

# SCENARIO: WINTERGEWITTER

WINTER STORM

**Duration:** 2 turns, December II and December III **Weather:** automatically snow and clear sky on December II. The rivers are frozen.

**Axis Supports** Initially available



**Axis Reinforcements:**

**Soviet Support** NONE

**Soviet reserves:**

2nd Guards Army	387	98	24 G	3 G	33 G	49 G	2 GMK	6 MK
	232	232	342	342	342	342	10103	883

**Special rules**

- The rules of chapters 6 and 10 to 18 are ignored for this scenario.
- The scenario begins with the Axis turn of December II, the Soviet turn having already taken place. Before starting the game, the Axis player chooses two support chits from those available and places them in the corresponding box. He automatically receives one support chit on the December II turn and two support chits on the December III turn. The Soviet player does not receive any support chits for this scenario.
- Before starting the game, the Axis player randomly chooses three of the fifteen available JU 52 markers, and places them face down without looking at the effect (JU 52 icon face up), on hexes 1332, 1333, and 1334.
- On the December II turn, units of the German Sixth Army, and Soviet units of the Encircling Force may not move or attack. During this turn, no German unit may enter hex 1230.
- Aside from the Soviet Encircling Force units forming the pocket, no Soviet unit may voluntarily end any phase on rows 1231 to 1234.

**Victory conditions**

- The Axis player achieves a **decisive victory** at the end of the game if he controls one of the following hexes: 1231, 1232 or 1233.
- The Soviet player achieves a **decisive victory** if he prevents an Axis victory without releasing 2nd Guards Army from the reserves.
- The Soviet player achieves a **marginal victory** if he prevents an Axis victory, releasing the 2nd Guards Army from the reserves, and also eliminates the German 6th Panzer and 23rd Panzer divisions. **If he fails, the Axis player achieves a marginal victory.**