphase will occur at the conclusion of the German 18 December turn. At that time the Soviets receive 20 supply points at Serafimovich, 10 supply points at Kalach. The German player receives 8 supply points at Tatsinskaya or the nearest friendly rail depot on the Stalingrad line. The final strategic overphase occurs at the conclusion of the German 24 December turn. The Soviets receive another 20 points at Serafimovich and the Germans get 4 points at any rail depot on the Stalingrad line. The Voronezh Front supply columns may exit at area 3 and may re-enter the map one turn later fully supplied. One turn after the German player abandons Nizhne-Chirskaya, the Soviet player may enter the 5th Shock Army, an ad hoc formation which was drawn from reserves and divisions in the field. (184 Rif, 194 Rif, 228 Rif, and 7th Tank Corps.) These units may enter across the bridges at Nizhne-Chirskaya. If the Soviet player enters the 5th Shock Army, however, he forfeits five victory points. The game ends at the conclusion of the German 28 December turn. The Soviet player may call for up to **two** extension turns, but must forfeit 5 victory points for each turn played beyond the 28 December turn.

Victory Conditions:

Only the Soviet player may earn or lose victory points in this scenario. The Soviet player is given victory points for the capture of certain terrain objectives by the end of the game and for exiting certain units by a given game turn. These points are listed below:

Tatsinskaya 20 Points	Nizhne-Chirskaya 3 Points
Morovosk 10 Points	Georgievski 1 Point
Tormosin 5 Points	Verkhne-Solonov 1 Point

The Soviet victory point exit zone is: hex row 3928 through 3940. 3 Points are awarded for exiting the 17th Tank Corps, and three for exiting the 18th Tank Corps by the end of the Soviet third turn. Two points each are awarded for exiting these units by the end of the fourth Soviet turn (22 Dec.), and only one point per unit if they are exited by the end of the Soviet fifth turn (24 Dec.).

Victory Levels: Compare the Soviet total to the schedule below: 0-4 Points:

German Substantial Victory, 5-9 German Marginal, 10-15 DRAW, 16-25 Soviet Marginal, 26-35 Soviet Substantial, 36-45 Soviet Decisive, 45+ Overwhelming Soviet Victory.

Historical Result: The Soviets scored 28 points for a substantial victory, but were unable to capture Tatsinskaya thanks to 6th Panzer's arrival.

15.3 Operation "Winter Storm", 12-28 December, 1942. The Sixth Army has been encircled for over three weeks and only now is Manstein able to consider a relief attack. He chooses Kotelnikovo as the staging area for "Winter Storm" and places General Hoth in command of the 57th Panzer Corps there with orders to drive straight through to the "Kessel". 6th Panzer leads the attack, supported by the 23rd Panzer Grenadier Division. The 17th Panzer was also earmarked for this operation, but has not yet arrived because Hitler has pulled it off the trains in case the Russians should strike elsewhere. Manstein hopes that Balck's 11th Panzers will be able to cross the Don at Nizhne-Chirskaya and join the assault once Hoth has reached the Myshkova, but the Soviet "Operation Little Saturn" prevents this. Soon Manstein is forced to detach 6th Panzer and send it to help Balck in an ironic turn of events. Was the attack doomed from the start? Driving hard, the Germans **do** have a chance to rescue Paulus. They will need good tactics, a large measure of nerve, and a little luck. Time will be running out for "Winter Storm" with the arrival of Malinovsky's crack 2nd Guards Army. How long can the Panzers linger at the edge of the Kessel with Little Saturn breaking across the steppes to the north? Played in its expanded version, this scenario provides a tension packed game for both players.

Scenario Length: The Scenario begins on the December 12th turn and ends after the December 28th turn. Only German player turn of the December 12th turn is played, then play proceeds normally, Soviets first each turn.

GERMAN ALLIED SETUP:

4th Panzer Army HQ	2306 + 10 supply points
Supply column	2006+ 4 supply
Supply column	1708+ 4 supply
57th Pz Corps HQ	1710+ 4 supply and Hoth
4Pz C Artillery	Kotelnikovo, deployed
306 Inf	1914
114/6Pz +- SP	1713
AR/6Pz	1713 (Armored Recon unit)
11/6Pz + E	1612
4/6Pz	1612
201/23Pgr + R	1411
128/23Pgr + E	1411
126/23Pgr + SP	1411
4 LF	1211 (Luftwaffe Field Division)
1 LF	1111
2 LF	1310
HQ 3rd Rumanian	1108 + 2 supply
1 R	1009 reduced
2 R	0909 reduced
1 R Cav	0807 reduced

The setup above is used in the basic "Winter Storm" scenario which only deals with the action of the 57th Panzer Corps. Players may wish to try the basic- scenario first and then move to the expanded game setup-which includes the action northwest of the Don which had such a great influence on the outcome of Hoth's attack. For a full appreciation of the battle the expanded game is strongly suggested. To complete the setup for both basic and advanced, deploy the Sixth Army as follows:

6th Army HQ	0528 + 4 supply and Paulus
51 Corps HQ	0427 + 1 supply
4 Corps HQ	0626 + 1 supply
14 Pz Corps HQ	0827 + 4 supply
8 Corps HQ	0828 + 1 supply
11 Corps HQ	0629 + 1 supply
94 Inf	0329 (Rynok)—one step loss
79 Inf	0328 (Stalingrad)
295 Inf	0327 (Stalingrad)—one step loss
71 Inf	0426—one step loss
3/9th Flak	0426
371 Inf	0526
2/9th Flak	0526
20 Rumanian Inf	0625
1/9th Flak	0625
297 Inf	0726
29 Mot	0826 all
11/3 Mot	0927
12/3 Mot + 3M tank bat.	1026
376 Inf	1027 —one step loss
44 Inf	0928 —one step loss
384 Inf	0929

76 Inf	0829 —one step loss
113 Inf	0730
60 Mot	0630 Both regiments reduced
24 Pz Div (Pz reg. reduced)	0530 All
16 Pz Div (Pz reg. reduced)	0429 All
305 Inf	0428
389 Inf	0428
100 Jg	0427
14 Pz Div	0727

Reinforcements:

The German 17th Panzer Division (three regiments), may enter along the road to Tatsinskaya (West edge), on the German Dec. 12th turn, **or** along the road to Zlmovlnkl (West edge), on the 14th Dec. turn. It is considered to be in defensive mode and may force march. The 17th is to be assigned to the 57th Panzer Corps HQ and may not be attached to the 48th (expanded game only).

*Some research indicates that the 76th Division was not trapped in the Kessel. It has been included here, but players may omit it if they desire, and place the German 389 Inf in its setup hex.

Expanded Game Setup:

Complete the setup listed above and then set up all units listed for the "Operation Little Saturn" scenario. The expanded game begins with the German 12th Dec. turn, and all units north and west of the river Don are considered "inactive" until the Soviet 16 Dec. turn.

