

Advance to Rostov

Southern Russia, December 16, 1942: While the battle of the Stalingrad pocket was raging, the Soviets launched operation "Little Saturn", which swung into action with the object of capturing Rostov on the Don. If the Soviet forces could penetrate to Rostov then the whole 4th Army and all forces trying to relieve Stalingrad would be cut off and this would cause a complete collapse of the German Army in Southern Russia. The first objective for the Soviet forces was Tatsinskaya. This town was the center of the Luftwaffe attempts to supply Stalingrad by air. With the capture of this town the fate of the 4th Army could be sealed. This happened on the Dec 23rd and the German High Command dispatched all available units to recapture the town and stop the advance. This campaign takes place from the morning of the 23rd to the 27th when the Germans finally destroyed the Soviets in Tatsinskaya.

When the Soviet 24th Tank Corps began advancing south, the only units to stop them were rear echelon units of the Luftwaffe assigned to defend the airfield. The town of Tatsinskaya fell on the 23rd and the airfield fell on the 24th. Late on the 24th, the 6th Panzer cut the supply line of the 24th Tank Corps to the north and sealed their fate. On Christmas day elements of the 11th Panzer Division, known as the Ghost Division, began to surround the town and airfield. First the airfield fell to the Germans. Then with supplies running out the town fell to the Germans. While leaving all their equipment behind, the men of the 24th Corps filtered back through the lines. This Corps would latter be renamed the 2nd Guards Tank Corps.

Bibliography:

Panzer Battles, Major General F.W. von Mellenthin
School of Battler, Soviet Tank Corp and Tank Brigades January 1942 to 1945 Volume II, Charles Sharp
Atlas of the Battle of Stalingrad, Red Army Offensive Operations 19 November 1942-2 February 1943, David M. Glantz

Campaign Game Special Rules:

The Advance to Rostov (AtR) campaign game consists of 5 scenarios, each representing a full day of combat.

Each AtR Special Scenario Rule (SSR) applies in all campaign full day scenarios.

Historical DRM Chart:

The Historical DRM chart that lists the DRM for the CPP die roll for each side, reflecting the increasing German effort over the course of the battle:

Historical DRM Chart		
Date	Russian DRM	German DRM
Dec. 23	0	-2
Dec. 24	0	0
Dec. 25	-3	+2
Dec. 26	-5	+4
Dec. 27	No CPP's	+5

Weather:

Deep Snow rules are in effect. Snow is not present on the airfield, roads, or built-up areas.

Game End:

At the beginning of each turn, the scenario for each day may end by mutual agreement or will end automatically with a d10 die roll less than or equal to the exponent on the turn record chart.

Turn Record Chart																			
1	2	3	4	5	6	7	8	9	10	11 ¹	12 ²	13 ³	14 ⁴	15 ⁵	16 ⁶	17 ⁷	18 ⁸	19 ⁹	20 ¹⁰

Off-Board Artillery (OBA):

Each side is limited to using a maximum of two OBA modules per CG day. If an OBA is used during a CG day, then that OBA RG is lost at the end of the day. An OBA RG is retained if no Fire Mission was used in any previous CG day. For each OBA, the owning player rolls on Aircraft/Smoke Missions Table to determine the number of Smoke missions available. This die roll is not modified.

Terrain:

All slopes are gentle, except the area north of Tatsinskaya, this area is cut with deep ravines and is treated as Rocky Ground. All woods are Cleared Woods. All Built-up Areas are marked. Noted that some areas are not Built-up but "Rubble", these are not rubble but many houses that area better represented by Rubble terrain. The stream on the south edge is Shallow. The railroad is considered a Low Embankment, except at the two road underpasses in the town itself. These are defiles and can be blocked. Movement on top of the railroad is considered to be Clear Terrain.

Reinforcements:

All retained ME's are eligible for on map setup. All Soviet forces enter from the west edge, from road "D" to 24" north of road "E". All German forces may enter from the areas that are specific for that unit. Any "A" RG, I1, I2, I3, I4, or attached RG unit must enter from road "A" to road "C". All other German units must enter from the Southern edge or road "C".

