

Battalion Combat Series:

Inflection Point: Chir

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1.0 Chir Common Special Rules**1.1 Map and Weather**

1.1a MSRs and Ferries. For MSR purposes, two road hexes connected across a river by a Ferry hexside are considered contiguous. If at least one of the connecting road hexes contains a track, the road is considered using a **Track** for MSR SNAFU Modifier purposes. In contrast to **Kalach**, both sides can use the Ferries and KV Armor can use Road Bridges.

1.1b Weather. Roll for Weather normally using the two left columns on the Weather Table. Before rolling for the number of Air Points available, roll one die to determine which of the two left-most Weather Table columns are used. Each player then rolls on that column to determine their available Air Points.

The effects of Weather are:

Condition	Visibility	Trafficability
Good	4	Good
Rain/Snow	2	Poor

Poor Trafficability: All Truck MAs are HALVED. This effect is NOT cumulative with being halved for a Partial SNAFU result.

Historical Weather. If you prefer the historical weather rather than rolling your own, use these:

Date	Weather
7 Dec	Good
8 Dec	Rain/Snow
9 Dec	Good
10-11 Dec	Rain /Snow
12-13 Dec	Good
14 Dec	Rain /Snow
15 Dec	Good
16 Dec	Rain /Snow

1.1c Don River. The Don River (the only Major River on the map) is considered Blocking Terrain unless one of the endpoint hexes is adjacent to the west side of the Major River. The banks west of the Don River were on average 300 feet higher than the east bank.

1.2 Series Rules Matters

1.2a Repls. Each player obtains Repls from his Repl Table normally. (BCS 2.2) **Important:** Both sides can make use of available Repls (of either kind), **whether or not** there is a Complete MSR.

1.2b Buddies. (BCS Glossary) **Soviets.** Only the 1 Tk Corps and 333 Rfl Division are Buddies. No other Buddies are allowed.

Germans. 11 Pz Div is Buddies with all other German formations.

1.2c Recon Unit Types. Arm Cav and Motorcycle units have Recon Capabilities (BCS 1.1f). No "Pure Cavalry" unit is Recon Capable. Only units identified as Recon in BCS 1.1f can enter Screen (BCS 4.6).

1.2d Support. Any German unit qualified according to the series rules can enter Support. Only those Soviet units with the word "Support" showing on their counter can do so.

1.2e Supply. Map edge Supply Sources are marked by side.

2.0 German Special Rules

2.0a Daily DRMs. The Germans have two types of Daily SNAFU DRM. The 11 Pz Div uses +2. All other German Formations are +0. Normal MSRs required.

3.0 Soviet Special Rules

3.0a Daily DRMs. Soviet Daily SNAFU DRM is always +0.

3.0b Support AT Return. Soviet AT units (those only capable of being in Support and have a literal "AT" unit type symbol) automatically return to play with one Step when destroyed. They cannot use Repls. Roll one die and they return to their Formation that many turns in the future as a Reinforcement with one Step remaining.

A returning AT unit is exempt from the Complete MSR requirement in BCS 2.1c.

Returning AT units are not considered to be "in play" for BCS 6.2a. If the Formation has otherwise been destroyed, remove it completely, to include the supposedly returning AT units.

4.0 Chir Victory Conditions

To win, the Soviet player must control more VP hexes than the German player at the end of the game. "Control" is awarded to the side which occupies (or is last to occupy) that hex with a friendly Unit, provided the unit is:

- In Command Radius.
- Assigned or Intrinsic Units of an Active Formation with a Complete MSR.

The available Victory Point hexes are:

Location	Hex
Surovikino-1	9.22
Surovikino-2	10.21
State Farm 79	10.11
Verkhnechirsky	27.11
Rychkovsky	30.13
Novoderbenovsky	2.17
Ferry-1	24.05
Ferry-2	22.04
Verkhnesolonovsky	8.06

There are total of 9 available. The historical Russians controlled 4 VPs at the end of play (a Minor German Win).

