

Line of Communications

Number 4
March 2008

*Operation
Bodenplatte
Cyberboard Europa
(Part II)
Invasion of Sweden*



Luftwaffe

Contents

Good News All Around.....	3
Unternehmen Bodenplatte	4
Europafest 2008.....	15
Invading Sweden, 1943	16
Cyberboard Europa (Part II).....	21
Letters	45



Got anything to say?

Then write to LOC at loc@luiz.claudio.nom.br.

Editor: Luiz Cláudio Duarte

Published quarterly at Brasília, Brazil

<http://www.luiz.claudio.nom.br/loc/>

LOC is distributed free of charge. We will publish small ads for free, as long as they're *Europa*-related.

The *Europa* series and trademark are a creation of Rich Banner and Frank Chadwick. The *Europa* trademark is used by permission of Paul Richard Banner.

Glory and *The Great War* are trademarks of HMS/GRD and used with permission.

Cover: *Unsere Luftwaffe* (German war poster)

Editorial Lines

Good News All Around

Luiz Cláudio Duarte

Last December, the *Europa* community got a nice Christmas gift: HMS/GRD announced that TEM 88 will be published before *Total War*, reversing its previous policy of publishing the magazine only after *Total War* was released.

Then, in January, we had another pleasant surprise: gone are the days of the 1/4-size maps, *Total War* will use half-size maps. Updated maps for *Balkan Front*, *A Winter War* and *First to Fight* may also be printed before the *Total War* maps.

Both are welcome news indeed. Let's hope HMS/GRD can sort out its legal problems and start producing games as soon as possible.

In this issue, you'll find another piece of good news: Tom Johnson is organizing Europafest 2008. Barring a winning bet at the lottery, I won't be attending, but I'll be delighted to print the AARs and photos of the Fest.

Also, there is the second part of Don Lazov's 1943 campaign of *Fire in the East* and *Scorched Earth* played via Cyberboard. This issue brings the Russian set-up.

Phil Mason offers an interesting piece on Unternehmen Bodenplatte, the last great offensive operation of the Luftwaffe.

Rounding up the issue is an AAR by Stefan Farrelly on the 1943 German invasion of Sweden, one of the what-if scenarios presented in *Storm Over Scandinavia*.

This has been said before, but it bears repeating: please keep writing for *LOC*, folks. This is *your* fanzine. 

Lines from History

Unternehmen Bodenplatte

Phil Mason

I've recently had the chance to read "Bodenplatte – the Luftwaffe's Last hope" by John Manrho and Ron Pütz. It is a remarkably in-depth work carefully retracing the movements of all the Axis and Allied air units involved in the New Year's Day air strike. By exhaustive, painstaking research and interviews they present a blow-by-blow account of the ill-fated operation. Importantly, their meticulous findings have allowed the German War Graves Commission to resolve the fate of 15 German airmen previously only listed as MIA.

Although at a Europa scale, this operation would only be represented as a series of Airbase attack missions on Jan I 45, I was interested in mapping out the action to better understand some of the reasons for its disastrous failure.

By late 1944, the German Reich was getting a constant battering, day and night from the Allied strategic bombers, now unleashed from their support of the D-day landings. With the advent of the P-51 Mustang long-range fighter, and the number of Allied airbases in re-conquered France, the Luftwaffe fighters were suffering terrible losses and having little discernable effect.

The commander of the Luftwaffe fighter arm, GenLt Adolf Galland, came up with a plan to withdraw what was left of his forces to rebuild and replenish them, and to then mount an all-out assault on the US 8th Air Force with 2500 fighters – the 'Grosse Schlag' or 'Great Blow'. The idea was to inflict such sudden, heavy losses (as had occurred in 1943 with the Schweinfurt/Regensburg raids) that the Allied command would call off or cancel the strategic campaign for a time. This, in turn, would allow the Reich's industry a respite to rebuild itself.

