

Standard Combat Series:

Panzer Battles

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Introduction

Panzer Battles is a Standard Combat Series game covering the Chir River Battles in December, 1942. Strong Soviet forces, including 1st Tank and 5th Mech Corps, conducted a concerted attack against the German positions in an attempt to block relief efforts directed at Stalingrad from the west. In what is considered a masterpiece of mobile defensive warfare, the German 11th Panzer Division fought a lightning series of 'fire brigade' battles to contain and beat back the efforts of the Soviets to further seal the Stalingrad area west of the Don Bend.

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1.0 General Rules

1.1 Turn Sequence

Game Turn

- **Initiative Phase** Both players roll for Initiative. The side with the higher roll obtains the Initiative and Air Support for the turn. Reroll any ties. Place Activation Chits into their respective cups.

- **Activation Phases** (Players alternate Activation Phases. Only activated units function during each Activation Phase)

- Draw Activation Chit
- Barrage
- Road March
- Movement
- Combat
- Exploitation
- Supply
- DG Removal

- **Advance Turn Marker** (*when no Activation Chits remain*)

1.2 Scale

Each turn represents 2-3 days. Each hex is approximately 500 meters. Ground units represent mostly companies and battalions with some Soviet units as regiments.

1.3 Terrain

1.3a **Multiple Terrain Types.** Some hexes have more than one terrain type within them. Use the following to determine which terrain type to use in each situation.

Movement: Use the type with the highest MP cost, but remember roads, tracks and railroads negate other terrain features for units using them.

Combat: Use the single terrain most advantageous to the defender. If both hex and hexside features apply to a Combat, their effects are cumulative.

Barrages: Use the modifier that is best for the target except that the "no modifier" value does not trump a negative modifier.

1.4 Unit information

Wehrmacht units are grey, the tone and stripes indicating formational association and independent artillery (Div von Stumpfeld, 336 Inf Div, 11 Pz Div, or Group Adam). Luftwaffe units are light blue. 36-Est/Weike is orange.

Soviet army units are brown with the tone and stripes indicating formation association and independent artillery (119 Rifle Div, 333 Rifle Div, or independent army units). Soviet Guard units are red.

Reduced units have a light colored boundary around the counter to help identify them as such.

1.5 Stacking

The stacking limit is **three units**.

Exception: Reinforcements placed in their Entry Hex are exempt from stacking limits.

At the end of a player's Movement or Exploitation Phase, destroy friendly units that exceed the stacking limit (owning player's choice).

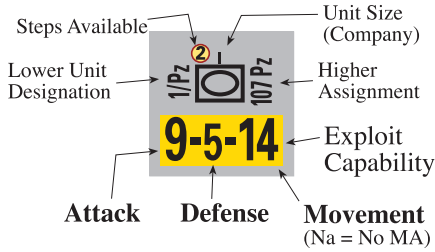
A hex that becomes overstacked at the end of a retreat is immediately Disorganized. (1.7)

Overruns cannot be conducted from an overstacked hex.

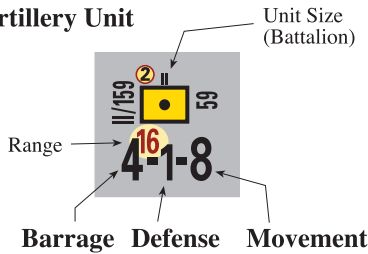
Unit Symbol Key

See also SCS rules, page 2.

Regular Combat Unit



Artillery Unit



Markers

Disorganized



Out of Supply



Game Turn



Air Power Chit



Activation Chit



	Infantry		Arm Car
	Arm Infantry or PG		Motorcycle
	Cavalry		Tank or Pz
	Bicycle		88mm Guns
	Watch		Artillery
	Pioneers		Mortars
	Infantry Gun		Flamethrower Tanks
	Alarm		Nebelwerfer / Katyusha
	Police		Panzerjäger
	March		Anti-Tank
	Submachine Gun		
	Flak		

Which units are activated by which chits?

Chit & Units

Soviet All Units: All Soviet units activated.

Soviet 1 Tank/5 Mech: Any Soviet unit with the light red stripe identifying them as 1 Tank and 5 Mech.

Soviet All Inf/Cav: All Soviet units that do NOT have a red stripe (including MC and independent tanks).

German 11 Pz: All German units with the white stripe identifying them as 11 Pz.

German Non-11 Pz: All German units that do NOT have the white 11 Pz stripe.

1.8a HQ coordination. Against normal doctrine, the 336th ID HQ was co-located with the 11th Pz HQ, which assisted in their coordination. As a result, during each 11th Pz activation, the German player rolls a die: the result indicates how many units from 336th ID (only, not Luftwaffe, von Stumpfeld, Adam or Weike) may be activated in addition to the 11th Pz. Of these units, no more than half (rounded DOWN) may be artillery (any unit that can conduct Barrages, 1.10).

1.6 Special Unit Rules

1.6a Exploit-Capable Units. Only Exploit Capable units can overrun.

1.7 Disorganized Units (DG)

Units can become DG because of barrage fire or as a result of being overstacked at the end of a retreat. DG units suffer the following penalties:

- Their attack, barrage, defense and movement ratings are halved.
- They lose Exploit Capability.
- They have no ZOC.
- They cannot Road March.

DG markers are removed from friendly stacks during the DG Removal Phase but only for units that are currently activated.

1.8 Activations

Both sides use Activation Chits to determine which units move and fight during each Activation Phase. Each player places his four Activation Chits in a separate mug or other container each turn. In addition to the four Activation Chits, each player places one additional chit that functions as a “dummy”. It can be any convenient chit (a DG counter for example). During an Activation Phase, one player draws a chit blindly and uses the Sequence of Play for Activation Phases with all units indicated by the chit pulled. No other friendly units can function in any way during that activation (**Exception:** see 1.8a). When a “dummy” chit is drawn that is not an actual formation chit, no activation takes place and play passes to the opponent. Each chit will be drawn only once in a turn and will return to the cup only when the Turn marker is advanced to the next game turn.

The player who wins (or begins with) the Initiative for the turn conducts the first Activation Phase each turn. Players then alternate drawing Activation Chits until the final Activation Chit is drawn.

1.9 Supply

Each unit must trace (as per SCS rule 12.1) to be in supply. Supply trace can only cross a River where a Road or Track crosses the hexside.

Activated units that cannot trace supply in their Supply Phase are marked Out of Supply. Activated units previously marked Out of Supply have their markers removed only in their Supply Phase if found to be able to trace supply again

Out of Supply units suffer the following penalties (which are cumulative with DG effects):

- They cannot attack or barrage.
- They defend at half strength.
- They lose Exploit Capability.
- They have no ZOC.
- They cannot Road March.
- They move at half Movement Allowance.

German Supply Sources. Any South or West map edge Road or Track hex south of the Chir River.

Soviet Supply Sources. Any North or East map edge Road or Track hex, as well as any hex in Entry Area A once 5th Mech enters the game.

All units begin each scenario in supply.

1.10 Barrages

Weapon-type units (88s, Mortars, Artillery, Infantry Guns) can conduct barrages against hexes that are not adjacent to them. For simplicity, these are all referred to as “artillery”. Barrages are conducted during the Barrage Phase of each activation. Air Strikes are also a type of Barrage attack.

Each artillery unit has a range printed on its counter (in the colored dot). Artillery units can fire out to this maximum range in hexes. Range has no effect on Barrage rating.

To fire a Barrage, an artillery unit requires an activated unit adjacent to the target to spot for the Barrage.

An activated artillery unit can only make one Barrage per Activation during the Barrage Phase. A given target hex can be targeted by a maximum of 3 Barrages (including Air Strikes) during each Barrage Phase. All Barrages targeting a hex must be identified before resolving any of them (i.e. they must all commit before any dice are rolled).

1.10a Barrage. Resolve Barrages as follows:

- Each barraging unit barrages the target hex independently. Do not add their ratings together.

- Roll one die for each Barrage. Modify this roll for terrain. If the modified roll is less than or equal to the Barrage rating of the firing unit, all units in the target hex are DG. Additional DGs have no further effect on a target unit except that each DG yields another Kill Roll attempt.

- A raw roll of 1 is a DG regardless of any applicable modifiers.

For each DG result against a hex, roll one die as a “Kill Roll” for the stack (not once per unit in the target hex), modified as per the TEC and stacking. For each successful Kill Roll, the defender must flip a two-step unit of his choice to its reduced side. If only one-step units remain, the owning player destroys one of these units instead as long as at least one step remains in the hex.

