

V2⁰⁴ TEBBE'S TIGERS

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HISTORICAL ACCOUNT

LOCATION: The outskirts of Sporony, on the Manych River

DATE: 15 January 1943

COMMENTARY: One of Stalin's attempts to cut off Army Group A involved a massive drive by the 2nd Guards Army between the Don and Manych rivers. The Russian attack reached its peak as General Rotmistrov's troops pushed into the outskirts of Bataysk, a suburb of Rostov. Under General Manstein's direction, Count Schwerin disengaged the "Greyhound" Division from the fighting south of Stalingrad to redirect a spearhead into the deep right flank of rotmistrov's penetration.

Captain Tebbe, commanding the new Tigers, drove his troops through the Russian lines to the high ground near Sporony, then turned and assaulted the village. After a short fight, in which the Russians lost several T-34s and AT guns, the village and the nearby bridge on the Manych were secured for further actions against the Russian flank.

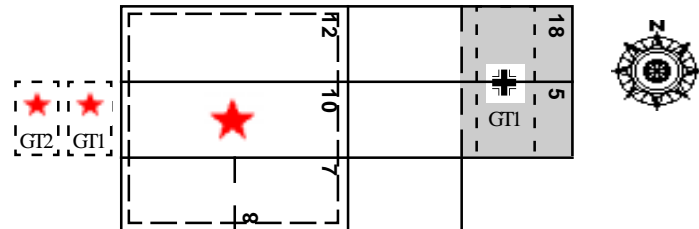
The German successes at Sporony and later at Samodurovka seriously hampered the Russian attack on Rostov and led to the successful withdrawal of Army Group A from rapidly closing encirclement.



TURN RECORD CHART

★ RUSSIAN Sets Up First [166]	★ 1	★ 2	3	4	5	6	7	8	9	10	END
⊕ GERMAN Moves First [156]											

THE BATTLEFIELD AND CONDITIONS



Only hexrows GG-Q are playable on mapboards 12 and 5. Mapboard 8 is placed under mapboard 7 so that hexrow Q abuts hexrow A on mapboard 7 (treat hexes 7A3 and 7A8 as part of the river). All buildings are wooden [EXC: buildings 12U5 and 10Z6 are stone]. All woods are brush. There is a two way vehicular stone bridge in 7AA6-7AA8. The river is deep but not frozen. All ponds and streams are frozen.

EC are Moderate with No Wind at start. Ground snow is in effect.

VICTORY CONDITIONS

Prior to Russian set-up the German player secretly records which three conditions he must fulfill at game end to win:

- 1 Control hexes 7AA5 and 7AA9
- 2 Control buildings 12U5 and 10Z6
- 3 Have at least twice as many CVPs as the Russians
- 4 Control all multi-hex buildings on board 12 between hexrows I-Y inclusive
- 5 Control all multi-hex buildings on board 10 between hexrows R-GG inclusive

SCENARIO SPECIFIC RULES

1 Each rowhouse complex is treated as one multi-hex building for Mopping Up Control purposes.

Elements of 60th Motorised Infantry Regiment, 16th Motorised Division, with attached elements of Tiger Battalion 503 and Panzer Battalion 116 enter on the east edge north of the river; some, all or no units may enter on each turn.

BALANCE: remove the 9-1 leader from the Russian order of battle.

ELR: 3
SAN: 3

Elements of 2nd Guards Mechanised Corps, 2nd Guards Army set up west of hexrow B on boards 12, 10 and/or 7. In addition to their Guns, 1 MMC and any SMC/SW stacked with it may set up HIP.

BALANCE: bore sighting is NA.

ELR: 3
SAN: 3

enter along the west edge of the board on the GT indicated.

GT1

6

GT2

2