However, even though the front line had stabilised, by the time the month needed to prepare the fighter units had come, they were being re-allocated to support another operation. GenLt Werner Kreipe, Luftwaffe Chief of Staff, was informed by Hitler on Sept 16 about the upcoming Ardennes offensive – *Unternehmen Wacht am Rhein* – and the Luftwaffe's expected participation. A month later Kreipe informed *Luftflotte Reich* to prepare SG4, and 6 to 7 *Jagdgeschwadern*, for transfer to the *LwKdo West*.

A further month later, on Nov 16th, Göring issued orders that JgKrps II would provide fighter cover, and also stage attacks on the Allied fighter-bomber bases. Further emphasising the fall from grace of the fighter arm was that the new commander of JgKrps II, appointed a day earlier, was GenMaj Dietrich Peltz (RK-S), who had gained his experience as a stuka and bomber group commander.

That said though, planning was very careful and secretive – there are very few indications from the ULTRA papers that the Allies knew of the upcoming operations. Eleven Allied

airbases would be attacked simultaneously, with the fighters led in by up to 72 Ju88 pathfinders seconded from the nightfighter units.

Meanwhile the Ardennes offensive opened on December 16th although the initial bad weather prevented the airbase attacks. The *Jagdgruppen* tried to provide fighter cover, but in just 8 days of operations against the RAF 2nd Tactical and US 9th Air Forces, the *Jagdwaaffe* took huge losses: 322 pilots killed, 23 POWs and 133 wounded, with over 600 planes destroyed and 220 damaged (360 from the 23rd to 25th alone!). Many of the commanders had presumed the airbase strike operation was cancelled. However, in the early afternoon of Dec 31st, the codewords 'Varus' and 'Teutonicus' were issued, telling the commanders to brief their pilots. Then at 6.30pm came codeword 'Hermann' confirming the time and date to be over the targets as 9.20am the next morning.

GROUND SITUATION

By the end of 1944 the Allies had burnt themselves out in the failed attacks to cross the Rhine at Arnhem and in the Hurtgen Forest. Equally, Hitler's response – trying to blast his way through the Ardennes - had reached its high-tide mark by Christmas and was now being beaten back.

Using Europa Map 16A, the Front Line followed the Scheldt Estuary, with the Allies south of the Maas, to Nijmegen then down opposite the Siegfried Line to Maastricht. Aachen had fallen in Oct II but no further inroads had been made through the Westwall. Hex '1622' was still German, and the Battle of the Bulge extended the German lines from '1723' to '1726', then '1826-1926', back to '1924' with the Bastogne pocket (hex '1825') still holding out.

Luftwaffe Order of Battle

Notes in drafting up the OB:

The nominal strength of a fighter *Gruppe* at this time was 68 aircraft and pilots; it was 42 for the bomber and ground attack *Gruppen*. So it is immediately obvious that most of the squadrons were operating well below strength, despite the sterling efforts of the 'blackmen' to get as many aircraft as possible for the missions.

Such was the sorry state of the average pilot quality now that the majority of the pilots were very green, with minimal training (especially lacking in ground strafing) and barely a half-dozen missions flown each. Indeed, Alfred Seidl's I/JG3 had had such heavy losses in December that he had no officers left and all 4 *staffeln* were led by NCOs!

Most of the Reich Defence *Geschwadern* had been remodelled in an effort to more effectively tackle the 8th Air Force. The Me109 *staffeln* would engage the escort fighters, while the more heavily armed Fw190s would attack the *Viermots*.

Given that, in Europa terms, the late-war German air counters represent about 50-70 aircraft, the following total numbers of attacking aircraft will give the appropriate number of air units involved:

Fw190A8, A9	x 219	= 3 Fw190A8 counters
Fw190D9	x 167	= 3 Fw190D counters
Fw190F8	x 50	= 1 Fw190F counter (Code A)
Me109G10, G14	x 297	= 5 Me109G10 counters
Me109K4	x 89	= 1 Me109K counter
Me262A2	x 28	= 0 Me262A2 counters (Code B), regretfully

All map references are on Second Front's Map 16A; numbers are of serviceable aircraft, and of pilots ready for action, not the total number actually on the base at the time.