SOVIET SETUP:

Stalingrad Front HQ	0325 + 20 supply and two columns
HQ 51st Army	1314 + 4 supply
169 Rif	1715
302 Rif	1613
51 Artillery	1514 deployed
126 Rif (8-4-2 XX)	1412
157 Rif	1212
61 Cav	1011
81 Cav	0809 Independent
HQ 64th Army	0424 + 4 supply
64 Artillery	0424 deployed
229 Rif	0425
112 Rif	0525
214 Rif	0525
29 Rif	0624
HQ 57th Army	0723 + 4 supply
57 Artillery	0824 deployed
422 Rif (6-3-1 XX)	0825
13th Mech	0725 —Minus Armored Recon
15 Guards	0423
55/4th Mech	0926 Independent
36/4th Mech	0926 Independent
60/4th Mech	1622 Independent
59/4th Mech	1621 Independent
26/4th Mech	1324 Independent
HQ 21 st Army	Kalach + 4 supply
21 Artillery	1226 deployed
5th Gd Cav	Kalach
32 Gd Cav	Kalach
4th Tank Corps	1025
63 Rif	1025
293 Rif	1126
96 Rif	1126
65 Rif	1127
76 Rif	1127
Don Front HQ	0833 +20 supply & 2 columns
131 Rif	0833 Marked R/R
84 Rif (reduced)	0833 Marked R/R
HQ 65th Army	1131 + 4 supply
65 Artillery	1131 March Mode
150 Rif	1128
121 Tank Brigade	1128
273 Rif	1028
258 Rif	1028
300 Rif	1029
304 Rif	0930
198 Rif	0930
91 Tank Brigade	1130
212 Rif	1130 reduced
HQ 24th Army	0732 + 4 supply

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24 Artillery	0732 deployed
87 Rif	0830
91 Rif	0830
18 Rif	0731
175 Rif	0731
16th Tank Corps	0631
207 Rif	0631
HQ 66th Army	0331 + 4 supply
66 Artillery	0331 deployed
64 Rif	0531
99 Rif	0430
120 Rif	0430
231 Rif	0330
116 Rif	0330
173 Rif	0229

62nd Army: The Soviet 62nd Army sets up exactly as in the "Operation Uranus Scenario", and is considered Depleted.

Soviet Air Units: (optional)

One fighter and one fighter bomber at hex 0126

One bomber at hex 0125

One fighter and one fighter bomber at Serafimovich

Soviet Southwest Front HQ

at Serafimovich +20 supply and 4 columns

Expanded Game Setup:

As with the Germans, also set up all Soviet units called for in the "Little Saturn" scenario. These units are considered inactive until the Soviet Dec. 16 game turn.

Reinforcements:

The Soviet player will receive units from Malinovsky's 2nd Guard Army, and from the 28th Army according to the campaign game reinforcement schedule. All reinforcements enter the game in defensive mode and may force march.

Scenario Restrictions: The Soviet player may not move any unit which is adjacent to a German Sixth Army Unit on the first game turn only. After this all units may move as the Soviet player wishes, except those set up for Little Saturn.

Special Rules:

The German player moves first in the last half of the 12 Dec. turn. The Soviet player moves next, though this turn will be the 14 Dec. turn. (If you wish, consider everything the Soviet player does as occurring on an odd numbered day, and everything the German player does as occurring on an even numbered day. As each game turn in "Winter Storm" represents two days of actual time, the turns themselves are labeled with the even number: i.e. the Dec. 12 turn, Dec. 14 turn,, etc. Some playtesters have used the metaphor of "top" and "bottom" as with the innings in baseball. The Soviet player is always leading off each turn, and the German following, even though the Soviets must be considered the home team! In any case, in this scenario, the Germans begin in the "bottom" of the 12 Dec. turn, and the Soviets follow with the "top" of the Dec. 14th turn.)

Withdrawals: The German player must withdraw the 6th Panzer Division in the Basic "Winter Storm" scenario. This division is withdrawn on the German 18th Dec. turn and must cross the Don at the bridge at hex 2016. This restriction is ignored in the expanded game.

A Strategic Overphase will occur immediately following the German 18 Dec. turn. Use the normal supply table to determine supply points available. The final Strategic Overphase will occur immediately following the German 24 Dec. turn. Use the normal supply table. The game ends at the conclusion of the German 28 Dec. turn.

Levels of Victory:

At the end of the game subtract all Soviet points from the German total earned and compare the resulting number to the schedule below:

+31 or more points	German Overwhelming Victory
21 to 30 points	German Decisive
11 to 20 points	German Substantive
6 to 10 points	German Marginal
0 to 5 points	DRAW
-1 to -10 points	Soviet Marginal Victory
-11 to -20 points	Soviet Substantial
-21 to -30 points	Soviet Decisive
-31 or more points	Soviet Overwhelming

The following variation is suggested to play balance the game.

Operation Thunderclap: "Winter Storm" was the code name for Hoth's attempt to establish a link-up with the Sixth Army for the purpose of pouring in supplies. Manstein wanted to combine this operation with an all-out breakout attempt by the Sixth Army: Operation "Thunderclap", but Hitler denied permission for this, and neither Manstein nor Paulus would take it upon themselves to disobey. Players wishing to simulate Hitler's interference should restrict the Sixth Army attacks solely to units of the 14th Panzer Corps. No unit of the Sixth Army may attack until the Germans have established a bridgehead over the Myshkova river. This restriction limits the Germans, and players wishing a more balanced game should allow operation "Thunderclap" or complete freedom of action for Paulus and his Sixth Army. Limitations of supply will severely handicap the Germans anyway, but let them try as best they can. Once the Soviet player sees the strength of Malinovsky, he will be in a much better mood for compromise.

15.4 Operation "Uranus", 19 November, 1942. While the German Sixth and Fourth Panzer Armies struggled to capture Stalingrad, the Russians slowly reinforced their bridgeheads over the Don and Volga rivers on the German flanks which were held by weak Rumanian units. In spite of intelligence warnings, the Germans were caught completely by surprise when the Russians opened their offensive. Within three days Soviet pincers had linked up at the vital river crossing at Kalach trapping the Sixth Army. It was the opening act of a vast drama which was to unfold on the frozen steppes of Russia.

IMPORTANT NOTE: The setup listed below should be used for all campaign games.

Victory Conditions:

Both players will earn victory points in "Storm".

The German player will get 5 points for achieving a bridgehead over the Myshkova river at any point in the game. This bridgehead need not be held at games' end.

The German player will get one point for every Panzer or Panzer Grenadier Regiment he successfully extricates from the "Kessel", and one point for every Infantry Division extricated. To be counted, these units must be within the command radius of the 57th Panzer Corps HQ, and the 57th HQ may not be more than one hex north of the Aksay river. (Some playtesters tried to run the 57th HQ into the Kessel to claim the entire Sixth Army on the last turn!)

The German player receives 5 points if a supply line, free of enemy units or ZOC's, can be traced between the HQ of the Sixth and 4th Pz Army at the end of the game.

The German player gets 10 points if no Soviet units are across the river Chir at the games' end: (expanded game only).

The Soviet player gets points for controlling the following cities and towns in the basic game: 'Shestakov, 2 points; Generalov, 2 points; Verkhne-Kumski, 5 points; Kotelnikovo, 10 points. In the expanded game the Soviet player also gets points for: Nizhne-Chirskaya, 5 points; Verkhne-Solonov, 2 points; Tormosin, 3 points; Morovosk, 5 points; Tatsinskaya, 10 points.

GERMAN & ALLIED SETUP:

HQ Hungarian 2nd Army:	1543 B
10 H	1849 B
12 H	1747 B
7 H	1546 B
105 H	1345 B
S10	1244 B
6 H	0943 B
9 H	0642 B
1 H Cav	0342 B
2 H Mot	1541 B
H Tank	1540 B
German 57th Inf	1852 B
HQ Italian 8th Army 3538 A	
R I	0241 B
P I	3640 A
101 I	3440 A
T I	2837
C I	3038
J I	2837
C Mech	3538
HQ 3rd Rumanian Army	2233 14 R 2636
9 R	2435
13 R	2335
5 R	2136
15 R	1937
6 R	1936
1 R Tank	2034
3 R	1834
7 R Cav	1633
HQ 4th Rumanian Army	0818 + 2 supply
20 R	0622
2 R	0620
18 R	0519
1 R	0317
1 R Cav	0116
HQ Sixth Army	1228+ 4 supply and Paulus
Supply Columns:	1425,1232,1630,1722+4 supply each
384 Inf	1335
376 Inf	1135
113 Inf	0934
76 Inf	0831

