



# Stargard Solstice

## INTRODUCTION

2 Scenarios for Stargard Solstice (108-1, Three Crowns Games).

## INDEX

### 1.0 SCENARIO 1: OPERATION SOLSTICE

- 1.1 Duration
- 1.2 Chit Draws
- 1.3 Playable Map area
- 1.4 Victory Conditions
- 1.5 Command Points
- 1.6 Set Up
- 1.7 Reinforcements

### 2.0 SCENARIO 2: SOVIET POMERANIAN OFFENSIVE

- 2.1 Duration
- 2.2 Chit Draws
- 2.3 Playable Map area
- 2.4 Victory Conditions
- 2.5 Command & Supply
- 2.6 Set Up
- 2.7 Reinforcements
- 2.8 Notes
- 2.9 Random Events
- 2.10 Order of Battle Notes

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## 1.0 SCENARIO 1: Operation Solstice



### 1.1 DURATION

This scenario lasts for Turns 1-3.

### 1.2 CHIT DRAWS

The following Command Chits are available at start:  
German: Stell II HQ; 39 Pz HQ; 3SS Pz HQ & Munzel HQ

Soviet: 2GT HQ; 61A HQ & Konstantinov HQ  
The Special Turn 1 Rule [12.1] applies. 3SS Pz is the first Command Chit on Turn 1.

### 1.3 PLAYABLE AREA

From row 01.XX to row 39.XX (inclusive).

### 1.4 VICTORY CONDITIONS

The Germans win by Sudden Death Conditions (See 14.1.2) or by the lifting of the sieges of Bahn (by a unit under the command of Corps Stell II) and Arnswalde (by a unit under the command of 3<sup>rd</sup> SS Panzer Corps). In addition, a Supply route devoid of EZOC must be established to Pyritz by a unit under the command of 39<sup>th</sup> Panzer Corps. Independent units **cannot** be used to satisfy this requirement. The Soviet player wins if the German player fails to achieve his Victory Conditions.

## 1.5 COMMAND POINTS

Turn 1: German: 4: Soviet: 1\*

Turn 2: German: 4: Soviet: 3

Turn 3: German: 4: Soviet: 4

## 1.6 SET UP

### German Forces:

**Stell II HQ** (04.18)

Pommern VLKSTM (01.06)

Klein/Den (03.07)

II/26FJ/Den (08.08)

PzJG54/9FJ, PzJG53/9FJ,  
PzJG51/9FJ, 9J/9FJ, 9P/9FJ,  
FJzbV/9FJ (w/i 1 of 04.11)

I/26FJ/9FJ (04.14)

Engel/Den (06.07)

Festung Bahn, KG Schmeling (07.05)

6J/DEN (10.08)

EaU Stettin, Pyritz II VLKSTM (13.07)

Rein/Den (14.09)

Hessen I VLKSTM (12.09)

Hessen II VLKSTM (12.08)

**39 Pz HQ** (10.13)

44Pz/233, 142/233, 139/233,  
144P/233, 144J/233 (w/i 1 of 16.17)

44A/233 (17.15)

22/10SS (10.16)

Lang/10SS, 10A/10SS (13.16)

21/10SS (12.16)

10P/10SS, 10J/10SS (11.16)

StuG/10SS (14.15)

4Pz/4SS (11.13)

8/4SS (12.14)

4A/4SS (12.15)

7/4SS (10.12)

69/28SS (17.11)

70/28SS (20.12)

28J/28SS (18.12)

28P/28SS (20.11)

**3SS PZ HQ** (27.15)

Oehms/27SS, 27J/27SS (22.13)

Rehman/27SS, 27P/27SS (23.12)

503SS (25.16)

Festung Arnswalde, Voigt (26.08)

HvS/11SS (25.12)

23/11SS, 11A/11SS (24.12)

24/11SS, Schulz-Streek (26.12)

102Pz/FB (30.19)

673J/FB (29.18)

120P/FB (32.16)

100/FB (30.15)

Klotz/23SS (23.19)

49/23SS (25.18)

23J/23SS (24.19)

Sülberg (29.11)

Schäfer (30.13)

**Munzel HQ** (16.15)

911/FG (29.22)

101Pz/FG (37.18)

124P/FG (29.23)

99/FG (38.15)

951P (16.13)

100/104PJ (15.13)

4J/104PJ (14.16)

2J/104PJ (17.14)

3J/104PJ (18.15)

1A/104PJ (19.15)

5Jäg/104PJ (14.13)

281P/281, 368/281, 322/281,  
418/281 (w/i 1 of 36.21)

### AIR UNITS START:

1 JG, Rudel (Luftflotte 6)

2 JG, 3 JG (Grounded Box)

### Soviet Forces:

**2GT HQ** (16.05)

19M/1M (11.06)

35M/1M (06.05)

37M/1M (02.05)

219T/1M (08.06)

6GT (13.03)

79GT (19.08)

18 ENG (12.02)

33G/9GT, 65GT/9GT (13.05)

47GT/9GT, 50GT/9GT (14.07)

