

Stargard Solstice: Extended Example of Play – Turn 4

First, a brief summary of Turns 1-3...

Turn 1 Random Event: die-roll '6'. Air Operation Aborted. (19.1.10)

Command Activations Overview

Key moments revealed the Germans advanced the 39th Panzer Corps towards Pyritz and the siege of Bahn was successfully lifted (14.1.2). The 3rd SS Panzer Corps advanced towards Arnswalde whilst it was decided by OKH to insert the Munzel Corps into the front line between the 3rd SS Panzer Corps and 10th SS Infantry Corps.

For the Soviets, the 61st Army was activated as it was attacked by the 3rd SS Panzer Corps (12.1) whilst the 2nd Guard Tank Army Command Chit was picked via the Command Draw. In both cases, front line units were repositioned for maximum defensive cohesion.

Turn 2 Random Event: die-roll '3'. German Barrage. (19.1.1)

Command Activations Overview

Overall a successful turn for the Germans; the Command Chit not picked was 10th SS, so the main forces were all activated and the 11th Panzer Army Command Chit (3.1.5) was used to activate the 3rd SS Panzer Corps for a second time – helping to apply maximum pressure on the Soviet 61st Army and lift the siege of Arnswalde (14.1.2). The Munzel Corps had mixed fortunes – some poor die-rolling for key attacks. The 39th Panzer Corps made more progress around Pyritz, pushing 2nd Guard Tank forces back but had mixed fortunes further east.

For the Soviets, Stavka was unable to contact the commander of the 2nd Guard Tank Army Command Chit which thus remained inactive. The 61st Army was struggling to maintain its front; help was forthcoming from the arriving 47th Army and also the redeployment of forces under the command of Konstantinov.

Turn 3 Random Event: die-roll '2'. General Wenck falls asleep (19.1.9)

Command Activations Overview

As the greatest success had been achieved against the Soviet 61st Army, this is where the Germans continued to focus their efforts (and also holding out for the Automatic Victory conditions – 14.2.1). 11th Panzer Army Command Chit (when drawn) was again used to activate 3rd SS Panzer Corps. Other Command Chits picked included 39th Panzer Corps, Munzel Corps and Stell II. Decent progress continued to be made by 3rd SS Panzer Corps, and a lot of damage was inflicted on the Soviet 61st Army with the remaining forces retreating some distance. Less impressive were the attacks of the 39th Panzer Corps and Munzel Corps, although losses were inflicted on the defending Soviet forces facing them.

Deployment of 47th Army, west of 61st Army



For the Soviets, the insertion of the 47th Army between the 2nd Guard Tank Army and the remains of the 61st Army was completed – covering the most dangerous advances by the 3rd SS Panzer Corps and protecting the Automatic Victory Hexes (14.2.1).

The 2nd Guard Tank Army repositioned itself in the light of the attacks by 39th Panzer Corps.



Deployment of 2nd Guard Tank Army south of Pyritz



1st Polish Army launches probing attacks against 10th SS Corps

In the east, the 3rd Shock Army was inserted into the front line between the forces under Konstantinov and the 1st Polish Army; the latter formation made some probing attacks against the 10th SS Corps, its forces were poorly located because they had not been activated since Turn 1.

Turn 4 Air Unit Phase: Three German units were moved from the Refit Box to the Luftwaffe Box and the final unit is moved from the Grounded Box to the Refit Box. The Soviet Air unit was not used last turn so remains in the 16th Air Army Box.



Random Event Phase: die roll '5'. 'Defend the Reich' (19.1.3)

SEQUENCE OF PLAY	
AIR UNIT PHASE	
Refitted Unit Return Segment	
Grounded Unit Refitting Segment	
RANDOM EVENT PHASE	
Random Event Table Roll Segment	
COMMAND PHASE	
Command Segment	
Movement Segment	
Combat Segment	
SUPPLY PHASE	
REINFORCEMENT PHASE	
Reinforcement Segment	
Soviet Replacement Segment	
Volksturm Deployment Segment	
END OF TURN PHASE	
VP Marker Segment	
Turn Advance Segment	



Command Activations: First picked was the German 10th SS Command Chit

Following the terms of 19.1.3, 4th SS Division was withdrawn towards Kolbatz; 10th SS Panzer Division disengaged from the front line and concentrated around Pyritz. The 233rd Infantry Division was kept in its current position whilst other units are moved to cover the front line (independent units and units from the 3rd SS Panzer Corps). The Fuhrer Begleit Division was withdrawn to Stargard whilst the Fuhrer Grenadier Division was partly withdrawn whilst half of it was kept in the front line to cover the flank of the 104th PJ Brigade.

39th Panzer Corps starts to disengage



With these movements completed, units of the 10th SS Corps were then activated and some were moved westward to free up the remaining units of the Munzel Corps... which in turn will allow the 3rd SS Panzer Corps to move westwards. No attacks were launched by 10th SS Infantry Corps.

Position of 10th SS Corps after activation





Command Activations: Second picked was the German Stell II Command Chit

The Fuhrer Begleit Division reached hex 07.16 (Altdamm) and was removed from play (19.1.3); the 28th SS Division was also continuing its journey from the front line and was closing in on Altdamm. The Fuhrer Grenadier Division was still in two parts – two units continued to cover the flank of 104th PJ Brigade whilst the rest was situated around Stargard. The 233rd Infantry Division continued to hold the front line until replacement units were in place. The 10th SS Panzer Division was now in a position to withdraw from around Pyritz and would be able to leave in the next activation.