3rd JagdDivision GenMaj Walter Grabmann

JG 1 "Ösau" ObLt Herbert Ihlefeld, RK-S : 123 victories				
I / 1	23x 190A8 - 33 pilots	Twenthe	(1017)	1x Fw190A8 9F8 1/11
II / 1	36x 190A8 - 25 pilots	Drope	(0915)	
III / 1	12x 109G14 - 25 pilots	Rheine	(1016)	
Target:	Maldegem (0928), Gent-St Denis (1027),	flying via 's Gravenhage flying via Spakenburg & both then via Zeebrugge	(0624) (0721) (0827)	(I & III Gruppen) (II Gruppe)

JG 3 "Udet" Maj Heinz 'Pritzi' Bär, RK-S : 203 victories				
I / 3	22x 109G10/G14AS - 18 pilots	Paderborn	(1515)	1x Me109G10 8F8 1/8
III / 3	17x 109G14/K4 - 28 pilots	Lippspringe	(1815)	
IV(St) / 3	22x 190A8R2 - 33 pilots	Gütersloh	(1415)	
Target:	Eindhoven (1123),	flying via Dorsten	(1318)	-

JG 6 "Horst Wessel" ObLt Johann Kogler				
I / 6	29x 190A8 - 35 pilots	Delmenhorst	(0912)	1x Fw190A8 9F8 1/11
II / 6	46x 190A8/A9 - 52 pilots	Quackenbrück	(1013)	
III / 6	21x 109G14AS - 28 pilots	Bissel	(1013)	
Target:	Volkel (1021),	flying via Spakenburg	(0721)	-

JG 26 "Schlageter" ObLt Josef 'Pips' Priller, RK-S : 101 victories				
I / 26	34x 190D9 - 42 pilots	Fürstenau	(1015)	1x Fw190D 10F8 1/11
II / 26	32x 190D9 - 41 pilots	Nordhorn	(1016)	
III / 26	21x 109G14/K4 - 29 pilots	Plantlünne	(1015)	1x Fw190D 10F8 1/11
III / 54	32x 190D9 - 44 pilots	Fürstenau	(1015)	
Target:	Brussels-Evere (1226), Grimsbergen (1226),	Both flying via Rotterdam & St Niklaas	(0724) (1026)	(II & III Gr) (I & III/54 Gr)

JG 27 "Afrika" Maj Ludwig 'Zirkus' Franzisket, RK : 43 victories				
I / 27	25x 109G14/K4 - 22 pilots	Rheine	(1016)	1x Me109K 8F8 1/8
II / 27	13x 109G14AS - 19 pilots	Hopsten	(1015)	
III / 27	15x 109K4 - 13 pilots	Hesepe	(1014)	-
IV / 27	17x 109G10/G14 - 19 pilots	Achmer	(1115)	
IV / 54	15x 190A8/A9 - 21 pilots	Vörden	(1114)	
Target:	Brussels-Melsbroek (1226),	staging via Utrecht	(0722)	-

JG 77 "Herz-As" Maj Siegfried Freytag (acting), RK : 101 victories				
I / 77	19x 109G14U4 - 22 pilots	Dortmund	(1417)	1x Me109G10 8F8 1/8
II / 77	20x 109G10/G14 - 52 pilots	Bönninghardt	(1320)	
III / 77	18x 109K4 - 5 pilots	Düsseldorf	(1520)	
Target:	Antwerp-Deurne (1025),	flying via Apeldoorn & Rotterdam	(0819) (0724)	-

