

# NACH STALINGRAD!

OPERATION WINTER STORM WITH THE 6. PANZER DIVISION



A WARGAME CAMPAIGN BY LITTLE WARS TV

# “HOLD ON! WE ARE COMING!”

-Gen. Hoth to Field Marshal von Paulus

## INTRODUCTION

Do you want to try World War II historical tabletop gaming without spending a fortune? Nach Stalingrad is a 100% free tabletop miniature campaign, presenting a series of linked scenarios for the doomed German relief of Stalingrad in December 1942. Everything you need to play is available courtesy of Little Wars TV—the scenarios, paper miniatures, video tutorials, and terrain-crafting guides. While you could adapt these materials for use with other rule systems, this campaign is written to play the free introductory version of Ty Beard & Paul Minson’s **Fistful of TOWS 3**. You can download this brilliant little 4-page game for free thanks to a collaboration between Little Wars TV and FFT3’s original authors, Ty & Paul.

## THE CAMPAIGN

This PDF campaign supplement includes the linked scenarios, orders of battle, and maps you need to follow the progress of Raus’s 6. Panzer Division on its drive to breakthrough Soviet lines and relieve Stalingrad. The campaign is designed to be beginner friendly, and each engagement is a real, historical encounter.

To get started, you will need a tabletop, miniatures, terrain, dice, tape measures, and some tokens to mark unit statuses. Little Wars TV has a video tutorial on YouTube showing you how assemble all of these components on a budget, over the course of a single weekend. Visit [littlewarstv.com](http://littlewarstv.com) to download the game rules, paper miniatures, tokens, and even paper buildings!

While the goal of **Nach Stalingrad** is to make World War II wargaming as accessible as possible for new gamers, tabletop veterans will still find this to be great fun! Now, let’s set the stage with a briefing on the strategic situation in late November 1942....



# A STRATEGIC COLLAPSE

In a stunning, 4-day operation in late November 1942, the Soviet Red Army launched a successful double envelopment of the Stalingrad front. Stripping away men and equipment to feed into the meat-grinder of urban combat, the German high command had left weak formations to hold the flanks above and below Stalingrad. Breaking through the Romanians, who lacked even basic anti-tank weapons, Stalin and Zhukov expected to surround 90,000 Axis troops inside the city. The actual number was more than triple this estimate.

The speed and totality of the Axis collapse shocked both sides and presented a fluid, strategic mess. While the Soviets tried to figure out how to tighten the noose and exploit their grand success, Adolf Hitler summoned Field Marshal Erich von Manstein from Leningrad to mount a counterattack and relieve the city. The task before Manstein was monumental—in hindsight, probably impossible.

Upon arriving to his new headquarters along the Don, Manstein would need to stabilize the collapsing front and then mount a winter offensive with just weeks of preparation. After firming up the front line with ad hoc formations and rear echelon units, Manstein's position stood 100km from the Stalingrad pocket. To break through, Hitler promised to supply 12 divisions, but fewer than half that number could be scrapped together in time. The clock was ticking.

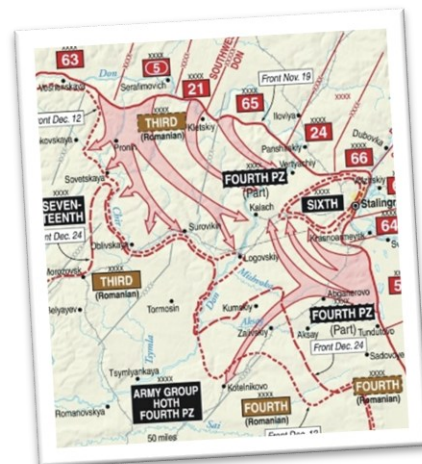
Inside the pocket, Field Marshal von Paulus was still in daily contact with Berlin. His orders were to hold fast. In truth, the condition of his men was so dire that they could do little else but hunker down and hope for relief. Attitudes among the soldiers inside the pocket were grim, but not fatalistic. Not yet. A soldier from the 376. Infantry Division wrote home: "The worst is past. We all hope that we'll be out of the Kessel before Christmas." Help was coming.

# WINTERGEWITTER

The strategic plan for Operation Wintergewitter, or "Winter Storm," was a two-pronged offensive. Just 50 km from the pocket, the 48. Panzer Corps would attack due east across the Chir River to peel off Soviet forces. Meanwhile, the main thrust would be made from the south by the newly reinforced 57. Panzer Corps. From its assembly area, this corps would need to advance some 120km.

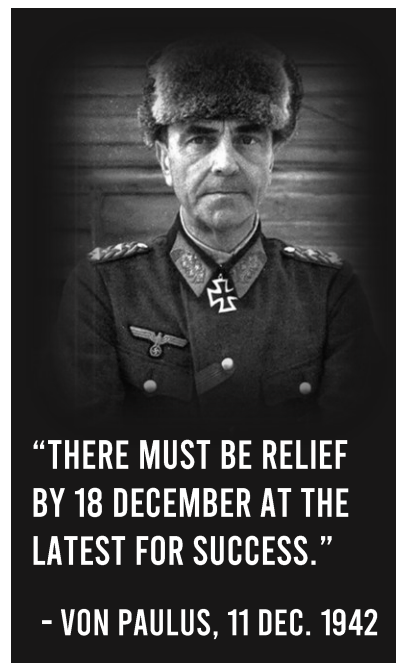
Manstein had assumed his orders were to make contact with Paulus and open a temporary corridor to evacuate Stalingrad as quickly as possible. He was disabused of this notion on November 28<sup>th</sup>, when Hitler announced his intention to reinforce the pocket and maintain a "cornerstone" on the Volga "with regard to operations in 1943." Hitler was not looking to evacuate Paulus after all.

While Hitler may have been prone to tactical delusion about the state of affairs around Stalingrad, he was not blind to wider strategic concerns. By late November 1942, Army Group A was deep into the Caucasus. The rapid surrender or evacuation of Stalingrad could instantly free up half a million Soviet troops tied up around the city to turn east and move on Rostov. Any such move to reach the Black Sea would spell disaster for Army Group A, cutting off an entire German army group. The longer Stalingrad could hold out, the more time Army Group A would have to extricate itself from potential disaster.



**"I WILL ISSUE MY INSTRUCTIONS IN GOOD TIME."**

**- HITLER, 22 NOV. 1942**



**"THERE MUST BE RELIEF BY 18 DECEMBER AT THE LATEST FOR SUCCESS."**

**- VON PAULUS, 11 DEC. 1942**

# THE RED ARMY

STAVKA and Zhukov foresaw the two German approaches to Stalingrad. But Zhukov assumed, incorrectly, the main effort would come from the west over the Chir River. This was the shortest distance to cover and Russian forces were arrayed accordingly. A major preemptive spoiling attack was launched by Romanenko's 5<sup>th</sup> Tank Army across the Chir on December 7. Sustained Red Army operations all along the Chir lasted for weeks, achieving exactly what the Russian command intended—stealing the initiative and forcing the German 48<sup>th</sup> Panzer Corps onto the back foot.

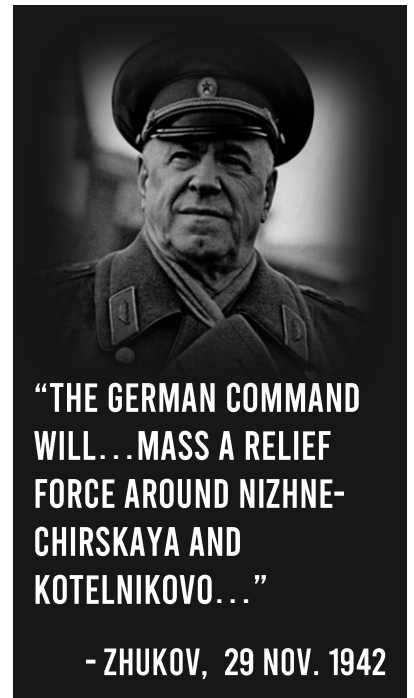
But they had miscalculated Manstein's intent. His main thrust would come from the south, following the rail line from Kotelnikovo due north into Stalingrad. While this approach was more than twice the distance, the terrain was generally open and Soviet opposition was much weaker. In early December, only General Trufanov's worn 51<sup>st</sup> Army defended this sector, covering the entire 150km wide front from the lower Don to the Kalmyk Steppe. He had just five rifle divisions and a weak cavalry corps screen. His only notable armored formation, the 4<sup>th</sup> Mechanized Corps, had just been reassigned to the Chir. If Operation Winter Storm stood any chance of success, Manstein had chosen the soft underbelly of the Red Army's ring around Stalingrad.

## DELAYS & DETOURS

For better or worse, Manstein exercised no involvement in the operations of the 57<sup>th</sup> Panzer Corps, which was nominally led by General Friedrich Kirchner. But Kirchner too was seemingly absent, delegating command to two outstanding division commanders. Winter Storm was slated to begin December 8<sup>th</sup>, but the assigned forces were arriving too slowly. Some divisions, like the 17<sup>th</sup> Panzer, would arrive late but still participate in the attack. Other formations, like the 5<sup>th</sup> SS Panzer Division "Wiking" and the Tigers of the 503<sup>rd</sup> Heavy Tank Battalion, would not arrive until January, long after Winter Storm already failed.

On a near daily basis, von Paulus sent messages to Army Group Don asking when the relief attempt would commence. He began re-arranging his limited resources inside the pocket to shift his most mobile and combat-ready divisions to the southwest corner, where they might attempt limited offensive operations. Coordination and timing were critical. Paulus's role in Winter Storm was to attack due south and reach Stalinskii and Buzinovka, an advance of 20km outside the pocket. Paulus estimated his men had only enough fuel and ammunition to conduct offensive operations for two days. On December 10<sup>th</sup>, Manstein radioed that Winter Storm would begin within 24 hours.

