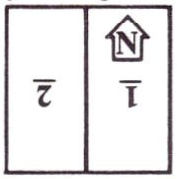
1942 Situation #5

SOVIET BLITZ OF RUMANIAN FORCES (19/11/42). Three brigades of the Russian 65th Army attack a regiment of the Rumanian 3rd Army near Kremenskaya.

Map Configuration



RUSSIAN FORCES

Elements of 252nd Rifle Division, enter anywhere on the north edge of board 2 and/or 1 on Turn 1.

5 I 4	3 I 1	3 I 2	6 I 6	7 A 3	12 A 5	3 M 12	12 A 6
16 RIFLE 144 1	4 RECON 134 1	8 111 1	2 12.7 mm 2 0	3 45 mm 13 0	2 76.2 mm 31 0	3 82 mm 89 1	9 T-34 C 938 11
×9	×2	×1	×2	×2	×2	×2	×12

40 H 24	0 C 0
2 M3 12	1 TRUCK 424 12
×2	×8

VICTORY CONDITIONS:

The Russian player receives one point for each Russian unt exited off the south edge of the mapboard and one point for each German unit destroyed at the end of play.

Marginal = gain 20 points.
Tactical = gain 35 points.
Decisive = gain 50 points.

GERMAN FORCES

Elements of the 5th Infantry Division, set up anywhere on either board between rows W and O, inclusive. Trucks and Wagons may not set up loaded. The PzKw III may not transport any unit.

3 I 6	2 I 4	5 A 2	4 H 10	2 H 12	3 M 12	5 A 2	0 C 0
8 RIFLE 152 1	5 SECURITY 123 1	3 37 mm 0	1 20 mm 51 0	2 75 mm 0413 0	3 81 mm 81 1	6 PZKW III 10146 8	1 TRUCK 432 12
×12	×3	×2	×2	×2	×2	×1	×4

0 C 0
1 WAGON 412 3
×4

VICTORY CONDITIONS:

The German player receives one point for each German unit exited off the south edge of the mapboard and one point for each Russian unit destroyed or remaining on the mapboard at the end of play.

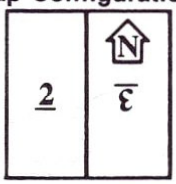
Marginal = gain 20 points.
Tactical = gain 35 points.
Decisive = gain 50 points.

Russian moves first TURN 1	2	3	4	5	6	7	END 8				

1942 Situation #6

GERMAN RELIEF ATTEMPT AT STALINGRAD (19/12/42). Two regiments of the 57th Panzer Corps strike a Russian brigade of Trufanov's army, charged with protecting the southern flank of the encirclement, at Kotelnikovo.

Map Configuration



RUSSIAN FORCES

Elements of 96th Rifle Division, set up anywhere on board 2 and/or 3 north of row Q, inclusive.

5 I 4	8 I 1	3 I 1	3 I 2	6 I 6	7 A 3	12 A 5	2 M 12
16 RIFLE 148 1	12 SMG 184 1	4 RECON 135 1	8 112 1	2 12.7 mm 1 0	3 45 mm 14 0	2 76.2 mm 32 0	3 82 mm 82 1
×9	×2	×4	×1	×1	×3	×3	×3

3 M 12	24 M 20	0 – 0	12 A 6
3 82 mm 87 1	2 120 mm 93 0	1 CP 201 0	13 10
×1	×1	×1	×4

VICTORY CONDITIONS:

Marginal = destroy 12 German units.
Tactical = destroy 25 German units.
Decisive = destroy 35 German units.

GERMAN FORCES

Elements of the 6th Panzer Division, enter on the southern edge of either single mapboard on Turn 1.

3 I 6	3 M 12	15 M 20	8 A 6	14 A 8	15 A 12	12 A 8	40 H 32
8 RIFLE 144 1	3 81 mm 83 1	2 120 mm 94 0	7 7302 9	8 PzKpfw IV 936 8	12 TIGER I 8	7 MARDER 812 8	5 WESPE 623 8
×18	×2	×2	×4	×3	×2	×2	×1

2 C(I) 4	0 C 0
4 HALFTRK 447 10	1 TRUCK 435 12
×11	×11

VICTORY CONDITIONS:

The German player wins a Decisive Victory if, by the end of the play, he has established a north-south corridor (from edge to edge) at least three hexes wide and free of all Russian units. Any other result is a Russian victory.

German moves first TURN 1	2	3	4	5	6	7	8	9	10	11	END 12