

“Last Drop into the Kessel”



Stalingrad Kessel — January 25th, 1943

The end was fast approaching for the Germans trapped in the Stalingrad Kessel. The attempts to break-through had failed and soon von Paulus would surrender the city. For over a month, the Luftwaffe had flown in supplies and carried out the wounded. With the airfields now under Soviet control, nearly all flights had been cancelled. But one last airdrop was planned and in the waning light of a bleak winter's day, weary, starved German Landsers looked up to see parachutes falling to earth. With the hope of desperate men they trudged through the snow to secure supplies to survive another day. But the Russians had also seen the chutes and moved to capture the starved remnants of their once powerful foes.

VICTORY CONDITIONS: The German Player wins immediately upon securing 10 or more Canisters and exiting them off the north, south or east edges. The Russian Player wins immediately by capturing and exiting 10 CVP worth of German MMC & SMC's and/or captured canisters, which are worth 1 CVP off the west edge. The Russian Player may also win at game end by eliminating 20 CVP or more worth of German MMC's and SMC's. Any other result is a draw.

Board Configuration:



	69
	44

Russian Player Sets up first	+	★						
German Player moves first	1	2	3	4	5	6	7	



Remnants 29th Motorized Division (ELR 2) (SAN 2) (Setup: enter Turn 1 on north, south or east board edges in any combination)



Elements of Soviet 65th Army (ELR 5) (SAN 3) (Setup: Turn 2 enter on the west edge)

Special Rules/Notes:

- EC are Snow (E3.7), with Ground Snow (E3.72) and no wind at start. All Buildings are rubble and all Roads are not plowed
- All German units have MOL (A22.6) and German Officer (only) have ATMM (C13.7) capability.
- Germans Units may only move CX when with an officer. Germans suffer Ammo Shortage (A19.131).
- On Turn 1—the German Player conducts the drop for 4 sticks of 5 canisters. Each stick's initial drop hex must be 4 or more hexes away from any other stick's initial drop hex. Drift for each dropped Canister is as per 9.2.
- Canisters which fall and drift off-board are considered lost.
- Canisters have 1 PP and are secured as Support Weapons. German units which break lose control of their canisters
- German units with control of one or more canisters no longer suffer ammo shortage.
- German ELR reduces by 1 in the event that all German leaders are killed or captured.
- German vehicles suffer fuel shortage as per Kampfgruppe Peiper (KGP13.).
- No Quarter is N.A.



Scenario GJ086

Aftermath: Soviet anti-aircraft batteries tracked the incoming German JU-52's and succeeded in downing several, but the majority of planes made it over the last known German-held terrain in the Kessel. Supply Canisters were pushed out into the frigid January air to fall into the snow covered steppes below. Cautiously, German Landsers left their hiding places to expend what energy they had left to reach as many canisters as possible. As they secured their bounty...the familiar sound of T-34's could be heard in the distance. The Russians swept into the drop zone and actively sought to capture their emaciated enemy, resorting to fire only when German resistance was too much to tolerate further. For many Landsers the long journey to a decade of imprisonment began that afternoon.