44 Inf	0731
60th Mot	0630 two units
94 Inf	0530
389 Inf	0429
16th Pz	Rynok
305 Inf	Rynok
79 Inf	0328 at Stalingrad
3rd Mot	0328
100 Jg	0427 Malvern Hill
24th Pz	0327 All regiments at Stalingrad
295 Inf	0327
14th Pz	0426 All regiments at Stalingrad
71 Inf	0426
29 Mot	0528
371 Inf	0528
9 Flak	0625 three regiments
297 Inf	0624
HQ 8th Corps	0730
HQ 11 th Corps	1130 + 2 supply
HQ 14th Panzer Corps	at Gumrak+ 2 supply
HQ 51st Corps	0626 + 4 supply
HQ 4th Corps	at Gumrak+ 2 supply
HQ 10th Panzer Army	1022 (Businkova) + Hoth + 4 supply
HQ 48th Panzer Corps	1831+ 2 supply
22 Pz Div*	1933+ 4 supply
3-2-1 LF	2723 + 4 supply in depot
3-2-1 LF	3421 + 4 supply in depot

German Air Units: One Ftr Bmr at Gumrak or Pitomnik (0627). One ftr and one Ftr Bmr at Morovosk, one Bmr at Tatsinskaya. Luftflotte Four:

One Ftr Bmr and one Ftr will arrive at Kotelnikovo as per the reinforcement schedule for campaign games.

All German units are considered to be in Defensive mode at the start of the game. The same holds for Allied units. There are permanent bridges placed across the following hexsides: 1637-1638 and 2639-2640.

*Von Mellenthin refers to this division as the 13th Panzers, its former designation.

SOVIET SETUP: For Operation "Uranus" and all campaign games.

47 Voronezh HQ	1048 B
422 (4-2-1 X)	1653 B
204	1652 B
24	1649 B
23	1647 B
100	1446 B
4th Guard	1245 B
168	1044 B
241 Tk .	1050 B
37th Guard	1051 B
110 Cav Brigade	1052 B
46 Voronezh HQ (later the 6th)	3745 A
11 Cav Brigade	0744 B
20 Cav Brigade	0543 B
298	0343 B
126 (6-3-1 XX)	3942 A
14th Tank	3743 A
46 Artillery	3745 A
205	3641 A
384	3341

NOTE: All Voronezh front units above are considered depleted and may not move for the first three game turns. Thereafter, the Soviet player may enter the Voronezh Front HQ at area 2, 3, or 4. This HQ may perform its normal functions, even though it is not in a town or rail depot with the restriction that it may never move more than four hexes away from the northern mapedge. Two supply columns are attached to this HQ.

SW Front HQ	2139 A + 4 supply columns
HQ 5th Tank Army	2238 + 4 supply points
5 T Artillery	2237 deployed
47th Guards	2436
1 Tank Corps/26 Tk.ii	2437
119	2336
8th Tank Brigade	2336
Kaytuska Rocket reg (K)	2337 deployed
124	2236
14	2137
159	2037

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346	2038
HQ 21st Army	1637 + 4 supply
21 Artillery	1736 deployed
96	1836
63	1835
65	1735
293	1634
76	1535
4th Tank Corps	1635
5th Gd Cav	1636
32 Gd Cav	1636
HQ 1st Guard Army	2639 A + 4 supply
1 Gd Artillery	2638 deployed
153	3039
197	2939
127	2838
1 Rif	2738
14th Guards	2637
203	2537
Southwest Front Air Units : One Ftr and one Bmr at 2038 One Ftr and one Ftr Bmr at 2690	
Don Front HQ	0737 + two columns
HQ 65th Army	1337 + 4 supply
65 Artillery	1337 deployed
304	1435
258	1436
212	1336
300	1236
273	1136
260	1237
91 Tank Brigade	1338
121 Tank Brigade	1338
198	1035
150	1035
HQ 24th Army	0633 A. + 4 supply
24 Artillery	0733 deployed
175	0832
18	0832
131	0732
84	0732
91	0631
87	0631
207	0632
16th Tank	0632
Reserve Tank Brigades (2)	0633
HQ 66th Army	0332 + 4 supply
66 Artillery	0431 deployed
64	0531
99	0430
116	0330
173	0229
231	0230
120	0331
Stalingrad Front HQ 0325 + 3 columns	
HQ 64th Army	0424 + 4 supply
64 Artillery	0424 deployed
229	0425
112	0525
214	0525
29	0524
87 Gd	0325
HQ 62nd Army	0127 deployed
62 Artillery	0127 deployed
13 Guard	0228
193	0228
Gor	0227
138	0227
95	0227
45	0226
39 Guard	0226
284	0326
HQ 57th Army	0322
57 Artillery	0422
15 Guard	0523
422 (6-3-1 XX)	0522
Res Tank Brigade	0523
Res Tank Brigade	0522

13th Mech (3 Brigades)	0323
HQ 51st Army	0320
51 Artillery	0320
169	0521
302	0520
126 (8-4-2 XX)	0419
158 Tank Brigade/4 mech	0418
55 Tk Bri/4 mech	0418
2 6 /4 mech	0319
6 0 /4 mech	0319
5 9 /4 mech	0318
3 6 /4 mech	0318
157	0117
61 Cav	0420
81 Cav	0420

Stalingrad Front Air Units: One Ftr and one Ftr Bmr at 0126
One Ftr and one Bmr at 0125

Soviet reinforcements enter as per the campaign game schedule.

NOTE: All Soviet units with the exception of Voronezh front units and the 62nd Army are considered to be in offensive mode at the start of the game. There are insufficient markers in the counter mix for all units, so players will have to keep a sharp memory of which units have attacked, marking them with "D" markers.

Scenario Notes: The Soviet player moves first on game turn one, the 20 Nov. turn. (The offensive actually opened on the 19th, so only units of the Southwest front may conduct operations initially. Once the Soviet player has completed operations for the Southwest Front, the German player rolls on the "Unit Release Table" and may move any units released up to one half of their movement. No attacks may be made by the German player in this special reaction phase. Once this is finished, the Soviet player completes the Nov. 20th turn by conducting operations with his Stalingrad front units. These units attacked a day later than the northern pincer. When the Stalingrad front has completed its movement, the German player then proceeds to finish his Nov. 20 turn. He rolls on the release table again, and may move any units released up to one half their movement. Combat is allowed by only these units. In addition, the German may move an HQ units, supply columns, or any unit which was attacked by the Soviet player, as well as all units of the 48th Pz Corps, and any German-Allied unit of the Rumanian 3rd and 4th Army. Air units are active for both sides, though the prevailing atmospheric condition is "mist". When the German player is finished, proceed to the Soviet 22 Nov. turn. Play then proceeds normally, with a Strategic Overphase after every three turns: after the third, sixth, ninth, etc. Supply is allocated by rolling on the supply table.

The German player may fly air supply missions to Stalingrad if the Sixth Army HQ is placed in either Gumrak or Pitomnik airfields. The German player would be wise to run the Fourth Panzer Army HQ southwest to the relative safety of Kotelinkovo as soon as possible. The basic game ends at the conclusion of the 9th turn. Campaigns continue.

Weather: Ground: Good, Atmos: Mist, Temp: Frost.

Victory Conditions:

The Soviet player will earn points for the capture of the following towns:

Kalach: 10, Nizhne Chirskaya: 10, Vertyachi (hex 0930): 3, Rynok: 3, Tinguta (hex 0721): 3, Shestakov: 3, Kotelinkovo: 10, each hex of Stalingrad: 20, Morovosk: 10.
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These point values only apply to the basic nine turn game. Use the campaign point values in all campaign games.

The German player receives one point for each Panzer or Grenadier Regiment, and one point for each Infantry Division which is able to trace a line of communications free of enemy units or ZOC's to the west map edge. (Applies to the basic game only.)

