

Operation Wintergewitter

Background description

This Scenario simulates the forlorn attempt by the German 57th Panzer Corps to relieve their pocket at Stalingrad in December 1942. It was a forlorn attempt because events elsewhere would require the withdrawal of forces assigned to the attack. Even if it had succeeded in reaching the point where there could be a breakout, the condition of the troops in Stalingrad would have made their evacuation hazardous in the extreme and may simply have added the 57th Panzer Corps to the debacle. In any event, Hitler wanted the pocket held, not evacuated.

Historically, the offensive made good progress, but the release of the Soviet 2nd Guards army bogged the attackers down and then they had to withdraw to assist with containing a serious Soviet breakthrough further North against the Italian 8th Army. There would not be another attempt to save the 6th Army in Stalingrad.

Victory conditions

If the Germans can get 25 strength points North of the Myshkna River before the 22nd December and maintain them there, with an intact supply line, through the 22nd, 23rd and 24th, then they have won. Otherwise, the offensive has failed and the Soviets have won. If the Germans fail to get any units North of the Myshkna River, then the game is a Soviet Major Victory.

Number of days: The game starts on the 12th December and ends on the 24th December.

Number of turns per day: Two turns per day.

Previous Weather: Storms. +1 to all weather rolls.

Aircraft turnaround times: No aircraft in this scenario

Notes: All Soviet supply is off the Northern Map edge, or the Eastern Map edge (North of the track on that map edge). All German supply is off the Southern Map edge. Cutting the key bridges over the rivers will isolate units from receiving LOG. These units will also lose 1 LOG per day (during overnight turn) - if they have no LOG to lose then they lose a strength point from any unit.

Map: (The Map is 75km wide from East to West and 100km tall from North to South)



All Terrain is Rough with the following Exceptions:

- Rivers = Count as Level 0 Linear Features (note the bridges on them – 2 on the Myshkna and 3 on the Aksay)
- Hill = Counts as Mountain terrain and has a cover bonus of 1 for units remaining stationary on it.
- Towns have a cover level of 1 for units remaining stationary in them & count as clear terrain for movement.
- Tracks (green-brown lines on map) count as clear terrain linear features.

OKH Briefing:

Codename: Operation Wintergewitter (winter storm)

Objective: Relieve Festung Stalingrad & hold open corridor

Strategic Details: Your force (57th Pz Corps) will drive North to the pocket. It will be joined by a corresponding Eastwards thrust from 48th Pz Corps. Once you are within 20km of the pocket, issue the codeword “donnerschlag” and the 6th Army will breakout towards you.

Operational Details: 57th Pz Corps consists of the 6th and 23rd Pz divisions. The 6th is a powerful formation of recently refitted experienced troops. The 23rd has been in heavy combat recently and, although low on men and material, will fight well. You are supported on both flanks by Rumanian allies. These troops have been decimated in the recent fighting, but will be able to delay enemy counter attacks long enough for you to react. In addition, the full strength 17th Pz division will be shortly arriving from France. The Luftwaffe is fully committed to the supply of Festung Stalingrad and will not be able to provide more than recce duties.

Intelligence Notes: The Soviet forces opposing you are worn down from the recent fighting, but they have extensive reserves, so you will need to conserve your strength for the final push. The 48th Pz Corps is facing the bulk of the Soviet forces in the area and, if unable to break through, will at least prevent their redeployment against you.

57th Panzer Corps: (all units enter play along the Southern map edge)

Corps Assets:

15 LOG

Unit Name	Equipment	Ability	Move	Recce	Init	Arm	AT	HE	STR
Stug Bn	Stug III G	Support	M. Tank	0	7	2	2	1	4
Tiger Bn	Tiger I	Support	S. Tank	0	8	3	3	1	4

6th Panzer Division (E=3, AA=2)

Unit Name	Equipment	Ability	Move	Recce	Init	Arm	AT	HE	STR
Pz Bn 1	Pz IV	Support	M. Tank	1	7	1	2	1	7
Pz Bn 2	Pz IV	Support	M. Tank	1	7	1	2	1	7
Inf Reg 1	Sdkfz		Halftrack	1	3	0	1	1	5
Inf Reg 2			Truck	0	1	0	1	1	5
Artillery	105mm	Range 10km	Truck	0	0/10	0	3	2	3
Recce	A/Car		A/Car	3	4	0	0	0	4

23rd Panzer Division (E=3, AA=2)

Unit Name	Equipment	Ability	Move	Recce	Init	Arm	AT	HE	STR
Pz Bn 1	Pz III	Support	M. Tank	1	6	1	2	0	3
Inf Reg 1	Sdkfz		Halftrack	1	3	0	1	1	4
Inf Reg 2			Truck	0	1	0	1	1	4
Artillery	105mm	Range 10km	Truck	0	0/10	0	3	2	3
Recce	A/Car		A/Car	3	4	0	0	0	3