Rate Victory by the following:

VPs Controlled	Victory
2 or less	German Major Victory
3 - 4	German Minor Victory
5	Draw
6 - 7	Soviet Minor Victory
8 or more	Soviet Major Victory

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5.0 Scenarios

5.1 Battle of Chir River (Campaign)

Following the success of Operation Uranus, the Soviets knew the Germans would launch a counteroffensive to relieve the Sixth Army trapped in Stalingrad. They preempted it with an offensive of their own to destroy the Germans west of the Don from the bridgehead they established over the Chir. Their intelligence failed to detect the 11th Panzer Division that was preparing to participate in Hitler's Operation Winter Storm.

Playing Area: Chir Map

First Turn: 7 Dec 42

Last Turn: 16 Dec 42

Game Length: 10 Turns

First Player: Soviet

First Turn Weather: Good

German Set Up:

KG Stplfd:

- 5.19: HQ (Fat-1), 36 Est Pol Bn
- 6.21: 541 Sec Bn
- 2.19: Kharkov I Alarm Bn
- 4.20: Kharkov II Alarm Bn
- 7.21: Morskja IV Alarm Bn
- 9.21: Lindner Alarm Bn
- 9.22: Korherr Alarm Bn, Schöne Alarm Bn
- 10.17: v.Bdnbrck Alarm Bn
- 10.19: Engert Alarm Bn
- 10.21: Esnckr Alarm Bn, Kamnrbg Alarm Bn
- 1.13: Combat Trains

7 LW Fld Div:

- 6.12: HQ (Fat-0), 7 PJ Bn (Support)
- 12.14: I LW Inf Bn
- 11.16: II LW Inf Bn
- 3.09: III LW Inf Bn
- 2.08: IV LW Inf Bn
- 1.05: Combat Trains

336 Inf Div:

- 13.08: HQ (Fat-0), 336 PJ Bn (Support)
- 17.13: I/685 Inf Bn
- 18.12: II/685 Inf Bn
- 20.12: III/685 Inf Bn, 1/301 Fkl Arm Co (Assigned to 336 Inf)
- 15.12: I/686 Inf Bn
- 10.07: II/686 Inf Bn
- 14.13: III/686 Inf Bn
- 16.13: I/687 Inf Bn
- 5.05: II/687 Inf Bn
- 15.13: III/687 Inf Bn
- 8.05: Combat Trains

KG Adam:

- 24.08: HQ (Fat-2)
- 21.12: Erdmann Alarm Bn
- 22.06: Dannnrbg Alarm Bn
- 23.11: Kolbe Alarm Bn

- 24.11: Guck Alarm Bn
- 25.11: Ploy Alarm Bn
- 27.11: Dobiat Alarm Bn, Krünes Alarm Bn
- 28.11: Tzschckl Alarm Bn
- 29.13: Elbinger Alarm Bn
- 30.13: Domshk Alarm Bn
- 31.13: Schiffer Alarm Bn
- 20.01: Combat Trains

Formation Activation Markers in Play:

7 LW Fld Div, 336 Inf Div, KG Adam, KG Stplfd

Soviet Set Up:

Independents:

- 16.18: 8 KV Arm Bde

119 Rfl Div:

- 7.25: HQ (Fat-2, 1x Arty Point), 216 AT Bn (Support)
- 1.22: 1/365 Inf Bn
- 3.23: 2/365 Inf Bn
- 6.23: 3/365 Inf Bn
- 8.22: 1/421 Inf Bn
- 9.23: 2/421 Inf Bn
- 10.22: 3/421 Inf Bn
- 11.22: 1/634 Inf Bn
- 12.21: 2/634 Inf Bn
- 12.22: 3/634 Inf Bn
- 10.27: Combat Trains

1 Tk Corps:

- 14.16: HQ (Fresh, 1x Arty Point), 89 Arm Bde, 117 Arm Bde
- 13.17: 8 Motorcycle Rgt, 216 KV Arm Bde
- 15.14: 44 Inf Bde
- 16.14: 10 Arm Cav Bn
- 17.14: 33 AT Rgt
- 13.16: 481 AT Rgt
- 15.20: 159 Arm Bde, 1 Tk Combat Trains, 333 Rfl Combat Trains