In fact, it did not start until December 12<sup>th</sup>, four days behind schedule. The 6<sup>th</sup> Panzer Division made spectacular progress in the opening hours, crossing the Aksay River within 24 hours. With nearly 40km already gained, optimism brimmed throughout 57<sup>th</sup> Panzer Corps that Stalingrad might yet be saved. But on the opposite bank of the Aksay, Trufanov's 51<sup>st</sup> Army braced to make a stand. His 4<sup>th</sup> Mechanized Corps had already been recalled, doubling back from the Chir to face the new threat. The fate of the relief effort would be decided on the snowy, barren steppe between the Aksay and Myshkova Rivers. If the Germans could punch through quickly, hope remained. If not, the door to Stalingrad would be slammed shut for good. Stalin made the fateful decision on December 13<sup>th</sup> to reassign the powerful 2<sup>nd</sup> Guards Army from Operation Saturn to the Myshkova, but these reinforcements were a week away....



**“THE GERMAN COMMAND  
WILL... MASS A RELIEF  
FORCE AROUND NIZHNE-  
CHIRSKAYA AND  
KOTELNIKOVO...”**

**- ZHUKOV, 29 NOV. 1942**



**ERICH VON MANSTEIN**

# THE CAMPAIGN GUIDE

## HOW TO PLAY NACH STALINGRAD

Winter Storm is presented as a sequence of 7 historical scenarios. Based on decisions made by the players, you are unlikely to play all 7 during your campaign. Which scenarios are played, and in what order, depends on the decisions you make and the outcome of your battles!

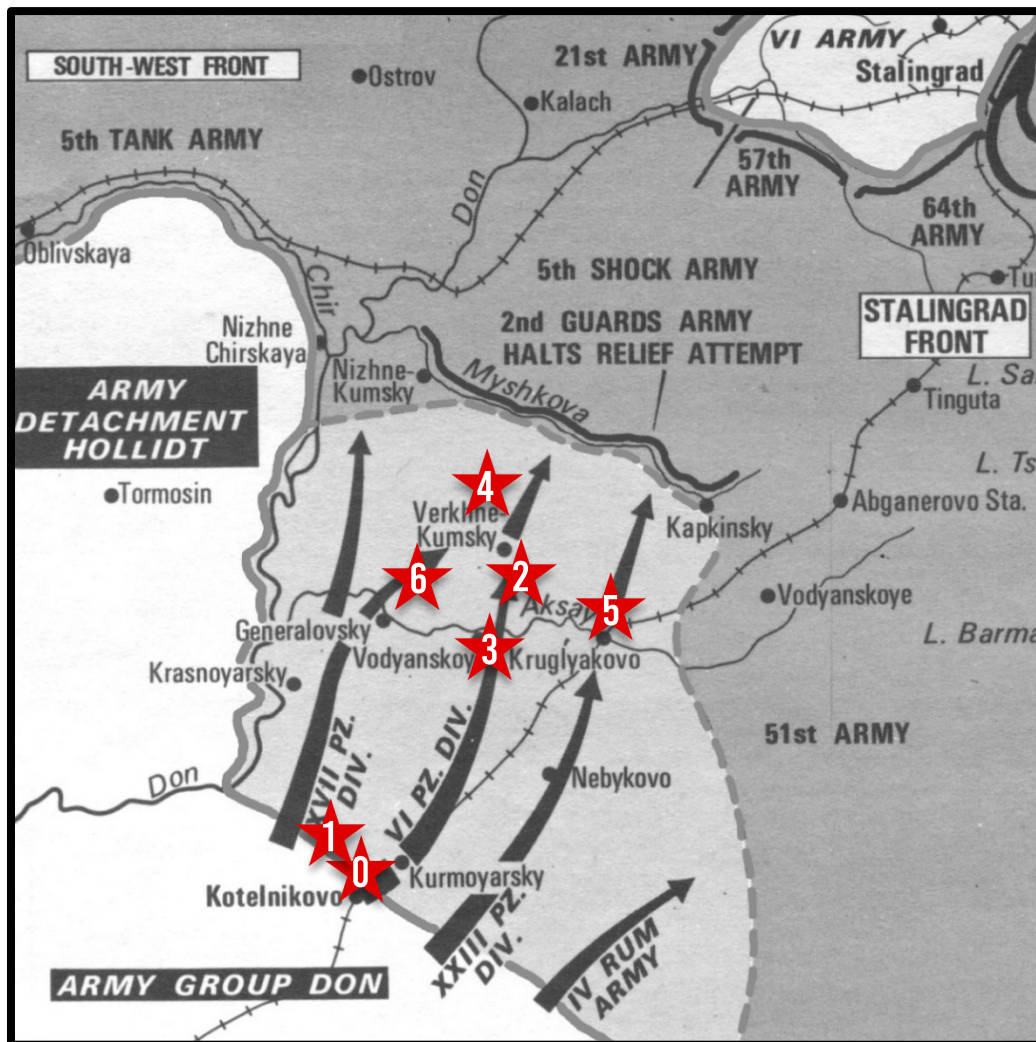
A prelude, or introductory learning scenario, is offered as an optional Scenario #0 to ease new players into the rules. Experienced wargamers may wish to proceed directly to Scenario #1.

Each scenario in the campaign includes historical background, orders of battle, a tabletop map, objectives, and any notes for deployment and special rules. After you play a scenario, a "Consequences" page describes the historical outcome and any strategic decisions players may need to make before proceeding to the next game. The results of each scenario do impact the ultimate success or failure of the relief effort. Refer to the sidebar column for victory tracking.

### TRACKING VICTORY

Winter Storm is a desperate race against time. The arrival of the powerful 2<sup>nd</sup> Guards Army will end any chance for the relief force to make contact with the Kessel. This formation begins to arrive on December 18<sup>th</sup> and is fully in position within three days. To win, the German player must cross the Myshkova River before they did historically. Victory in the campaign is abstractly measured in kilometers gained. The distance from Kotelnikovo to the Myshkova is 80km.

The "Consequences" page awards the German player a number of kilometers based on their performance in each linked scenario. You may use the Nach Stalingrad record below to log and track the speed of your own relief effort. If the Russian player prevents the Germans from accumulating at least 80km before the end of the campaign, Winter Storm is halted and the 2<sup>nd</sup> Guards Army has redeployed in time to block any breakout.



### NACH STALINGRAD! KILOMETER TRACK

- #0: \_\_\_\_\_ km
- #1: \_\_\_\_\_ km
- #2: \_\_\_\_\_ km
- #3: \_\_\_\_\_ km
- #4: \_\_\_\_\_ km
- #5: \_\_\_\_\_ km
- #6: \_\_\_\_\_ km

TOTAL: \_\_\_\_\_ km  
80km Required to Win

# #0 THE PROBE

## OPTIONAL INTRODUCTORY LEARNING SCENARIO

### 3 DECEMBER 1942

A Russian spoiling attack kicks off in the early morning hours, overrunning advanced German posts. The 81<sup>st</sup> Cavalry Division, accompanied by tanks of the 85<sup>th</sup> Tank Brigade, push south to the village of Pokhlebin. From here, they aim to swing east and enter Kotelnikovo by the flank.

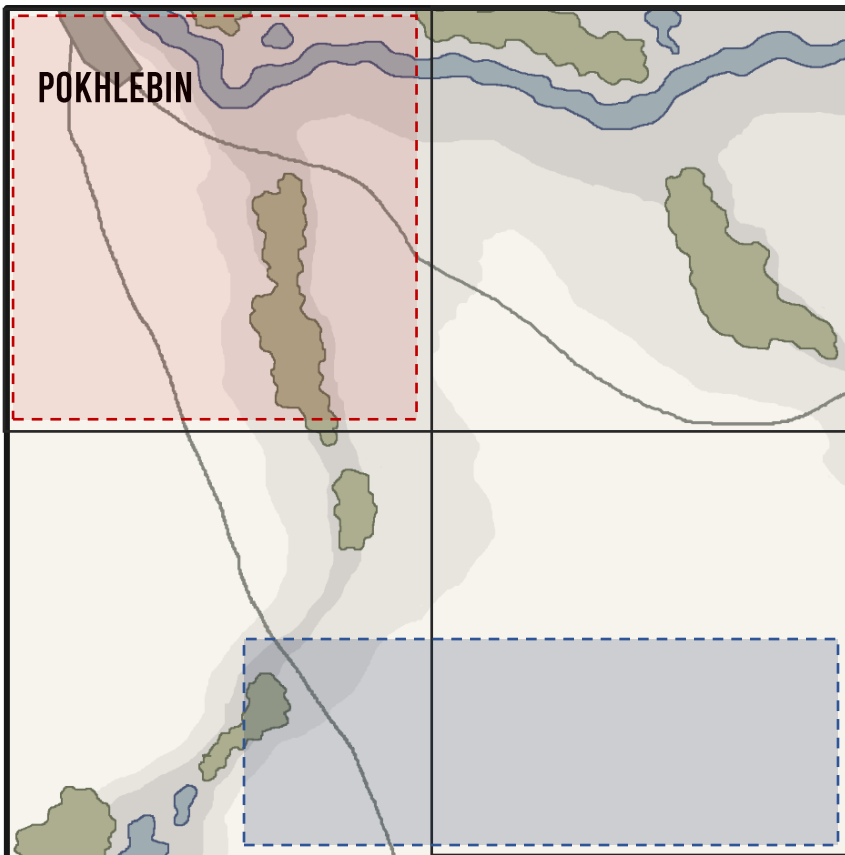
Luftwaffe reconnaissance sorties had been watching the Soviet buildup and patrol activity for days, alerting the 6. Panzer to the danger on this flank. A battalion of Panzergrenadier Regiment 114 is posted to the area with anti-tank guns and backed by divisional artillery on the hills to the south. But only a small complement of German panzers have detrained yet.

### SCENARIO OBJECTIVES

The scenario lasts up to 9 game turns, representing two hours on the midafternoon December 3<sup>rd</sup>. Delayed by stiff resistance from a 7.5cm PAK detachment, the Russians have just overrun Pokhlebin and are poised to turn east and drive on Kotelnikovo. They must exit the eastern table edge for victory.

### TABLETOP MAP

The game is played on a 6'x4' tabletop. The river is impassible. There is no road movement bonus due to poor conditions. The woods and villages provide cover.



6KM TO  
KOTELNIKOVO

#### LEARN TO PLAY

“The Probe” is labelled Scenario #0 because it’s an introductory scenario designed to help teach you how to play the free rules, *Fistful of T34s*.

If you want to play the full Winter Storm campaign, this scenario is optional. Veteran gamers may wish to jump directly to Scenario #1.