48GT/12GT (14.11)

66GT/12GT (17.08)

49GT/12GT (16.09)

34G/12GT (15.11)

**61 HQ** (29.06)

85T (26.09)

38 ENG (25.02)

212/80 (24.10)

356/80 (27.08)

75G/9G, 152 (21.09)

415/9G (30.12)

12G/9G (33.12)

23/89 (28.10)

311/89 (23.08)

397/89 (40.13)

11 GdT (30.09)

**Konstantinov HQ** w/i 1 of (31.10)

14GC/7GC, 15GC/7GC, w/i 1 of (31.10)

16GC/7GC (26.07)

119UR/7GC (26.07)

**47 HQ** (38.06)

143/129 (23.01)

60/125 (35.03)

185/77 (13.04)

76/125 (38.13)

### AIR UNIT START:

6 GA (Air Army 16)

## 1.7 REINFORCEMENTS

### TURN 1

**GERMAN:** 11Pz AOK Draw Chit, 1/1Mar (A)

**SOVIET:** 47A Draw Chit, 88GT, 132/129 (D)

### TURN 2

**SOVIET:** 3 Sh Draw Chit, 146/7 (E), 364/7, 265/7,

207/79, 115UR (F)

### TURN 3

**SOVIET:** 1 BRF Draw Chit, 328/77 (D), 3Sh HQ,

260/129, 8MR/9T, 95T/9T, 23T/9T, 108T/9T,

36GT/9T, 2AES (E)

## 2.0 SCENARIO 2: Soviet Pomeranian Offensive



### 2.1 DURATION

This scenario lasts for Turns 7-10.

### 2.2 CHIT DRAWS

The following Command Chits are available:

German: All except 39 Pz HQ + 11Pz AOK Draw Chit

Soviet: All available Draw Chits

On Turn 7, the first Command Chit is either 61<sup>st</sup> Army or 2<sup>nd</sup> Guard Tank (Soviet player's choice). After that activation, Command Chits are drawn as normal.

### 2.3 PLAYABLE MAP AREA

The whole map is playable.

### 2.4 VICTORY CONDITIONS

The Soviets win if they achieve 15 VPs by game's end. (n.b. they start with 3 VPs already).

The German player wins if the Soviet player fails to achieve his Victory Conditions and the German succeeds in holding Bahn until the end of the game.

All other outcomes result in a draw.

The Soviet player also receives 3 VPs if they destroy over half of the units in 3<sup>rd</sup> SS Panzer Corps. There are 14 units so the Soviet player must destroy at least eight of them.

### 2.5 COMMAND & SUPPLY

All units begin in Command on Turn 7, irrespective of the distance between them and their Commanding HQ. All units start in Supply.

### 2.6 SET UP

**(R)** – Unit sets up on its reduced strength side

**(Ind)** – Independent unit

#### German Forces:

**Stell II HQ**

**(04.18)**

Klein/Den (R)	(03.08)
Engel/Den (R)	(07.08)
II/26FJ/Den (Ind)	(08.08)
6J/DEN	(09.08)
Rein/Den	(10.09)
I/26FJ/9FJ	(04.09)
1/1Mar	(02.09)
PzJG53/9FJ (R)	(07.09)
PzJG51/9FJ	(08.11)
9J/9FJ	(06.09)
9P/9FJ	(05.06)
FJzbV/9FJ	(05.05)
Festung Bahn	(07.05)
<b>3SS PZ HQ</b>	<b>(27.15)</b>
Oehms/27SS (R)	(20.10)
27J/27SS	(22.11)
Rehman/27SS	(21.09)
27P/27SS (R)	(23.11)
503SS	(15.12)
Voigt	(24.12)
HvS/11SS (R)	(18.12)
23/11SS	(16.13)
11A/11SS	(14.10)
24/11SS	(14.12)
Schulz-Streek	(14.09)
Klotz/23SS	(27.11)
49/23SS	(31.13)
23J/23SS	(28.11)
Sülberg (Ind)	(29.11)
Schäfer (Ind)	(30.13)
<b>Munzel HQ</b>	<b>(16.16)</b>
[Use the HQ counter with a command range of '6']	
100/104PJ (R)	(29.15)
2J/104PJ, 3J/104PJ,	
1A/104PJ (R)	w/i 2 of (16.16)
281P/281	(11.07)
368/281 (R)	(10.08)
322/281	(12.08)
418/281 (R)	(13.08)
<b>10SS HQ</b>	<b>(33.20)</b>
56J/5J (R)	(33.12)
75J/5J	(31.12)
5P/5J	(32.12)
Scha/z402	(38.15)
Kohl/z402	(35.12)
Mens/z402 (R)	(36.14)
Hard/z402	(34.13)
FHJ3/LEH	(40.16)
FHJ1/LEH	(39.15)
FHJ4/LEH (R)	(41.16)
FHJ2/LEH	(42.16)
234P/163	(45.18)
310/163	(44.19)
307/163	(43.17)
324/163	(47.19)
234J/163 (R)	(43.18)
<b>Corps Tettau:</b>	See Event 19.1.5
<b>AIR UNITS START:</b>	
1 JG, 2 JG	(Luftflotte 6)
3 JG	(Grounded)