333 Rfl Div:

- 14.17: HQ (Fresh, 1x Arty Point), 156 AT Bn (Support)
- 12.16: 1/1116 Inf Bn
- 11.17: 2/1116 Inf Bn
- 12.17: 3/1116 Inf Bn
- 12.15: 1/1118 Inf Bn
- 13.15: 2/1118 Inf Bn
- 14.14: 3/1118 Inf Bn
- 11.18: 1/1120 Inf Bn
- 11.19: 2/1120 Inf Bn
- 12.18: 3/1120 Inf Bn
- 11.20: Tng Inf Bn

Sec 1 Tk Corps above: Combat Trains

3 Gds Cav Corps:

- 19.16: HQ (Fat-1, 1x Arty Point)
- 19.14: 5 Gds Cav Div
- 18.14: 6 Gds Cav Div
- 22.12: 32 Cav Div
- 16.19: Combat Trains

258 Rfl Div: (mixed with 7 Tk Corps)

- 25.14: HQ (Fat-2, Coordination), 342 AT Bn (Support)
- 27.13: 405 Inf Rgt
- 30.15: 991 Inf Rgt
- 25.13: 999 Inf Rgt
- 26.23: 258 Rfl Combat Trains, 7 Tk Combat Trains

7 Tk Corps: (mixed with 258 Rfl Div)

- 25.16: HQ (Fat-2, Coordination, 1x Arty Point), 9 Gd AT Bn (Support), 150 AT Rgt
- 22.14: 3/4 Gd Inf Rgt
- 27.15: 8/4 Gd Inf Rgt
- 23.14: 11/4 Gd Inf Rgt
- Sec 258 Rfl Div above:** Combat Trains

Formation Activation Markers in Play:

3 Gd Cav Corps, 1 Tk Corps, 7 Tk Corps, 119 Rfl Div, 258 Rfl Div, 333 Rfl Div

5.2 Tormosin Offensive (Small)

This scenario covers the opening days of the Soviet's Offensive towards Tormosin (just south off the map). The 5th Tank Army was only able to conduct the opening offensive with a single Tank Corps, but this was determined to be more than adequate as they failed to detect a panzer division lurking in the rear.

Playing Area: Chir Map, west of 20.xx inclusive

First Turn: 7 Dec 42

Last Turn: 11 Dec 42

Game Length: 5 Turns

First Player: Soviet

First Turn Weather: Good

Victory Conditions: Use a modified Chir Victory (4.0) using the following:

VPs Controlled	Victory
1 or less	German Victory
2	Draw
3 or more	Soviet Victory

German Set Up & Reinforcements:

Use those from Chir Scenario 5.1 except those from KG Adam.

Formation Activation Markers in Play:

7 LW Fld Div, 336 Inf Div, KG Stplfd

Soviet Set Up & Reinforcements:

Use those from Chir Scenario 5.1 except those from 7 Tk Corps and 258 Rfl Div.

Formation Activation Markers in Play:

3 Gd Cav Corps, 1 Tk Corps, 119 Rfl Div, 333 Rfl Div

5.3 Attack of the Fifts (Medium)

The Soviet 5th Shock Army was formed after the Chir offensive to assist the 5th Tank Army on its left flank. It took over formations from various commands and together, both armies launched another attack on 13 Dec in the hopes of destroying the Germans south of the Chir.