Subtract the German total from the Soviet total to reach a number and compare it to the schedule below:

31 to 40	Overwhelming Soviet Victory
21 to 30	Decisive Soviet
11 to 20	Substantive Soviet
5 to 10	Marginal Soviet
0 to 4	DRAW
— 1 to —10	Marginal German
— 11 to —20	Substantial German
—21 to —30	Decisive German
—31 to —40	Overwhelming German

Players may continue campaign games to as many as forty turns. Victory conditions for these longer games will be outlined below. Note that in the game above and in all historical campaigns, the German

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player must roll on the unit release table to see which units of Sixth Army may move and fight in any given turn. All German units are released after the sixth game turn. In "Free Campaigns" this restriction is lifted, and the German may play with all units from the very start. This shifts the balance of the game dramatically in the Germans' favor, but is interesting to see.

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15.5 The Rostov Gate, 6-30 January, 1943. After Manstein's relief attempt was thwarted by the Soviet Operation "Little Saturn" and Malinovsky's Second Guards, the Germans were forced back on a wide front. The vital interest on the Front now shifted away from Stalingrad and into the region of the lower Donetz and the all-important communications city of Rostov. Manstein pleaded with Hitler to withdraw Kleist's First Panzer Army, and the Seventeenth Army from their positions in the Caucasus before it was too late, but Hitler would not give the orders. It was not until New Year's that Kleist started his withdrawal.

As the troops of the First turned to the north the military question to be decided was this: could Manstein hold the "Rostov Gate" open for them?

NOTE: This scenario will not use precise setup locations. The HQ units of the various Corps and Army formations will be listed, and players may set up units attached to the HQ anywhere within a given number of hexes from the HQ unit. Both map sections are required for this game.

The German player sets up first.

GERMAN & ALLIED SETUP

Don Front HQ 0707 B + 4 supply and Manstein
 Depot 1002 B -1-12 supply and a column
4th Pz Army HQ 2306 A + 4 supply
57th Pz HQ 2006 A + 4 supply and Hoth
 Supply Column 2804 A + 4 supply
 All units belonging to the 57th Pz Corps as listed in the "Winter Storm" scenario may be set up anywhere behind (south west) the line running from hex 2512 and entry area #10. All of these units must be within six hexes of the 57th HQ. As the 6th Pz Division was withdrawn from the Corps, it is not deployed. Instead, the Germans receive the 16th Motorized Division and Schwerin in its place. The following German units must set up reduced: All Luftwaffe Field Divisions, all Regiments of both the 17th Pz Div. and the 23rd Pz Grenadiers. All units of the Viking SS Division enter the game at area 11 on the German turn one. These units are presumed to be "Independent" and may draw supply directly from the Fourth Pz Army HQ.

HQ Holiidt 2818 A + 2 supply

The following units set up anywhere within three hexes of HQ Holiidt: the 336th Inf., less one step, two 3-2-1 Luft Regiments, three 2-1-0 "scratch units" (German Regiments). The 336th Div may be broken down at start and is considered to have 9 strength points.

HQ 48th Pz Corps 3620 A + 4 supply
 Supply column 3819 2 + 4 supply

The following units may set up anywhere within five hexes of the 48th HQ: 11th Pz Div: (Less the Engineer Battalion, and with Pz Regiment 15 reduced), 6th Pz Div: (with Pz Regiment 11 reduced), two 3-2-1 German Regiments. The 7th Panzer Div and the 302 Inf will enter for the Germans on their Jan 8th turn at area 16. These units are full strength and may be attached to any friendly HQ.

HQ Fetter-Pico (FP) 1130 B (Millerovo) + 4 supply

The following units may be set up anywhere within nine hexes of HQ FP: Italian: Cl, C Mech, 101, RI. Hungarian: H Armor, 1H Cav, 2H Mot, 9H. All units are full-strength.

The remainder of the Hungarian Second Army is set up exactly as described in the operation "Uranus" campaign setup except the 6th Hungarian Division may set up in hex 1141.

Air Units: The Germans get one Ftr at Zimovniki, one Ftr Bmr at Novocherkassk, hex 0707 B, and one Bmr at the Rostov airfield, 1202 B.

All units of the First Panzer Army enter as scheduled on the master reinforcement schedule.

SOVIET SETUP:

Hq South Front 0721 A + 3 supply columns

HQ 28th Army 1507 A + 4 supply

The following units setup along the secondary road leading from area 10 to the main highway: 351, 416, 61, 271, 275, 276.

HQ 2nd Guard Army 1712

Depot 1318 + 8 supply

The following units set up anywhere within three hexes of 2nd Gd HQ: one K Artillery, 2GA Artillery, 49Gd, 24Gd, 20Gd, 3Gd, 6 Mech reduced, 7 Tank reduced, 15Gd reduced, 2 Gd Mech.

HQ 5th Shock Army (5SA) 2016 + 4 supply

The following units set up anywhere within three hexes of the 5SA HQ, and northwest of the river Don: 98, 184, 194, 228.

Southwest Front HQ

Depot 2831

Depot 2727

HQ 5th Tank Army At Morovosk

The following units set up anywhere within six hexes of the 5TA HQ. No unit may set up behind German lines: 3 Cav, 7 Cav, 14, 346, 1TK reduced, 159, 26Tk reduced, 47Gd reduced, 1 Inf reduced.

HQ 3rd Guards Army 3324 A

The following units set up anywhere within three hexes of the 3Gd HQ. No unit may set up behind German lines: 203, 24Tk, 119, 1Gd Mech, 25Tk.

HQ 1st Gd Army 3428 A + Artillery

The following units set up anywhere within six hexes of the 1 G HQ. No unit may be set up behind enemy lines: 127, 14Gds, 17Tk, 18Tk 197.

Voronez Front HQ 1151 B with two supply columns

6th Voronez Army HQ 0436 + 8 supply

Depot 0241 + 8 supply

The following units set up anywhere within six hexes of the 6V HQ.

No unit may be behind enemy lines: 387, 350, 267, 205, 172, 160, 84, 6V Art.

All units of the **Voronez 47th HQ** are set up exactly as in operation "Uranus", except replace the 47th HQ with the 3rd Tank Army HQ (3TA). The following units will arrive at entry area 2 on the Soviet Jan. 10 turn: 23 Tk, 28 Tk. These units are assigned to the 3rd Tank Army.

NOTE: All Soviet Front HQ's begin the game with 20 supply points.

Air Units: The Soviets may deploy 4 air units of any type on any airfield they control.

Scenario Notes:

The Soviet player moves first on the 6 January turn. Strategic Overphases will occur after the 10th Jan., 16th Jan. and the 22 Jan. turns. The game ends at the conclusion of the German 30th Jan. turn.

Victory Conditions:

The Soviets get victory points for capturing the following cities and towns:

Zimovniki and Tatsinskaya: 3 pts if taken by 12 Jan., 2 pts if taken by 14 Jan., 1 pt each if taken by 16 Jan. (Points are awarded for each city, not both together.)
 Tsmlyanskaya: 1 pt
 Kamensk: 3 pts
 Kremittirovka: 3 pts
 Likovskoy: 3 pts
 Millerovo: 10 pts
 Novocherkassk: 3 pts
 K-Shaktilinski: 3 pts
 Manutchkaya: 3 pts
 For each city hex of ROSTOV taken: 10 points if captured before 22 Jan, 5 pts. if captured after 22 Jan.

Total all Soviet points and compare to the schedule below:

0 to 5 points: German Substantive Victory
 6 to 9 points: German Marginal
 10 to 19 points: Soviet Marginal Victory
 20 to 29 points: Soviet Substantial
 30 to 39 points: Soviet Decisive
 40 or more: Overwhelming Soviet

Scenario Variation:

What if Hitler had permitted the withdrawal of Kleist's forces earlier? Players may experiment by allowing Kleist and the First Panzer Army units to enter on January 12th or even on the January 6th turn.