**Begins in the Volksturm Box:**

Pommern VLKSTM, Hessen I VLKSTM,  
Hessen II VLKSTM, Pyritz II VLKSTM

### **Soviet Forces:**

#### **2GT HQ (17.01)**

48GT/12GT, 66GT/12GT (R),  
49GT/12GT, 34G/9GT w/i 1 of (17.09)  
6GT (15.09)

19M/1M, 35M/1M, 37M/1M (R),  
219T/1M w/i 2 of (15.02)

33G/9GT, 65GT/9GT (R),  
47GT/9GT, 50GT/9GT(R) w/i 2 of (21.01)

**61 HQ** (23.03)

212/80 (R) (25.10)

356/80 (R) (29.08)

75G/9G (R) (17.10)

415/9G (R) (18.10)

12G/9G (20.08)

23/89 (18.08)

311/89 (23.09)

397/89 (23.03)

11 GdT (Ind) (30.09)

**Konstantinov HQ** (w/i 1 of 27.06)

14GC/7GC (R), 15GC/7GC,

16GC/7GC (R) w/i 1 of (27.06)

119UR/7GC (27.10)

8MR/9T, 95T/9T, 23T/9T,

108T/9T, 36GT/9T w/i 1 of (32.05)

**47 HQ** (05.01)

60/125, 234/77 (R), 185/77 (R),

260/129 w/i 2 of (04.02)

76/125 (02.05)

175/125 (11.06)

328/77 (R) (09.07)

70GT (08.02)

**3Sh HQ** (42.07)

364/7 (38.12)

265/7 (30.10)

171/79 (40.13)

146/7 (31.10)

207/79 (41.13)

150/79, 33/12G, 52G/12G,

23G/12G w/i 3 of (42.07)

115UR (35.11)

**1 (P) HQ** (46.12)

4(P) (43.13)

2(P) (44.16)

1C(P) (45.17)

6(P) (47.17)

1(P) (43.12)

1T(P) (44.17)

1 Eng (P), 2 Eng (P) (44.13)

4T (P) (46.17)

**2 GC Corps:** See Event 19.1.5

#### **AIR UNIT START:**

6 GA (Air Army 16)

9 GA (Air unit)

## **2.7 REINFORCEMENTS**

### **TURN 7**

**SOVIET:** 1 GT Draw Chit, 1GT HQ, 64GT, 19,  
17ENG, 40GT/11GT, 44GT/11GT, 45GT/11GT,

27GR/11GT, 19GM/8G, 20GM/8GM,  
21GM/8GM, 1GT/8GM, 8GMC/8GM, 48GT (D)

### **TURN 8**

**GERMAN:** 2/1Mar, 1P/1Mar, 4/1Mar, 210 (B)

## **2.8 NOTES**

Bahn is still on its 'Festung' side and is therefore still currently worth 3 VPs.

Pyritz has been captured by the Soviet player prior to the start of this scenario. Therefore, it is currently worth 2 VPs to the Soviet player.

The siege of Arnswalde was lifted prior to the Soviets capturing it. Therefore, it is currently worth 1 VP to the Soviet player.

## **2.9 RANDOM EVENTS**

Assume that all of the Primary Random Events have occurred when implementing the result of the die-roll.

## **2.10 ORDER OF BATTLE NOTES**

All of the units within these German formations have been withdrawn:

39Pz HQ; 10<sup>th</sup> SS Panzer; 28<sup>th</sup> SS Infantry; 4<sup>th</sup> SS Infantry; 233<sup>rd</sup> Infantry; FB Brigade; FG Brigade

The following German units have been eliminated:

**Stell II:** PJ54/9FJ

**Munzel Corps:** 4J/104PJ; 5JAG/104PJ; 951P

**10SS:** Kausch

**Independent:** Arnswalde Festung; Eau Stettin; Schmeling

**Air Unit:** Rudel

The following Soviet units have been eliminated or moved off the map:

**2GT:** 18M Eng; 79GT

**61A:** 85T; 38 Eng; 152 Penal; 88GT

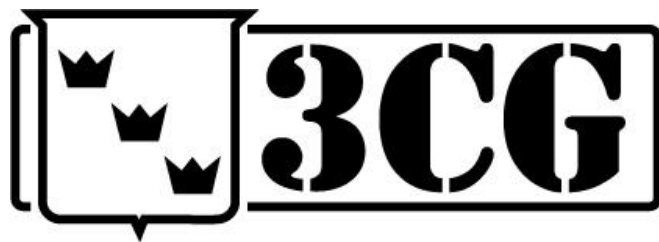
**3SH:** 25 Eng

The following Soviet units have been eliminated or moved off the map and can't be returned via replacements:

**47A:** 18 Eng; 143/129; 132/129

**1 (P):** 3(P)

**Independent:** AES2



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