

MANSTEIN'S COUNTERSTROKE

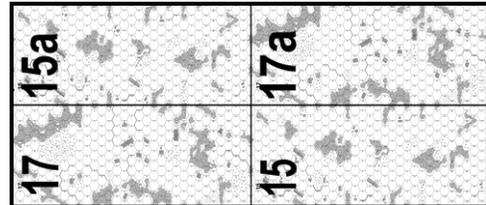
Scenario WG211

080729



The Ukraine, February 1943: After the surrender of German 6th Army at Stalingrad, the Russians pressed westwards across the Donetz River. The 1st Guards Army, the 6th Army, and the Popov Cavalry Group reached as far west as the banks of the Dnieper at Zaporozhe. To restore the front, Manstein planned a pincer attack with the 4th Panzer Army from the South and the SS Panzer Divisions Leibstandarte and Das Reich from the North. The SS Panzers had recently been equipped with the new heavy Tiger tank, just starting to come off of the production lines. If Manstein could pinch off the Russian salient, order could be restored to the front before the arrival of the spring thaws...

BOARD CONFIGURATION:

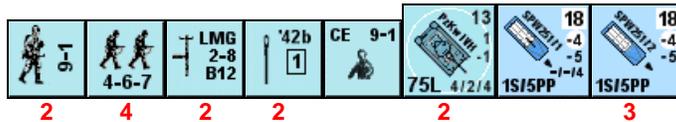


VICTORY CONDITIONS: The Russians must exit 14 "squads" off of the West edge of the mapboard between 15U1 and 17G1 (Inclusive) by games end to win. Tanks count as one squad exited if they have functioning main armament. Any other result is a German victory.

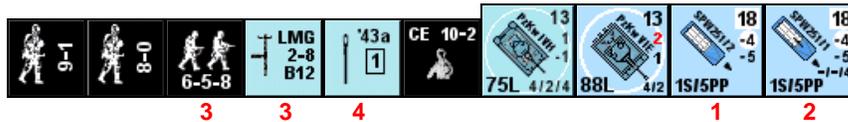
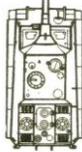
TURN RECORD CHART:

German Moves First	+	1	2	3	4	5	6	7	8	END
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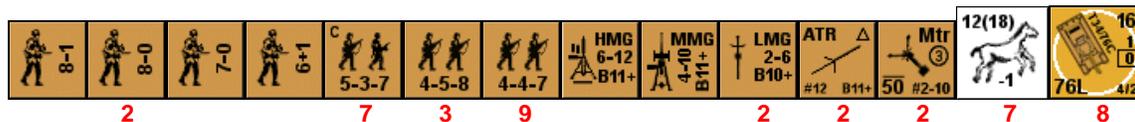
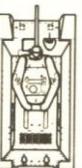
Elements of the 4th Panzer Division - enter Turn 1 along the North edge of board 15a East of Hex A9 Inclusive:



Elements of Das Reich SS Panzer Division - enter Turn 1 along South edge of board 17a East of Hex GG9 Inclusive:



Elements of Russian 1st Guards Army, the 6th Army, and Popov Cavalry Group - enter per SSR WG211.2:



SPECIAL SCENARIO RULES:

WG211.1: TERRAIN: Ground snow exists, but it has no effect on movement. Roads do not exist. Treat all ponds (17AA10) and wheatfields as clear terrain. Treat all Brush (17C7) as Woods. Treat all Orchards (17V5) and Craggs (15L5) as Shellholes. All Hills on board 15 are ground level with open ground level 3 and level 4 as ground level woods.

WG211.2: All Russian AFV's *must* enter on hexes 17H10, 17Y10, 15I10, and 15AA10 with the following restrictions: (1) they must use sequential movement, (2) only two vehicles per entry hex, and (3) they are restricted to 2/3 MP's [see SSR WG211.4] during Turn 1. All forces must enter on Turn 1. Russian Infantry and cavalry enter anywhere along the Western edge of the Map using normal movement and with no restrictions [EXC: SW Portage Capacity].

WG211.3: No AFV Optional equipment is available for either side.

WG211.4: The German attack came as such a surprise to the Russians following the aftermath at Stalingrad; they were completely caught off guard. To simulate their unpreparedness, Russian vehicles can only expend 2/3 of their MF (fractions rounded up) during their turn 1 entry. No ESB roll needed to move the full 2/3 MF expenditure, however, extra hex movement is not allowed.

AFTERMATH: Within a week after the start of Manstein's Counter Stroke, The German Pincers closed behind the Russian forces near the Donetz River. The severe shortage of

German infantry made it impossible to seal the pocket completely, and many Russian soldiers slipped away on foot or horseback at unguarded points across the Donetz River. The German army demonstrated a tactical and technological superiority over the Russians with its tactics and Tiger tanks, but the Wehrmacht lack of numbers meant that the end was slowly drawing nearer.

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