JW9

The Russians in Prussia

East Prussia, January 13th 1945: The Soviet army is at the gates of Germany. After a terrible artillery preparation, the 2nd & 3rd Belorussian Fronts, with 44 divisions, 800 tanks and 3000 guns, rush on Prussia, defended by the 3rd Panzer Army composed of 9 weakened divisions, 50 tanks & 400 guns. But the Germans had planned for an attack in this area for a long time. Six fortified lines had been established and the advanced positions had been evacuated just before the Soviet artillery barrage. It remained to repel the waves of tanks and soldiers that would follow…

Victory conditions: The Soviet player scores VP [A26.3] for exiting units via the west board edge:

25+ = Soviet victory

15-24 = game drawn

14- = German Victory

Game length: 17 turns.

The German player sets up first, the Russian player moves first.

Scenario Special Rules:

1. EC are Ground Snow [E3.72] without Wind At Start.
2. The German player must form 6 lines of defence. A line of defence is composed of not more than 3 rows of contiguous hexes [eg: 3X, 3Y and 3Z). Each line must contain no more than 5 MMCs (which must be of the same type), 3 Wire, 12 Mine factors, 2 Trenches, 2 Foxholes, 2 Bunkers, 2 Roadblocks, 1 gun, 3 leaders and 5 SW. There must be ≥ 9 hexes between each line of defence.

Aftermath: Despite overwhelming numerical superiority and enormous sacrifices, the Soviets succeeded only in partial penetration of German defences. However, the general situation on the front is forced the 3rd Panzer to withdraw to avoid encirclement.

JW-10

The Monsters Attack

East Front, January 1945: An elite detachment is constituted and equipped with the most powerful weapons to carry out against the Soviets an "Ardennes offensive". The first part of the plan requires the rapid takeover of the village of Scectrynz and its vital bridges. The Soviets, who have no offensive planned in this sector of the front, have organised two lines of rigid defences and are determined to keep the bridges intact ...

Victory conditions: Each player scores normal VP, with the exception that eliminated Soviet squads & half squads do not earn the German player point.

In addition, the German may earn the following VP:

+20 if there is no Good Order Soviet squads left on boards 15 or 23 at the end of the game (i.e. 40 for both).

+15 per bridge on board 23 (+30 for board 8) that the German player was the last to Control.

+20 if all Soviet tanks and guns are destroyed.

At game end, the difference between German & Soviet VP are checked to determine the winner:

100+ = German victory

71-99 = game drawn

70- = Soviet victory

Scenario Special Rules:

1. EC are Moderate, with no Wind at start.
2. There are two stone bridges on board 8, Y1-Y5 and Q2-Q9.
3. All Germans are Fanatic and Stealthy. The 838 are Assault Engineers [H1.22].
4. All Soviet tanks must set up on bridge hexes. The Cupolas have an AF rating of 11, a HMG with 8FP, range 12 hexes and ROF of 2.
5. Due to the rigidity of Soviet doctrine, no Soviet unit may exit the map on which it is set up. Moreover, the units on boards 8 & 23 may not move until a unit on the same board has established an LOS to a German unit.

Aftermath: This battle did not take place and this scenario aims to use rare or non-existent German pieces in the official scenarios. It also demonstrates the technical superiority that the Germans had acquired in the matter of armour, a superiority that could only be counterbalanced by the overwhelming quantity of allied armour and, of course, the control of the air…