

## Scenario 4: The Stalingrad Relief Operation

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

Offered as a training scenario. Supply levels have been adjusted down to a more reasonable level in accordance with V4.0 standards.

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

**First Turn:** 12 Dec 1942

**Last Turn:** 29 Dec 1942

**Game Length:** 6 turns

**Weather:** Roll Normally

**Volga:** Ice Pak

**Major Rivers:** Frozen

**Minor Rivers:** Frozen

### Axis Information:

**Reserve Markers Available:** 15

**Supply Source:**

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

**Rail Cap:** None

**Stalingrad supply:** German units in the pocket that can trace to any city hex of Stalingrad are in trace supply.

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

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

**D34.20:** 20-2-2 Rum Arty Group

**D35.21:** 6 Rum Corps HQ, 12-2-2 Rum Inf Div (2, less 3 steps)

**D35.19:** 6 Pz Div (114 PG Rgt)

**D36.18:** 6 Pz Div (4 Inf Rgt, Organic Truck), 1 SP

**D37.19:** 6 Pz Div (1-11, 2-11 Pz Bn, 76 Arty Rgt), 30-2-3 Werfer Rgt

**D37.18:** 57 Pz Corps HQ, 26-2-2 Arty Grp, 2-3-4 Bicycle Bn (326), 1-3-2 Pol Bn (551), 5x Truck Points, 10 SPs

**D39.18:** 6 Pz Div (6 Krad Bn), 12-2-2 Rum Inf Div (18, less 3 steps)

**D39.17:** 30-2-3 Werfer Rgt (54)

**D40.17:** 23 Pz Div (23 Krad Bn, 1-201, 2-201 Pz Bn, 128 Inf Rgt, 126 PG Rgt, 128 Arty Rgt, Organic Truck), 1 SP

**D41.17:** 7-4-4 Rum Cav Bde (8)

**D42.17:** 3-2-2 Rum Breakdown

**D42.16:** 5-4-4 Rum Cav Bde (5)

**D42.15:** Wagon Extender

**D43.17:** 12-2-2 Rum Inf Div (1, less 2 steps)

**D44.16:** 3-2-2 Breakdown Rgt

**D44.15:** 7 Rum Corps HQ, 20-2-2 Rum Arty Grp

**D45.16:** 12-2-2 Rum Inf Div (4, less 2 steps)

**D46.15:** 3-2-2 Rum Breakdown

**D46.14:** 1-2-4 Rum Cav Bn (57)

**D44.35:** 3 Mtr Div (29 Inf Rgt), 4-4-3 Breakdown Rgt, Level 1 Hedgehog

**D44.34:** 3 Mtr Div (103 Pz Bn, 3 PJ Bn), 4-4-3 Breakdown Rgt, Level 1 Hedgehog

**D45.35:** 3 Mtr Div (53 Motorcycle Bn, 8 Inf Rgt, 3 Arty Rgt, Organic Truck *Empty*)

**D46.35:** 14 Pz Corps HQ, 5-5-3 MG Bn (9 MG)

**D46.34:** 29 Mtr Div (129 Pz Bn), 2x 4-4-3 Breakdown Rgts

**D46.33:** 29 Mtr Div (15 Inf Rgt), 4-4-3 Breakdown Rgt, Level 1 Hedgehog

**D47.35:** 14 Pz Div (2-36 Pz Bn, 4 PJ Bn, 4 Arty Rgt, Organic Truck *Empty*), 670 PJ Bn, Level 1 Hedgehog

**D47.34:** 29 Mtr Div (Organic Truck *Empty*), 5-5-8 AG Bn (244), 26-2-2 Arty Grp, Level 1 Hedgehog

**D47.33:** 29 Mtr Div (71 Inf Rgt, 29 Arty Rgt), 4-4-3 Breakdown Rgt

**D48.33:** 30-2-3 Werfer Rgt (2)

**D48.32:** 5-5-8 AG Bn (243), 4-4-3 Breakdown Rgt, Level 1 Hedgehog

**D49.34:** 4 Corps HQ, 1-3-2 Pol Bn (541)

**D48.35:** 26-2-3 Arty Grp, 5x Wagon Points, 5 SPs

**D49.33:** 20-4-3 Inf Div (297, less 2 steps), Level 1 Hedgehog

**D50.33:** 12-2-2 Rum Inf Div (20, less 3 steps), 7-4-4 Rum Cav Bde (1), Level 1 Hedgehog

**D51.35:** 51 Corps HQ, 1-3-2 Pol Bn (571), 30-2-3 Werfer Rgt (70)

**D51.34:** 20-4-3 Inf Div (71, less 1 step, 371, less 1 step)

**D52.35:** 24 Pz Div (89 Arty Rgt, Organic Truck *Empty*)

**D52.34:** 20-4-3 Inf Div (295, less 2 steps), 15-4-3 JG Div (100, less 1 step), 5-4-3 Croat Inf Rgt (369)

**D53.35:** 20-4-3 Inf Div (79, less 1 step, 305, less 3 steps)

### Air Bases

**Level 2:** D49.34

**Level 1:** D51.35

### Air Units:

None

### Reinforcements:

2T per turn into D49.34 (The Stalingrad air-lift.)