Important: The last remaining step in a hex can **never** be killed by a Barrage result.

Kill Roll	(roll # or more)
Yellow Coded	4
German 88	5
Others	6

Stacking modifier: Apply a -1 modifier to the Kill Roll if there is a single unit in the hex. Add +1 to the Kill Roll for each unit that is overstacked above the stacking limit of 3 per hex.

1.10b ZOCs. Artillery units in an enemy ZOC may only Barrage adjacent hexes.

1.10c Artillery and Non-Barrage Combat. Artillery units use their printed defense rating when defending in ground combat. They have **no** attack rating and thus do not exert a ZOC.

1.10d Yellow Coded Artillery. Some artillery units have yellow coding inside their unit symbols. These are larger artillery units which are more capable of generating losses and thus have a better Kill Roll.

1.10e Hills. Activated units occupying a Hill hex can spot any hex within 6 hexes for artillery Barrages (as if they were adjacent to them).

Note: Players will find that occupying hills for spotting purposes is very important in this game.

1.11 Air Support

At the beginning of each non-dummy Activation Phase (i.e. for each Chit Activation), the Initiative player (only!) rolls a D6 to determine how many Air Strikes he receives for that Barrage Phase. Place the Air Power chit on the Turn Record Track to track the number of Air Strikes remaining.

Die Roll	Air Strikes
1-3	0
4-5	1
6	2

Air Strikes are *yellow coded artillery barrages* that need no spotter, can hit anywhere on the allowed maps, have a Barrage rating of 4. Beyond that, they are resolved like any other Barrage. No more than one Air Strike may target a single hex during a single Barrage Phase. Any Air Strikes not conducted during that Barrage Phase are lost.

Note: It is easy to forget this, so be sure to roll for Air Support at the beginning of each Chit Activation if you are the Initiative player!

1.12 Road March

During the Road March Phase, any qualified activated unit may Road March.

1.12a Qualifications. To qualify for Road March, a unit...

- must be in a Road or Track hex.
- cannot be DG or Out of Supply.
- cannot be within 3 hexes of an enemy unit
- cannot be stacked (**Exception:** Entry Area hexes, see 1.5).

1.12b Procedure. Move any distance (exception, see below) along a contiguous combination of Road or Track hexes. Units **can** move normally in the regular Movement Phase following a player's Road March Phase in which they moved.

1.12c Restrictions. A Road Marching unit cannot:

- a) move within 3 hexes of an enemy unit.
- b) move into any hex that does not follow a contiguous path of Roads and Tracks.
- c) cannot enter a hex occupied by any friendly unit(s).

Soviet units with a Movement Allowance of 6 may Road March a maximum of 12 hexes.

1.13 Overruns

Overruns into various terrain types are allowed (or not) based on the listing on the Terrain Effects Chart. The usual SCS rule regarding the MP cost of the terrain does not apply here. As usual, pay 2 MPs to Overrun.

Important: Only Exploit Capable units may conduct overruns.

1.14 Reinforcement Areas

Reinforcements enter via Reinforcement Areas, either single hexes or a range of hexes as indicated on the map. If any enemy unit is w/i 3 hexes of an Entry Area when reinforcements appear, these reinforcements may enter any hex on the same map edge w/i 10 hexes of that Entry Area if desired.

Units may exit the map via an Enemy Reinforcement Area as mentioned in the Victory Conditions. Such units are out of the game and may not return. The function of the Reinforcement Area remains—friendly units may enter the game via Reinforcement Areas that the enemy has exited units through; Entry Areas cannot be “blocked” by exiting.

1.15 Optional Rules

Panzer Battles is a very fluid game and allows for a variety of play styles and approaches. Players may use any of the following ‘tweaks’ if they wish to change the game experience or compensate for the effectiveness of different approaches that they take to the game. While the base rules represent, in our view, the best balance between playability and historical capabilities, these optional rules can give players a different take on the military situation.

1.15a German Auftragstaktik. Reflect the flexibility of German command structures by having 11th Panzer activate ALSO on the non-11 Pz Activation Chit. This gives 11 Pz four activations each turn. This **strongly** favors the Germans.

1.15b Command Coordination. Play without 1.8a German Headquarter coordination. No units from 336 ID activate during 11 Pz activations. This **somewhat** favors the Soviets.

1.15c Soviet Early Start. For scenario 2.1, return the Soviet All Units Chit to the cup after the first activation of the first turn. The Soviet player then draws the next Activation Chit and play proceeds normally. This gives the Soviets a free activation at the beginning of the scenario and **substantially** favors the Soviets.

1.15d Better Soviet Command. Remove the 12-hex limit for Road March for Soviet units with 6 MP. This **somewhat** favors the Soviets.

1.15e Better German response. For scenario 2.1, speed German reinforcement entry by one activation, so that the group slated for the 2nd Activation Chit arrives with the 1st Activation Chit and those arriving on the 3rd Activation Chit arrive on the 2nd Activation Chit. This **somewhat** favors the Germans.

1.15f Slower Soviet response. For the Soviet "All Inf/Cav" chit, only units with a MA of 10 or more activate. This **strongly** favors the Germans.

Designer's Notes

Panzer Battles was designed as a straight-forward follow-up using the system used in the games **Bastogne**, **It Never Snows**, and **Day of Days**. I wanted to use the system in a rapidly moving armored engagement of limited duration and physical size. Balck's operations against the Soviet spearheads crossing the Chir River outside of Stalingrad (highlighted in the book of the same name) seemed to fit the bill.

Topic selection here was important. For 30+ years, these actions and von Mellinthin's account have been used as the basis for both maneuver warfare theory and the US Army doctrines that came after the rather confusing “Active Defense” days of the 1970's. To show **why** these battles worked the way they did required directly modeling the reason itself. And that reason was operation tempo.

11th Panzer was able to take on the more numerous Red Army forces coming at it from a number of directions by literally doing more in the same amount of time. In earlier times this would have been called ‘defeating them in detail’ (which is very much the case here) but how that ‘defeat in detail’ occurred is critical. The Germans were able to take advantage of the spread out Russian pincers not because of any ineptness on the part of the Russians, but rather because the Germans were operating on a decision cycle or OODA Loop at a far higher tempo than the Russians could manage.

This was directly installed as a design concept in the form of what was then a fully free-form Chit Pull activation system whereby the 11 Pz was unfairly represented in the number of chits in the cup. Obviously, they would do more for that simple fact alone.

The development of the game, ably executed by **Lee Forester** and his team, had to spend a large amount of time untangling the unintended side effects of the system I installed to do one job (show tempo). With the chits all in one

cup, there was a possibility of a non-uniform chit draw (how about three 11 Pz activations in a row?) leading to a large number of games with blow out results. Lee did a fantastic job of pulling back the extreme fangs of the monster so that while such excessive results could no longer happen, the effect of the greater tempo was still there. It just didn't also exaggerate the IGO-HUGO effect so dramatically.

As always, I have a lot of people to thank for their work on this project. **Lee Forester** (of course) for taking my rough design under his wing and getting a team of people to play the hell out of it and refine it. **Carl Fung** for some of the finest research work on the planet (truthfully, I have no idea where he finds such precise information, his work is the gold standard for OOB research these days in my book). **Hans Kishel** for finding the base maps that could be used to turn this end of the world map set into something full of fine detail. **Jim Pyle** for another endless series of VASSAL modules allowing continually improving playtest games. And a whole host of **Playtesters**, who gave their all to make this the fun, dynamic game it became.

2.0 Scenarios

2.1 Panzer Battles

This is the entire fight to secure the Chir River bridgehead, 7 to 20 Dec 42. It allows the Soviet player in particular more flexibility in executing the attack that historically ended in disaster. For players wanting to follow a more historical flow, see scenario 2.4.

Playing Area: Both maps

First Turn: Turn 1

Last Turn: Turn 6

Initiative: Soviet player

Activation: On the first turn of this scenario, the Soviet "All Units" Chit has just been pulled and play begins with that. All other Activation Chits are put in their respective cups. Starting with Turn 2, both players receive all their chits normally.

Special: When the first German 11 Pz Chit is pulled on the first turn (only!), set it aside and ignore it. This is the time 11th Pz needed to move to the battle area. No 336 ID units are activated on the first 11 Pz Chit pull—it is essentially treated as a Dummy Chit.