15.6 Campaign Game Victory Conditions

In "Winter Storm" campaigns only the Soviet player will be trying to obtain victory points. In so doing he will match his game result with that actually obtained by the historical commanders to yield a victory level. The German player will win by preventing the Soviet player from achieving his victory point totals. Points are awarded to the Soviet player for capturing several key cities on the terrain map. These cities may be captured at any point in the game, though the Soviet player will gain more points for capturing an objective early. A listing of all cities and towns which yield victory points appears below. To the right of each city or town is a series of columns under the headings "10", "20", "30", and "40". These headings, and the numbers below them, indicate the number of victory points awarded to the Soviet player for capturing the given objective on or before that turn.

EXAMPLE: The Soviet player captures the town of Kalach on turn three. As turn three falls before turn ten, he would use the ten or less column on the victory point chart below, and four victory points would be awarded. If, for some reason, the town was not taken until turn eleven, the twenty or less column would be used, and in this instance the Soviet player would gain only two victory points for Kalach.

Turn	10	20	30	40
Stalingrad	60	45	30	15
Kalach	4*	2	0	0
Nizhne-Chirskaya	4*	2	0	0
Verkhne-Kumsky	2*	1	0	0
Kotelnikovo	6	3	1*	0
Bokovskaya	2*	1	0	0
Morozovsk	4	2*	0	0
Tatsinskaya	6	4	2*	0
Zimovniki	10	6	2*	0
Kramitirovka	15	10	5*	2
Millerovo	30	20	10*	5
Rostov	75	60	45	30*

Results marked with an asterisk (*) indicate the historical result achieved by the Russians in the campaign, a total of 79 victory points. The victory conditions outlined above are standard for all historical and free campaign games. The degree of victory obtained by either side will be determined by comparing the total of all Soviet victory points won at the end of the game to the chart below. Players may not have the time to play out all thirty or forty turns of the complete campaign game, so the degree of victory levels will be listed for games lasting 10, 20, 30, and 40 turns. In each case, the Soviet player will total the number of victory points which were achieved historically by the time the game ends. This will be referred to as the "base" point value.

EXAMPLE: If players end their game on turn ten, they will note that the historical total achieved by the Russians on that turn is 12 points. Thus "12" is the base point value for all campaign games lasting ten turns. In a twenty turn campaign, the Soviets only managed another two points, capturing Morozovsk between the 11th and 20th turn. Thus the base point value for twenty turn campaigns is "14". Similarly, the base point values for thirty turn games is 34, and for forty turn games it is 79. In each instance above, if the Soviet player achieves a total of points which is at least equal to the historical base point value, he has won a "marginal victory".

The Soviet player can increase his level of victory by gaining more victory points than the base point value. For every five points won above the base level in ten turn campaigns, increase the Soviet level of victory by one. In twenty turn campaigns the Soviet player must gain an additional ten points above base to increase his level by one. In thirty turn campaigns he must gain an additional fifteen points to raise one level, and an additional twenty points in a forty turn campaign. The relative levels of victory are listed below:

Overwhelming Soviet
Decisive Soviet
Substantial Soviet
Marginal Soviet
Draw
Marginal German
Substantial German
Decisive German
Overwhelming German

By the same token, should the Soviet player fail to achieve his base point value the victory level could be shifted *unfavourably*; i.e.: In a 20

turn campaign, shift the level one toward the Germans for every ten points **below** the base point value the Soviet player gains.

Campaign Game Notes

Crossing the Don: A Logistical Plan for the Soviets, Operation **Uranus**, **Little Saturn**, **Great Saturn**.

Unlike Games where players simply push counters and constantly attack turn after turn, "Winter Storm" requires a great deal of thought and preparation prior to offensives. The player who pushes on without regard to logistical considerations will soon find himself overextended and out of supply—ripe for a gathering German counterattack. The supply system in the game has been designed to force players to plan their operations carefully, setting objectives prior to the offensive, moving and stockpiling adequate supplies to forward depots, and establishing a logistical tail behind the advancing army as the attack presses forward.

These are considerations which any military commander would undertake as a matter of course. Most simulations on the operational level tend to abstract supply out of the game for the sake of playability. By so doing they also remove one of the most essential elements of military planning. Since the days of Bonaparte, armies have learned to fight and advance along natural avenues of approach. Lines of communication with the supporting rear areas became prime military targets, and often times a battle could be won without a shot being fired if the offensive force could maneuver itself to interdict the enemies' communications and supply network. H.L. Hart would describe such an operation as a perfect illustration of the strategy of the indirect approach.

The real genius of the Russian Winter offensive of 1942-43 will be seen in its appreciation of the principles touched on above. The German Summer Offensive—"Operation Blue" had achieved the lightning breakthrough and rapid advances the German army had given Hitler since the outbreak of the war. The Sixth Army under Paulus along with Hoth's Fourth Panzer Army had driven nearly four hundred miles to the Volga and deep into the Caucasus before being stalled in late August at Stalingrad. Hitler's obsession with the capture of this city forced Paulus to channel more and more of his strength into the narrow corridor between the Don and Volga rivers and into a protracted city fight. Gone were the rapid advances and skillful maneuvering which had characterized the German operations up to this point. The battle for Stalingrad was a test of will and endurance, and in order to sustain the struggle both sides had to rely upon tenuous lines of supply. For the Russians it was the wide Volga and the crucial ferry sites which Chuikov clung to on its western bank. For the Germans, a single rail line stretched back across the vast steppes to Germany—a rail line which appeared to be secure as it was easily fifty to a hundred miles behind the German flank which stretched back along the Don. But as the Russians were to prove, this position was far from secure. The Don river itself would have provided considerably more protection had the Germans and their allied armies controlled all of its western bank. Unaccountably, the Rumanian 3rd Army had failed to press on to the river in two crucial areas in the Don bend: between Serafimovich and Kremenskaya the Russians had fought for and retained two large bridgeheads. It was unfortunate for the Germans that they did not have the strength to liquidate these dangerous crossing points, for they were to become the staging areas for the 6th Army's demise.

From October to mid November the Russians moved in troops, tanks, and supplies in preparation for their stunning counteroffensive which was code named "Operation Uranus". Breathtaking in scope, the Russian plan called for a series of offensives against the German flanks.

Like the successive orbits of the planets they were named for, Soviet operations carried the red armies in wide arcs to encircle Paulus and his 6th Army at Stalingrad. First came Uranus, where the Soviet armies would break out their carefully prepared bridgeheads to link up at Kalach, the vital bridge across the Don. Its objectives, accomplished in four days' time, were to cut the German lines of communication and tightly encircle the 6th Army. The early turns of this scenario when played in "Winter Storm" bear witness to the havoc and chaos the Russian troops visited upon the hapless Rumanian 3rd and 4th Armies.

In the North and South the German player reels back, desperately trying to plug gaps and stem the tide with scratch troops. By the end of turn three he will be at the end of his wits, for if the Russian player is in any way competent, the spearhead of the Wehrmacht—Paulus' and his 6th Army, will be tightly encircled. To the German it would appear that he has nothing left to stop the Russian player from simply

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driving on to Rostov and certain victory, but all is not yet lost. If he is resourceful, the German player can stage a holding action along the Chir river line while his reinforcements trickle in for a relief attempt.

The 48th Panzer Corps

The 48th Panzer Corps was one of the only formations the Germans had in reserve to hold the long flank of the Don river. The centerpiece of the Corps, the 22nd Panzer Division, boasted close to 100 tanks, but this figure was deceiving. Many of the vehicles were badly in need of maintenance, and as a whole, the division was vastly under strength.