#### TERRAIN TIP

Each scenario includes a map like the one to the left. Wooded areas and villages, like Pokhlebin, provide cover and reduce movement rates.

Every scenario includes deep, dry creek beds called *balkas*. These ravines were prominent features on the steppe, serving as natural obstacles. *Balkas* are noted in dark gray on the maps.

Units in a *balka* do receive cover. Unless on a road, vehicles attempting to cross a *balka* roll a d6. On a 4+ they may continue. But on a 1-3 the vehicle stops in the *balka*. It may move out next turn without a further roll.

# GERMAN BRIEFING

Captain Hauschild's I Battalion of Panzergrenadier Regiment 114 holds the strongpoints west of Kotelnikovo with a headquarters at Mayorovo. Early this morning, reports arrived that our motorcycle reconnaissance company was being driven back by Russian tanks and infantry. Hauschild's men are veterans, but they are truck-mounted and lack armor support. The division artillery is deployed at Semichnoya and ready to offer fire support. Panzer Regiment 11 is only just arriving via train and needs time to offload its leading elements.

## I BN, 114. PZGREN. RGT. (EX./7)

Headquarters

- x1 SdKfz 251 halftrack
- x1 81mm mortar + truck
- x2 Pak40 AT gun + trucks

2 PzGren. Companies

- x3 PzGren + trucks
- x1 HMG + truck

## [ATTACHED]

1 Motorcycle Recon Co. (Ex.)

- x1 PzGren + halftrack

2 Light Panzer Companies (Ex./4)

- x3 PzIII

76. Artillery Regt. [Off table]

- x2 150mm guns

## GERMAN SPECIAL RULES

The divisional recon company begins anywhere, at least 6" from the Russian deployment zone. I Battalion deploys in the German deployment zone.

The 76. Artillery Regiment is off board to the south. The panzer companies enter Turn 5 from the Kotelnikovo table edge.

The Germans may opt to begin Turn 1 as the attacker or cede the initiative to the Russians.

# RUSSIAN BRIEFING

The 81<sup>st</sup> Cavalry Division has performed well against Romanian opposition over the previous weeks, but the men are exhausted and severely lacking in horse mounts. The few horses still alive are tasked with moving guns and heavy weapons. The division musters barely 3,000 combat effective troopers. The 232. Cavalry Regiment is trailing behind to secure the morning's gains and does not appear in this attack. By midday, the 85. Tank Brigade has 50 tanks operational.

## 216. CAVALRY REGT. (FAIR/6)

Headquarters

- x2 HMG + limbers
- x1 45mm AT gun + limber

2 Cavalry Companies

- x3 rifles (no mounts)

## 227. CAVALRY REGT. (FAIR/6)

Headquarters

- x2 HMG + limbers
- x1 82mm mortar + limber

3 Cavalry Companies

- x3 rifles (no mounts)

## 85. TANK BRIGADE (GOOD/7)

Headquarters

- x1 76mm gun + truck

Medium Tank Battalion

- x5 T-34

Light Tank Battalion

- x4 T-70

85. Tank Bde. Artillery [Off table]

- x1 76mm guns

IV Corps Artillery [Off table]

- x1 Katyusha rockets

## RUSSIAN SPECIAL RULES

The Russians deploy first. The cavalry regiments deploy in the Russian deployment zone. The tank regiment enters Turn 1 from the village.

The off-table Katyusha launchers function as standard artillery, but with the following special rules:

- 1 to availability roll**
- 3" area effect template**
- +1 to effect roll**

## ORDER OF BATTLE TIP

Formations in every order of battle include a Quality Rating, followed by a number. The number is a reminder that after suffering this many losses, the formation must pass a Quality Test or quit the field. In the game rules, this test begins at 2/3 losses.

# #0 CONSEQUENCES

## HISTORICAL OUTCOME

The Russian attack overwhelmed the German position at the village of Pokhlebin and destroyed a detachment of 7.5cm PAK anti-tank guns. But the engagement had taken hours and cost the Russians considerable time. Swinging east as planned, the Soviet tanks led the way through a defile toward Kotelnikovo. The artillery and guns of the 6. Panzer were just to the south and pounded the column mercilessly. By late afternoon, two companies of panzers deployed from Kotelnikovo and stopped the advance. It was a marathon, 7-hour engagement.

General Raus recalled the outcome: “As the day drew to a close it was clear the outcome of the battle was as yet to be decided. Although the Russians had achieved a local penetration into our defensive system, our troops had frustrated his bid to seize Kotelnikovo.” On the Soviet side, General Shapkin received orders that very night to resume his attack the following morning. And that is precisely where your story will pick up with Scenario #1, The Counterstroke.

## WHAT NEXT?

If you enjoyed the introductory scenario, carry on and play the full Winter Storm campaign!

To continue the campaign, proceed to Scenario #1. Remember to log German kilometer advances on the record track as they occur! Good luck, comrades.

## GAME OUTCOMES

### MAJOR GERMAN VICTORY

If the Germans control the road exit to Kotelnikovo (no Soviet units within 4”) and all T34s are eliminated, this represents a complete German victory. If continuing with the campaign, the German player earns +5km. There are additional effects on the Russian order of battle in Scenario #1, which appear on their briefing.

### MINOR GERMAN VICTORY

If the Germans control the road exit to Kotelnikovo (no Soviet units within 4”), the Germans score their historical result. They earn +0km.

### RUSSIAN VICTORY

Any other outcome is a Russian victory, and pressure on Kotelnikovo disrupts Raus’s ability to assemble his full complement of panzers. The German player earns +0km. Before Scenario #3, the German player no longer has a pre-game decision—the Germans MUST choose the sideways thrust to deal with the IV Cavalry Corps.



# #1 THE COUNTERSTROKE

## 4 DECEMBER 1942

On December 3<sup>rd</sup>, a surprise attack by the 81<sup>st</sup> Cavalry Division, accompanied by tanks of the 85<sup>th</sup> Tank Brigade, drove the reconnaissance elements of 6. Panzer Division from the village of Pokhlebin, just 10km from the primary German assembly area of Kotelnikovo. German artillery and the late arrival of two panzer companies halt the Russian advance before darkness.

That night, both sides prepare to go on the offensive. General Shapkin receives orders to attack at 0700 hours. But Raus is one step ahead, assembling elements of three battalions in the predawn hours of December 4. He plans to envelop and destroy the Russian units operating along the Don with a three pronged attack to pin the Russians at Pokhlebin. Heavy fog delays movement until mid-morning.

## SCENARIO OBJECTIVES

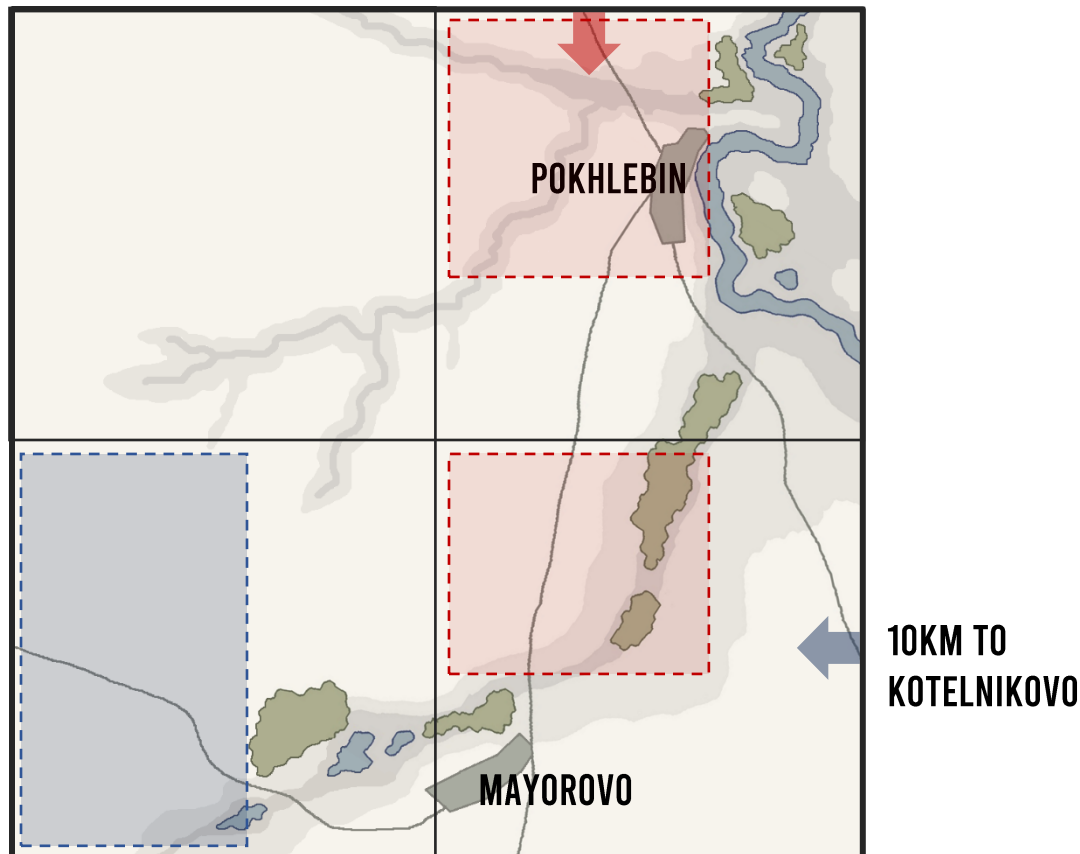
The scenario lasts up to 8 game turns, representing two hours of real time around midday December 4<sup>th</sup>. The Germans must complete the envelopment of Pokhlebin and trap as many Soviet units as possible.

## TABLETOP MAP

The game is played on a 4'x4' tabletop. The river is impassible. The woods and villages provide cover. *Balka* rules apply (see Scenario #0) for *balka* effects.



GEN. TIMOFEY SHAPKIN



# GERMAN BRIEFING

Slowly assembling in a morning fog around 0400, Dr. Bake's II Battalion gathers near the village of Mayorsky. Most, but not all of the panzers are available after some were forced to disembark at the station south of Kotelnikovo. I Battalion is supposed to envelop the Soviet position at Pokhlebin from the north, but a steady rumble of fire from that direction suggests Löwe's panzers may have run into unexpected resistance? Destroy the Russian at Pokhlebin and clear the area. Hopefully I Battalion will arrive soon to cut off any retreat.