Soviet Information:

119 Rifle Division:

A2.27: 1-2-6 AT Co (AT/421)

A6.28: 2-1-6 Mortar Co (Mtr/421)

A7.29: 3-1-6 SMG Co (S/421), 3-7-6 Inf Bn (1/421)

A7.28: 3-7-6 Inf Bn (2/421)

A6.27: 3-7-6 Inf Bn (3/421)

A18.30: 1-2-6 AT Co (AT/364), 2-1-6 Mortar Co (Mtr/364)

A17.30: 3-1-6 SMG Co (S/364), 3-7-6 Inf Bn (1/364)

A19.31: 3-7-6 Inf Bn (2/364)

A15.30: 3-7-6 Inf Bn (3/364)

A25.26: 1-2-6 AT Co (AT/365), 2-1-6 Mortar Co (Mtr/365)

A25.28: 3-7-6 Inf Bn (1/365)

A24.25: 3-1-6 SMG Co (S/365), 3-7-6 Inf Bn (2/365)

A24.26: 3-7-6 Inf Bn (3/365)

A25.23: 2-5-6 Inf Bn (Tng)

A26.24: 2-6-6 MG Bn (MG)

A27.26: 1-2-6 AT Bn (AT), 2-4-6 Pio Bn (Pio)

A17.31: 4-1-6 Arty Rgt (349)

333 Rifle Div:

A24.17: 2-5-6 Inf Bn (Tng)

A26.15: 1-2-6 AT Co (AT/1120), 2-1-6 Mortar Co (Mtr/1120)

A25.15: 3-1-6 SMG Co (S/1120), 3-7-6 Inf Bn (1/1120)

A26.14: 3-7-6 Inf Bn (2/1120)

A25.16: 3-7-6 Inf Bn (3/1120)

A25.10: 1-2-6 AT Co (AT/1116), 2-1-6 Mortar Co (Mtr/1116)

A25.09: 3-1-6 SMG Co (S/1116), 3-7-6 Inf Bn (1/1116)

A26.08: 3-7-6 Inf Bn (2/1116)

A24.09: 3-7-6 Inf Bn (3/1116)

A26.06: 1-2-6 AT Co (AT/1118), 2-1-6 Mortar Co (Mtr/1118)

A25.06: 3-1-6 SMG Co (S/1118), 3-7-6 Inf Bn (1/1118)

A25.07: 3-7-6 Inf Bn (2/1118)

A26.05: 3-7-6 Inf Bn (3/1118)

A25.08: 3-1-6 SMG Co (296 Rec)

A32.13: 1-2-6 AT Bn (AT), 2-4-6 Pio Bn (614)

A32.12: 2-6-6 MG Bn (MG)

A28.15: 4-1-6 Arty Rgt (897)

Independent:

A32.18: 4-1-6 Gd Katy Rgt (35 Gd), 3-1-6 Gd Katy Bn (307 Gd)

A33.18: 4-1-6 Gd Katy Rgt (75 Gd),

4-1-6 Katy Rgt (107), 4-1-6 Arty Rgt (152)

A32.12: 5-5-14 Flm Arm Bn (510, 511)

A34.03: 2-5-10 AT Bn (1,2/33)

A50.09: 2-5-10 AT Bn (3,4/33)

8 MC Rgt:

A31.10: 2-2-14 MC Co (2, 3)

A32.09: 2-2-15 Arm Car Co (AC), 2-2-14 MC Co (1 MC Co), 2-1-12 Mortar Co (Mtr)

216 Tk Bde:

A27.10: 5-6-10 Arm Bn (580, 581), 4-5-12 Inf Bn (216)

1 Tank Corps:

A30.09: 89 Tk Bde: 5-5-14 Arm Bn (202, 203), 4-5-12 Inf Bn (89)

A30.11: 117 Tk Bde: 5-5-14 Arm Bn (325, 326), 4-5-12 Inf Bn (117)

A31.09: 159 Tk Bde: 5-5-14 Arm Bn (350, 351), 4-5-12 Inf Bn (159)

A37.08: 3-3-14 Arm Car Bn (10), 3-1-12 Gd Katy Bn (10 Gd)

A33.04: 44 Mot Bde: 4-5-12 Inf Bn (1, 2)

6 Gd Cav Div:

A37.04: 3-8-10 Gd Cav Rgt (18 Gd)

A40.03: 3-8-10 Gd Cav Rgt (23 Gd)

A42.04: 3-8-10 Gd Cav Rgt (25 Gd), 3-1-10 Gd Arty Bn (32 Gd)

A44.05: 3-8-10 Gd Cav Rgt (28 Gd)

5 Gd Cav Div:

A49.02: 3-8-10 Gd Cav Rgt (17 Gd)

A50.01: 3-8-10 Gd Cav Rgt (22 Gd)

A51.02: 3-8-10 Gd Cav Rgt (24 Gd)

A50.02: 5 Gd Cav (27 Gd Arty Bn)

32 Cav Div:

B56.29: 2-7-10 Cav Rgt (86, 121, 197)

4 Gd Rifle Div:

B59.35: 3-1-6 Gd SMG Co (S/3), 4-7-6 Gd Inf Bn (1/3), 2-1-6 Gd Mortar Co (Mtr/3)

A60.01: 1-2-6 Gd AT Co (AT/3), 4-7-6 Gd Inf Bn (2/3, 3/3)

B62.33: 4-7-6 Gd Inf Bn (2/11, 3/11)

B61.34: 3-1-6 Gd SMG Co (S/11), 4-7-6 Gd Inf Bn (1/11)

B62.34: 1-2-6 Gd AT Co (AT/11), 2-1-6 Gd Mortar Co (Mtr/11)

A60.03: 3-1-6 Gd SMG Co (S/8)
 A59.04: 4-7-6 Gd Inf Bn (2/8)
 A58.04: 4-7-6 Gd Inf Bn (3/8)
 A57.05: 4-7-6 Gd Inf Bn (1/8)
 A56.05: 1-2-6 Gd AT Co (AT/8), 2-1-6 Gd Mortar Co (Mtr/8)
 A51.08: 3-8-6 Gd MG Bn (MG), 3-7-6 Gd Inf Bn (Tng)
 A50.08: 1-2-6 Gd AT Bn (AT), 2-4-6 Gd Pio Bn (Pio)
 A51.09: 4-1-6 Gd Arty Rgt (23)

German Information:

Grp Weike & Div Stpfd:

A6.25: 2-6-6 Alm Bn (Kharkov I)
 A8.24: 6-3-12 Arm Co (1/301 Pz Bn), 2-6-6 Wch Bn (541), 1-6-6 Estonian Pol Bn (36 Est)
 A9.25: 2-6-6 Wch Bn (Kharkov II), Div vStpfd: 2-6-6 Alm Bn (Moro IV)
 A15.21: 2-1-6 Arty Co (Arty)

Grp Schmidt (Schm):

A15.27: 1-6-6 Inf Bn (Schone)
 A17.28: 1-6-6 Inf Bn (Korherr)
 A18.27: 1-6-6 Inf Bn (Linder)
 A20.26: 2-6-6 Inf Bn (Kamnbg)
 A20.25: 1-6-6 Inf Bn (Eisncher)

Grp Selle:

A21.18: 2-6-6 Inf Bn (Engert)
 A20.12: 2-6-10 Inf Bn (vBudnbrk), 336 Inf Div: 4-1-8 Werfer Bn (IV)

7 LW Fld Div:

A21.07: 1-3-6 LW Inf Co (1/I)
 A22.06: 1-3-6 LW Inf Co (2/I)
 A22.05: 1-3-6 LW Inf Co (3/I)
 A21.06: 2-1-6 LW Mortar Co (4/I)
 A23.02: 1-3-6 LW Inf Co (5/II)
 A24.02: 1-3-6 LW Inf Co (6/II Inf Co), 2-1-6 LW Mortar Co (8/II)
 A26.01: 1-3-6 LW Inf Co (7/II Inf Co)
 A30.01: 1-3-8 LW Bicycle Co (Bcl)
 A20.03: 1-3-6 Pio Co (Pio), 3-1-8 Arty Bn (Arty)
 B18.27: 2-4-6 Flk Bn (Flak)