Perhaps no more than a quarter of the AFV's in the division were able to get into action once the Russian Counteroffensive had begun. To help fill out the Corps, the Rumanian 1st Armored Division, about 100 Czech 38-T tanks was also at hand—but the Czech tanks proved to be no match for the Russian T-34. Still, the 48th Panzer Corps is all the German player has at start to try and stem the tide of the Russian advance, and as this force is at once so weak and yet so vital, it must be handled with extreme caution to avoid an even greater disaster. Simply stated, the task of the 48th is to delay the Soviet thrust toward the vital airfields at Morovosk and Tatsinkaya and the approach to the Donets and Rostov beyond. Manstein relied on the Corps to cover his left flank while the relief attack staged by Hoth's 57th Panzer Corps assembled and was pressed forward toward the Kessel.

After the Soviet attack routes the Rumanians, the 48th Corps can be considered the principle HQ for the Germans in the area. (Both Rumanian and German units may trace through it for supply.) The German must salvage what is left of the Rumanian Army, and fall back toward the Chir in a manner which will cause the Soviets the maximum delay while preserving as much of the delaying force as possible—a difficult if not impossible task.

To begin with, the German player will make a serious error if he attempts to deploy too far forward. The Russian simply has too much mobility and force at the outset of the game, and the supply to use it. Thus on the first turn the German should fall back at once, possibly leaving a few units to hold key towns along the roads such as Perelazovsky, Peschanyy, or Raspopinskaya. This will force the Russian to clear out these units if he is to establish a viable supply network. The rest of the Corps should make its way back toward the Chir with the Mobile elements withdrawing on Petrovka. This is the area where they retreated historically for it was the hinge between the Rumanian 3rd Army and the Italian 8th. A special assignment should be given to the 61st Motor-recon battalion: to race for the bridge at Nizhne-Chirskaya and hedgehog there. In the area of Petrovka, the Corps' mobile elements can cover the vital road which leads to Morovosk and deny its use to the Russians. An early breakthrough in this area could cost the Germans dearly, but if held the Soviet 5th Tank Army will have to swing around the forest to the south of Petrovka through steppe country where supply will be more difficult later. The towns along the lower Chir: Oblivskaya, Surovikino, etc. should not be ignored, but if the Russian can be held off until turn two, the German player can assign one or two scratch units to garrison these towns along with remnants of the Rumanians. If a line has been established between Petrovka and Surovikino on the Chir, the German player can only wait and hope to hold on.

Reinforcements will be slow in coming. In the Historical game Balck's 11th Panzer Division along with the 336th and 8th Luftwaffe field division will not be able to reach the Chir until December 6th (turn 9). In the optional campaign it would be possible to divert 6th Panzer into the Chir area rather than sending it to Kotelnikovo, and the 17th Pz will not be far behind. In any case, if the 48th can hold on until reinforced by one good Panzer Division with infantry support, the Soviet 5th Tank Army can be held at bay. By holding the line with the infantry and retaining the Panzers as a mobile reserve to counterattack enemy breakthroughs the German can hold on surprisingly well, even in the face of a determined attack. Allowing the Panzers to be drawn into the line, however, should be avoided if at all possible. The Russian simply has too many divisions and too many places he can attack with them. In time, the German will find his line weakening as the Russian hurls successive attacks at the weak regiments and, by now, Kampfgruppen. It is all a question of time.

As long as the 48th can hold Morovosk and Tatsinkaya open for the vital air supply of Paulus, they can be considered successful in terms of the overall game situation. Even though he can be taking a fearful beating on the line, the German can be said to be "ahead on points" if he holds these airfields open through the sixteenth of December. By this time any relief attempt farther south with the 57th Panzer Corps will have either succeeded or failed—Paulus will have to decide whether to break out or hedgehog until his eventual demise. On or about the 16th, however, the Russians should be introducing new reinforcements (turn 14). The 24th and 25th Tank Corps, along with

the 17th, 18th and the 1Gd Mech will be too much to hold if they are flung into the battle in the north as they were historically in the Russian "Little Saturn" operation. Next we will examine what this operation intended, and how the Soviet player can organize and execute it considering the terrain and supply problems involved.

Operation Little Saturn

If the objectives of operation "Uranus" have been realized, the Soviet player must now begin preparation for the next stage of his offensive. At first glance it would seem a simple matter to simply smash what remains of the German-Allied defenders and drive on to Rostov. This would be the case except for one important consideration—supply. By the time the Russian units arrive at the river Chir they are already fifty to seventy-five miles from their supporting railheads. Moving supply over this distance, which will grow as the army advances, requires careful planning. Lest the Soviet player despair at having the obvious force to crush his opponent but being unable to do so for lack of supply, the following logistical plan is offered.

Historically operation "Little Saturn" was to open after a brief period reorganization. From the end of November and through the early weeks of December the Soviets moved to insure that their hold on 6th Army would not be easily shaken off. Five new tank Corps and several new rifle divisions were waiting in the wings for the next stage of the offensive. These reinforcements, however, will not begin to appear until turn ten. After the stunning successes he should have accomplished in the opening three turns, the Soviet player will be sorely tempted to press on with his attack without waiting for the reinforcements.

The German will be the first to admit that the Russian hardly needs them, but considering the supply situation, the Russian would be ill advised to be too hasty at this point. His 5th Tank Army is a large formation which requires ten supply points to place in offensive mode. A glance at the board on turn four will find plenty of supply points at the railheads, but little if any in the forward areas where it is needed for the attack. If the Russian has bypassed Rumanian units in his rush to gain ground he could find his prospects for moving that supply are considerably weakened, particularly if he has allowed the 15th and 6th Rumanian divisions to hole up in Raspopinskaya or in any of the other towns along the road running parallel to the river Kurtak. Once these areas are cleared of any pockets of resistance, the Soviet can now decide how to rapidly move his supply forward.

His first task should be to move the Southwest Front HQ into Serafimovich during the Strategic interphase prior to turn four. From here it is within the required three movement points of a friendly railhead at hex 2242. If at all possible, he should have at least three truck columns stacked with the SW Front at the beginning of turn four. Now he must choose a suitable site for a depot, and a look at the map will reveal that Perelazovsky in hex 2233 is a convenient six movement points by road from Serafimovich. Thus this town will become the staging area for "Little Saturn". Starting with the SW Front HQ, the three truck columns expend the required two movement points to load four supply points each and then move on to Perelazovsky with their last six movement points. During turn 5 these twelve supply points can be offloaded (2 MP's), and the columns can return to the Front HQ. Another 12 supply points can be offloaded at Perelazovsky during the strategic interphase prior to turn 7. In this manner another 24 supply points can be delivered during the next three turns and the Strategic interphase prior to turn 10. All this time the Soviet armies along the Chir will be relatively quiet, using as little supply as possible. The German player will be unable to pose any offensive threat during this period, being concerned with his own weak defense system. By the end of turn 9 in the historical campaign, and perhaps sooner in the optional campaign, however, the German will more than likely move a Panzer Division (the 11th or 6th), up to the Chir river line along with one or two supporting infantry units. At this point with over forty supply points in depot, the Russian could conceivably open an offensive. One drawback is that the reserves which were actually used in the operation have only just begun to make their appearance on turn 10. This is a decision that the Soviet player will have to make: whether to attack with his 5th Tank and First Guard Armies, and have the reserves follow on behind, or to wait another week while the reserves move into position for one great blow.

Players who have worked through the "Battles on the River Chir" scenario will realize that the 48th Panzer Corps, though it appears weak, is capable of standing off the Soviet 5th Tank Army if handled properly. Whether the First Guard Army can contribute enough punch to force the 48th to withdraw and **also** achieve the principle aim of the Operation which should be the withdrawal of the Italian 8th Army from its Don river defense, is doubtful. If the Italians are left unmolested

they could impede efforts to take Millerovo later in the game—a vital target for the Soviet player as will be seen later.

