LAST HOPE AT MARINOVKA

AOTT 4

MARINOVKA, RUSSIA, November 25, 1942: Operation *Uranus* was the Soviet encirclement of German forces in the Battle of Stalingrad during World War II. The double envelopment was launched on November 17, 1942, with twin attacks that met at Kalach four days later. The Germans were so concentrated in Stalingrad itself that the attack caught them totally by surprise. Their flanks, composed mostly of Romanian, Hungarian and Italian troops, collapsed quickly and there weren't enough German units to hold the tide. On November 23 the Russian 4th Mechanized Corps joined the 26th and 4th Tank Corps in the Sovietskii-Marinovka area, ending so the meeting of the northern and southern pincers. The German 6th Army was now surrounded. But the Russian forces were thin in the Marinovka area and the Germans sent there some units to attempt a break of the Russian lines before they could grow up forces there. The Germans, after months of unstopped combat, were sent without tanks and low on morale and when they got to Marinovka, forward elements of the 4th Tank Corps reacted, throwing back the Germans and losing their last hope of breaking the ring.

Scenario Design: Fernando Sola.

Forward Elements 4th Tank Corps enter on turn one along hex Y1:

Squad	Leader	15|5 T-34b (76)|B 4|3
5|4|7	**1|1|7**	
3	1	3

Remnants of Pioniere Battalion 45 set up first between hexes numbered 3-8 south of hexrow S:

Squad Pionier Bn. 45	Leader Hptm. Musk	Leader	MG 34 [2]	H|AT PaK 40 75|B	Foxhole
6|5|6	**1|1|8**	**1|1|7**	5|8 L|MG		
4	1	1	2	1	6

VICTORY CONDITIONS: The side that earns more VPs at game end wins.

SCENARIO SPECIAL RULES:
1. Spotting Conditions are Average.
2. Terrain Conditions are Snow Ground Cover. The minimum entry cost for T-34s for each hex is ONE MP (i.e., roads are not ½ MP). Personnel pay an additional 1 + (1 +CoT) for each level higher the unit enters.
3. The Germans receive THREE Gammon Bombs.
4. Treat crops hexes as open ground terrain.
5. Treat wooden buildings as open ground terrain.
6. The Germans are considered Combat Engineers.

MAP CONFIGURATION: Map V is used. Only hexrows J-GG are in play.

TURN RECORD TRACK

1	2	3	4

MAP LAYOUT:

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