10th SS Panzer and 28th SS Divisions withdraw



Command Activations: Third picked was the Soviet 3rd Shock Army Command Chit

Stavka wanted a counter-attack to be launched to take advantage of the German withdrawals.

Headquarters of the 3rd Shock Army was the first to heed the call... even though they were not well placed to attack as most of the Infantry Divisions were still making their way to the front line. Nonetheless, a probing attack was launched against units of the 163rd Division in Gross Spiegel, with the longer-term goal of driving 10th SS Corps and Corps Munzel apart. The attack went in at 2:1 odds – a die-roll of '1' meant that the attacking forces had to retreat one hex. The Soviet air unit was not committed as it was being withheld for a (hopefully) more significant attack later in the turn.

Initial attack by 3rd Shock Army repulsed...



Command Activations: Fourth picked was the 11th Panzer Army Command Chit – the German player selected the 3rd SS Panzer Corps to be activated.



Initially the German player concentrated on the continued removal of units of the 39th Panzer Corps. The 10th SS Panzer Division and 28th SS Infantry Division were lifted off the map once they had reached Altdamm, as was part of the Fuhrer Grenadier Division. The 233rd Infantry Division was now in a position to start its withdrawal as its place would now be taken by the 27th SS Infantry Division (3rd SS Panzer Corps). The 11th SS Panzergrenadier Division withdrew to the river line around Dolitz and Sandow. Independent KGs Schafer and Sulberg were sent westwards to support the weak units of Stell II facing 2nd Guard Tank Army. An attack was launched by units around Arnswalde against weak units of the 61st Army, led by the 24/11SS with an

Situation at end of activation of Corps Munzel

Command Activation: The Seventh and last picked was 47th Army Command Chit.

Situation at end of activation of 47th Army

Supply Phase: All German units were found to be able to trace an uninterrupted supply line to a suitable supply source (11.1; 11.2.3 & 11.2.4). All Soviet units were found to be able to trace an uninterrupted supply line to a suitable supply source (11.1; 11.2.1 & 11.2.2).

Reinforcement Phase: The German 3rd Armee Command Chit was added to the Draw Container and the 11th Panzerarmee Command Chit was withdrawn (3.1.5).

The Soviet 9GA Air unit was deployed to the 16th Air Army Box. The 234/77 (47th Army) entered at Hex 'C' and was moved via strategic movement to Zollen, and thus would be within range of its HQ in the next turn.

SEQUENCE OF PLAY

AIR UNIT PHASE
Refitted Unit Return Segment
Grounded Unit Refitting Segment

RANDOM EVENT PHASE
Random Event Table Roll Segment

COMMAND PHASE
Command Segment
Movement Segment
Combat Segment

SUPPLY PHASE

REINFORCEMENT PHASE
Reinforcement Segment
Soviet Replacement Segment
Volkssturm Deployment Segment

END OF TURN PHASE
VP Marker Segment
Turn Advance Segment



The Soviets received two replacement points this turn and spent them on bringing back - at reduced strength - two destroyed divisions of the 61st Army (75G/9G and 31I/89). They were placed adjacent to their HQ (7.3.2).

No Volksturm were in the Volksturm Box so this Segment was ignored.

End of Turn Phase: No VP markers were required to be flipped this turn (2.6.1 & 14.3.1).

The Turn Marker was advanced to Turn 5.

Deployment of replacement units (7.3.2)

The German perspective: *All of the units required to be removed by the 'Defend the Reich' event had been successfully accomplished. The German player is allowed two turns to achieve this... and some play-testers did take a more leisurely approach to it – using the activations in Turn 5 to complete the withdrawal and thus benefitting from a stronger front-line for longer. However, the Germans only receive three Command Points for Turn 5. Assuming the Soviet player attempts to surround or pin these units it can be very tricky to remove them all – and any left on the map at the end of the turn generate VPs for the Soviets. Turns 1-3 has gone fairly well for the German player – a significant amount of damage had been inflicted on the Soviet 61st Army... but conversely little damage had been inflicted on the 2nd Guard Tank Army, and this is a key formation for launching the counter-attack. Opportunities were missed for launching more spoiling attacks, and using the one remaining air unit in combat support. The sieges around both of the Festungs were also successfully lifted.*

The Soviet perspective: *The Soviet player is probably the happier of the two. Although no there will be no VP awards resulting from 'Defend the Reich' units remaining on the map, the overall situation is good, not least the strength of the 2nd Guard Tank Army at this stage. Usually replacements will have to be spent to bring this formation up to strength because of the damage inflicted by the 39th Panzer Corps... favourable Command Chit selections in the next couple of turns could result in an earlier offensive... and ideally before Stell II can be reinforced with independent units etc. As with the German experience, more low-odd attacks could/should have been attempted. The failure to use the air unit was inexcusable – the Soviet player had kept it back in the hope that the last activation might be either the 1st Polish Army or the forces under Konstantinov. Both of these formations had much more offensive potential than the 47th Army...*

... and thus all to play for as Turn 5 begins with the Air Unit Phase.