336 Inf Div:

686 Inf Rgt:
 B38.28: 2-5-6 Inf Co (1/I Inf Co)
 B36.28: 2-5-6 Inf Co (2/I Inf Co), 2-1-6 Mortar Co (4/I)
 B35.28: 2-5-6 Inf Co (3/I Inf Co)
 B20.13: 2-5-6 Inf Co (5/II, 6/II Inf Co)
 B20.14: 2-5-6 Inf Co (7/II)
 B21.14: 2-1-6 Mortar Co (8/II), 2-1-6

IG Co (13), 1-3-6 PJ Co (14)
 B33.35: 2-5-6 Inf Co (9/III Inf Co)
 B34.32: 2-5-8 Bicycle Co (10/III), 2-1-6 Mortar Co (12/III)
 B32.35: 2-5-6 Inf Co (11/III Inf Co)
 687 Inf Rgt:
 B38.33: 2-5-6 Inf Co (1/I Inf Co)
 B36.34: 2-5-8 Bicycle Co (2/I)
 B37.34: 2-5-6 Inf Co (3/I), 2-1-6 Mortar Co (4/I)

685 Inf Rgt:

B43.32: 2-5-6 Inf Co (1/I), 2-1-6 Mortar Co (4/I)
 B45.31: 2-5-6 Inf Co (2/I)
 B41.32: 2-5-6 Inf Co (3/I)
 B47.25: 2-5-6 Inf Co (5/II)
 B46.26: 2-5-6 Inf Co (6/II)
 B47.26: 2-5-6 Inf Co (7/II)
 B46.25: 2-1-6 Mortar Co (8/II), 2-1-6 IG Co (13), 1-3-6 PJ Co (14)
 B48.29: 2-5-6 Inf Co (9/III)
 B48.28: 2-5-6 Inf Co (10/III), 2-1-6 Mortar Co (12/III)
 B49.29: 2-5-6 Inf Co (11/III)

336 PJ Bn:

B43.23: 2-5-8 Bicycle Co (1), 1-3-8 PJ Co (2, 3)

336 Arty Rgt:

B30.31: 4-1-8 Arty Bn (I)
 B32.30: 4-1-8 Arty Bn (II)
 B34.26: 4-1-8 Arty Bn (III)

Grp Adam:

B53.31: 2-6-6 Mch Bn (St.Potten)
 B56.25: 2-6-6 Alm Bn (Moro I)
 B58.20: 2-6-6 Alm Bn (HgB II)

Victory Conditions:

Players earn Victory Points (VPs) for control of areas and exiting units from the map. Control means either occupying or having been the last player to occupy each hex listed as an objective. If no player controls all hexes of an objective, no VPs are awarded for it. The player that achieves more VPs wins. If both players have the same number of VPs, the game ends in a draw.

VP objectives (1 point each):

- Surovikino
- Ostrovksiy and the three nearby Chir River crossings (A38.12-15, A39.12-40.12)
- Hill 129 (A20.12)

- State Farm 79 (B18.27)
- Blizhne-Mel'nichnyy and crossings (B58.26, B56.27-B57.28)
- Hill 142 (B34.15)
- Nizhne-Chirskaya
- 10 steps of 11 Pz exited via B62.10 (German player)
- 10 steps of 1 Tk/5 Mech exited via via Entry Area C (Soviet player)

Points for exited units are only awarded if, at the end of the game, a line of contiguous Road hexes unblocked by enemy units can be traced. For the Germans, the line runs from B62.10 to Entry Area C, and for the Soviets from Entry Area C to either Entry Area A or B.

Soviet Reinforcements

Starting with the first Soviet Mech or All Unit Activation Chit on Turn 4, roll a die. On a 6+, 5th Mech enters. Add +1 for each subsequent qualifying chit pull thereafter

All at Entry Area A:

5 Mech Corps:

3-3-14 Arm Car Bn (45), 4-5-14 MC Bn (64), 4-6-8 Arm Bn (168, 188), 1-2-12 AT Bn (AT), 3-1-12 Gd Katy Bn (Rkt)
 45 Mot Bde: 4-6-8 Arm Bn (156), 4-5-12 Inf Bn (1, 2, 3)
 49 Mot Bde: 4-6-8 Arm Bn (46), 4-5-12 Inf Bn (1, 2, 3)
 50 Mot Bde: 4-6-8 Arm Bn (252), 4-5-12 Inf Bn (1, 2, 3)

German Reinforcements

Turn 1:

Entry Area C:

336 Inf Div:

687 Inf Rgt: 2-5-6 Inf Co (5/II, 6/II, 7/II, 9/III, 10/III, 11/III), 2-1-6 Mortar Co (8/II, 12/III), 2-1-6 IG Co (13), 1-3-6 PJ Co (14)

Independent:

4-1-6 Arty Bn (I/108, 842, 857)

On second 11 Pz Chit pull:

Entry Area B:

11 Pz Div:

61 Krd Bn: 5-2-16 Arm Car Co (1), 5-6-14 PG Co (2), 3-5-14 (3, 4), 2-2-14 IG Co (5)

15 Pz Rgt: 6-3-12 Pz Co (5/II, 6/II, 10/III), 7-4-12 Pz Co (7 II, 9/III, 11/III)
 111 PG Rgt: 3-5-12 Inf Co (1/I, 2/I, 3/I, 5/II, 6/II, 7/II), 3-1-12 Mortar Co (4/I, 8/II), 2-1-12 IG Co (9)

Entry Area C:

110 PG Rgt: 5-6-14 PG Co (1/I, 2/I), 3-5-12 Inf Co (3/I, 5/II, 6/II, 7/II), 3-1-12 Mortar Co (4/I, 8/II), 2-1-12 IG Co (9)

On third 11 Pz Chit pull:

Entry Area C:

119 Arty Rgt: 4-1-12 Arty Bn (I, II, III), 3-6-12 "88" Bn (IV)
 61 PJ Bn: 1-3-12 PJ Co (1, 2)
 209 Pio Bn: 3-4-12 Pio Co (1, 2, 3)

Turn 2:

Entry Area C:

7 LW Fld Div:
 1-3-6 LW Inf Co (9/III, 10/III, 11/III, 13/IV, 14/IV, 15/IV), 2-1-6 LW Mortar Co (12/III, 16/IV)

2.2 Germans Strike First

This is an alternate campaign scenario that begins with the Germans on the attack. The Germans had tentatively planned to eliminate the Soviet bridgehead around the Ostrovskiy-Goloskiy region with supporting attacks at Sovinskiy on the same day the Soviets had planned their offensive. The plan never came to fruition but players can see what the battle could have looked like with the shoe on the other foot.

Play area: Both maps

First Turn: Turn 1

Last Turn: Turn 6

Initiative: German player

Activation: For the first turn, the German "Non-11 Pz Germans" Chit has just been pulled and play begins with that. All other Activation Chits are put in their respective cups.

Soviet Information:

Use the set up from scenario 2.1

German Information:

Use the set up from scenario 2.1 but also set up the following:

w/i 5 of B15.10

11 Pz Div:

61 Krd Bn: 5-2-16 Arm Car Co (1), 5-6-14 PG Co (2), 3-5-14 (3, 4), 2-2-14 IG Co (5)

15 Pz Rgt: 6-3-12 Pz Co (5/II, 6/II, 10/III), 7-4-12 Pz Co (7 II, 9/III, 11/III)

110 PG Rgt: 5-6-14 PG Co (1/I, 2/I), 3-5-12 Inf Co (3/I, 5/II, 6/II, 7/II), 3-1-12 Mortar Co (4/I, 8/II), 2-1-12 IG Co (9)

111 PG Rgt: 3-5-12 Inf Co (1/I, 2/I, 3/I, 5/II, 6/II, 7/II), 3-1-12 Mortar Co (4/I, 8/II), 2-1-12 IG Co (9)

119 Arty Rgt: 4-1-12 Arty Bn (I, II, III), 3-6-12 "88" Bn (IV)

61 PJ Bn: 1-3-12 PJ Co (1, 2)

209 Pio Bn: 3-4-12 Pio Co (1, 2, 3)

Victory Conditions:

The Germans win if they capture Golovskiy (A32.13), Ostrovskiy (A34.11, A35.10, A35.11), Sovinskiy (A44.05, A45.04, A45.05) and have six 11 Panzer units north of the Chir River at the end of Turn 6.

2.3 State Farm 79

This is the fight to recapture State Farm 79 by the 11th Panzer Division starting on 8 Dec 42.