3 SPs per turn at D37.18.

**12 Dec.**—17 Pz Div (17 Krad Bn, 1-39 Pz Bn, 40 Inf Rgt, 63 PG Rgt, 27 PJ Bn, 27 Arty Rgt, Organic Truck *Full*), at D37.18

### Variable Reinforcements:

None

### Soviet Information:

**Reserve Markers Available:** 12

**Supply Source:**

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

**Rail Cap:** None

### Set Up:

**D36.21:** 4 Cav Corps (81 Cav Bde)

**D39.20:** 13-3-3 Inf Div (302)

**D42.18:** 11-1-1 Inf Div (126)

**D44.17:** 12-2-2 Inf Div (91)

**D46.18:** 4 Cav Corps (61 Cav Div)

**D38.28:** 12-2-2 Inf Div (315)  
**D39.24:** 6-2-5 Tk Bde (85)  
**D40.30:** 7 Tk Corps (3 Gd, 87 Tk Bde, 7 Inf Bde), 4-3-6 Motorcycle Rgt (50)  
**D40.28:** 10-0-1 Inf Div (204)  
**D41.28:** 12-2-2 Inf Div (300)  
**D41.25:** 4 M Corps (60 Mech Bde, 55 Tk Bn)  
**D42.25:** 4 M Corps (59 Mech Bde, 158 Tk Bn)  
**D42.24:** 4 M Corps (36 Mech Bde)  
**D43.25:** 5-1-5 Tk Bde (56), 4-2-4 Tk Bn (166)  
**D44.26:** 11-1-1 Inf Div (87)  
**D44.24:** 13 M Corps (61, 62 Mech Bde), 75-1-0 Katyusha Bde, (1)-0-3 RR Rgt (Stgrd)  
**D45.27:** 7-3-6 Tk Bde (90)  
**D45.26:** 5-3-3 Mot Bde (38), 26-1-1 Arty Bde, 5 SPs  
**D46.26:** 4-2-4 Tk Bn (51)  
**D46.23:** 6-2-5 Tk Bde (13)  
**D47.27:** 51 Army HQ, 4 Tk Corps (45, 47, 102 Tk Bde, 4 Inf Bde), (5)-0-1 UR Bde (76)  
**D48.27:** 5 Shock Army HQ, 4-2-4 Tk Bn (35)  
**D50.28:** 12-2-2 Inf Div (29)  
**D51.26:** 6-2-5 Tk Bde (254)  
**D41.34:** 21 Army HQ, 26 Tk Corps (19, 216 Tk Bde, 14 Inf Bde), 4-2-2 Inf Bde (*any*)  
**D42.33:** 26-1-1 Arty Bde  
**D43.35:** 13-3-3 Inf Div (4 Gd), 5-4-8 Tk Bn (4 Gd)  
**D43.34:** 12-2-2 Inf Div (96), 5-4-8 Tk Bn (1 Gd, 2 Gd)  
**D43.33:** 26-1-1 Arty Bde  
**D44.33:** 12-2-2 Inf Div (293), (5)-1-1 UR Bde (54)  
**D45.34:** 14-4-3 Inf Div (52 Gd)  
**D45.33:** 14-4-3 Inf Div (15 Gd), 26-1-1 Arty Bde  
**D46.32:** 11-1-1 Inf Div (169), 4-2-2 Inf Bde (143), 26-1-1 Arty Bde  
**D47.32:** 13-3-3 Inf Div (36 Gd), 12-2-2 Inf Div (157)  
**D47.31:** 57 Army HQ  
**D47.30:** 6-3-5 Flm Tk Bde (235)  
**D48.31:** 11-1-1 Inf Div (38, 422), 75-1-0 Katyusha Bde  
**D49.32:** 4-2-2 Inf Bde (*any*), 4-4-3 Naval Bde (66), (5)-1-1 UR Bde (118)  
**D50.32:** (5)-1-1 UR Bde (77, 115, 156)  
**D50.31:** 26-1-1 Arty Bde  
**D51.33:** 93, 96 (II), 97 (II) Inf Bde (all 4-2-2's)

**D51.32:** 75-1-0 Katyusha Bde  
**D51.31:** 64 Army HQ  
**D52.30:** Wagon Extender, 5 SPs  
**D62.28:** 4x Wagon Points, 5 SPs

#### Air Bases

None

#### Air Units:

None

#### Reinforcements:

5 SPs per turn at D62.28

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

**15 Dec.**—6 M Corps (51, 54, 55 Mech Bde, 77, 78 Tk Bn, 63 MC) at D62.28 **Exchange:** Replace the 13 Tank Bde (independent) with 13 Tank Bde (13 M Corps)

#### Variable Reinforcements:

None

#### Victory:

Since supply levels have been adjusted down to what I consider a more appropriate level. I decided to discard the original victory conditions, which were based on the amount of supply the Germans were able to transport into the pocket. Instead, the German player's intent in this scenario should focus on opening a trace supply path into the pocket. If at the end of the game such a path exists and is in no danger of being immediately closed then the German player is awarded a major victory. If such a path exists (or has existed) but is (was) tenuous or a 'one turn solution' award the German player a minor victory (grudgingly granted). If no such trace path exists at the end of the game it is a Russian victory.

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