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

For the Soviets, the 61<sup>st</sup> Army was activated as it was attacked by the 3<sup>rd</sup> SS Panzer Corps (12.1) whilst the 2<sup>nd</sup> 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  $10^{th}$  SS, so the main forces were all activated and the  $11^{th}$  Panzer Army Command Chit (3.1.5) was used to activate the  $3^{rd}$  SS Panzer Corps for a second time – helping to apply maximum pressure on the Soviet  $61^{st}$  Army and lift the siege of Arnswalde (14.1.2). The Munzel Corps had mixed fortunes – some poor die-rolling for key attacks. The  $39^{th}$  Panzer Corps made more progress around Pyritz, pushing  $2^{nd}$  Guard Tank forces back but had mixed fortunes further east.

For the Soviets, Stavka was unable to contact the commander of the 2<sup>nd</sup> Guard Tank Army Command Chit which thus remained inactive. The 61<sup>st</sup> Army was struggling to maintain its front; help was forthcoming from the arriving 47<sup>th</sup> 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 61<sup>st</sup> Army, this is where the Germans continued to focus their efforts (and also holding out for the Automatic Victory conditions – *14.2.1*). 11<sup>th</sup> Panzer Army Command Chit (when drawn) was again used to activate 3<sup>rd</sup> SS Panzer Corps. Other Command Chits picked included 39<sup>th</sup> Panzer Corps, Munzel Corps and Stell II. Decent progress continued to be made by 3<sup>rd</sup> SS Panzer Corps, and a lot of damage was inflicted on the Soviet 61<sup>st</sup> Army with the remaining forces retreating some distance. Less impressive were the attacks of the 39<sup>th</sup> Panzer Corps and Munzel Corps, although losses were inflicted on the defending Soviet forces facing them.

# Deployment of 47<sup>th</sup> Army, west of 61<sup>st</sup> Army | Solvent | Continue | Contin

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

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



Deployment of 2<sup>nd</sup> Guard Tank Army south of Pyritz



1<sup>st</sup> Polish Army launches probing attacks against 10<sup>th</sup> SS Corps

In the east, the 3<sup>rd</sup> Shock Army was inserted into the front line between the forces under Konstantinov and the 1<sup>st</sup> Polish Army; the latter formation made some probing attacks against the 10<sup>th</sup> 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 16<sup>th</sup> Air Army Box.



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



**Command Activations:** First picked was the German 10<sup>th</sup> SS Command Chit

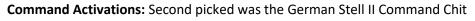
Following the terms of 19.1.3,  $4^{th}$  SS Division was withdrawn towards Kolbatz;  $10^{th}$  SS Panzer Division disengaged from the front line and concentrated around Pyritz. The

233<sup>rd</sup> Infantry Division was kept in its current position whilst other units are moved to cover the front line (independent units and units from the 3<sup>rd</sup> 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 104<sup>th</sup> PJ Brigade.



With these movements completed, units of the 10<sup>th</sup> 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 3<sup>rd</sup> SS Panzer Corps to move westwards. No attacks were launched by 10<sup>th</sup> SS Infantry Corps.







The Fuhrer Begleit Division reached hex 07.16 (Altdamm) and was removed from play

(19.1.3); the 28<sup>th</sup> 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 104<sup>th</sup> PJ Brigade whilst the rest was situated around Stargard. The 233<sup>rd</sup> Infantry Division continued to hold the front line until replacement units were in place. The 10<sup>th</sup> SS Panzer Division was now in a position to withdraw from around Pyritz and would be able to leave in the next activation.



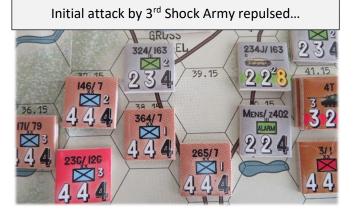
10th SS Panzer and 28th SS Divisions withdraw



## Command Activations: Third picked was the Soviet 3<sup>rd</sup> Shock Army Command Chit

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

Headquarters of the 3<sup>rd</sup> 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 163<sup>rd</sup> Division in Gross Spiegel, with the longer-term goal of driving 10<sup>th</sup> SS Corps and Corps Munzel apart. The attack



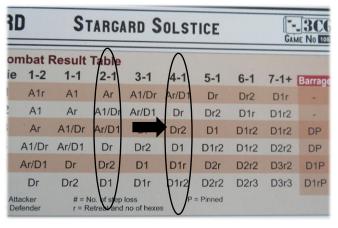
went in at 2:1 odds – a die-roll of '1' meant that the attacking forces had to retreat one hex. The Soviet air unit was not committed as it was being withheld for a (hopefully) more significant attack later in the turn.