There are definite merits to an attack by the 5th Tank Army at this time (Dec 8, or turn 10). On the one hand the German player must not be allowed to set up too secure a defensive line along the Chir, nor should he be allowed to retain any significant bridgehead over the Don at Nizhne-Chirskaya (hex 1722). If the German is indeed preparing a relief attempt with the 57th Panzer Corps in the area of Kotelnikovo, such a bridgehead would enable elements of the 48th to join up with the attack when it reached the Myshkova riverline—dangerously close to the pocket. This was, in fact, precisely what Manstein was planning. 11th Panzer was to have crossed the Don to provide whatever extra punch would be needed to break into the Kessel and 6th Army. A spoiling attack by the Soviet 5th Tank Army in the area of Surovikino and the confluence of the Liska and Chir rivers achieves a double aim: First, if the Soviets do not already control the bridge at Nizhne-Chirskaya, they threaten to seize it, and second, the German, if he wishes to contest the bridge and defend the approaches to the lower Don through Tormosin and Krasno-Arsky, will have to commit whatever mechanized formations he has with the 48th Panzer Corps to this area. This is precisely **away** from the point of attack the Soviet player could choose for “Little Saturn”.

With the 5th Tank Army drawing in the 48th's mobile reserves, the Soviet player can replace the supply points used by its spoiling attack while his strong reserves make their way to the front. These reserves should concentrate in the area between Perelazovsky and Petrovka with **at least** 48 supply points in depot at Perelazovsky. This will enable the 1st and 3rd Guard Armies to operate in offensive mode for at least 4 turns. The 6th Voronezh Army which enters at area 3 on turn ten could have either positioned itself near the Veshenskaya area on the Middle Don, or marched across at Yelanskaya to take up positions on the 1st Army's right. (Note that the 6th Voronezh Army is going to have to bring its own supply from the Voronezh Front HQ—enough for possibly two turns of offensive mode, or 16 points. This Army can also be strengthened by shifting some of the better units out of the 47th Voronezh Army across from the Hungarians.)

All of these forces can be ready to jump off on the attack by turn 16, the historical date of the offensive. They should have no trouble forcing the Chir and driving down the road toward Morozovsk—one of the two vital airfields the German needs for his airlift into Stalingrad. The capture of these two airfields, and the demise of the Italian 8th Army will constitute the major objectives of Operation “Little Saturn”.

The Soviet player should make every effort to seize the town of Georgiyevskiy as soon as possible, for it will become his next forward supply depot. After the offensive has begun, Soviet Army HQ's will be positioned to draw necessary supply directly from the Perelazovsky depot while the trucks race back to the front for more supply. The Soviet Army should have secured Georgiyevskiy by the time they have returned, and they will offload here rather than at Perelazovsky. Depending on the amount of supply delivered to the first depot earlier—(theoretically as many as 96 points could be delivered between turns 4 and the Strategic interphase prior to turn 16 using three trucks), the offensive should be able to go forward while the second depot is built up. (We assume here that 5th Tank Army has used no more than thirty points for one week's sustained attack on turns 10, 11, and 12.)

Georgiyevskiy is important in that it is within two road or overland marches of the Front HQ, counting movement points to load and offload. It makes for a perfect forward supply depot in that HQ's positioned within six movement points of the town can control units which could push to within ten or fifteen miles of the Donets and still remain in command control and supply. It should provide the Soviet player the base he needs to secure both Morovosk and Tatsinkaya and send the 48th Panzer Corps packing behind the Kalltva river along with the remnants of the Italian 8th Army. This done, the Russian can consider Operation “Little Saturn” a success. The difficult ground between the Don and Donets will have been crossed, and Soviet forces will be only a little more than 100 miles from Rostov. But now time will become a factor.

Presumably it will have taken the Russian until the 22nd or 24th of December to get this far. He now has a month, until Kleist and his First Panzer Army will be withdrawn through Rostov—a month or 15 turns to close the trap if he can.

Though considerable pressure can be exerted in the south driving along the Don through Kotelnikovo and Zimovniki, Operations in the North can prove rewarding and should not be ignored. The problem here, however, is that Soviet troops used in the Little Saturn offensive are now 100 to 150 miles away from their Front HQ at Serafimovich. This is an extremely long supply line and it would take at least a

month to move supply over it to sustain the little Saturn Offensive further. Thus a new Forward Supply Depot will have to be chosen, and more, it must have rail communications with a friendly mapedge if the Russians are to get over the Donets from the north at all. This brings us to the strategic rail lines which run from Voronezh (off map in areas 1 and 2), through Millerovo and down into the Donets basin. Millerovo should become the next major Soviet objective with the aim of moving the Southwest Front HQ there and establishing a railhead.

If the German has played a skillful game, he could be holding a line stretching from the upper Don with his Hungarian 2nd Army, and then down along the Kalivta river to the Donets. Now the Soviet player can consider expanding Little Saturn into “Great Saturn” by striking at the Hungarians north of Kremirovka. This avenue of approach has the advantage of easy supply as the Soviet player can move his railhead forward behind him. (Of course the Southwest Front HQ will have to transfer via rail and off map to enter at area 1 or 2 in order to support this drive and disperse supply. During this transfer, the Voronezh Front HQ can provide supply, but its effectiveness is limited in that it may not move more than four hexes south of the North mapedge. Positioned in hex 1151B it could theoretically act as a supply source for headquarters operating in Millerovo, once it falls, with the forward depot at Kremirovka—a convenient two truck marches from the Front HQ. This logistical tail does not provide the Soviet player with enough flexibility to cross the Donets, however, hence the need to transfer the Southwest HQ is pressed home.)

Great Saturn would be an operation conducted by Voronezh Front HQ's in its initial stages as the upper Don is forced and the Hungarian second Army is dispersed. It should have as its main objective the capture of Millerovo at this stage. Once secure, the Southwest Front can be placed here and the Voronezh forces can chase the remnant of German Hungarian forces across the Derkol River, threatening Star O'blesk (off map, 17.) A forward Depot established in Rossosh (hex 2147B), or at any of the Junctions west of Kremirovka should sustain Voronezh Army HQ's on the Stepp for this purpose.

While this is going on Soviet Forces should drive down the roads leading to the Donets paying particular attention to securing the road between Rostov and Millerovo. The Junction at hex 0719 (map B) must be taken so that forces of the 5th Tank or others operating in this area can establish a link with the Southwest Front HQ. This is the most difficult part of the entire Little-Great Saturn plan, as Soviet forces will be operating at the extreme limit of their logistical supply lines until the Front at Millerovo is active. Obviously, the German player will be trying to hold this area as long as possible. (Note that historically, the 17th and 18th Tank Corps of 1st Guard Army were able to push to within five or ten miles of Millerovo in the Little Saturn drive. They were operating out of supply at this point, however.) If Millerovo can be seized quickly, the Soviet player stands a good chance of forcing the Donets river line before First Panzer Army makes its appearance at Rostov. Should Kleist escape, then the Russian is forced to plan a major offensive across the Donets—a subject that will have to be taken up elsewhere.

This plan more or less follows the moves historically made by the Soviet commanders as they decided how to push the Germans back. It is by no means foolproof, though it is sound and workable. Many variables could conceivably effect its outcome—the transfer of more forces to the 48th Panzer Corps: (Historically, Manstein sent his crack 6th Panzer away from the drive on the Kessel when Little Saturn threatened Rostov.) A German breakout at Stalingrad—or a costly failure there—any of these events could change the complexion of the game. Other plans may be devised also. The Soviet player may choose to ignore Little Saturn entirely and proceed directly to Great Saturn, attacking the Hungarians instead of the Italians. Such a drive could compel the withdrawal of the Italians without having to attack them in force, as it cuts their own lines of communication. There will be other possibilities, but one thing remains common to them all: careful planning and a feel for the logistical considerations involved. This has been built into the design of the game, and is one of the aspects which provide players with the problems and the challenge found nowhere else but in Simulation Wargaming.