## II BN, 11. PANZER REGT (EX./9)

Headquarters  
x1 Pz. II  
3 Light Panzer Companies  
x3 Pz. III  
1 Medium Panzer Company  
x1 Pz IVE  
x2 Pz IVF2

## PANZER JAGER ABT 41. (EX./3)

x2 Pak40 AT gun + trucks  
x2 Marder II

## I BN, 114. PZGREN. RGT. (EX./7)

Headquarters  
x1 SdKfz 251 halftrack  
x1 81mm mortar + truck  
2 PzGren. Companies  
x3 PzGren + trucks  
x1 HMG + truck

76. Artillery Regt. [Off table]  
x2 150mm guns

## GERMAN SPECIAL RULES

II Bn, Panzer Regt. 11 deploys in the German deployment zone. The Panzerjager Abt. 41 enters from the southeastern road on Turn 1.

I Bn, Pz.Gren. Regt. 114 also enters from the southeastern road but not until Turn 2. Off-board heavy artillery batteries are available to the south.

The Germans may opt to begin Turn 1 as the attacker or cede the initiative to the Russians.

# RUSSIAN BRIEFING

The 81<sup>st</sup> Cavalry Division is forward deployed at Pokhlebin, stretching several kilometers back north toward the Don River. They are short on horses and manpower but can still count on over 50 operational tanks of the 85<sup>th</sup> Tank Brigade. Orders from the 51<sup>st</sup> Army headquarters are for an attack, even though General Shapkin, the IV Cavalry Corps commander, has expressed doubts.

## 216. CAVALRY REGT. (FAIR/6)

Headquarters  
x2 HMG + limbers  
x1 45mm AT gun + limber  
2 Cavalry Companies  
x3 rifles (no mounts)

## 227. CAVALRY REGT. (FAIR/6)

Headquarters  
x1 HMG + limbers  
x1 82mm mortar + limber  
2 Cavalry Companies  
x3 rifles (no mounts)

## 232. CAVALRY REGT. (FAIR/6)

Headquarters  
x1 HMG + limber  
x1 45mm AT gun + limber  
x1 82mm mortar + limber  
2 Cavalry Companies  
x3 rifles (no mounts)

## 85. TANK BRIGADE (GOOD/8)

Headquarters  
x1 76mm gun + truck  
2 Medium Tank Battalions  
x4 T-34  
Light Tank Battalion  
x4 T-70

## RUSSIAN SPECIAL RULES

The Russians deploy first. The Russian player may choose any two regiments to begin deployed on table—one in each deployment zone.

For the remaining two reserve regiments, one may enter Turn 3, and another Turn 4.

If Scenario #0 was played and the Germans won a Major Victory, remove one Medium Tank Battalion of T-34s to represent heavy losses.

# #1 CONSEQUENCES

## HISTORICAL OUTCOME

General Shapkin requested his cavalry corps be withdrawn from the sector but instead received the following orders from army headquarters: “Perform a previously assigned task...the start of the offensive is 0700 4.12.42.” Even if Shapkin wanted to make another attempt, his opponent didn’t give him the chance. Raus assembled 150 tanks for a dawn counterattack. Raus later wrote: “By 1000 hours the fate of the IV Cavalry Corps had been sealed.”

When the heavy morning fog started to dissipate around 1000 hours, the Russian 85. Tank Brigade prepared to move out, once again targeting Kotelnikovo. But a sudden German attack pre-empted the Soviet movement, with two prongs hitting Pokhlebin from the southwest and southeast. A third prong, one of Raus’s two panzer battalions, was intended to get behind Pokhlebin but drove too far north and became engaged with Russian AT guns. Eventually, the intervention of von Hunersdorf redirected the I Battalion of 11. Panzer Regiment back to Pokhlebin, where they encircled and destroyed most of the IV Cavalry Corps, just as Shapkin feared and predicted.

## GAME OUTCOMES

### MAJOR GERMAN VICTORY

If the Germans end the scenario in sole control of Pokhlebin or have exited an armored unit off the northern road, this represents the historical, decisive German victory. The German player earns 10km +2[d6]km.

### MINOR GERMAN VICTORY

If no Russian armor remains on the table, the Germans earn 2[d6]km.

### RUSSIAN VICTORY

Any other outcome is a Russian victory, and the IV Cavalry Corps is able to extricate itself from the trap and withdraw north. The German player earns +[d6]km. In the next scenario, #3, the German player no longer has a pre-game decision—the Germans **MUST** choose the sideways thrust to deal with the IV Cavalry Corps.

## WHAT NEXT?

Before the scenario, the German player must decide whether to delay the main offensive by two days in order to commit panzers to mop up the Russian IV Cavalry Corps along the Don. This is what Raus decided to do to protect his left flank and supply line. Or, in the interest of speed, should these scattered elements be ignored?

**“To Stalingrad!”**

**Roll a bonus 2[d6]km for a rapid advance. An unsecured left flank may present unknown future risks. Play Scenario #2.**

**“Sideways thrust.”**

**Proceed to Scenario #2 with the knowledge that our left flank and supply line is secured.**



# #2 THE GRAVEYARD

## 13 DECEMBER 1942

In the late morning, the leading elements of the 6. Panzer Division reach the Aksay River and locate a bridge at Saliyevsky. The village of Verkhne Kumsky is swiftly occupied but reconnaissance elements on Hill 147 spot Russians advancing from the east, attempting to outflank the village. A message crackles over the radio: "There is a heavy concentration of enemy tanks in a broad depression south of here. More tanks are arriving."

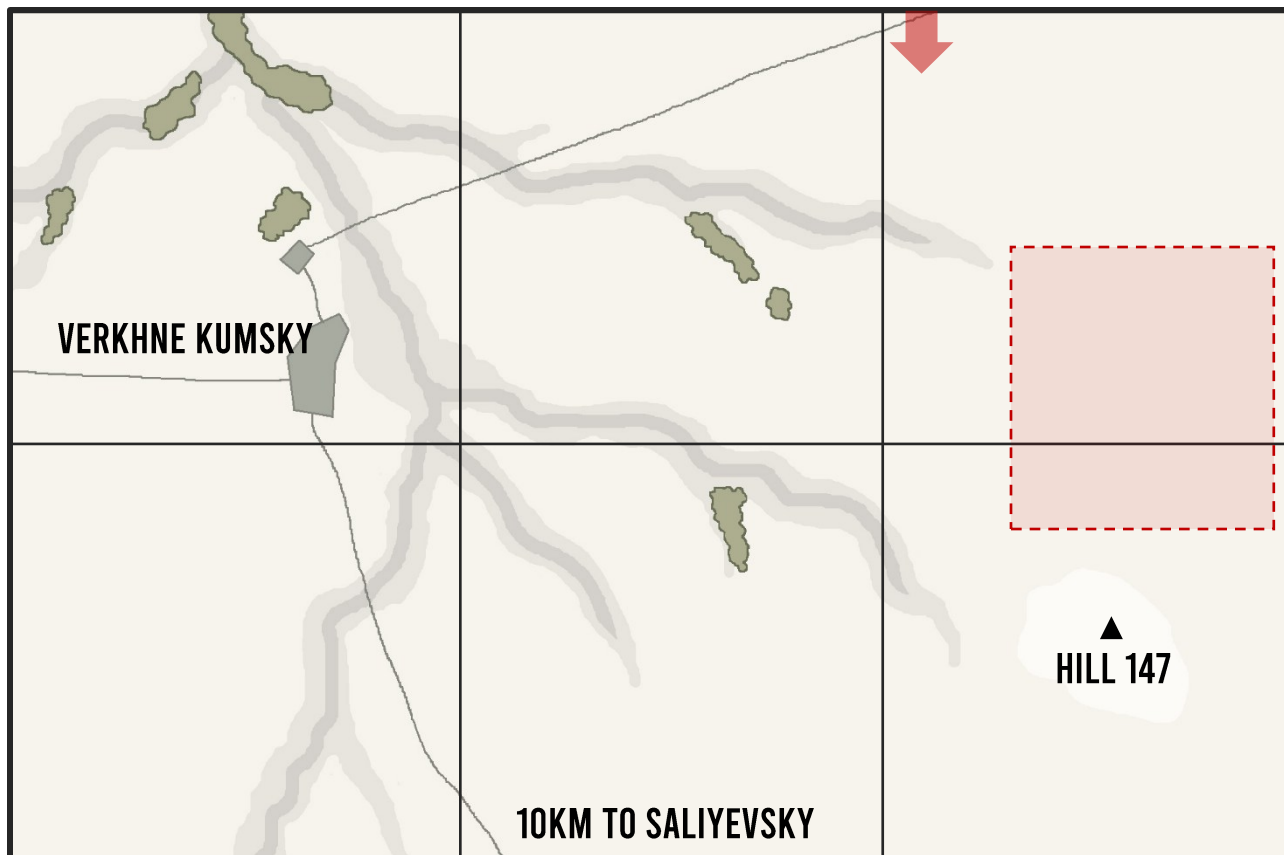
The Germans have just seen the first of two tank brigades the 4<sup>th</sup> Mechanized Corps will commit into battle December 13<sup>th</sup>. Colonel von Hünersdorff seizes the initiative and orders an immediate counterattack with II Battalion of Panzer Regiment 11, using Hill 147 to mask his assembly.

## SCENARIO OBJECTIVES

The scenario lasts up to 12 game turns, representing three hours of real time near midday of December 13<sup>th</sup>. The Germans must hold the village and the road exit to the Aksay River, protecting their line of communication and supply.

## TABLETOP MAP

The game is played on a 6'x4' tabletop. The woods and villages provide cover. *Balka* rules apply (see Scenario #0) for *balka* effects.



COL. VON HUENERSDORFF

# GERMAN BRIEFING

Dr. Bäke's II Battalion is assembled south of the village and ready for action with a full complement of panzers. The remainder of the regiment's panzers are still coming up from the Aksay River and should arrive within the hour. Hold the village and take the opportunity to destroy any Soviet formations piecemeal. The trucks carrying the panzergrenadiers into Verkhne-Kumsky have already unloaded and returned south for safety.

