**KOLTSO**

Explanatory Notes

By H.J. Baltjes

**Introduction**

The present scenario covers the ultimate destruction the German 6th Army near Stalingrad in January 1943. The scenario is 790 turns long, lasting from the postponed assault on January 10th  till the formal ending of military operations on February 2nd, 1943. (Field Marshall Paulus had already personally surrendered three days before).

The scenario is predominantly inspired by “Stalingrad ‘42”, a John Tiller Game of the *Panzer Campaigns* Series (HPS simulations). Further, several other sources (books, internet sites, data bases, road maps, etc.) were used to develop this scenario. The most important were:

* Antony Beevor: *Stalingrad,* 1998; Viking, London
* John Erickson: *The Road to Stalingrad*, 1985; Panther Books
* James F. Dunnigan (editor): *The Russian Front, Germany’s War in the East, 1941-45,* 1978; Arms and Armour Press
* Stephan Walsh: *De Hel van Stalingrad*, ?; Zuidnederlandse Uitgeverij N.V.
* Wikipedia
* [www.stalingrad.net](http://www.stalingrad.net)

The scenario is a large one; it has 414 x 300 hexes and over sixteen thousand units (counters).

The scenario comes, beside these Explanatory Notes, with an Excel-file with a full Order of Battle of the forces involved, a highly important ‘time table’. It is strongly advised to print the **‘Time Table’** since it contains all information on one of the specific features of this scenario:

* ***Variable visibility***

The other specific feature is:

* ***variable- and conditional supply***.

Both features will be discussed in depth later on.

**Map**

The map is North-South orientated; South at the bottom, North at the top. Its size is 414 x300 hexes (w x h) with the standard hex width of 250 meters. So, the total area covers about 7762 km2. The delta-value – the difference in height between adjacent height classes - is 20 meters.

It can be observed that some full-river-hexes of the Volga-river ‘bordered’ by hex-side rivers when adjacent to land hexes. For example hex 346,191 and hex 349,193. This is done because of the fact that at many places, the Russians had ad-hoc ‘pontoon-bridges’ at these sites in earlier stages of the battle for Stalingrad. Such crossings were barely to be denominated as bridges; they were more often than not just a bundle of poles capable of bearing foot-moved soldiers to reach the western shore of the river. One such a crossing is still to be found running from hex 384,145 to hex 387,147. Note that in this two-hexes-wide river, the mid-river hex side is also a river hex side (provided with a light bridge for enabling crossing that hex side).

Bridged full-hex rivers have at least a hex-side bridge (mostly a heavy bridge) at each of their ramps over the hex-side river. Otherwise, the bridge won’t function. Such bridges , however, don’t play an important role in the present scenario.

**Order of Battle (OOB)**

The OOB of ‘all’ units involved in Uranus is given in the ‘Koltso.org’-file

Although the number of units is large: 4701 Axis and 11606 Allied units, including all kinds of transport, HQ’s and commanders, no attempt has been made, however, to ‘squeeze’ units in order to decrease their number a little. Units have been given the ‘Veteran’ status as far as possible, enabling them to fire three times per turn! Artillery HQ’s are not involved in the scenario.

The ‘Volga flotilla’ is still partly present, although less important in ferrying units over the Volga river as in earlier stages of the battle for Stalingrad. This flotilla consisted of a large variation of vessels, each one with its own characteristics. Be aware of that!

**The scenario**

**Varying visibility**

In the time-table it is indicated whether the turn is a night-turn, a day-turn or a dusk/dawn turn. Each type of turn has its own visibility range, given at the bottom of the time table.

To change the visibility, the game should be closed (and saved!)after resolving the Russian artillery bombardments (if any) of the appropriate turn. Then, the Russian player opens the ‘battle-file’. This can be ‘*Koltso.btl*’ for a Human vs. AI Game; ‘*Koltso.btt*’ for a Hot-Seat Game; ‘*Koltso.bte*’ for a PBEM-Game, etc,. Let’s give it a general name: ‘*scenarioname.btx*’.

To open this .btx-file, Notepad is used as default, but any word processor will do.

The top of the *.btx*-file looks like:

*11*

*Koltso*

*12 0 0 5664*

*0 3 0 0 4*

*410 102 8688 1212 95 30*

*0*

*2500 3500 4500 7500 0*

*100 100 0 1373*

The last figure in the second row under the scenario title is the visibility range in hexes. (Here given in red). Just change it into the correct number (e.g. ‘1’ at night turns; ‘4’ at dusk/dawn turns). Save the file and start the game. You will see that the visibility is changed now into the correct range.

**Variable and conditional supply**

The German supply-situation was fully dependent upon the Luftwaffe. Already in December the planes could fly in less than 50% of the necessary supplies, after that the situation got even worse due to the occupation by Russian troops of some relatively close-range airfields. So, the German planes had to come from further away. Beside the longer distance (more space needed for gasoline for the planes themselves, more interceptions by the Russian air force), many planes have been lost when withdrawing to farther bases. German supply was 30% at most and fully relied upon the occupation of

the airbases Pitomnik, Gumrak and the airstrip Stalingradksi.

So, if these fell into Soviet hands, the supply became more and more dramatic.

In the scenario this is incorporated as follows:

* If Pitomnik falls, the supply is decreased with 15%
* If Gumrak falls, the supply is decreased with 10%
* If Stalingradski falls, the supply is decreased with 4%

So, if no airfields are available any more for the Germans, they can only be supplied by sporadic droppings, mounting to 1% supply (The Luftwaffe went on flying till the last moment!).

For the actual change of the supply values in the scenario, we have to go again to the btx-file. In the 4th row below the scenario title you see a number of figures. The last two represent the supply levels for the Allies and the Axis respectively. In the table below, these are illustrated with a green figure (Allies) en a red figure (Axis).

*11*

*Koltso*

*12 0 0 5664*

*0 3 0 0 4*

*410 102 8688 1212 95 30*

*0*

*2500 3500 4500 7500 0*

*100 100 0 1373*

So, the German supply can vary from 30% to 1%

The Germans start with 30% supply, the Russians with 95%.

I will not give a ‘Players Notes’ this time. The only thing I want to say is that you should carefully study the capabilities of all your units and use them wisely (What a open door, isn’t it?).

Hope you enjoy the scenario,

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