

# **Sowchos (Collective Farm) 79**

**December 1942**

Following the encirclement of the Sixth Army at Stalingrad, the Germans planned to launch the relief effort from the bridgehead at Nizhna Chirskaya, 25 miles from the nearest troops of the Sixth Army at Marinowka. The Chir River was to provide the left flank for the operation, and consequently had to be held. Attempting to foil the German relief effort, elements of the Russian Fifth Tank Army attacked across the Chir and forced its way past the left flank of the defending 336th Infantry division, and on to Sowchos 79, a collective farm deep in the German rear. General Balck's 11th "Ghost" Panzer Division, just arriving in the area from Rostov to take part in the relief of Stalingrad, was detoured to attack Sowchos 79 and restore the situation.

This game represents the attack by the 11th Panzer Division on Sowchos 79 on December 8th. The farm was being defended by elements of the Russian 1st Tank Corps which was preparing to attack the 336th German Infantry Division in the rear.



- Unpaved Road
- Shallow Stream
- Elevation Change
- - - Crestline
- Cleared Woods
- Wood Built-up Sector
- Stone Built-up Sector

### Terrain Notes

- The scenario is played on a 5' x 8' surface. Each division on the map edge represents 1'
- All woods are Cleared Woods.
- All slopes are Gentle.
- The Crest Lines block Line of Sight. To see across a crest a unit must be conformed to it. Any vehicle that is conformed to a crest line gains a +1 to the Hull Down Die Roll.
- The stream is shallow.
- All built-up sectors are individual sectors. As the building sectors are close together, the effect of this will be that there is no "foothold" modifier, even between adjacent sectors.
- All roads are Unpaved.

## **Game Length, Special Rules, and Victory Conditions**

- The Game is 15 turns long.
- The German player moves first.
- At the end of Soviet turn 15, the Germans win if there is no undisordered Soviet unit in any built up area. Otherwise, the Russians win.
- Light Snow is falling. It has no effect on movement, but all spotting attempts receive a "down 1" modifier.

## **Historical Aftermath**

After action report from Panzer Battles, by von Mellenthin. "As the 11th attacked at dawn on the 8 December they hit the Russians at the very moment when they were about to advance against the rear of the 336th Division, in the confident belief that the Germans were at their mercy. Panzer Regiment 15 bumped a long column of Russian Motorized infantry coming from the North and took them completely by surprise; lorry after lorry went up in flames as the panzers charged through the column throwing the Russians into the wildest panic. The column was destroyed, and Balack's panzer regiment then advanced into the rear of the Russian armor at Sowchos, with panzergrenadiers and artillery in close support. The Russians fought bravely, but their tanks were caught in a circle of fire from which they vainly attempted to escape. When the short winter day drew to a close the Russian 1st Armored Corps had been completely bowled over, and fifty-three of its tanks were knocked out."