Playing Area: Map B only

First Turn: Turn 1

Last Turn: Turn 2

Initiative: Soviet player

Activation: The first turn begins with a "11 Pz Div" Chit having just been pulled and play begins with that. Note that the German non-11 Pz Chit is still in play even though there are no German units that actually activate when it is pulled.

In Soviet Activation Cup:

1x Soviet 1 Tank/5 Mech
 1x Soviet All Inf/Cav
 1x Dummy

In German Activation Cup:

1x German 11 Pz Div
 1x German non-11Pz Div
 1x Dummy

All player chits are put into each respective cup on Turn 2.

Soviet Information:

1 Tank Corps:

B21.29: 159 Tk Bde: 4-5-12 Inf Bn

(159), 1 Tank: 3-1-12 Gd Katy Bn (10 Gd)

B20.26: 159 Tk Bde: 5-5-14 Arm Bn (350, 351)

B18.27: 117 Tk Bde: 4-5-12 Inf Bn (117)

B19.27: 117 Tk Bde: 5-5-14 Arm Bn (325, 326)

B17.26: 3-3-14 Arm Car Bn (10)

B22.27: 89 Tk Bde: 5-5-14 Arm Bn (202)

B24.28: 89 Tk Bde: 5-5-14 Arm Bn (203)

B24.30: 89 Tk Bde: 4-5-12 Inf Bn (89)

B32.35: 44 Mot Bde: 4-5-12 Inf Bn (1)

B37.34: 44 Mot Bde: 4-5-12 Inf Bn (2)

Independent:

B34.34: 2-5-10 AT Bn (1,2/33)

German Information:

None at start

Victory Conditions:

The Germans control State Farm 79 (B18.27) and Sysoykin (B19.27 and B20.26) at the end of Turn 2.

Soviet Reinforcements

Turn 2:

Any track off the north edge:

216 Tank Bde:

5-6-10 Arm Bn (580, 581), 4-5-12 Inf Bn (216)

8 MC Rgt:

2-2-14 Arm Car Co (AC), 2-2-14 MC Co (1, 2, 3), 2-1-2 Mortar Co (Mtr)

German Reinforcements

Turn 1:

Entry Area B:

11 Pz Div:

61 Krd Bn: 5-2-16 Arm Car Co (1), 5-6-14 PG Co (2), 3-5-14 (3, 4), 2-2-14 IG Co (5)

15 Pz Rgt: 6-3-12 Pz Co (5/II, 6/II, 10/III), 7-4-12 Pz Co (7 II, 9/III, 11/III)

111 PG Rgt: 3-5-12 Inf Co (1/I, 2/I, 3/I, 5/II, 6/II, 7/II), 3-1-12 Mortar Co (4/I, 8/II), 2-1-12 IG Co (9)

Entry Area C:

110 PG Rgt: 5-6-14 PG Co (1/I, 2/I), 3-5-12 Inf Co (3/I, 5/II, 6/II, 7/II), 3-1-12 Mortar Co (4/I, 8/II), 2-1-12 IG Co (9)

On 2nd 11 Pz Chit pull:

Entry Area C:

119 Arty Rgt: 4-1-12 Arty Bn (I, II, III),
3-6-12 "88" Bn (IV)
61 PJ Bn: 1-3-12 PJ Co (1, 2)
209 Pio Bn: 3-4-12 Pio Co (1, 2, 3)

2.4 "I'll be Balck" Scenario

A now depleted 11th Panzer Division returns to State Farm 79 to confront a new Soviet threat from the west.

Playing Area: Map B only

First Turn: Turn 5

Last Turn: Turn 6

Initiative: Soviet player

Activation: At gamestart, the Soviet 1 Tank/5 Mech Chit has just been pulled and play begins with that.

In Soviet Activation Cup:

1x Soviet All Units
1x Soviet 1 Tank/5 Mech
1x Dummy

In German Activation Cup:

3x German 11 Pz Div
1x Dummy

Soviet Information:

None at start

German Information:

None at start

Victory Conditions:

Germans clear State Farm 79 (B18.27) and Sysoykin (B19.27 and B20.26) of all Soviet units by the end of Turn 6.

Soviet Reinforcements

All at Entry Area A:

Turn 5:

5 Mech Corps:

3-3-14 Arm Car Bn (45), 4-5-14 MC Bn (64), 4-6-8 Arm Bn (168, 188), 1-2-12 AT Bn (AT), 3-1-12 Gd Katy Bn (Rkt)
45 Mot Bde: 4-6-8 Arm Bn (156), 4-5-12 Inf Bn (1, 2, 3)
49 Mot Bde: 4-6-8 Arm Bn (46), 4-5-12 Inf Bn (1, 2, 3)
50 Mot Bde: 4-6-8 Arm Bn (252), 4-5-12 Inf Bn (1, 2, 3)

German Reinforcements

Any hex off the north edge:

Turn 5:

15 Pz Rgt: 6-3-12 Pz Co (5/II, 6/II, 10/III), 7-4-12 Pz Co (9/III (-1 step))
110 PG Rgt: 5-6-14 PG Co (1/I (-1 step), 2/I (-1 step)), 3-5-12 Inf Co (3/I (-1 step), 5/II (-1 step), 6/II, 7/II), 3-1-12 Mortar Co (4/I, 8/II)
111 PG Rgt: 3-5-12 Inf Co (1/I (-1 step), 2/I (-1 step), 3/I (-1 step), 5/II (-1 step), 6/II, 7/II), 3-1-12 Mortar Co (4/I, 8/II Mortar Co), 2-1-12 IG Co (9)
61 PJ Bn: 1-3-12 PJ Co (1, 2)
61 Krd Bn: 5-2-16 Arm Car Co (1), 5-6-14 PG Co (2), 3-5-14 (3, 4), 2-2-14 IG Co (5)
209 Pio Bn: 3-4-12 Pio Co (1 (-1 step), 2 (-1 step), 3)
119 Arty Rgt: 4-1-12 Arty Bn (I, II, III (-1 step)), 3-6-12 "88" Bn (IV (-1 step))

2.5 Containment Battles Scenario

This is the German fight to restore the Chir River bridgehead after the destruction of the Soviet 1st Tank Corps, 9 to 20 Dec 42.

Playing Area: Both maps

First Turn: Turn 2

Last Turn: Turn 6

Initiative: German player

Activation: One Soviet 1Tank/5 Mech and one German 11 Pz Div chit have been "played".

In Soviet Activation Cup:

1x Soviet All Units
1x Soviet All Units Inf/Cav
1x Soviet 1 Tank, 5 Mech
1x Dummy

In German Activation Cup:

1x German All Non-11 Pz
2x 11 Pz Div
1x Dummy

Soviet Information:

Eliminated units:

1 Tank Corps:

89 Tk Bde (202, 203 Tank Bn, 89 Inf Bn)
117 Tk Bde (325, 326 Tank Bn, 117 Inf Bn)
159 Tk Bde (350, 351 Tank Bn, 159 Inf Bn)
1 Tank (10 Arm Car Bn, 10 Gd Katy Bn)

Set up:

119 Rifle Div:

A7.27: 2-1-6 Mortar Co (Mtr/421)
A8.25: 3-1-6 SMG Co (S/421), 3-7-6 Inf Bn (1/421 (-1 step))
A7.26: 3-7-6 Inf Bn (2/421)
A6.26: 1-2-6 AT Co (AT/421), 3-7-6 Inf Bn (3/421 (-1 step))
A17.30: 2-1-6 Mortar Co (Mtr/364), 4-1-6 Arty Rgt (349)
A16.28: 3-1-6 SMG Co (S/364), 3-7-6 Inf Bn (1/364)
A18.28: 1-2-6 AT Co (AT/364), 3-7-6 Inf Bn (2/364)
A14.27: 3-7-6 Inf Bn (3/364)
A19.28: 3-7-6 Inf Bn (1/365)
A21.26: 3-1-6 SMG Co (S/365 SMG Co), 1-2-6 AT Co (AT/365), 3-7-6 Inf Bn (2/365)
A20.27: 3-7-6 Inf Bn (3/365)
A21.27: 1-2-6 AT Bn (AT), 2-4-6 Pio Bn (Pio)
A20.24: 2-5-6 Inf Bn (Tng)
A21.25: 2-6-6 MG Bn (MG)
A22.25: 2-1-6 Mortar Co (Mtr/365)