The 57th Panzer Corps Operation “Winter Storm”

After the Soviets had sprung their trap on Paulus and his Sixth Army, Manstein, with few effective reserves, was given the almost impossible task of organizing a relief operation. He had one understrength Panzer Corps in the 48th, and another, the 57th HQ was being rushed up from the Caucasus. Considering the terrain, particularly the major obstacle of the Don river, Manstein decided that an attempt to force the bridge at Nizhne-Chirskaya would not be

Winter Storm Special Rules

fruitful. Though the Germans retained a small bridgehead here, the Don would simply be too much of an obstacle for a rapid attack in the face of stiff resistance. The only other possible avenue of approach would be that taken by Hoth's 4th Panzer Army earlier in the year south of the Don. The city of Kotelnikovo, with its road and rail connections running South through Salsk and eventually back through Rostov, would provide an ideal jumping off point for the gathering 57th Panzer Corps. The 6th Panzer Division, a crack unit rushed from France, would be joined by the 17th Panzer moving down from the Orel area, and the 23rd Panzer Grenadiers from the Caucasus. The 16th motorized, or "Greyhound" division was also at hand to the southeast at Elista. Manstein called for all of these formations along with whatever supporting infantry, mostly Luftwaffe field divisions, he could scrape up. Unfortunately, Hitler interfered with the German General's plans, as he would continuously throughout the campaign. Manstein, perhaps the finest strategist in the German Army, was told that the 17th Panzer would have to be pulled off the trains and held in reserve far to the West of Stalingrad in case the Russians struck at the upper Don. The 16th Division would also remain in place lest the Soviets push into the vast gap between the Stalingrad area and Kleist's 1st Panzer Army deep in the Caucasus. Thus Manstein would have to go with only half the force at hand, but go he must.

As time was working only in the Russians' favor, Manstein kicked off his "Winter Storm" earlier than the enemy expected. 6th Panzer along with the 23rd Grenadiers sliced through the Russian 302nd and 126th rifle divisions outside of Kotelnikovo, and within two days advanced thirty miles across the river Aksai to a point only fifty miles from the Kessel.

The Russian 51st Army had been caught off guard and was soon begging for reinforcements as they reeled before Hoth's Panzers. After a great deal of haggling between Vasilevski, Rokossovsky, and Stalin, it was finally agreed that Malinovski's crack Second Guards Army, which was being held in reserve farther north, would be sent to halt the German relief attempt. But in the meantime, the Germans had established a bridgehead over the Myshkova river, finally joined by the 17th Panzer Division.

Inside the Kessel the weary German troops could hear the sound of Hoth's guns as the battle drew nearer. Hoth broadcast a message of hope: "Hold on, we are coming!" But the fighting was increasingly more desperate as the Germans clawed their way forward. It was apparent that Paulus could be relieved only if he were to join in the battle with a breakout attempt at the crucial moment.

The Germans had prepared two plans: the first, under "Winter Storm" called for a linkup by Paulus once Hoth had gained the Myshkova river line with the aim of pouring in supplies. It suffered under the shadow of Hitler's order that Stalingrad must not be abandoned at any cost.

The second, perceived by Manstein as the only real hope, called for an all-out breakout attempt by Paulus once Hoth had reached the Myshkova. This second plan, operation "Thunderclap" would follow the linkup of "Winter Storm" and free the Sixth Army, or what remained of it after the battle. But Paulus was a cautious and loyal general, unwilling to take the initiative in the face of Hitler's contradicting order. Though he pleaded for the chance to escape the prison of Stalingrad he would not risk it on his own. Even if the Luftwaffe had been able to supply him with the fuel and ammunition for four or six days fighting, the troops were already nearing exhaustion, and their fighting capability was doubtful. Still, desperation might have carried the day if only there had been someone willing to defy Hitler in the attempt. Paulus was unwilling, as was Manstein—and so the Sixth Army would die.

By now, however, in the crucial days when Hoth ground against the Myshkova river, it was rapidly becoming too late. Malinovski's Second Guards, force-marching since the 15th of December, began to enter the battle on the 19th (turns 15 and 16 in game terms). This was a truly awesome formation consisting of no less than five guards rifle divisions along with one Mech and two other Armored Corps. To complicate matters further, the Soviet "Operation Little Saturn" mentioned earlier was now in full swing. The airfields at Morozovsk and Tatsinskaya were about to fall, and Rostov itself could be threatened. It was indeed too late. Manstein had no choice but to divert the 6th Panzer north to the aid of the beleaguered 48th Panzer Corps. He had hoped in just the opposite a few weeks ago, counting on Balck's 11th Panzer to cross at Nizhne-Chirskaya once Hoth had reached the Myshkova. But now it was indeed too late for the Germans, and too late for the 250,000 men in the Kessel. As 6th Panzer rushed away from the battle on the Myshkova, Malinovski's Second Guards smashed against Hoth's remaining troops and sent them packing. In a matter of days the Germans were retreating toward the Donetz, and Paulus was doomed. Under the

circumstances he could do just one more service for the Germans—to hold out long enough for Manstein to keep the Rostov Gateway open—For deep in the Caucasus, Kleist and his First Panzer Army had become the next target of the Russian strategy. The fall of Rostov would mean that they too would be trapped deep behind Russian lines.

When they try to translate some of this history into game terms, players will face the same maddening decisions as Manstein did. Under the historical "Winter Storm" scenario Paulus cannot roll for a possible breakout until a friendly Mech division is within 25 miles of the Kessel. This means that no matter where the relief attempt is approaching from in the Historical campaign, a German mech division will have to get over the Myshkova or Don to release the Sixth Army for an attack.

Players have more latitude—which means less Hitler—in the optional campaign, but they will still be faced with two problems. First, Paulus needs the supply to attack, and second the Germans must beat the Russian Second Guard Army to the punch. In the first instance if the German, as Paulus, considers an attack it will most likely have to be controlled by the 14th Panzer Corps HQ. The three strongest mechanized divisions available should be assigned to this HQ, along with four infantry divisions. If another mechanized formation must get into the attack, let it be controlled by the 8th or 11th Corps, as these Corps require fewer supply points to place in offensive mode. A minimum of 28 supply points for four turns fighting by the 14th Corps, and possibly more will be required. If the German has been feeding his troops the required points each week to avoid dangerous losses of morale, and if the Russian has kept up the pressure, and if the weather has been at all bad, or the 48th Panzer Corps has been unable to hold the airfields at Morovosk and Tatsiskaya the German will be hard pressed for supply.

If and when the attack does go in, and this goes for just about any German offensive, the Panzer Divisions should attack in **pairs**, not alone. Two Panzer Divisions in the attack, if they are of average strength, can modify the dice by 8 points! (Three Armor shifts and an integrity for each division.) If the Panzer Regiments are still strong this total could increase to 10, and adding any available artillery, a bonus for elite troops, or a fortunate leader bonus or air point, and the German is virtually assured of success in the attack, even at low odds.

The striking power of the Panzers is diluted when they are sent in one at a time. Hitting from both sides at once with careful coordination of the available air and artillery does offer the German a prospect for a breakout. It must be accomplished, however, before the Russians have their 2nd Guards on the line, for these divisions are too much to push around quickly, and a quick attack is essential for the breakout. Turns 15 and 16 will be very tense if the relief attack is on schedule. Should the Soviets unleash "Little Saturn" as they did historically, the German player will be faced with the same agonizing decision that Manstein was: whether to press on with the attack or to pull out and insure that Rostov will not fall. The timing is essential, for if the Russians get over the Don in the North it will not matter whether the 6th Army has been relieved or not. They will all be trapped: Paulus, Manstein, and Kleist. If this happens the Russians have won, hands down.

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