## II BN, 11. PANZER REGT (EX./9)

Headquarters

x1 Pz. II

x1 PzGren + halftrack

3 Light Panzer Companies

x3 Pz. III

1 Medium Panzer Company

x1 Pz IVE

x2 Pz IVF2

## II BN, 114. PZGREN RGT (EX./7)

Headquarters

x1 SdKfz 251 halftrack

x1 81mm mortar

x1 Pak40 AT gun + truck

2 PzGren. Companies

x3 PzGren

x1 HMG

Close Air Support [Off table]

x1 Airstrike

## GERMAN SPECIAL RULES

Germans deploy second, anywhere west or south of the Russians, at least 6" away. German units may begin the game hidden.

Each turn the German player may request an airstrike using the standard off table artillery rules, but with the following notes:

**No 2" template; one target +1 effect against armor**

If the Russians won Scenario #1, the Luftwaffe sends priority support. Gain an additional Airstrike per turn.

# RUSSIAN BRIEFING

The 234<sup>th</sup> and 235<sup>th</sup> Tank Brigades are approaching from the northeast. Each brigade counts nearly 70 tanks. One brigade angles to get behind Verkhne Kumsky by enveloping the village from the east, while the second brigade pins forces in the village itself. Infantry support is not expected to arrive until late afternoon, but three companies of tank riders do accompany this attack.

The 235. Tank fields a battalion of flame-throwing KV-8s intended for urban combat but find themselves pressed into emergency action on the steppe.

## 234. TANK BRIGADE (GOOD/10)

Headquarters

x1 76mm gun + truck

3 Medium Tank Battalions

x4 T-34

1 Light Tank Battalion

x3 T-70

### [ATTACHED]

x3 Rifle Companies (Good/6)

x3 Rifles

## 235. TANK BRIGADE (GOOD/8)

Headquarters

x1 76mm gun + truck

1 Heavy Tank Battalion

x3 KV-8

1 Medium Tank Battalion

x5 T-34

1 Light Tank Battalion

x3 T-70

Close Air Support [off table]

x1 Airstrike

## RUSSIAN SPECIAL RULES

One tank brigade deploys in the Russian deployment zone. The other enters Turn 2 from the northern road with the tank riders.

Each turn the Soviet player may request an airstrike using the standard off table artillery rules, but with the following notes:

**No 2" template; one target +1 effect against armor**

The Russians begin with initiative as the attacker.

## KV-8

Unit stats for the KV-8 heavy tank appear in the campaign guide. In addition to its main 45mm gun, the KV-8 is a flamethrowing tank.

At Close Range, the KV-8 enjoys a +2 AI modifier when shooting at unarmored targets!

# #2 CONSEQUENCES

## HISTORICAL OUTCOME

The II Battalion of the 11. Panzer Regiment surprised the Soviet column advancing on Hill 147 and annihilated them. Raus called it “the Graveyard” due to the ominous sight of 70 wrecked tanks sitting in the snow. But the action soon shifted north, where a second Russian tank brigade rushed into action. The timely arrival of von Huenersdorff’s I Battalion helped check this advance, followed later by a third Soviet push. The day ended with a tactical German victory but continued Russian pressure over the next several days bottled up the advance of the 6. Panzer Division and doomed the delicate timetable of the relief attempt.

## GAME OUTCOMES

### MAJOR GERMAN VICTORY

No Soviet armor remains on the table. The German player earns 10km +4[d6]km. The bridgehead over the Aksay will not be threatened and the campaign skips forward to Scenario #4.

### MINOR GERMAN VICTORY

The Germans hold the village and control the southern road exit at the end of the scenario (no Soviet units within 4”). They earn 10km +2[d6]km.

### RUSSIAN VICTORY

Any other outcome is a Russian victory, and the Germans will be forced back to the Aksay River to regroup. The German player earns +[d6]km.

## WHAT NEXT?

If a Major German victory is scored, skip to Scenario #4.

If a Minor German victory is scored, the German player may choose to continue to Scenario #3 or skip to #4.

In the case of a Russian victory, the Russian player may choose to continue to Scenario #3 or skip to #4.



### BONUS OBJECTIVE

If the Germans end the scenario with no more than 3 tank stands knocked out (failed Quality Check losses do not count), add +2[d6]km.



# #3 THE BRIDGEHEAD

## 14 DECEMBER 1942

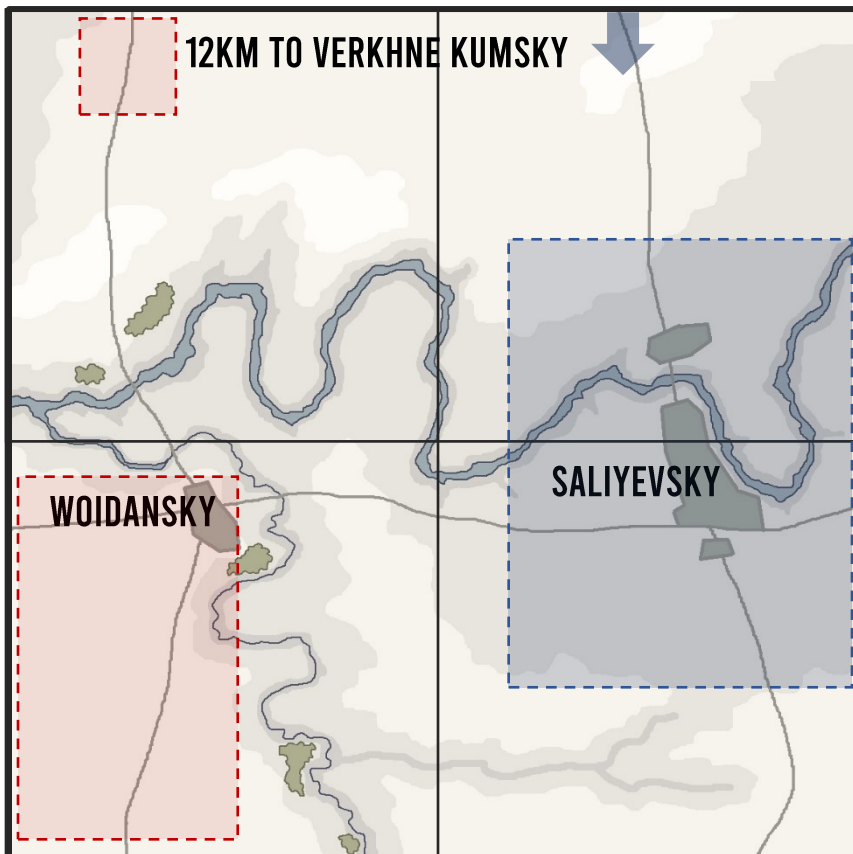
After a punishing, 10-hour battle around Verkhne Kumsky the day before, German formations are regrouping and resupplying along the Aksay River. The 6. Panzer Division holds a bridgehead at Saliyevsky on both sides of the river. The southern side is the least defended, held by I Battalion of Panzergrenadier Regiment 4. Russian infantry, backed by tanks, approaches from the west to cut off the bridgehead and sever German supply lines.

## SCENARIO OBJECTIVES

The scenario lasts up to 12 game turns, representing three hours of real time near midday of December 14<sup>th</sup>. The Germans must maintain control over the bridge, protecting their line of communication and supply across the Aksay.

## TABLETOP MAP

The game is played on a 4'x4' tabletop. The river is impassible except at the two bridges. The villages and woods provide cover. The stream east of Woidansky is treated as a *balka*, except all units, even infantry, must roll to cross.



## GERMAN DECISION

Before the scenario, the German player must decide if he is committing panzer reserves to counter the Soviet attack. Panzer Regiment 11 is refitting today, but an emergency force could be assembled if called upon. This may affect their fitness and availability in future scenarios.

**“We can hold the line without the panzers.”** Play Scenario #3 without tank support.

**“We cannot lose this bridgehead—call up our available panzers!”** Play Scenario #3 and add the tank support in the OOB.

## DEPLOYMENT RULES

The winner of Scenario #2 may choose to deploy first or second.

The Germans may opt to begin Turn 1 as the attacker or cede the initiative to the Russians.

# GERMAN BRIEFING

The Saliyevsky bridgehead is held by an ad hoc collection of 6. Panzer Division units called *Gruppe Remlinger*. Raus's orders are to expand the bridgehead by securing Woidansky, the next village to the west. Remlinger has a battalion of motorized panzergrenadiers, backed by anti-tank and flak guns. The divisional artillery is parked just south of the Aksay, available to provide fire support as needed.

## I BN, 4. PZGREN. RGT. (EX./8)

Headquarters

- x1 SdKfz 251 halftrack
- x1 81mm mortar
- x1 HMG

3 PzGren. Companies

- x3 PzGren + trucks

## PANZER JAGER ABT 41. (EX./3)

- x2 Pak40 AT gun + trucks
- x2 Marder II

## II BN, 11. PANZER REGT (EX./3)

1 Light Panzer Company

- x3 Pz. III

1 Medium Panzer Company

- x2 Pz IVF2

76. Artillery Regt. [Off table]

- x2 150mm guns

## GERMAN SPECIAL RULES

The Germans may deploy on either side of the Aksay, in their deployment zone.

Two emergency panzer companies from Bäke's II Battalion are only available if the Germans elected the pre-game decision to call upon them. These optional forces arrive from the northeastern road on Turn 2 if selected.

Off table divisional artillery is available to the south.

# RUSSIAN BRIEFING

After a forced march from the Chir, Volsky's 4<sup>th</sup> Mechanized Corps has returned to 51<sup>st</sup> Army. The reinforcements are sorely needed, although according to the front commander, Yeremenko, "more than 20 days of continuous fighting" has reduced the corps to under 40% of its combat strength. The independent 36<sup>th</sup> Mechanized Brigade under Mikhail Rodionov operates along the Aksay River, southwest of Verkhne-Kumsky, aiming to sever German communications at their tenuous bridgehead. The brigade counts approximately 40 operational tanks.