333 Rifle Div:

A20.19: 2-1-6 Mortar Co (Mtr/1120)
A19.17: 3-1-6 SMG Co (S/1120), 3-7-6 Inf Bn (1/1120)
A19.15: 3-7-6 Inf Bn (2/1120)
A18.19: 1-2-6 AT Co (AT/1120), 3-7-6 Inf Bn (3/1120 (-1 step))
A22.10: 2-1-6 Mortar Co (Mtr/1116)
A20.10: 3-1-6 SMG Co (S/1116), 3-7-6 Inf Bn (1/1116)
A21.09: 3-7-6 Inf Bn (2/1116)
A20.12: 1-2-6 AT Co (AT/1116), 3-7-6 Inf Bn (3/1116 (-1 step))
A20.03: 1-2-6 AT Co (AT/1118), 3-1-6 SMG Co (S/1118)
A22.06: 2-1-6 Mortar Co (Mtr/1118)
A21.03: 3-7-6 Inf Bn (1/1118 Inf Bn)
A21.06: 3-7-6 Inf Bn (2/1118 (-1 step))
A24.02: 3-7-6 Inf Bn (3/1118 Inf Bn)

A20.21: 2-5-6 Inf Bn (Tng)
 A26.01: 1-2-6 AT Bn (AT), 2-4-6 Pio Bn (614)
 A28.01: 2-6-6 MG Bn (MG)
 A21.08: 3-1-6 SMG Co (296 Rec)
 A26.15: 4-1-6 Arty Rgt (897)

Independent:

A21.18: 4-1-6 Gd Katy Rgt (35 Gd)
 A27.10: 4-1-6 Arty Rgt (152)
 A23.10: 3-1-6 Gd Katy Bn (307 Gd)
 A24.05: 4-1-6 Gd Katy Rgt (75 Gd)
 A27.04: 4-1-6 Katy Rgt (107)
 A28.03: 5-5-14 Flm Arm Bn (510)
 A29.03: 5-5-14 Flm Arm Bn (511)
 B34.34: 2-5-10 AT Bn (1,2/33)

216 Tk Bde:

B20.33: 5-6-10 Arm Bn (580, 581), 4-5-12 Inf Bn (216)

1 Tank Corps:

A30.01: 44 Mot Bde: 4-5-12 Inf Bn (1)
 A32.01: 44 Mot Bde: 4-5-12 Inf Bn (2)

8 MC Rgt:

A35.03: 2-2-14 MC Co (2, 3)
 A36.02: 2-2-14 Arm Car Co (AC), 2-2-14 MC Co (1), 2-1-12 Mortar Co (Mtr)

6 Gd Cav Div:

B37.34: 3-8-10 Gd Cav Rgt (18 Gd)
 A39.01: 3-8-10 Gd Cav Rgt (23 Gd)
 A41.02: 3-8-10 Gd Cav Rgt (25 Gd)
 A43.03: 3-8-10 Gd Cav Rgt (28 Gd)
 A42.04: 3-1-10 Gd Arty Bn (32 Gd)

5 Gd Cav Div:

A47.02: 3-8-10 Gd Cav Rgt (17 Gd)
 A49.01: 3-8-10 Gd Cav Rgt (22 Gd)
 A51.01: 3-8-10 Gd Cav Rgt (24 Gd)
 A50.02: 3-1-10 Gd Arty Bn (27 Gd)

32 Cav Div:

B55.29: 2-7-10 Cav Rgt (86)
 B55.27: 2-7-10 Cav Rgt (121)
 B56.27: 2-7-10 Cav Rgt (197)

4 Gd Rifle Div:

A52.01: 3-1-6 SMG Co (S/8 Gd), 4-7-6 Gd Inf Bn (1/8)
 A53.02: 4-7-6 Gd Inf Bn (2/8, 3/8)
 A54.02: 1-2-6 Gd AT Co (AT/8), 2-1-6 Gd Mortar Co (Mtr/8)
 A55.02: 3-1-6 SMG Co (S/3), 4-7-6 Gd Inf Bn (1/3)
 A56.02: 1-2-6 Gd AT Co (AT/3), 4-7-6 Gd Inf Bn (2/3)

A57.02: 4-7-6 Gd Inf Bn (3/3 Gd Inf Bn), 2-1-6 Gd Mortar Co (Mtr/3)
 B58.28: 2-1-6 Gd Mortar Co (Mtr/11)
 B59.25: 4-7-6 Gd Inf Bn (1/11)
 B57.28: 3-1-6 Gd SMG Co (S/11), 4-7-6 Gd Inf Bn (2/11)
 B58.26: 1-2-6 Gd AT Co (AT/11), 4-7-6 Gd Inf Bn (3/11)
 A44.05: 3-8-6 Gd MG Bn (MG), 2-4-6 Gd Pio Bn (Pio)
 A45.05: 1-2-6 Gd AT Bn (AT), 3-7-6 Gd Inf Bn (Tng)
 A53.03: Independent: 2-5-10 AT Bn (3,4/33), 4-1-6 Gd Arty Rgt (23)

German Information:

Dead Pile:

7 LW Fld Div:
 2-4-6 Flk Bn (Flak)

Set Up:

Grp Weike:
 A6.25: 2-6-6 Alm Bn (Kharkov I)
 A8.24: 1-6-6 Estonian Pol Bn (36 Est)
 A9.25: 2-6-6 Wch Bn (541)
 A14.21: 2-6-6 Alm Bn (Kharkov II)
 A15.18: 6-3-12 Pz Bn (1/301)

Grp Schmidt (Schm):

A15.27: 1-6-6 Inf Bn (Schone (-1 step))
 A17.28: 1-6-6 Inf Bn (Korherr)
 A18.27: 1-6-6 Inf Bn (Linder)
 A20.26: 2-6-6 Inf Bn (Kamnbg)
 A20.25: 1-6-6 Inf Bn (Eisncher(-1 step))

Div vStpfld:

A15.23: 2-6-6 Alm Bn (Moro IV)
 A12.22: 2-1-6 Arty Co (Arty)

Grp Selle:

A17.15: 2-6-6 Inf Bn (Engert (-1 step))
 A18.12: 2-6-10 Inf Bn (vBudnbrk (-1 step))

7 LW Fld Div:

A18.09: 1-3-6 LW Inf Co (1/I (-1 step))
 A19.07: 1-3-6 LW Inf Co (2/I (-1 step))
 A18.05: 1-3-6 LW Inf Co (3/I (-1 step))
 A17.07: 2-1-6 LW Mortar Co (4/I)

B23.32: 1-3-6 LW Inf Co (5/II (-1 step))
 B24.33: 1-3-6 LW Inf Co (6/II (-1 step)), 2-1-6 LW Mortar Co (8/II)
 B26.33: 1-3-6 LW Inf Co (7/II (-1 step))
 B28.33: 1-3-8 LW Bicycle Co (Bcl (-1 step))
 A17.03: 1-3-6 Pio Co (Pio (-1 step))
 A14.04: 3-1-8 Arty Bn (Arty)

336 Inf Div:

686 Inf Rgt:

B26.16: 2-5-6 Inf Co (5/II, 6/II)
 B26.17: 2-5-6 Inf Co (7/II)
 B27.17: 2-5-6 Inf Co (8/II), 2-1-6 IG Co (13), 1-3-6 PJ Co (14)
 B33.33: 2-5-6 Inf Co (9/III)
 B34.32: 2-5-8 Bicycle Co (10/III), 2-1-6 Mortar Co (12/III)
 B31.33: 2-5-6 Inf Co (11/III (-1 step))
 B42.32: 2-5-6 Inf Co (1/I)
 B41.30: 2-5-6 Inf Co (2/I), 2-1-6 Mortar Co (4/I)
 B40.28: 2-5-6 Inf Co (3/I)

687 Inf Rgt:

B39.32: 2-5-6 Inf Co (1/I)
 B35.33: 2-5-8 Bicycle Co (2/I)
 B37.32: 2-5-6 Inf Co (3/I (-1 step)), 2-1-6 Mortar Co (4/I)
 B17.06: 2-5-6 Inf Co (5/II, 6/II)
 B17.05: 2-5-6 Inf Co (7/II), 2-1-6 Mortar Co (8/II), 2-1-6 IG Co (13)
 B17.04: 2-5-6 Inf Co (9/III, 10/III)
 B17.03: 2-5-6 Inf Co (11/III), 2-1-6 Mortar Co (12/III), 1-3-6 PJ Co (14)