# Briefing for General Balck, Commanding 11th Panzer Division.

## Situation 8DEC1942. Sowchos 79, Chir River Line

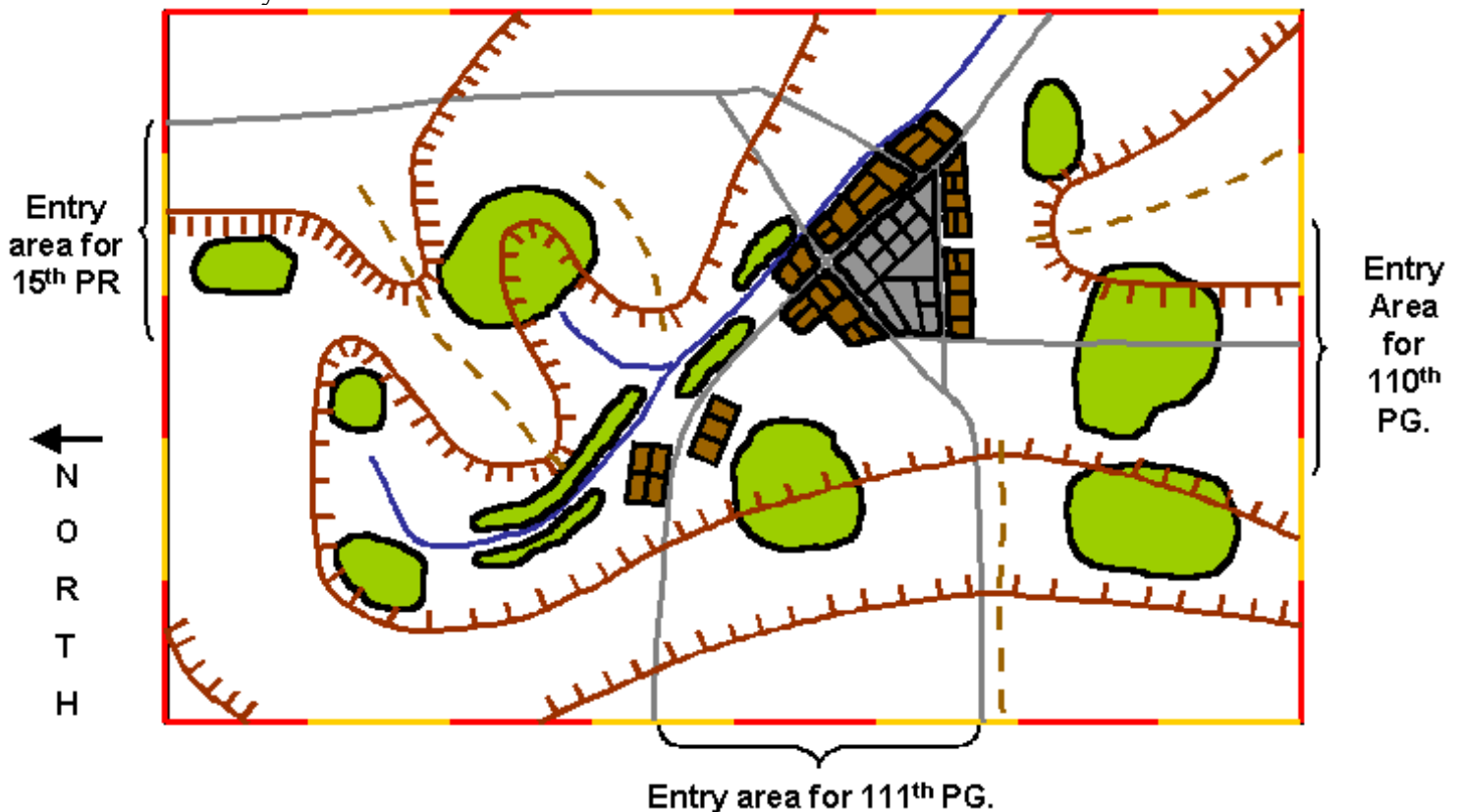
After a month of defeats around Stalingrad, culminating with the encirclement of the 6th Army, relief efforts are beginning to shape up. The 11th Panzer Division is to spearhead the relief effort. However, the Soviets have made a penetration of the Chir river line. Before the drive to relieve Stalingrad can begin, the 11th Panzer must eliminate this penetration by retaking the town of Sowchos 79








### **Mission**

Clear the village of Sowchos 79 of all Soviet units.

### **Execution**

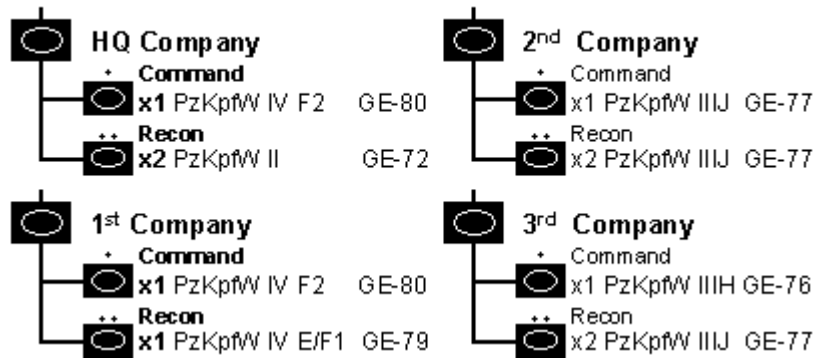
Your forces and entry areas are detailed below.