## 36. MECH. BRIGADE (GOOD/9)

Headquarters

- x1 BA-10 armored car
- x1 45mm gun + truck

2 Motorized Rifle Companies

- x3 Rifles + trucks
- x1 HMG + trucks

Dismounted Rifle Company

- x3 Rifles
- x1 HMG

## 26. TANK REGT. (GOOD/6)

Headquarters

- x1 76mm gun + truck

1 Medium Tank Battalion

- x5 T-34

1 Light Tank Battalion

- x4 T-70

Corps Artillery [Off table]

- x1 76mm

Close Air Support [Off table]

- x1 Airstrike

## RUSSIAN SPECIAL RULES

The Russians must deploy at least one tank battalion within 6" of the northwestern road entry. All remaining formations deploy in the Russian deployment zone.

Off table artillery is available to the northwest. An airstrike may also be requested using the standard off table artillery rules, but with the following notes:

**-1 to availability rolls**  
**No 2" template; one target**  
**+1 effect against armor**

# #3 CONSEQUENCES

## HISTORICAL OUTCOME

Despite multiple requests by Remlinger for armored support, Hünersdorff felt he could not spare any panzers for attacks on Woidansky. All German attempts to expand west were thwarted by stout Russian defenses in the village. At least two Soviet counterattacks by 36. Mechanized Brigade—one from each side of the Aksay—were also halted by the Germans. One of the few accounts of the action was left by Dörr of the neighboring 23. Panzer Division:

*“The 6<sup>th</sup> Panzer Division repelled strong enemy attacks on the right wing of its bridgehead in the Zalivskii region, during which 46 enemy tanks were destroyed.”*

## WHAT NEXT?

If a Major or Minor German victory is scored, proceed to #4. If a Russian victory is scored, the Russian player may choose any remaining scenario as the **final scenario of the campaign.**

## GAME OUTCOMES

### MAJOR GERMAN VICTORY

The Germans control Saliyevsky and Woidansky. The German player earns 10km +2[d6]km.

### MINOR GERMAN VICTORY

The Germans hold Saliyavsky with no Soviet units within 4” of the town. They earn +2[d6]km.

### RUSSIAN VICTORY

Any other outcome is a Russian victory, and the Germans must find a way to withdraw south of the Aksay River to resupply. The best available route for Hünersdorff’s panzers would likely be several kilometers east, in the hopes of linking up with 23. Panzer Division’s bridgehead. This represents a major strategic delay for 6. Panzer Division. The German player earns +0km.



# #4 THE MAELSTROM

## 15 DECEMBER 1942

After the initial sharp clash of 13 December, both the 6. Panzer Division and the Russian IV Mechanized Corps concentrated around Verkhne Kumsky on 14 December. Probing attacks by the arriving Soviets were beaten back. At dawn on 15 December, General Volsky ordered a coordinated counter-attack from three directions. Hünersdorff responded by attacking northwest in an effort to turn the Russian flank around Hill 95.6. A German tank commander that morning recalled: “It was like a naval battle, attacks followed by withdrawals...There was wild confusion.”

## SCENARIO OBJECTIVES

The scenario lasts up to 16 game turns, representing the morning of December 15<sup>th</sup>. Both sides share the same objectives—secure the village and destroy each other’s armored formations. Today’s battle is the decisive moment of the campaign. A German breakthrough today could open the road to Stalingrad.

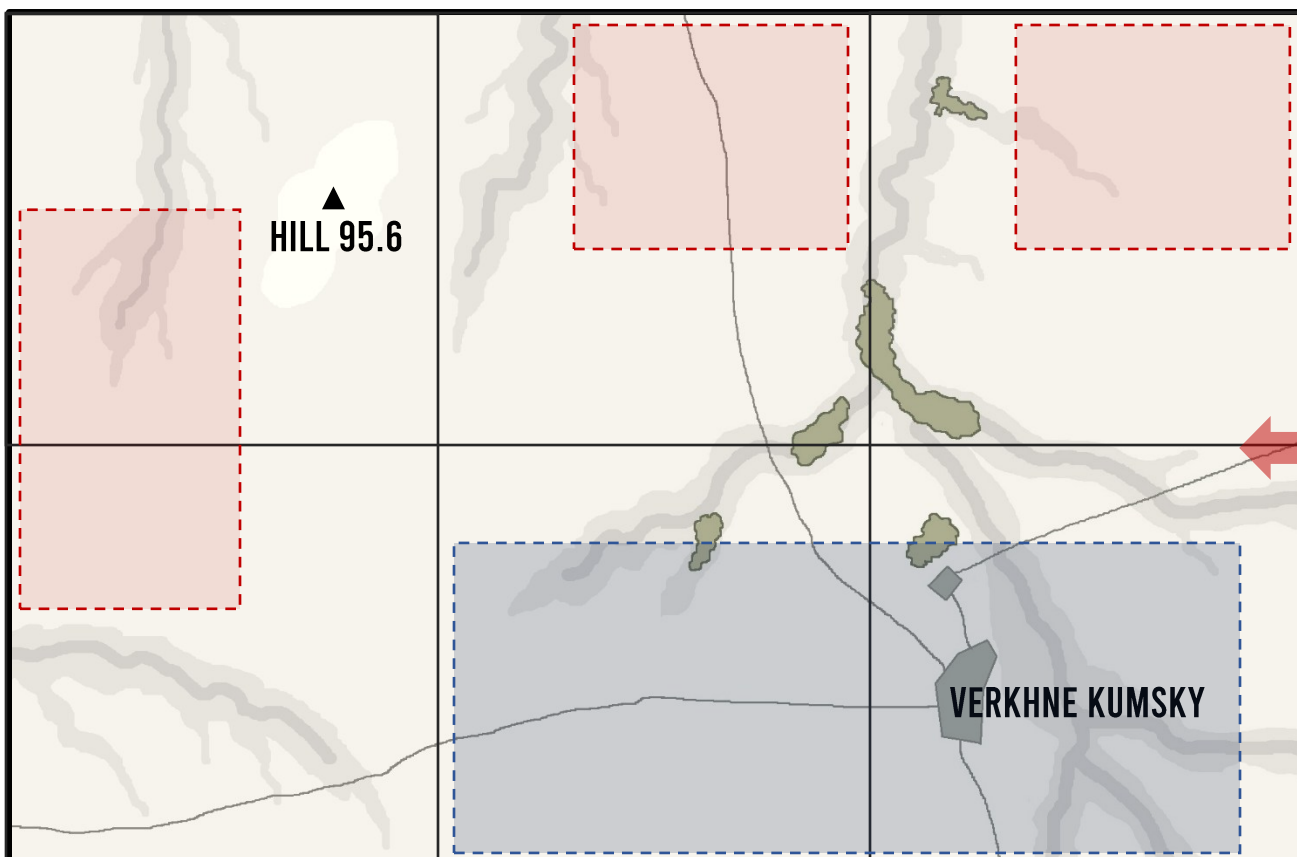
## TABLETOP MAP

The game is played on a 6’x4’ tabletop. The woods and villages provide cover. *Balka* rules apply (see Scenario #0) for *balka* effects.

### UNKNOWN TERRITORY

German tanks struggled during their operations around Hill 95.6 with ravines and deep creek beds hidden by snow drifts.

At the start of the game, the Russian player secretly rolls 1d6 and receives this number of hidden chits. He may play these chits at any time during a German movement phase. Each chit allows the Russian player to nominate one German mechanized stand not on a road. That stand must take an immediate bog check as if it were crossing a *balka*.



# GERMAN BRIEFING

Hünersdorff assembles most of 11. Panzer Regiment, nearly 100 tanks, west of the village and prepares to lead a powerful left hook to roll up the Soviet line. Much needed infantry support from Martin Unrein's battalion arrived overnight to help hold Verkhne Kumsky.

## I BN, 11. PANZER REGT (EX./8)

Headquarters  
x1 Pz. II recce  
3 Light Panzer Companies  
x3 Pz. III  
1 Medium Panzer Company  
x1 Pz. IVE  
x1 Pz. IVF2

## II BN, 11. PANZER REGT (EX./7)

Headquarters  
x1 Pz. II recce  
3 Light Panzer Companies  
x2 Pz. III  
1 Medium Panzer Company  
x1 Pz. IVE  
x2 Pz. IVF2

## II BN, 4. PZGREN. REGT. (EX./10)

Headquarters  
x1 SdKfz 251 halftrack  
x1 81mm mortar  
x1 HMG  
3 PzGren. Companies  
x3 PzGren + halftracks

Close Air Support [Off table]  
x2 Airstrikes

## GERMAN SPECIAL RULES

The Germans may choose to deploy first or second in their deployment zone. If they deploy second, the Russians start with initiative Turn 1.

If Scenario #3 was played and the German player opted to call for emergency panzer support, remove one Light Panzer Company from II Battalion and reduce the battalion break point to 6.

Each turn the German player may request an airstrike using the standard off table artillery rules, but with the following notes:

**No 2" template; one target +1 effect against armor**

# RUSSIAN BRIEFING

A three pronged Russian attack is due to converge on the German position this morning. Two mechanized brigades, the 59<sup>th</sup> and 60<sup>th</sup>, are well equipped but have suffered prior losses from action along the Chir and a difficult forced march to deploy here. Corps-level artillery support is available on the hills to the north.

## 59. MECH. BRIGADE (GOOD/8)

Headquarters  
x1 BA-10 armored car  
x2 45mm gun + limber  
2 Motorized Rifle Companies  
x3 Rifles + trucks  
x1 HMG + trucks

## 20. TANK REGIMENT (GOOD/10)

Headquarters  
x1 76mm gun + truck  
2 Medium Tank Battalions  
x5 T-34  
1 Light Tank Battalion  
x4 T-70

## 60. MECH. BRIGADE (GOOD/14)

Headquarters  
x2 45mm gun + limber  
x1 HMG + truck  
3 Motorized Rifle Companies  
x3 Rifles + trucks

## 21. TANK REGIMENT (GOOD/10)

Headquarters  
x1 76mm gun + truck  
2 Medium Tank Battalions  
x5 T-34  
1 Light Tank Battalion  
x4 T-70

Corps Artillery [Off table]  
x1 76mm  
x1 122mm

## RUSSIAN SPECIAL RULES

One Soviet formation begins in each deployment zone. The fourth arrives from the northern road starting Turn 3.

The 1387<sup>th</sup> Rifle Regiment may enter from the eastern road starting Turn 5. They must pass a Quality Check at the start of the turn to appear. If failed, try again each subsequent turn until they arrive.