685 Inf Rgt:

B47.34: 2-5-6 Inf Co (1/I), 2-1-6 Mortar Co (4/I)
 B49.33: 2-5-6 Inf Co (2/I)
 B45.34: 2-5-6 Inf Co (3/I)
 B52.33: 2-5-6 Inf Co (9/III)
 B51.32: 2-5-6 Inf Co (10/III), 2-1-6 Mortar Co (12/III)
 B52.30: 2-5-6 Inf Co (11/III)
 B53.25: 2-5-6 Inf Co (5/II)
 B51.28: 2-5-6 Inf Co (6/II)
 B53.27: 2-5-6 Inf Co (7/II)
 B51.27: 2-1-6 Mortar Co (8/II), 2-1-6 IG Co (13), 1-3-6 PJ Co (14)

336 PJ Bn:

B43.31: 2-5-8 Bicycle Co (1), 1-3-8 PJ Co (2, 3)

336 Arty Rgt:

B30.31: 4-1-8 Arty Bn (I)
 B32.30: 4-1-8 Arty Bn (II)
 B34.26: 4-1-8 Arty Bn (III)
 A16.13: 4-1-8 Werfer Bn (IV)

Grp Adam:

B53.29: 2-6-6 Mch Bn (St.Potten)
 B57.26: 2-6-6 Alm Bn (Moro I)
 B58.20: 2-6-6 Alm Bn (HgB II)

11 Pz Div:**15 Pz Rgt:**

B21.29: 6-3-12 Pz Co (5/II, 6/II), 7-4-12 Pz Co (7/II)
 B20.28: 6-3-12 Pz Co (10/III), 7-4-12 Pz Co (9/III, 11/III)

111 PG Rgt:

B18.27: 3-5-12 Inf Co (1/I, 2/I)
 B17.27: 3-5-12 Inf Co (3/I), 3-1-12 Mortar Co (4/I)
 B16.27: 3-5-12 Inf Co (5/II, 6/II)
 B15.27: 3-5-12 Inf Co (7/II), 3-1-12 Mortar Co (8/II), 2-1-12 IG Co (9)

110 PG Rgt:

B20.27: 5-6-12 PG Co (1/I, 2/I)
 B20.26: 3-5-12 Inf Co (3/I), 3-1-12 Mortar Co (4/I)
 B19.26: 3-5-12 Inf Co (5/II, 6/II)
 B20.25: 3-5-12 Inf Co (7/II), 3-1-12 Mortar Co (8/II), 2-1-12 IG Co (9)

61 Krd Bn:

B17.20: 5-2-16 Arm Car Co (1), 5-6-14 PG Co (2)
 B17.19: 3-5-14 (3, 4), 2-2-14 IG Co (5)
 B22.24: 1-3-12 PJ Co (1, 2)

209 Pio Bn:

B22.25: 3-4-12 Pio Co (1, 2, 3)

119 Arty Rgt:

B17.26: 4-1-12 Arty Bn (I, II, III)
 B21.25: 3-6-12 "88" Bn (IV)

Independent:

B17.07: 4-1-6 Arty Bn (I/108, 842, 857)

Victory Conditions:

The Germans win if there are no Soviet units w/i 5 hexes of the Chir River and north of it. Otherwise the Soviets win.

Soviet Reinforcements

Starting with the first Soviet Mech or All Unit Activation Chit on Turn 4, roll a die. On a 6+, 5th Mech enters. Add +1 for each subsequent qualifying chit pull thereafter.

All at Entry Area A:**5 Mech Corps:**

3-3-14 Arm Car Bn (45), 4-5-14 MC Bn (64), 4-6-8 Arm Bn (168, 188), 1-2-12 AT Bn (AT), 3-1-12 Gd Katy Bn (Rkt)
 45 Mot Bde: 4-6-8 Arm Bn (156), 4-5-12 Inf Bn (1, 2, 3)
 49 Mot Bde: 4-6-8 Arm Bn (46), 4-5-12 Inf Bn (1, 2, 3)
 50 Mot Bde: 4-6-8 Arm Bn (252), 4-5-12 Inf Bn (1, 2, 3)

German Reinforcements**Turn 2:****Entry Area C:****7 LW Fld Div:**

1-3-6 LW Inf Co (9/III, 10/III, 11/III, 13/IV, 14/IV, 15/IV), 2-1-6 LW Mortar Co (12/III, 16/IV)

Panzer Battles Order of Battle for chit activations

Counter colors with any formation stripes in parentheses

German:**11 Panzer Division (Light Gray with white stripe)****15 Pz Rgt**

II Pz Bn (5/II, 6/II, 7/II Pz Co)
 III Pz Bn (9/III, 10/III, 11/III Pz Co)

110 PG Rgt

I PG Bn (1/I, 2/I, 3/I Inf Co, 4/I Mtr Co)
 II PG Bn (5/II, 6/II, 7/II Inf Co, 8/II Mtr Co)

9 IG Co**111 PG Rgt**

I PG Bn (1/I, 2/I, 3/I Inf Co, 4/I Mtr Co)
 II PG Bn (5/II, 6/II, 7/II Inf Co, 8/II Mtr Co)

9 IG Co**119 Arty Rgt (I, II, III Arty Bn, IV 88 Bn)****61 PJ Bn (1, 2 PJ Co)****61 Krd Bn (1 Arm Car Co, 2 PG Co, 3, 4 MC Co, 5 IG Co)****209 Pio Bn (1, 2, 3 Pio Co)****Non-11 Pz Germans Chit:****336 Infantry Division (Field Gray)****685 Inf Rgt**

I Inf Bn (1/I, 2/I, 3/I Inf Co, 4/I Mtr Co)
 II Inf Bn (5/II, 6/II, 7/II Inf Co, 8/II Mtr Co)
 III Inf Bn (9/III, 10/III, 11/III Inf Co, 12/III Mtr Co)
 13 IG Co
 14 PJ Co

686 Inf Rgt

I Inf Bn (1/I, 2/I, 3/I Inf Co, 4/I Mtr Co)
 II Inf Bn (5/II, 6/II, 7/II Inf Co, 8/II Mtr Co)
 III Inf Bn (9/III, 10/III, 11/III Inf Co, 12/III Mtr Co)
 13 IG Co
 14 PJ Co

687 Inf Rgt

I Inf Bn (1/I, 2/I, 3/I Inf Co, 4/I Mtr Co)
 II Inf Bn (5/II, 6/II, 7/II Inf Co, 8/II Mtr Co)
 III Inf Bn (9/III, 10/III, 11/III Inf Co, 12/III Mtr Co)
 13 IG Co
 14 PJ Co

336 Arty Rgt (I, II, III Arty Bn, IV Werfer Bn)
 336 PJ Bn (1 Bicycle Co, 2, 3 PJ Co)
 7 Luftwaffe Field Division (Blue)
 I Inf Bn (1/I, 2/I, 3/I Inf Co, 4/I Mtr Co)
 II Inf Bn (5/II, 6/II, 7/II Inf Co, 8/II Mtr Co)
 III Inf Bn (9/III, 10/III, 11/III Inf Co, 12/IV Mtr Co)
 IV Inf Bn (13/IV, 14/IV, 15/IV Inf Co, 16/IV Mtr Co)
 Arty Bn
 Flak Bn
 Pio Co
 Bcl Co
 Division Gruppe von Stumpfeld (Dark Gray)
 Grp Selle (Engert, vBudnbrk Inf Bn)
 Grp Schmidt (Korherr, Eisncher, Linder, Kamnbg, Schone Inf Bn)
 Moro IV Alarm Bn
 Arty Co
 Gruppe Weiike (Gray)
 1/301 Pz Bn, 541 Wach Bn, Kharkov I, Kharkov II Alarm Bn, 36 Estonian Pol Bn
 Gruppe Adam (Gray)
 St.Potten March Bn, Moro I, HgB II Alarm Bn
 Independent Artillery (Gray)
 1/108 Arty Bn
 842 Arty Bn
 857 Arty Bn

Soviet:

1 Tank/5 Mech Chit (Tan with Peach stripe):

1 Tank Corps
 89 Tk Bde (202, 203 Tk Bn, 89 Inf Bn)
 117 Tk Bde (325, 326 Tk Bn, 117 Inf Bn)
 159 Tk Bde (350, 351 Tk Bn, 159 Inf Bn)
 44 Mot Bde (1, 2 Inf Bn)
 10 Arm Car Bn
 10 Gd Katy Bn
 5 Mech Corps
 45 Mot Bde (156 Tank Bn, 1, 2, 3 Inf Bn)
 49 Mot Bde (46 Tank Bn, 1, 2, 3 Inf Bn)
 50 Mot Bde (252 Tank Bn, 1, 2, 3 Inf Bn)
 45 Arm Car Bn
 64 MC Bn
 168 Tk Bn
 188 Tk Bn
 AT Bn
 Rkt Gd Katy Bn

All Inf/Cav Chit:

Guards Independent (Red)
 307 Gd Katy Bn
 35 Gd Katy Rgt
 75 Gd Katy Rgt
 Independent (Tan)
 107 Katy Rgt
 152 Arty Rgt
 33 AT Rgt (1,2/33, 3,4/33 AT Bn)
 510 Flm Arm Bn
 511 Flm Arm Bn
 216 Tk Bde (Tan)
 580, 581 Tk Bn, 216 Inf Bn
 8 MC Rgt (Tan)
 AC Arm Car Co, 1, 2, 3 MC Co, Mtr Mortar Co

5 Gd Cav Div (Red)
 17 Gd, 22 Gd, 24 Gd Cav Rgt, 27 Gd Arty Bn
 6 Gd Cav Div (Red)
 18 Gd, 23 Gd, 25 Gd, 28 Gd Cav Rgt,
 32 Gd Arty Bn
 32 Cav Div (Tan)
 86, 121, 197 Cav Rgt
 4 Gd Rifle Div (Red)
 3 Gd Rifle Rgt (S/3 Gd SMG Co,
 AT/3 Gd AT Co, Mtr/3 Gd Mtr Co, 1/3,
 2/3, 3/3 Inf Bn)
 8 Gd Rifle Rgt (S/8 Gd SMG Co,
 AT/8 Gd AT Co, Mtr/8 Gd Mtr Co, 1/8,
 2/8, 3/8 Inf Bn)
 11 Gd Rifle Rgt (S/11 Gd SMG Co,
 AT/11 Gd AT Co, Mtr/11 Gd Mtr Co,
 1/11, 2/11, 3/11 Inf Bn)
 23 Gd Arty Rgt
 Tng Gd Inf Bn
 MG Gd MG Bn
 AT Gd AT Bn
 Pio Gd Pio Bn
 333 Rifle Div (Dark Tan)
 1116 Rifle Rgt (S/1116 SMG Co,
 AT/1116 AT Co, Mtr/1116 Mtr Co,
 1/1116, 2/1116, 3/1116 Inf Bn)
 1118 Rifle Rgt (S/1118 SMG Co,
 AT/1118 AT Co, Mtr/1118 Mtr Co,
 1/1118, 2/1118, 3/1118 Inf Bn)
 1120 Rifle Rgt (S/1120 SMG Co,
 AT/1120 AT Co, Mtr/1120 Mtr Co,
 1/1120, 2/1120, 3/1120 Inf Bn)
 897 Arty Rgt
 Tng Inf Bn
 MG Bn
 296 Rec SMG Co
 AT Bn
 614 Pio Bn
 119 Rifle Div (Brown)
 364 Rifle Rgt (S/364 SMG Co,
 AT/364 AT Co, Mtr/364 Mtr Co, 1/364,
 2/364, 3/364 Inf Bn)
 365 Rifle Rgt (S/365 SMG Co,
 AT/365 AT Co, Mtr/365 Mtr Co, 1/365,
 2/365, 3/365 Inf Bn)
 421 Rifle Rgt (S/421 SMG Co,
 AT/421 AT Co, Mtr/421 Mtr Co, 1/421,
 2/421, 3/421 Inf Bn)
 349 Arty Rgt
 Tng Inf Bn
 MG Bn
 AT Bn
 Pio Bn

Glossary

AC	Armored Car
Alm	Alarm
Arm	Armor
Art/Arty	Artillery
AT	Anti-Tank
Bcl	Bicycle
Bn	Battalion
Cav	Cavalry
Co	Company
DG	Disorganized
Div	Division
Eisncher	Eisenacher
Est	Estonian
Flak	Fliegerabwehrkanone (Anti-Aircraft)
Flm	Flamethrower
Gd/Gds	Guards
Grp	Gruppe (Group)
HgB	Heeresgruppe B
IG	Infantry Gun
Inf	Infantry
Kamnbg	Kamenberg
Katy	Katyusha (Soviet Rockets)
Krad	Kraftradschutzen (Motorcycle)
Linder	Lindner
LW	Luftwaffe
Mch	Marche
Mech	Mechanized
Moro	Morosowskaja
Mot	Motorized
MC	Motorcycle
Mtr	Mortar
PG	Panzergranadier (Mechanized Infantry)
Pio	Pioneer (Engineers)
PJ	Panzerjager (Anti-Tank)
Pz	Panzer (Tank)
Rec	Reconnaissance
Rgt	Regiment
Rkt	Rocket
S/SMG	Submachine Gun
Schm	Schmidt
Tk	Tank
Tng	Training
vBudnbrk	von Buddenbrock
vStpfd	von Stumpfeld
Wch	Wach (Watch)
Werfer	German Rockets

Combat Table

	1:3	1:2	1:1	2:1	3:1	4:1	5:1+	
2	A2r2	A2r2	A2r2	A1r1	A1	A1	A1	2
3	A2r2	A2r2	A1r1	A1r1	A1	A1	A1D1	3
4	A2r2	A1r1	A1r1	A1	A1	A1D1	Ar1	4
5	A1r1	A1r1	A1	A1	A1D1	Ar1	Dr1	5
6	A1r1	A1	A1	A1	Ar1	Dr1	D1r1	6
7	A1	A1	A1	A1D1	Dr1	D1r1	D1r1	7
8	A1	A1	A1D1	Ar1	D1r1	D1r1	D1r2	8
9	A1	A1D1	Ar1	Dr1	D1r1	D1r2	D1r2	9
10	A1D1	Ar1	Dr1	D1r1	D1r2	D1r2	D2r3	10
11	Ar1	Dr1	D1r1	D1r1	D1r2	D2r3	D2r3	11
12	Dr1	D1r2	D1r1	D1r2	D2r3	D2r3	D2r4	12

A = Attacker Result

D = Defender Result

= Number of Steps lost

r# = Retreat hexes required

Terrain Effects

Terrain Type	MP Cost	Effects on		Overrun Allowed?
		Combat	Barrage	
Clear	1	-	-	Yes
Woods	2	Left 1 Shift	-1 ^(b)	No
Swamp	All	D x2	-	No
Hills	ot	-	Spotting (1.10e)	Yes
Road	1/2	ot	-	ot
Track	1	ot	-	ot
Railroad	1	ot	-	ot
Village	1	Left 1 Shift	+1	No
City	1	Left 2 Shift	+2, -1 Kill Roll	No
River	P ^(a)	A x1/3 ^(a)	-	No
Stream	+2	A x1/2	-	No
Balka	+1	ot	-	Yes
Lake Line	P	P	-	No
Entry Area	ot	ot	-	ot

P = Prohibited movement and combat unless following a Road, see note (b) below.

ot = Use the other terrain in the hex to determine this

- = No Effect

A x1/2 means the attacker's combat strength is halved, etc.

^(a) If attacking following a Road or Track or Railroad, the A x1/3 applies, otherwise attack is not allowed.^(b) Do not apply the -1 to Air Strikes, only Artillery Barrages.**Artillery DG Roll**

Roll one die for each barraging unit, add any Barrage Terrain Effect. If the result is less than or equal to the unit's Barrage rating, the target stack is DG and a Kill Roll is made against it.

A raw DG roll of 1 always DGs the Target hex, regardless of any modifiers that might apply.

Kill Roll

For each DG result against a hex, roll one die. Subtract one from the die roll if there is a single unit in the target hex as well as if the target is a City hex. Add +1 to the result for each unit in hex above the stacking limit. If the firing unit is...

... Yellow Coded Artillery or Air Strike:

No Effect 1-3, Kill one step 4-6
Targeted player's choice from Target hex

... 88mm Guns:

No Effect 1-4, Kill one step 5-6
Firing player's choice from Target hex

... Any other Artillery type:

No Effect 1-5, Kill one step 6
Targeted player's choice from Target hex

Important: The last remaining step in a hex can **never** be killed by a Barrage result.