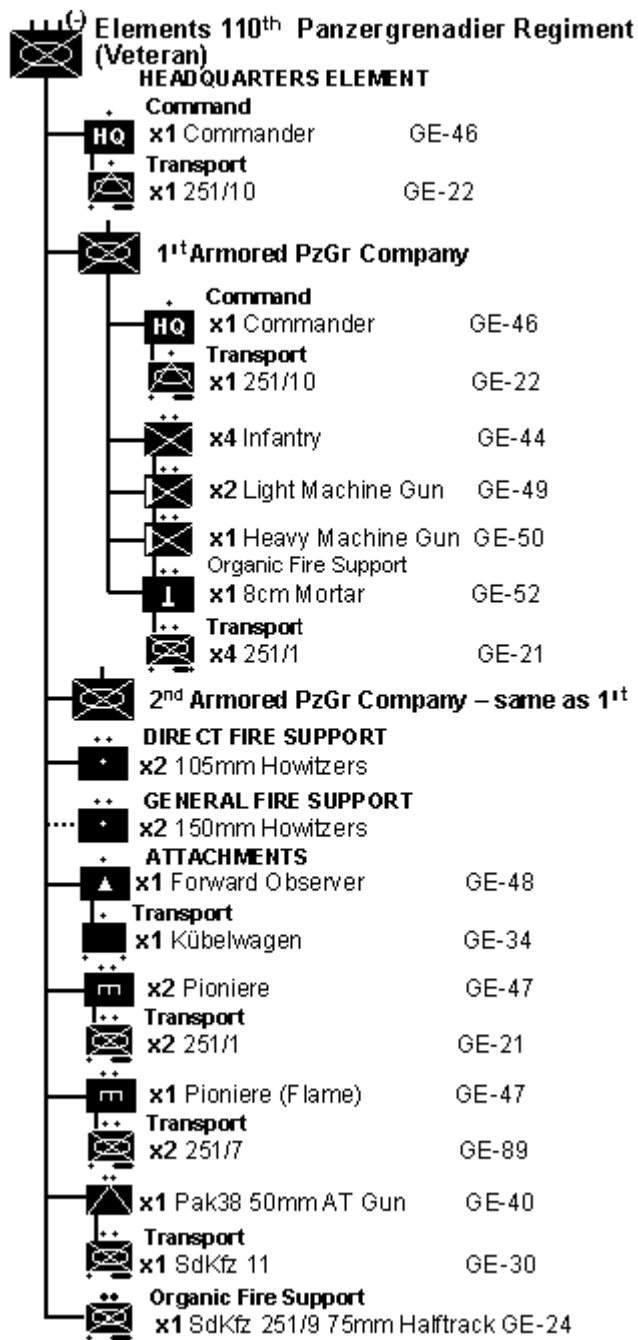
-  Unpaved Road
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Elements of the 15th Panzer Regiment enter on turn 1 from the designated area on North Edge (Left) of the Map. By chance, they have come upon the rear of a motorized column of the 159th Soviet Motor Rifle Battalion and have achieved complete surprise. Instead of moving on turn 1, these German units may elect to fire in the Offensive Fire Phase. Place units which elect