## 1387. RIFLE REGT (FAIR/8)

Headquarters  
x1 45mm gun + limber  
x1 HMG + truck  
2 Rifle Companies  
x3 Rifles  
234<sup>th</sup> Tank Bde. (remnants)  
x3 T-34

# #4 CONSEQUENCES

## HISTORICAL OUTCOME

Unlike the previous day, Hünersdorff's maneuvers on December 15<sup>th</sup> were frustrated by mass Soviet armor attacks from multiple directions. Repeated efforts to shift west encountered new ravines and constant Russian anti-tank positions. Skillful use of guns, many towed by T-34s, resulted in significant panzer losses. Low on ammunition and with the threat of the 55<sup>th</sup> Separate Tank Brigade seizing Hill 140 to his rear, Hünersdorff withdrew back to their bridgehead on the Aksay River.

It may not have been clear at the time, but in hindsight, the failure to defeat the IV Mechanized Corps on December 15<sup>th</sup> likely marked the last chance for 6. Panzer Division to reach the Myshkova River before 2<sup>nd</sup> Guards Army arrived.

## GAME OUTCOMES

### MAJOR GERMAN VICTORY

The Germans hold the village and no more than 4 Russian armored stands remain on the tabletop. The German player earns 10km +5[d6]km.

### MINOR GERMAN VICTORY

The Germans hold the village and the Russians have lost more armored stands than the Germans. The Germans earn +5[d6]km.

### RUSSIAN VICTORY

Any other outcome is a Russian victory, and the Germans will be forced back to the Aksay River to regroup. The German player earns +2[d6]km.

## WHAT NEXT?

If a German victory is scored, proceed to Scenario #5. If a Russian victory was scored, the Russian player may elect to go backward and fight Scenario #3 if it has not yet been played. This represents pressure on the German bridgehead.

If Scenario #3 has already been played—or if the Russian player does not wish to play it—proceed to Scenario #5.



### BONUS OBJECTIVE

If the Germans end the scenario with no more than 5 tank stands knocked out (failed Quality Check losses do not count), add +2[d6]km.



### BONUS OBJECTIVE

If the Russians end the scenario in sole control of Hill 95.6, the German player must re-roll any "6" results for kilometers earned.



# #5 THE RAILWAY

## 17 DECEMBER 1942

“An extraordinarily critical situation was created on 17 December,” recalled General Hans Dörr. The day before, Hoth had ordered both 6. and 23. Panzer to form a joint, armored battlegroup for an attack across the Aksay. Russian infantry and anti-tank guns dotted the landscape in shallow snow foxholes, turning back the attack. A second effort had been planned for the following morning, but 13<sup>th</sup> Mechanized Corps is in the midst of mounting its own counterattack to collapse the bridgehead at Krugliakov. 23. Panzer now finds itself hard pressed to turn back a strong, combined arms attack.

## SCENARIO OBJECTIVES

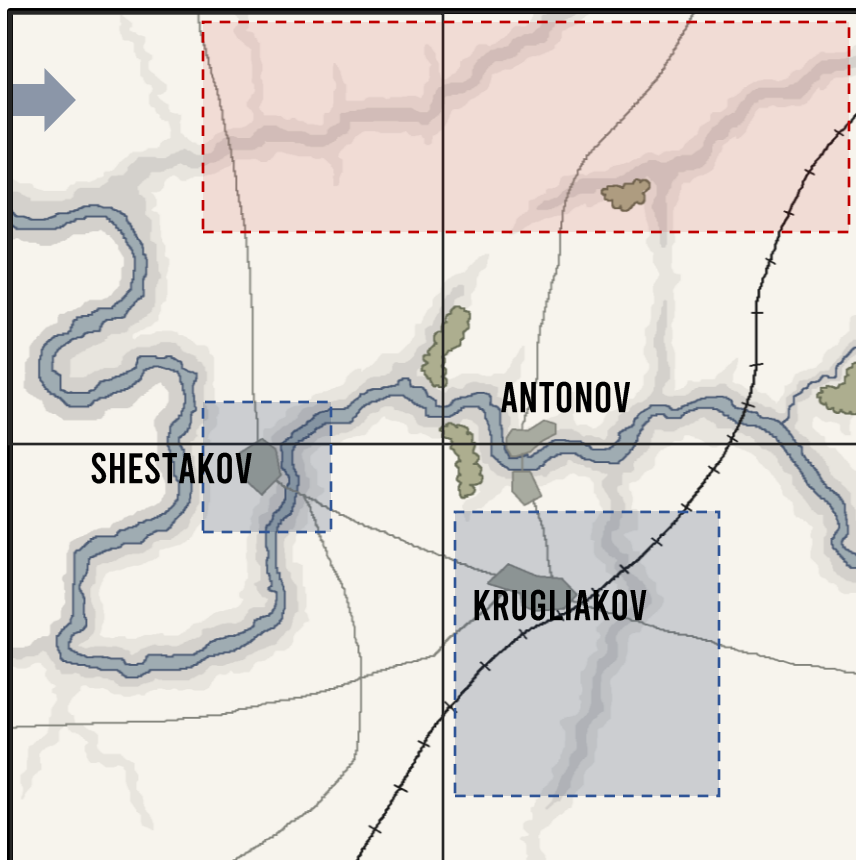
The scenario lasts up to 8 game turns, or two hours of real time, the mid-morning of December 17<sup>th</sup>. At a minimum the Germans must maintain 23. Panzer’s bridgeheads—but if possible, expanding the bridgeheads for an afternoon panzergrenadier operation would be critical.



GEN. TANASCHISHIN

## TABLETOP MAP

The game is played on a 4’x4’ tabletop. The woods and villages provide cover. *Balka* rules apply (see Scenario #0) for *balka* effects. The rail line is not a road and offers no bonuses. The river is impassible except for the three bridges.



# GERMAN BRIEFING

23. Panzer, already severely understrength, is stretched across a wide front, confronting a Soviet corps. The division counts fifteen operational tanks. An engineer battalion holds a small bridgehead while the consolidated remnants of a panzer regiment are staged along the rail line at Krugliakov. If the pressure against the bridgehead is too great, an emergency call could be sent to Hünersdorff's *kampfgruppe*, which is operating nearby to the west.

## I BN., 128. PZGREN RGT (GOOD/5)

Headquarters

x1 81mm mortar

x1 HMG

2 PzGren. Companies

x3 PzGren + trucks

## II BN., 128. PZGREN RGT (GOOD/5)

Headquarters

x1 81mm mortar

x1 HMG

2 PzGren. Companies

x3 PzGren + trucks

## 51. PIONEER BN (GOOD/3)

Headquarters

x1 PAK40 + halftrack

x3 PzGren

## 201. PANZER RGT (GOOD/2)

x2 Pz. III

x1 Pz. IVF2

## GRUPPE HUNERSDORFF (EX./4)

x2 Pz. III

x1 Pz. IVE

x4 StuG III

Division Artillery [Off table]

x1 150mm

## GERMAN SPECIAL RULES

The Germans deploy first, with the 51. Pioneer Bn at Shestakov and the other formations at Krugliakov.

*Kampfgruppe Hünersdorff* may be called...but only in case of emergency, as this diversion will only delay them from the capture of Verkhne-Kumsky. If called, they arrive from the northwestern table edge above the Aksay River.

# RUSSIAN BRIEFING

General Tanaschishin's 13<sup>th</sup> Tank Corps defends this sector of the Aksay River, supported by elements of the badly depleted and overstretched 302. Rifle Division. Despite being badly worn down, these were experienced Siberian veterans. Artillery and air support are available.

## 17. MECH. BRIGADE (GOOD/7)

Headquarters

x1 BA-10 armored car

x2 45mm gun + limber

2 Motorized Rifle Companies

x3 Rifles + trucks

x1 HMG + trucks

## 13. TANK BRIGADE (GOOD/8)

Headquarters

x1 76mm gun + truck

2 Medium Tank Battalions

x5 T-34

1 Light Tank Battalion

x3 T-70

## 1073. RIFLE REGT. (GOOD/7)

Headquarters

x1 45mm gun + limber

x1 82mm mortar

x3 Rifle Companies

x3 Rifles

x1 HMG

Division Artillery [Off table]

x2 122mm

Close Air Support [Off table]

x1 Airstrike

## RUSSIAN SPECIAL RULES

All Russian formations deploy in their deployment zone, after the Germans.

Roll for initiative Turn 1 to see which side is the attacker. The winner of the previous scenario adds +1 to their initiative roll.

# #5 THE RAILWAY

## HISTORICAL OUTCOME

Von Mellenthin recounted the events of December 17 in *Panzer Battles*:

*“Russian infantry supported by tanks kept attacking the German bridgehead at Kruglyakov, and fifteen Russian tanks were thrown into battle near Shestakov, held by the engineer battalion of the 23<sup>rd</sup> PGD. The attacks were beaten off with heavy loss....”*

The 23. Panzer Division did manage to expand its bridgeheads over the Aksay, but assistance from the neighboring 6. Panzer Division was required. The Russian 13<sup>th</sup> Tank Corps pulled back several kilometers north along the railway to establish a new defensive position. Tomorrow, a final, coordinated German attack would be mounted against Verkhne-Kumsky, clearing the way to the Myshkova. The breakthrough was too little, too late.

## GAME OUTCOMES

### MAJOR GERMAN VICTORY

The Germans hold at least two villages and one northern road exit. The German player earns +5[d6]km.

### MINOR GERMAN VICTORY

The Germans hold all three villages. The Germans earn +3[d6]km.

### RUSSIAN VICTORY

Any other outcome is a Russian victory, and the Germans will be forced back to the Aksay River to regroup. The German player earns +[d6]km.



### BONUS OBJECTIVE

If the Germans did not call for *Kampfgruppe Hünersdorff* until Turn 4 or later, add +2[d6]km.

## WHAT NEXT?

Check the Nach Stalingrad kilometer track. If the Germans have accumulated a total of 80km+, they reach the Myshkova River ahead of schedule, before the arrival of 2<sup>nd</sup> Guards Army. A small window of time exists for Manstein to give the signal for Paulus to breakout.