Playing Area: Chir Map

First Turn: 13 Dec 42

Last Turn: 16 Dec 42

Game Length: 4 Turns

First Player: Soviet

First Turn Weather: Good

Victory Conditions: Use the Chir Victory (4.0) conditions

German Set Up:

11 Pz Div:

- 9.11: HQ (Fat-1), IV/119 '88' Co (Support), 61 PJ Bn (Support)
- 6.18: 61 Krd Pz Recon Bn
- 7.17: II/15 Pz Bn [3]
- 7.18: III/15 Pz Bn [3]
- 11.14: I/110 PG Bn [4]
- 12.13: II/110 Inf Bn [4]
- 10.15: I/111 Inf Bn [4]
- 10.16: II/111 Inf Bn [4]
- 13.13: 209 Pz Pio Bn [3]
- 8.05: 11 Pz Combat Trains, 336 Inf Combat Trains

KG Stpfld:

- 5.16: HQ (Fat-2, PD), 36 Est Pol Bn, 1/301 Fkl Arm Co (Assigned to Stpfld, Support)
- 7.20: 541 Sec Bn [5]
- 1.17: Kharkov I Alarm Bn [3]
- 3.17: Kharkov II Alarm Bn [3]
- 8.20: Morskja IV Alarm Bn [3]
- 9.21: Lindner Alarm Bn [2]
- 9.22: Korherr Alarm Bn [2], Schöne Alarm Bn [1]
- 10.19: v.Bdnbrck Alarm Bn [5]
- 10.20: Engert Alarm Bn [5]
- 10.21: Esnckr Alarm Bn [1], Kamnbrg Alarm Bn [2]
- 1.13: Combat Trains

7 LW Fld Div:

- 7.15: HQ (Fat-2, PD), 7 PJ Bn (Support), II LW Inf Bn [2]
- 10.14: I LW Inf Bn [2]
- 10.17: III LW Inf Bn [5]
- 10.18: IV LW Inf Bn [5]
- 1.08: Combat Trains

336 Inf Div:

- 14.08: HQ (Fat-2), 336 PJ Bn (Support), III/686 Inf Bn [5]
- 16.12: I/685 Inf Bn [5]
- 17.13: II/685 Inf Bn [5]
- 18.12: III/685 Inf Bn [5]
- 15.12: I/686 Inf Bn [5]
- 14.12: II/686 Inf Bn [5]
- 19.13: I/687 Inf Bn [5]
- 20.11: II/687 Inf Bn [5]
- 20.12: III/687 Inf Bn [5]
- See 11 Pz Div above:** Combat Trains

KG Adam:

- 24.08: HQ (Fat-1, PD), Dannbrg Alarm Bn
- 21.12: Erdmann Alarm Bn
- 23.11: Kolbe Alarm Bn
- 24.11: Guck Alarm Bn
- 25.11: Ploy Alarm Bn
- 26.10: Dobiatt Alarm Bn
- 27.11: Krünes Alarm Bn
- 28.11: Tzschckl Alarm Bn
- 29.13: Elbinger Alarm Bn
- 30.13: Domshk Alarm Bn
- 31.13: Schiffer Alarm Bn
- 20.01: Combat Trains

Formation Activation Markers in Play:

7 LW Fld Div, 11 Pz Div, 336 Inf Div, KG Adam, KG Stpfld

Reinforcements:

None.

Soviet Set Up:

5 Mech Corps:

- 3.23: HQ (Fat-1, 1x Arty Point, PD)
- 3.20: 45 Arm Cav Bn [1]
- 3.21: 64 Motorcycle Bn [2]
- 2.17: 168 Mat Arm Bn [2]
- 3.19: 188 Val Arm Bn [2]
- 1.19: 45 Mech Bde [7]
- 7.21: 49 Mech Bde [7]
- 5.19: 50 Mech Bde [8]
- 1.27: Combat Trains

119 Rfl Div:

- 10.24: HQ (Fat-2, 2x Arty Point), 216 AT Bn (Support)
- 8.22: 1/365 Inf Bn [3]
- 8.21: 2/365 Inf Bn [3], 3/365 Inf Bn [3]
- 9.23: 1/421 Inf Bn [3], 2/421 Inf Bn [3]
- 10.22: 3/421 Inf Bn [3]
- 11.22: 1/634 Inf Bn [3]
- 11.21: 2/634 Inf Bn [3], 3/634 Inf Bn [3]
- 9.29: Combat Trains