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

TIPS Start II

Initially the German player concentrated on the continued removal of units of the 39<sup>th</sup> Panzer Corps. The 10<sup>th</sup> SS Panzer Division and 28<sup>th</sup> SS Infantry Division were lifted off the man once they had reached Altdamm, as was part of the Fu

were lifted off the map once they had reached Altdamm, as was part of the Fuhrer Grenadier Division. The 233<sup>rd</sup> Infantry Division was now in a position to start its withdrawal as its place would now be taken by the 27<sup>th</sup> SS Infantry Division (3<sup>rd</sup> SS Panzer Corps). The 11<sup>th</sup> 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 2<sup>nd</sup> Guard Tank Army. An attack was launched by units around Arnswalde against weak units of the 61<sup>st</sup> Army, led by the 24/11SS with an

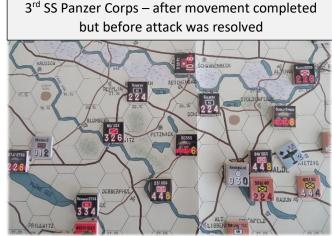


Arnswalde only lightly held. The German air unit was returned to the Grounded Box – to be available in two turns time.



Command Activation: Fifth picked was 3<sup>rd</sup> SS Panzer Corps Command Chit – it was returned to the Cup (3.1.3). Its place was taken by the 2<sup>nd</sup> Guard Tank Army Command Chit.

air unit committed to a Full Attack (13.1). The odds of 2:1 were thus raised to 4:1. A die-roll of '1' (do you see a pattern emerging here?!) generated a result of Ar/D1. The Soviets took the step loss but more significantly the retreating German forces (for example, KG Voigt from the Arnswalde garrison) left the Victory Hex location of



Stavka continued to demand immediate counter-attacks and elements of the 2<sup>nd</sup> Guard Tank Army were in a better position than most to effectively respond. Elements of the 9<sup>th</sup> and 12<sup>th</sup> Guard Tank Corps were instructed to advance on either side of Pyritz. In the west, 47GT/9GT and 33G/9GT achieved a 3:1 against the 9P/9FJ and II/26FJ/DEN. A die-roll of 4 generated a Dr2 result (one hex of



of Rackitt – 9.5). To the east, 49GT/12GT and 50GT/9GT also gained a 3:1 attack against 6J/DEN and 1/1MAR. A die-roll of '6' created a D1r result, flipping the 1/1MAR as it was the more powerful unit (8.6.1). The Germans retreated towards their supply source on the western map edge (9.2.1). 49GT/12GT advanced one hex to the northeast of Pyritz.

which was cancelled by the Village terrain

Command Activation: Sixth picked was Corps Munzel Command Chit.

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Completing the removal of the units of the 39<sup>th</sup> Panzer Corps, the 233<sup>rd</sup> Infantry Division completed its exit to Altdamm and of the map. The remaining units of the Fuhrer Begleit Division were able to be removed from the front line. The 281<sup>st</sup> Infantry

Division was able to complete its movement into the front line – between 104PJ Brigade and units of the 10<sup>th</sup> SS Corps. The Sulberg Independent unit was within range of the Munzel Corps HQ (now with a reduced range of six) and was sent further west to support Stell II.

## Situation at end of activation of Corps Munzel BUTOW GROSS SILBER OUT OF COMMAND SILBER 31, 104P 32, 104P 33, 104P 33, 104P 35, 104P 35, 104P 36, 104P 37, 104P 37, 104P 38, 104P 38, 104P 38, 104P 38, 104P 39, 104P 31, 104P 31, 104P 31, 104P 31, 104P 32, 104P 31, 104P 32, 104P 33, 104P 33, 104P 34, 104P 35, 104P 36, 104P 37, 104P 37, 104P 38, 104P 38,

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



Units under the

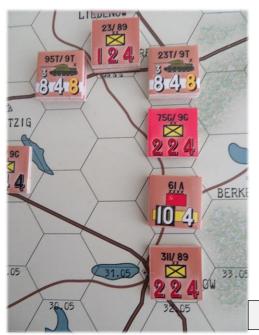
command of the 47<sup>th</sup> Army which had been maneuvered to cover the Automatic Victory hex locations were now advanced up to the positions held by the 27<sup>th</sup> SS Infantry and 11<sup>th</sup> SS Panzergrenadier Divisions. Advance units also reached the outskirts of Arnswalde. An attack was considered but not launched (despite the fact that the Soviet air unit was still available; it was felt that the likelihood of success was minimal and that ground losses were best avoided).

**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  $3^{rd}$  Armee Command Chit was added to the Draw Container and the  $11^{th}$  Panzerarmee Command Chit was withdrawn (3.1.5).

The Soviet 9GA Air unit was deployed to the 16<sup>th</sup> Air Army Box. The 234/77 (47<sup>th</sup> 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.





The Soviets received two replacement points this turn and spent them on bringing back - at reduced strength - two destroyed divisions of the 61<sup>st</sup> Army (75G/9G and 311/89). 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 61<sup>st</sup> Army... but conversely little damage had been inflicted on the 2<sup>nd</sup> Guard Tank Army, and this is a key formation for launching the counterattack. 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 2<sup>nd</sup> 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 39<sup>th</sup> 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 1<sup>st</sup> Polish Army or the forces under Konstantinov. Both of these formations had much more offensive potential than the 47<sup>th</sup> Army...

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