Any other outcome is a Soviet strategic victory, delaying 6. Panzer just enough for the Red Army to position fresh reserves.

If the Russians have won the campaign, we have an optional postscript for your Winter Storm campaign available on our Patreon page. Scenario #6 occurs on December 18<sup>th</sup> at 8 March State Farm, when the 17. Panzer Division finally—too late—joins the offensive.

And just a quick reminder: Our Patreon page is FREE to join. Thanks for playing!



# #0 LABELS

11/I PZ.III	11/I PZ.III	11/I PZ.III	11/I PZ.III	11/I PZ.III	11/I PZ.III	11/I PZGR
11/I SDKFZ		114/I SDKFZ	114/I MORTAR	114/I PAK40	114/I PAK40	114/I TRUCK
114/I TRUCK	114/I PZGR	114/I PZGR	114/I PZGR	114/I HMG	114/I TRUCK	114/I TRUCK
114/I TRUCK	114/I TRUCK	114/I PZGR	114/I PZGR	114/I PZGR	114/I HMG	114/I TRUCK
114/I TRUCK	114/I TRUCK	114/I TRUCK				

216 HMG	216 HMG	216 45MM	216 RIFLES	216 RIFLES	216 RIFLES	216 RIFLES
216 RIFLES	216 RIFLES	216 LIMBER	216 LIMBER	216 LIMBER	227 HMG	227 HMG
227 MORTAR	227 RIFLES	227 RIFLES	227 RIFLES	227 RIFLES	227 RIFLES	227 RIFLES
227 RIFLES	227 RIFLES	227 RIFLES	227 LIMBER	227 LIMBER	227 LIMBER	
85 76MM	85 TRUCK	85 T-34	85 T-34	85 T-34	85 T-34	85 T-34
85 T-70	85 T-70	85 T-70	85 T-70			

# #1 LABELS

11/II PZ.II	11/II PZ.III	11/II PZ.III	11/II PZ.III	11/II PZ.III	11/II PZ.III	11/II PZ.III
11/II PZ.III	11/II PZ.III	11/II PZ.IV	11/II PZ.IV	11/II PZ.IV	41. MARDER	41. MARDER
41. PAK40	41. PAK40	41. TRUCK	41. TRUCK	114/I SDKFZ	114/I MORTAR	114/I TRUCK
114/I PZGR	114/I PZGR	114/I PZGR	114/I HMG	114/I TRUCK	114/I TRUCK	114/I TRUCK
114/I TRUCK	114/I PZGR	114/I PZGR	114/I PZGR	114/I HMG	114/I TRUCK	114/I TRUCK
114/I TRUCK	114/I TRUCK					

216 HMG	216 HMG	216 45MM	216 RIFLES	216 RIFLES	216 RIFLES	216 RIFLES
216 RIFLES	216 RIFLES	216 LIMBER	216 LIMBER	216 LIMBER	227 HMG	227 MORTAR
227 RIFLES	227 RIFLES	227 RIFLES	227 RIFLES	227 RIFLES	227 RIFLES	227 LIMBER
227 LIMBER	232 HMG	232 45MM	232 MORTAR	232 RIFLES	232 RIFLES	232 RIFLES
232 RIFLES	232 RIFLES	232 RIFLES	232 LIMBER	232 LIMBER	232 LIMBER	
85 76MM	85 TRUCK	85 T-34	85 T-34	85 T-34	85 T-34	85 T-34
85 T-70	85 T-70	85 T-70	85 T-70			

# #2 LABELS

11/II PZ.II	11/II PZGR	11/II SDKFZ	11/II PZ.III	11/II PZ.III	11/II PZ.III	11/II PZ.III
11/II PZ.III	11/II PZ.III	11/II PZ.III	11/II PZ.III	11/II PZ.III	11/II PZ.IV	11/II PZ.IV
11/II PZ.IV	114/II SDKFZ	114/II MORTAR	114/II PAK40	114/II TRUCK	114/II PZGR	114/II PZGR
114/II PZGR	114/II HMG	114/II PZGR	114/II PZGR	114/II PZGR	114/II HMG	

234 76MM	234 TRUCK	234 T-34	234 T-34	234 T-34	234 T-34	234 T-34
234 T-34	234 T-34	234 T-34	234 T-34	234 T-34	234 T-34	234 T-34
234 T-70	234 T-70	234 T-70	235 76MM	235 TRUCK	235 T-34	235 T-34
235 T-34	235 T-34	235 T-34	235 T-70	235 T-70	235 T-70	235 KV-8
235 KV-8	235 KV-8	RIFLES	RIFLES	RIFLES	RIFLES	RIFLES
RIFLES	RIFLES	RIFLES	RIFLES			

# #3 LABELS

4/I SDKFZ	4/I MORTAR	4/I HMG	4/I PZGR	4/I PZGR	4/I PZGR	4/I TRUCK
4/I TRUCK	4/I TRUCK	4/I PZGR	4/I PZGR	4/I PZGR	4/I TRUCK	4/I TRUCK
4/I TRUCK	4/I PZGR	4/I PZGR	4/I PZGR	4/I TRUCK	4/I TRUCK	4/I TRUCK
41. PAK40	41. PAK40	41. TRUCK	41. TRUCK	41. MARDER	41. MARDER	11/II PZ.III
11/II PZ.III	11/II PZ.III	11/II PZ.IV2	11/II PZ.IV2			

36. BA-10	36. 45MM	36. TRUCK	36. RIFLES	36. RIFLES	36. RIFLES	36. HMG
36. TRUCK	36. TRUCK	36. TRUCK	36. TRUCK	36. RIFLES	36. RIFLES	36. RIFLES
36. HMG	36. TRUCK	36. TRUCK	36. TRUCK	36. TRUCK	36. RIFLES	36. RIFLES
36. RIFLES	36. HMG	26. 76MM	26. TRUCK	26. T-34	26. T-34	26. T-34
26. T-34	26. T-34	26. T-70	26. T-70	26. T-70	26. T-70	

# #4 LABELS

11/I PZ.II	11/I PZ.III	11/I PZ.III	11/I PZ.III	11/I PZ.III	11/I PZ.III	11/I PZ.III
11/I PZ.III	11/I PZ.III	11/I PZ.III	11/I PZ.IVE	11/I PZ.IVF2	11/II PZ.II	11/II PZ.III
11/II PZ.III	11/II PZ.III	11/II PZ.III	11/II PZ.III	11/II PZ.III	11/II PZ.IVE	11/II PZ.IVF2
11/II PZ.IVF2	4/II SDKFZ	4/II MORTAR	4/II HMG	4/II PZGR	4/II PZGR	4/II PZGR
4/II PZGR	4/II PZGR	4/II PZGR	4/II SDKFZ	4/II SDKFZ	4/II SDKFZ	4/II SDKFZ
4/II SDKFZ	4/II SDKFZ					

59. BA-10	59. 45MM	59. 45MM	59. LIMBER	59. LIMBER	59. RIFLES	59. RIFLES
59. RIFLES	59. HMG	59. TRUCK	59. TRUCK	59. TRUCK	59. TRUCK	59. RIFLES
59. RIFLES	59. HMG	59. TRUCK	59. TRUCK	59. TRUCK	59. TRUCK	20. 76MM
20. TRUCK	20. T-34	20. T-34	20. T-34	20. T-34	20. T-34	20. T-34
20. T-34	20. T-34	20. T-34	20. T-34	20. T-70	20. T-70	20. T-70
20. T-70	60. 45MM	60. 45MM	60. LIMBER	60. LIMBER	60. HMG	60. TRUCK
60. RIFLE	60. RIFLE	60. RIFLE	60. RIFLE	60. RIFLE	60. RIFLE	60. RIFLE
60. RIFLE	60. RIFLE	60. TRUCK	60. TRUCK	60. TRUCK	60. TRUCK	60. TRUCK
60. TRUCK	60. TRUCK	60. TRUCK	60. TRUCK	21. 76MM	21. TRUCK	21. T-34
21. T-34	21. T-34	21. T-34	21. T-34	21. T-34	21. T-34	21. T-34
21. T-34	21. T-34	21. T-70	21. T-70	21. T-70	21. T-70	1387. 45MM
1387. LIMBER	1387. HMG	1387. TRUCK	1387. RIFLES	1387. RIFLES	1387. RIFLES	1387. RIFLES
1387. RIFLES	1387. RIFLES	1387. T-34	1387. T-34	1387. T-34		

# #5 LABELS

128/I MORTAR	128/I HMG	128/I PZGR	128/I PZGR	128/I PZGR	128/I PZGR	128/I PZGR
128/I PZGR	128/I PZG	128/I TRUCK	128/I TRUCK	128/I TRUCK	128/I TRUCK	128/I TRUCK
128/I TRUCK	128/II MORTAR	128/II HMG	128/II PZGR	128/II PZGR	128/II PZGR	128/II PZGR
128/II PZGR	128/II PZGR	128/II TRUCK	128/II TRUCK	128/II TRUCK	128/II TRUCK	128/II TRUCK
128/II TRUCK	51. PAK40I	51. SDKFZ	51. PZGREN	51. PZGREN	51. PZGREN	201. PZ.III
201. PZ.III	201. PZ.IV2	KH PZ.III	KH PZ.III	KH PZIVE	KH STUG III	KH STUG III
KH STUG III	KH STUG III					

17. BA-10	17. 45MM	17. 45MM	17. LIMBER	17. LIMBER	17. RIFLES	17. RIFLES
17. RIFLES	17. HMG	17. TRUCK	36. TRUCK	17. TRUCK	17. TRUCK	17. RIFLES
17. RIFLES	17. RIFLES	17. HMG	17. TRUCK	17. TRUCK	17. TRUCK	17. TRUCK
13. 76MM	13. TRUCK	13. T-34	13. T-34	13. T-34	13. T-34	13. T-34
13. T-34	13. T-34	13. T-34	13. T-34	13. T-34	13. T-70	13. T-70
13. T-70	1073. 45MM	1073. LIMBER	1073. MORTAR	1073. RIFLES	1073. RIFLES	1073. RIFLES
1073. HMG	1073. RIFLES	1073. RIFLES	1073. RIFLES	1073. HMG	1073. RIFLES	1073. RIFLES
1073. RIFLES	1073. HMG					