Markers:

Units may setup using Markers if out of LOS of all enemy units. Hidden placement can be used with the maps supplied.

Soviet Fuel Shortage:

On DEC 27, before an on-map Soviet vehicle attempts to move during any turn, it must first make an Out-of-Gas DR. If the DR is a 1 the vehicle is out of fuel and may not perform a move action for the rest of the campaign game.

Soviet Ammunition Shortage:

On day 27, all Soviet Vehicle and Gun weapons suffer from ammunition shortage. Any time a 1 is rolled the unit has run out of ammunition. The unit may no longer fire at an enemy unit or initiate Close Combat. If the unit is involved in Close Combat, its Close Combat Rating is -1. Vehicles may still perform an overrun attack.

Armor Withdrawal/Repair:

Soviet Forces are not under Armor Withdrawal or repair.
German forces ARE under Armor Withdrawal and Repair.

Attack/Idle:

The first CG day is a Soviet Attack with the Germans Defending. After the first scenario, each side must decide if they are going to attack or defend.

Air support:

Each Side is limited to using 1 Air support Module per CG day scenario. If an Air Support Module is not called during a game, it MAY be retained for the next CG day. If an Air Support Reinforcement is purchased, the owning player must roll on the Aircraft/Smoke Missions Table to determine the number of aircraft they will receive with a -2 die roll modifier. A minimum of 1 aircraft will appear no matter what the die roll results are.

Fortification Setup/Usage:

On the first CG day scenario, no Fortifications may be setup within 12" of the Russian entry area. All FPP not used during the current CG day may be retained and used during the next CG day. All units may start the game in either hull down for vehicles or shell scraps/slit trenches as described in the playtest Improved Position rules on the Fire and Fury website. Additional fortifications may be purchased if FPP points are purchased. Use the table below of the cost:

Fortification Points Purchase Table		
Fortification Type	German FPP Cost	Russian FPP Cost
Fox Hole / Rifle Pit*	1	1
Roadblock*	5	5
Scattered Minefield - per 1" x 2"	1	1
Normal Minefield - per 1" x 2"	2	2
Dense Minefield - per 1" x 2"	3	3
Dummy Marker	1/2	1
Wire - per 6"	5	6
Log Bunker	8	10
* These are the only fortifications that may be added to an Isolated location.		

Minefields:

Minefields may only be placed on paved roads, due to the deep snow. Minefields may be scattered, normal or dense as per the Engineering Rules available on the Fire and Fury website. All minefields are considered surface laid, due to the frozen ground.

Campaign Objectives:

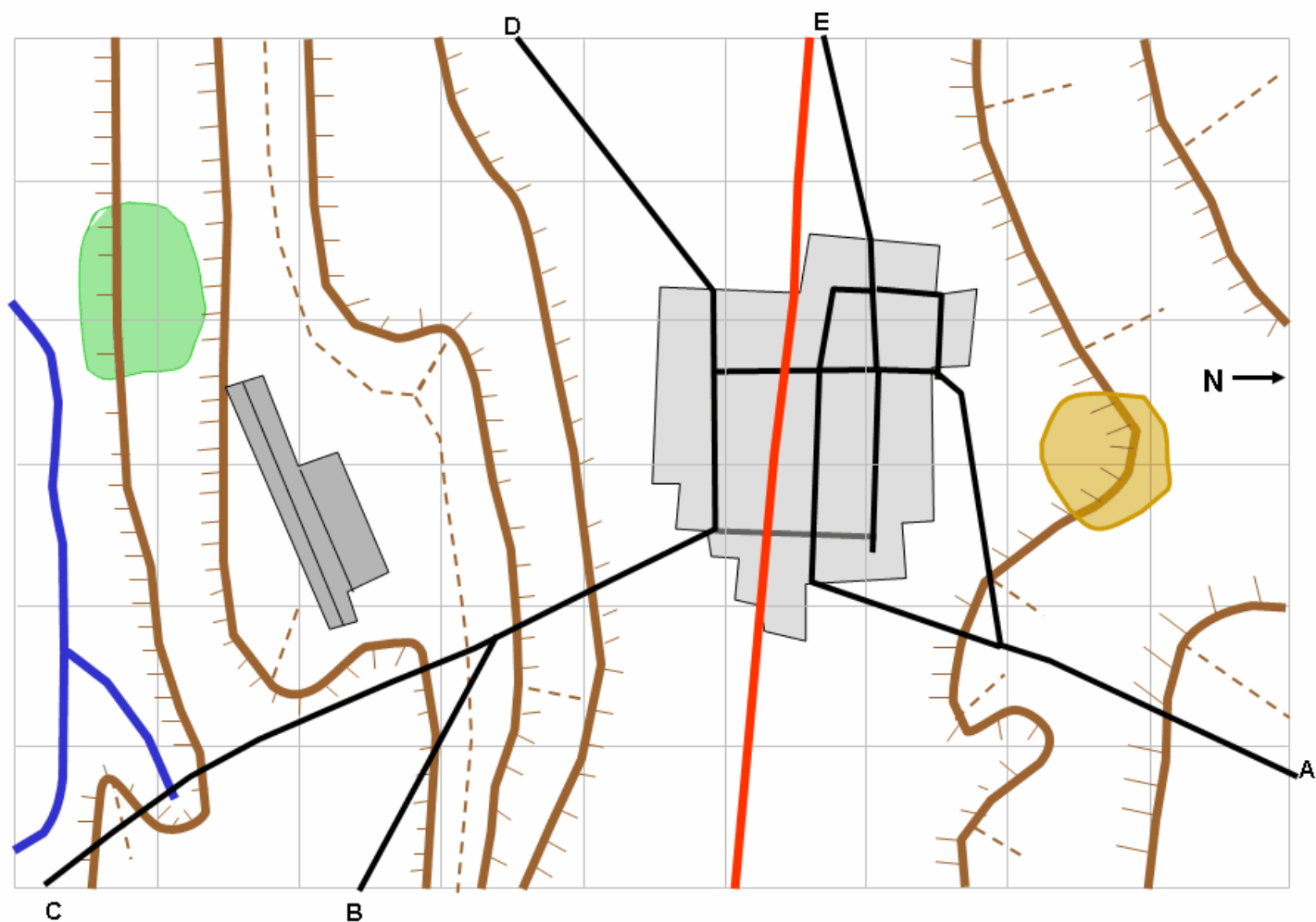
Maintain control of the town

Maintain control of the airfield

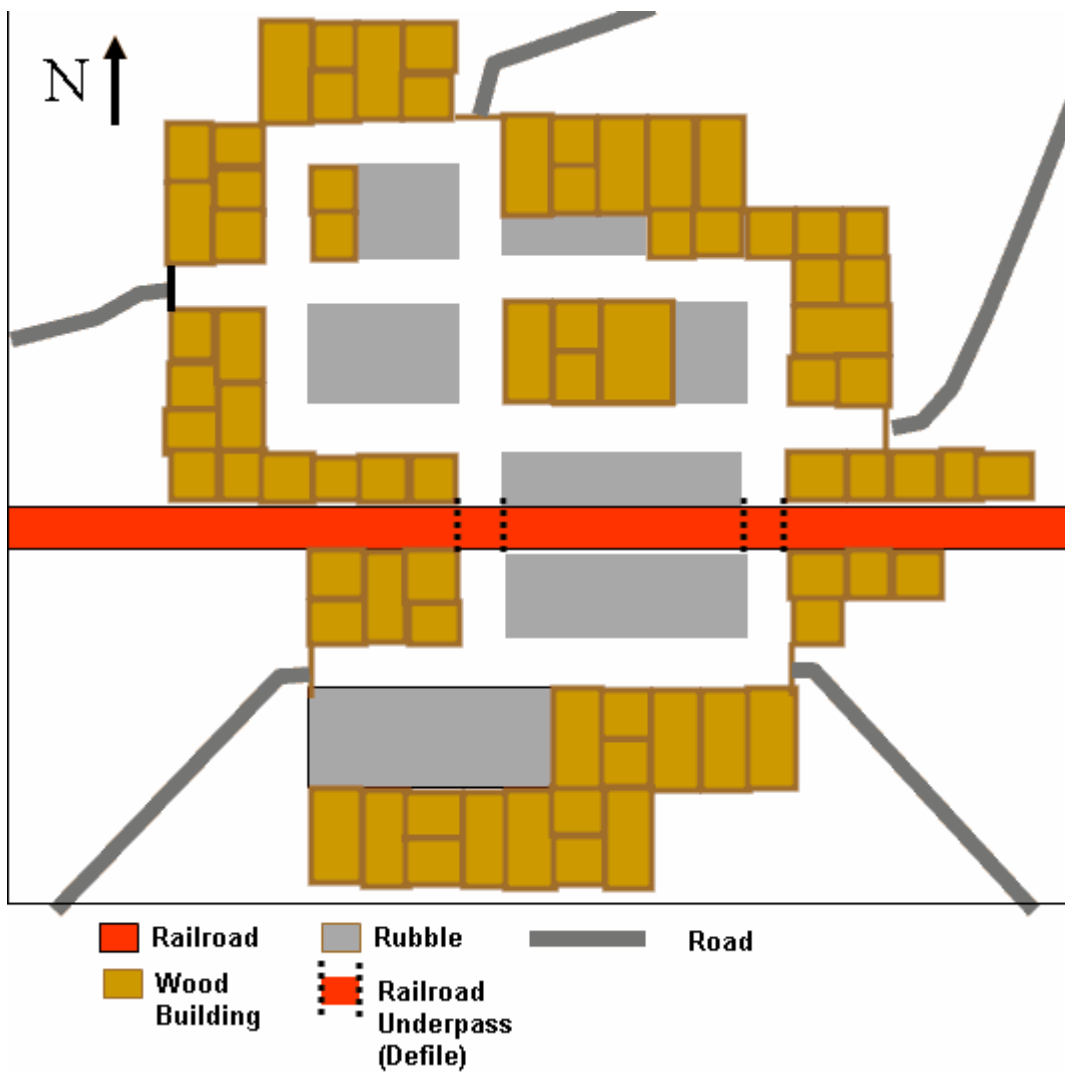
Victory is evaluated at the end of the campaign. If both objectives are held, the side controlling them wins. If only one objective is held, the game is a draw.

To hold the airfield, no enemy unit may be within 6". To hold the town, no enemy unit may occupy a built-up sector.

Each Division on the map represents 12". The game is designed to be played on a 6x9 table.



- Railroad
- Road
- Shallow Stream
- Contour (hairs downslope)
- Crestline
- Town (see town detail map)
- Cleared woods
- Rough
- Airfield



Axis RG Chart and Roster

See the accompanying EXCEL file Tabs 2 -3

Initial Axis OB:

All units may setup not closer than 8" to the West edge. The Russians enter from the West. All AA ME's must be within 12" of Airstrip.

Elements of Airfield security and 509th Infantry Regiment:

RG's: I5, I6, I7, G2, G4, 1-GE-99, 15FPP

Additional Axis OB:

These units are available on 12-25. All units may enter per the reinforcement rules

Initial elements of the 11th "Ghost" Panzer Division

RG's: A1, A3, A7, I1, & I4

Soviet RG Chart and Roster

See the accompanying EXCEL file Tabs 4-5

Initial Soviet OB:

All Soviets units, including units RG's purchased for the first turn, enter anywhere within 12" north or south of road E.

Elements of the 24th Tank Corp:

RG's: A1, 2 x A2, I1, I2

First Game Soviet OBA:

If the Soviet player purchases an OBA module for the first scenario, they may spot with an off-board observer rather than moving it onto the board. Assume that the observer is located at the Soviet entry point.