this option just off-board conformed to the edge of the table somewhere within the German entry area. They are considered to be at this location in open terrain for firing, defensive fire, and spotting purposes. They may also defensive fire from this location during the Soviet turn. However, units which elect to use this special rule **MUST** move onto the playing surface on turn 2.

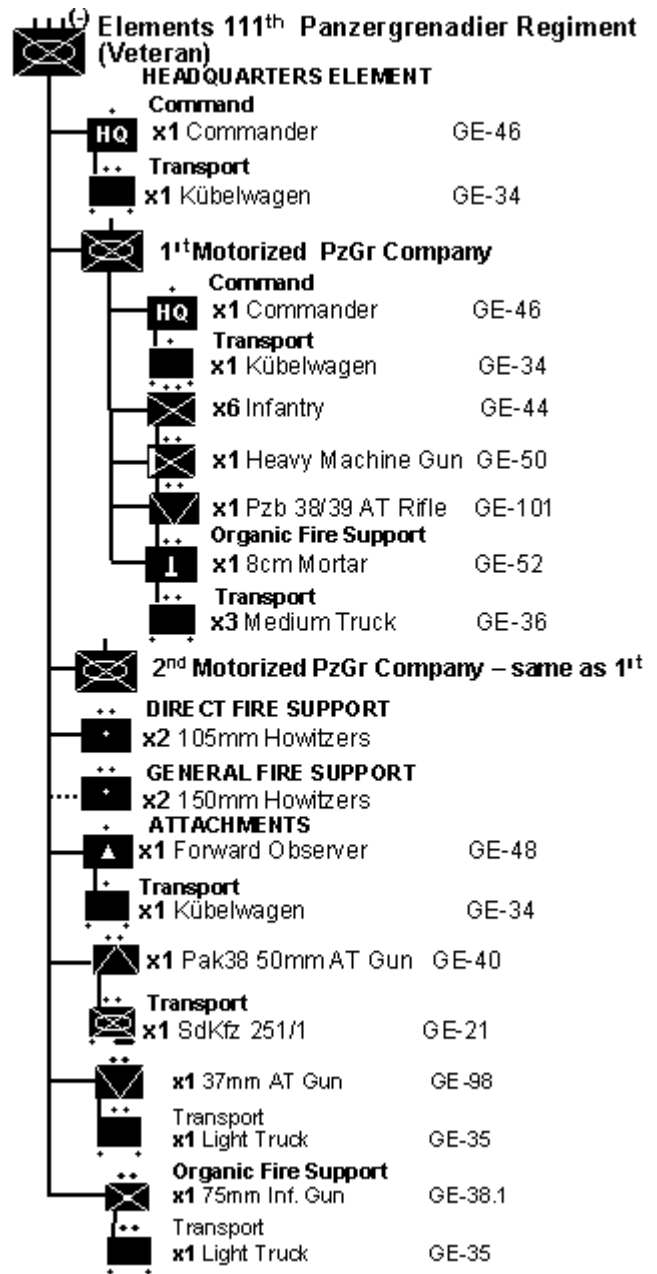
**Elements 15<sup>th</sup> Panzer Regiment (Veteran)**