6th Rumanian “Corps” remnants (E=0, AA=0) Start on Left flank

Unit Name	Equipment	Ability	Move	Recce	Init	Arm	AT	HE	STR
2 Inf Div			Leg	0	1	0	0	0	2
18 Inf Div			Leg	0	1	0	0	0	2

7th Rumanian “Corps” remnants (E=1, AA=1) Start on Right flank

Unit Name	Equipment	Ability	Move	Recce	Init	Arm	AT	HE	STR
5 Cav Div			Cavalry	1	0.5	0	1	0	3
8 Cav Div			Cavalry	1	0.5	0	0	0	2
1 Inf Div			Leg	0	1	0	0	0	3
4 Inf Div			Leg	0	1	0	0	0	3
Artillery	75mm	Range 8km	Leg	0	0/10	0	2	1	2

Reinforcements:

2 LOG per day after the first day

16th December:

6 LOG

17th Panzer Division (E=3, AA=2). Enters anywhere along Southern Map edge.

Unit Name	Equipment	Ability	Move	Recce	Init	Arm	AT	HE	STR
Pz Bn 1	Pz IV	Support	M. Tank	1	7	1	2	1	7
Pz Bn 2	Pz IV	Support	M. Tank	1	7	1	2	1	7
Inf Reg 1	Sdkfz		Halftrack	1	3	0	1	1	5
Inf Reg 2			Truck	0	1	0	1	1	5
Artillery	105mm	Range 10km	Truck	0	0/10	0	3	2	3
Recce	A/Car		A/Car	3	4	0	0	0	4

Dummy Counters:

All Panzer divisions may use 3 dummy counters each

The Rumanian Corps may use 1 dummy counter each

STAVKA – Intelligence Update: 51st Army.

Concentrations of Nazi aggressors have been detected to the South and East of your positions. The ones to the East are being contained by 5th Shock Army. To the South an armoured force is likely to test your positions. It is not anticipated that they will attempt to link up with the trapped forces in Stalingrad, but we have placed the 2nd Guards army in reserve to meet any unexpected threat. The 5th Shock will be tied up for the foreseeable future and will not be able to come to your assistance.

The 51st army consists of 4 rifle divisions, 3 on the front line and one in reserve. There is a cavalry corps behind the front line and the 4th mechanised corps in reserve for counter-attack purposes. Our airforce is committed to Stalingrad and operations elsewhere and will not be able to provide assistance. In any case, the weather should reduce enemy air power.

The 2nd Guards army will not be available for at least a week and consists of powerful guards infantry divisions and the newly fitted-out 2nd Guards Mechanised Corps.

Directive: You will prevent enemy penetration beyond the Aksay. Keep the 4th Mechanised Corps North of the Aksay to eliminate enemy bridgeheads. You answer to Stalin with your head.

51st Army

For deployment, the Front line is defined as anywhere South of the Aksay, 10km North of the Southern map edge.

Army units: LOG = 15 (allocate LOG and units below to any unit in 51st Army)

Unit Name	Equipment	Ability	Move	Recce	Init	Arm	AT	HE	STR
Tank Bde	T34/76	Support	Fast Tank	0	6	2	2	1	3
AT	47mm	AT	Leg	1	0/10	0	1	0	2
AT	47mm	AT	Leg	1	0/10	0	1	0	2
Artillery	76mm	Range 13km	Truck	0	0/10	0	2	1	3

91st Infantry Division (E=1, AA=0). Front Line.

Unit Name	Equipment	Ability	Move	Recce	Init	Arm	AT	HE	STR
Inf Reg			Leg	0	1	0	0	0	2
Inf Reg			Leg	0	1	0	0	0	1
Inf Reg			Leg	0	1	0	0	0	1

300th Infantry Division (E=1, AA=0). Front Line.

Unit Name	Equipment	Ability	Move	Recce	Init	Arm	AT	HE	STR
Inf Reg			Leg	0	1	0	0	0	2
Inf Reg			Leg	0	1	0	0	0	1
Inf Reg			Leg	0	1	0	0	0	1

302nd Infantry Division (E=1, AA=0). Front Line.

Unit Name	Equipment	Ability	Move	Recce	Init	Arm	AT	HE	STR
Inf Reg			Leg	0	1	0	0	0	2
Inf Reg			Leg	0	1	0	0	0	1
Inf Reg			Leg	0	1	0	0	0	1

4th Cavalry Corps (E=1, AA=1). Deploy within 10km of the Aksay, South of the river

Unit Name	Equipment	Ability	Move	Recce	Init	Arm	AT	HE	STR
Cav Div			Cavalry	1	0.5	0	1	0	2
Cav Div			Cavalry	1	0.5	0	1	0	2
Artillery	120mm mortars	Range 5km	Leg	1	0/10	0	2	2	2
AT	47mm	AT	Leg	1	0/10	0	1	0	2

