

















## ROMMEL SCENARIO

### Stavropol 7 January 1943

	1	2	3	4	5	6	7	8	9	10	11	12
A												
B												
C						  Krasny Skotovod						
D												
E										 Vesely 		
F												
G			 Stavropol									
H												

The weather is clear. Stavropol [F10] is the only urban area. However, a few buildings can be placed on the board at the other towns for scenic purposes if desired. Objective squares are denoted by stars. Units can cross the rivers [largely deep snowy ravines cut through the plain] at any point, but crossing them is like moving into non open terrain, units can only move a maximum of 1 square. Additionally any unit attacking across the river is vulnerable in combat. Units cannot cross rivers using road movement. Supply lines can cross the rivers anywhere. The grey squares are areas of deep snow drifts over deep gulches, treat them as soft ground

#### Starting Ops:

The Soviets start with 6 Ops and the Germans start with 6 Ops. Both sides use their mid war ops. The Soviets cannot use the 'All Workers to the Front' event in this scenario.

#### Description:

Following their defeat at Stalingrad the Axis armies in the Don region struggled to re-establish a coherent front. The LVII Panzerkorps was spread out holding a line between the Manych and Sal rivers. The southern part of this line was struck by Russian General Sharagin's well equipped 3<sup>rd</sup> Guards Mechanised Corps which captured a number of positions. The German's immediately counter attacked running into Sharagin's advancing corps.

#### Victory:

The game is a standard single day of 16 moves. The Soviets must be holding 3 or more objectives at the end of the 16<sup>th</sup> turn to win.

**Elements:**

The Axis have 2 Elements. Over a number of days of fighting a series of panzer kampfguppe were formed. I have consolidated these into one Panzer KG element. The other element represents the various disparate units from any number of formations which had been brought under the command of the HQ of the 23<sup>rd</sup> Panzer Division. The Axis corps support units can support any German unit without penalty.

The Soviets have 3 Elements each of which is a Mechanised Brigade of the 3<sup>rd</sup> Guards Mechanised Corps. The Soviet corps support units can support any Russian unit without penalty.

**Set Up:**

Soviet: Russian forces can deploy in column 12 and in lines G and H. The Russians deploy first and move first.

Axis: The Panzer KG deploys anywhere from C1 to C9 down to F1 to F9. The 23<sup>rd</sup> Panzer HQ KG and the corps support units deploys in line A, but not in square A12 if this is occupied by any Russian units.

<b>Soviet</b>	<b>1</b>	<b>3</b>	<b>5</b>	<b>7</b>	<b>9</b>	<b>11</b>	<b>13</b>	<b>15</b>
<b>Axis</b>	<b>2</b>	<b>4</b>	<b>6</b>	<b>8</b>	<b>10</b>	<b>12</b>	<b>14</b>	<b>16</b>

ROMMEL SCENARIO

SOVIET FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>3<sup>rd</sup> Guards Mechanised Corps</b>			
<b>7<sup>th</sup> Mechanised Brigade</b>			
6 x Motor Rifle Infantry	4-3-2		Motorised
2 x T34	3-2-1	3	
1 x T70 Light Tank	3-2-1	1	Recon
<b>8<sup>th</sup> Mechanised Brigade</b>			
6 x Motor Rifle Infantry	4-3-2		Motorised
2 x T34	3-2-1	3	
1 x T70 Light Tank	3-2-1	1	Recon
<b>9<sup>th</sup> Mechanised Brigade</b>			
6 x Motor Rifle Infantry	4-3-2		Motorised
3 x T34	3-2-1	3	
<b>Corps Support</b>			
2 x 76mm Artillery	8 / 2 / [0-1]		Motorised
2 x Katyusha	4 / 4 / [0-1]		Self-Propelled, Rockets
2 X SU 76	2-1-1	1-3	
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>Panzer KG</b>			
3 x Tiger	5-4-3	6	
1 x Panzer IV	5-4-3	4	
3 x Panzer III	5-4-3	3	
3 x Panzergrenadier Units	4-3-2		Armoured
3 x Motorised Infantry	4-3-2		Motorised
<b>23<sup>rd</sup> Panzer Division KG</b>			
1 x Stug	5-4-3	3-4	
1 x Marder	2-1-1	1-4	
11 x Infantry Units	4-3-2		Motorised
<b>Corps Support</b>			
2 x 105mm	12 / 3 / [0-1]		Motorised