The second group of forces is an armored infantry battalion from the 110th Panzer Grenadier Regiment. It enters on turn 1 from the South Edge (Right) of the map.



The third group of German Forces forces is a motorized infantry battalion from the 111th Panzer Grenadier Regiment. It enters from the West Edge (bottom) of the map.



## Artillery Rules

- German off-board Artillery originates from the West (Bottom) of the map.
- The Forward Observers may be attached to the headquarters element or either company of their force.
- Each of the FOs may control only the two 105mm Batteries assigned to his force and possibly the General Support Divisional Artillery.
- Each FO has the ability to use the Division's General Support Artillery of 150mm Howitzers. Only 1 FO may call for the General Support. If that FO does not receive it the other may not attempt to call for it during the same turn.
- All off-board artillery and the 75mm Infantry gun have two rounds of smoke available to them. The mortars, the Stummel (251/9), and the PzKpfW IVE/F1 may use one round of smoke.
- All artillery units have 8 rounds of HE available. If you don't like paperwork, consider this unlimited.
- Artillery Strengths:
  - 105mm Large Template -1 V/0 T,G,sV
  - 150mm Large Template +1 V/+2 T,G,sV
  - All others as per their card.

# Briefing for Russian Commander of elements of 1st Tank Corps

## Situation: Sowchos 79 - 8th December 1942

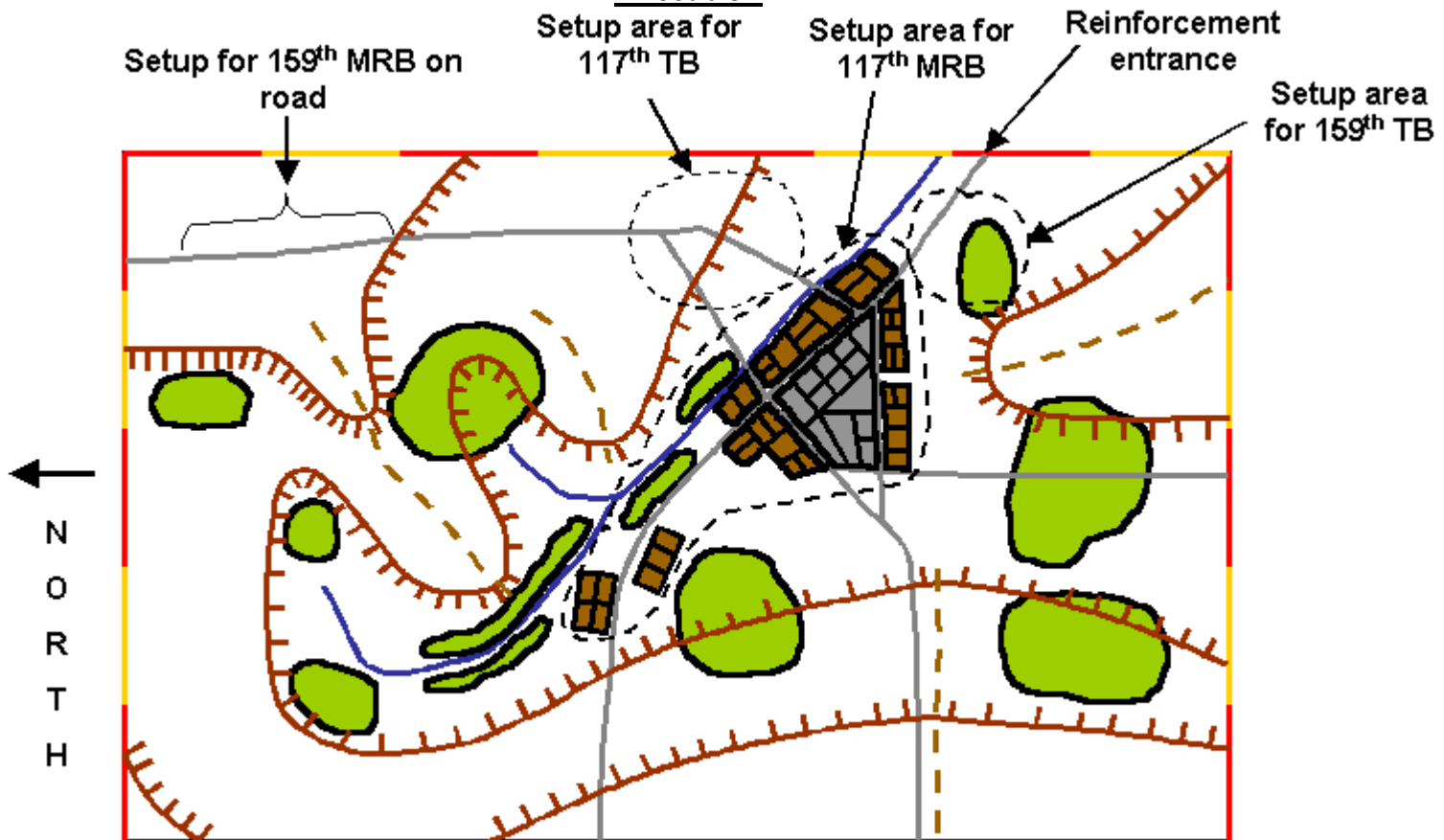
After several weeks of hard fighting we have finally surrounded the German 6th Army in Stalingrad. The defeat is days away, but you must still put pressure on the Germans to keep them from reinforcing the defenders. After hard fighting your forces have penetrated the German defense line on the Chir River and retaken Sowchos 79, a collective farm deep in the German rear. With your remaining forces you are to attack the German 336th Infantry division, thus unhinging the German defense and eliminating the relief effort towards Stalingrad. You have elements of the 159th Motorized Rifle Battalion moving south to meet up with your remaining forces, which consist of the 117th Motorized Rifle Battalion, the 117th Tank Brigade, and the 159th Tank Brigade.

Suddenly a German counterattack has appeared! You must hold the village so that you can continue your offensive.








### Mission

The Soviet objective is to stop the German advance and maintain a foothold on the village.