87th Infantry Division (E=1, AA=0). Deploy within 10km of Verkhne-Kumsky

Unit Name	Equipment	Ability	Move	Recce	Init	Arm	AT	HE	STR
Inf Reg			Leg	0	1	0	0	0	3
Inf Reg			Leg	0	1	0	0	0	2
Inf Reg			Leg	0	1	0	0	0	2

4th Mechanised Corps (E=2, AA=1). Deploy within 10km of Verkhne-Kumsky

Unit Name	Equipment	Ability	Move	Recce	Init	Arm	AT	HE	STR
Rifle Bde			Truck	0	1	0	1	1	2
Rifle Bde			Truck	0	1	0	1	1	2
Rifle Bde			Truck	0	1	0	1	1	2
Tank Reg	T34/76	Support	Fast Tank	0	6	2	2	1	2
Tank Reg	T70		Med. Tank	1	5	1	1	0	2

Reinforcements:

2 LOG per day for 51st Army

Note that all reinforcements arrive down the track on the Northern map edge, or anywhere along the Northern Edge to the East of the track. Units may delay entering for a day, in which case they may then enter anywhere on the Eastern map edge North of the track on the Eastern map edge.

2nd Army

19th December: 15 LOG

Army Assets (may enter now, or delay and enter with any other unit)

Unit Name	Equipment	Ability	Move	Recce	Init	Arm	AT	HE	STR
Artillery	76mm Zis3	Range 13km	Truck	0	0/10	0	2	1	3
Artillery	76mm	Range 13km	Truck	0	0/10	0	2	1	2
Artillery	76mm	Range 13km	Truck	0	0/10	0	2	1	2
AT	47mm	AT	Truck	0	0/10	0	1	0	2
SP Gun	Su 76	Support	Med. Tank	0	6	1	2	1	2

2nd Guards Mechanised Corps (E=2, AA=1)

Unit Name	Equipment	Ability	Move	Recce	Init	Arm	AT	HE	STR
Rifle Bde			Truck	0	1	0	1	1	4
Rifle Bde			Truck	0	1	0	1	1	4
Rifle Bde			Truck	0	1	0	1	1	4
Tank Bde	T34/76	Support	Fast Tank	0	6	2	2	1	4
Tank Reg	T34/76	Support	Fast Tank	0	6	2	2	1	3
Tank Reg	T34/76	Support	Fast Tank	0	6	2	2	1	3
Tank Reg	T34/76	Support	Fast Tank	0	6	2	2	1	3
Artillery	120mm mortars	Range 5km	Truck	1	0/10	0	2	2	2

3rd Guards Infantry Division (E=1, AA=0)

Unit Name	Equipment	Ability	Move	Recce	Init	Arm	AT	HE	STR
Inf Reg			Leg	0	2	0	0	0	3
Inf Reg			Leg	0	1	0	0	0	3
Inf Reg			Leg	0	1	0	0	0	3

98th Infantry Division (E=1, AA=0)

Unit Name	Equipment	Ability	Move	Recce	Init	Arm	AT	HE	STR
Inf Reg			Leg	0	1	0	0	0	3
Inf Reg			Leg	0	1	0	0	0	2
Inf Reg			Leg	0	1	0	0	0	2

20th December: LOG = 4

24th Guards Infantry Division (E=1, AA=0)

Unit Name	Equipment	Ability	Move	Recce	Init	Arm	AT	HE	STR
Inf Reg			Leg	0	2	0	0	0	3
Inf Reg			Leg	0	1	0	0	0	3
Inf Reg			Leg	0	1	0	0	0	3

21st December: LOG = 4

49th Guards Infantry Division (E=1, AA=0)

Unit Name	Equipment	Ability	Move	Recce	Init	Arm	AT	HE	STR
Inf Reg			Leg	0	2	0	0	0	3
Inf Reg			Leg	0	1	0	0	0	3
Inf Reg			Leg	0	1	0	0	0	3

22nd December: LOG = 4

33rd Guards Infantry Division (E=1, AA=0)

Unit Name	Equipment	Ability	Move	Recce	Init	Arm	AT	HE	STR
Inf Reg			Leg	0	2	0	0	0	3
Inf Reg			Leg	0	1	0	0	0	3
Inf Reg			Leg	0	1	0	0	0	3

23rd December: LOG = 4

387th Infantry Division (E=1, AA=0)

Unit Name	Equipment	Ability	Move	Recce	Init	Arm	AT	HE	STR
Inf Reg			Leg	0	1	0	0	0	3
Inf Reg			Leg	0	1	0	0	0	2
Inf Reg			Leg	0	1	0	0	0	2

24th December: LOG = 4

Dummy Counters:

All Infantry divisions may use 1 dummy counter each

Cavalry & Mechanised corps may use 2 Dummy counters each

The 2nd Guards army may allocate a further 4 Dummy counters as and when it pleases.