1 Tk Corps:

- 13.17: HQ (Fat-2, 1x Arty Point), 102 Arm Bde
- 13.15: 89 Arm Bde [1], 117 Arm Bde [1]
- 12.16: 159 Arm Bde [1]
- 12.15: 216 KV Arm Bde [1]

- 12.17: 8 KV Arm Bde [2] (Assigned to 1 Tk)
- 16.13: 44 Inf Bde [2]
- 17.14: 10 Arm Cav Bn, 33 AT Rgt
- 15.20: 1 Tk Combat Trains, 333 Rfl Combat Trains
- Dead Pile:** 8 Motorcycle Rgt, 481 AT Rgt

333 Rfl Div:

- 14.17: HQ (Fat-2), 156 AT Bn (Support)
- 11.15: 1/1116 Inf Bn [3]
- 11.16: 2/1116 Inf Bn [3]
- 12.14: 3/1116 Inf Bn [3]
- 13.14: 1/1118 Inf Bn [3]
- 14.13: 2/1118 Inf Bn [3]
- 15.13: 3/1118 Inf Bn [3]
- 11.17: 1/1120 Inf Bn [3]
- 11.18: 2/1120 Inf Bn [3]
- 11.19: 3/1120 Inf Bn [3]
- 11.20: Tng Inf Bn
- See 1 Tk Corps above:** Combat Trains

3 Gds Cav Corps:

- 18.15: HQ (Fat-2, 1x Arty Point)
- 19.14: 5 Gds Cav Div [5]
- 18.13: 6 Gds Cav Div [5]
- 20.13: 32 Cav Div [5]
- 16.19: Combat Trains

47 Gd Div:

- 22.14: HQ (Fat-0), 113 AT Bn (Support)
- 23.13: 137 Inf Rgt
- 22.12: 140 Inf Rgt
- 21.13: 142 Inf Rgt
- 19.17: Combat Trains

258 Rfl Div:

- 25.14: HQ (Fat-0), 342 AT Bn (Support)
- 26.12: 405 Inf Rgt
- 27.13: 991 Inf Rgt
- 25.13: 999 Inf Rgt
- 22.16: Combat Trains

7 Tk Corps:

- 25.17: HQ (Fat-0, 1x Arty Point), 9 Gd AT Bn (Support), 150 AT Rgt
- 31.15: 3 Gd Arm Bde
- 30.15: 62 Arm Bde, 7 Inf Bde
- 28.13: 87 Arm Bde
- 29.15: 3/4 Gd Inf Rgt
- 29.16: 8/4 Gd Inf Rgt
- 28.15: 11/4 Gd Inf Rgt
- 25.21: Combat Trains

Formation Activation Markers in Play:

3 Gd Cav Corps, 1 Tk Corps, 7 Tk Corps, 5 Mech Corps, 47 Gd Div, 119 Rfl Div, 258 Rfl Div, 333 Rfl Div

Reinforcements:

None.

German Order of Arrival

<i>Turn</i>	<i>Entry Area</i>	<i>Units</i>
7 Dec 42	C	11 Pz Div (HQ (Fresh, HQ is Used), 61 Krd Pz Recon Bn, II/15, III/15 Pz Bn, I/110 PG Bn, II/110, I/111, II/111 Inf Bn, IV/119 '88' Co, 61 PJ Bn, 209 Pz Pio Bn, Combat Trains)

Soviet Order of Arrival

<i>Turn</i>	<i>Entry Area</i>	<i>Units</i>
9 Dec 42	Add	1x Arty Point
	A or B	5 Mech Corps (HQ (Fat-0), 45 Arm Cav Bn, 64 Motorcycle Bn, 168 Mat Arm Bn, 188 Val Arm Bn, 45, 49, 50 Mech Bde, Combat Trains)
10 Dec 42	B	47 Gd Div (HQ (Fat-0), 137, 140, 142 Inf Rgt, 113 AT Bn, Combat Trains)
11 Dec 42	7 Tk HQ	7 Tk Corps (3 Gd, 62, 87 Arm Bde, 7 Inf Bde)
12 Dec 42	1 Tk HQ	1 Tk Corps (102 Arm Bde)