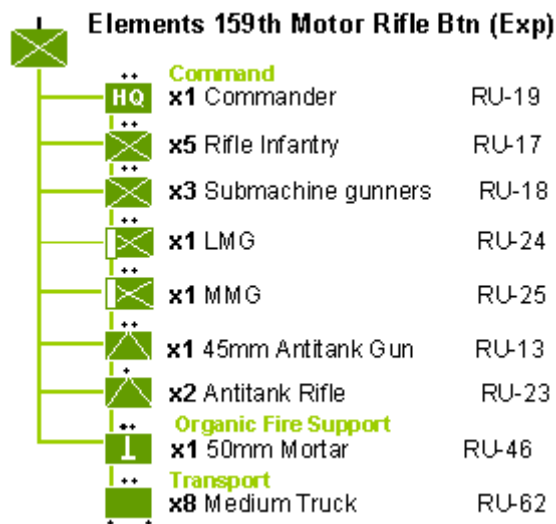
### Execution



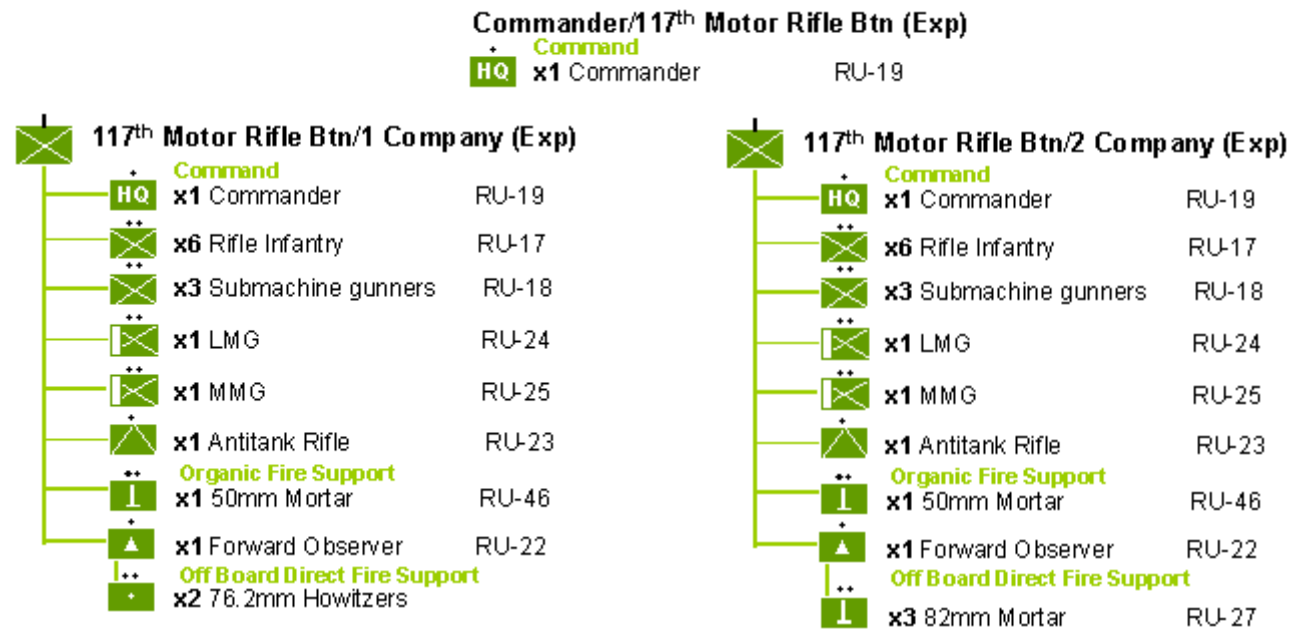


-  Unpaved Road
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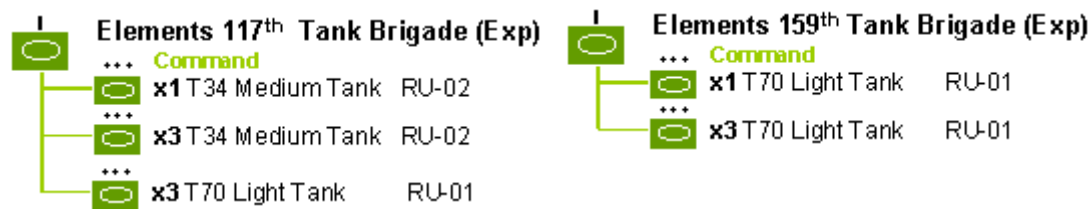
The 159th Motor Rifle Battalion must set up on the Road to the North (Left) of the town as indicated. They must begin the game mounted and all trucks must be on the road facing South (they were moving to meet up with the Russian forces already in the Sowchos when the German tanks appeared in their rear).



The 117th Motor Rifle Battalion deploys in and around the Sowchos in the area indicated. All units start hidden. Either use map deployment or use markers with 10 dummies. Company 1 should deploy generally to the South (Right) of the roads, while Company 2 should deploy to the North (Left). The commander can start anywhere.



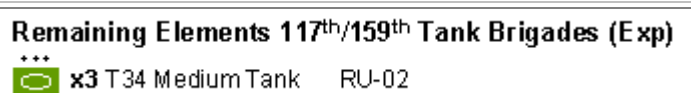
The tank units deploy in the areas indicated on the map.



Turn 5 Reinforcements - Enter from the East (Top) road as indicated.



Turn 7 Reinforcements - Enter from the East (Top) road as indicated.



## Artillery

- Russian off-board Artillery originates from the East (Top) of the Map.
- The off-board 82mm and 76.2mm Howitzer batteries may each fire one round of smoke.
- The off-board 82mm and 76.2mm Howitzer batteries may each fire 8 rounds of HE, or consider it unlimited to reduce paperwork.
- Both the off-board Mortars and 76.2mm howitzers have IDF strengths of -1 vs V, 0 vs T,G,sV and use small templates.