JgAbfü Mittelrhein ObLt Gotthardt Handrick

JG 2 "Richthofen" ObLt Kurt Bühlingen, RK-S : 112 victories				
I / 2	35x 190D9/A8 - 33 pilots	Marzheim	(2118)	1x Fw190D 10F8 1/11
II / 2	24x 109G14/K4 - 29 pilots	Nidda	(2116)	
III / 2	40x 190D9/A8 - 28 pilots	Altenstadt & Ettinghausen	(2216) + (2116)	
Target:	St Trond (1325),	flying via the Snow Eifel	(1822)	-

Ironically, this had been a major German NF base, and also hosted most of JG2 itself, back in August, just 4 months earlier

SG 4 ObLt Alfred Druschel, RK-S				
I / SG4	24x 190F8 - 29 pilots	Bonn-Hangelar	(1720)	1x Fw190F 7A7 4-1/10
II / SG4	27x 190F8 - 35 pilots	Köln-Butzweilerhof	(1620)	
III / SG4	24x 190F8 - 42 pilots	Köln-Wahn	(1619)	
Target:	St Trond (1325),	flying via Zulpich	(1621)	-

JG 4 Maj Gerhard Michalski, RK-EL : 72 victories				
I / 4	23x 109G14 - 16 pilots	Darmstadt-Greisheim	(2319)	1x Me109G10 8F8 1/8
II(St) / 4	24x 190A8R2 - 32 pilots	Babenhausen	(2318)	-
III / 4	10x 109K4 - 9 pilots	Darmstadt-Greisheim	(2319)	-
IV / 4	21x 109G10/14 - 17 pilots	Rhein-Main	(2217)	-
Target:	Le Culot (1326),	flying via Prüm	(1822)	

JG 11 Maj Günther Specht, RK : 34 victories				
I / 11	20x 190A8 - 10 pilots	Biblis	(2419)	-
II / 11	31x 109G14 - 50 pilots	Zellhausen	(2318)	1x Fw190A8 9F8 1/11
III / 11	47x 190A8 - 30 pilots	Groß Ostheim	(2318)	-
Target:	Asch (1323),	flying via Koblenz	(1920)	

5th JagdDivision GenMaj Karl Hentschell

JG 53 "Pik-As" ObLt Dr Helmut Bennemann, RK : 93 victories				
II / 53	22x 109G14AS - 23 pilots	Malmsheim	(2721)	-
III / 53	26x 109G14AS - 28 pilots	Kirrlach	(2620)	-
IV / 53	32x 109G14 - 37 pilots	Stuttgart-Echterlingen	(2920)	1x Me109G10 8F8 1/8
Target:	Metz-Frescaty (2225),	flying via Kaiserslautern	(2322)	(II & IV Gruppen)
	Etain (2127)	flying via Saarbrücken	(2223)	(III Gruppe)

3rd FliegerDivision

KG(J) 51 "Edelweiss" ObLt Wolfgang 'Bombo' Schenk, RK-EL				
I / KG51	21x 262A2 - 33 pilots	Hopsten	(1015)	-
II / KG51	3x 262A2 - 0 pilots	Hesepe	(1014)	-
Estf, III / KG76	6x Ar234B2 - 12 pilots	Münster-Hansdorf	(1216)	-
Target:	Gilze-Rijen (1023)	Direct		

Allied Order of Battle

2nd TACTICAL AIR FORCE Air Marshal Arthur 'Mary' Coningham KCB

No 83 Group – Air Vice Marshal Harry 'Broady' Broadhurst DSO & bar				
121 Wing	Typhoon 1B – 3 sqns	B-80 Volkel	(1021)	1x Typhoon 1B 8F8 4-1/11
122 Wing	Tempest V – 5 sqns	B-80 Volkel	(1021)	2x Tempest 5 10F8 3-1/15
126 Wing	Spitfire IX – 5 sqns	B-88 Heesch	(1021)	2x Spitfire 9 (Can) 8F7 2/10
124 Wing	Typhoon 1B – 4 sqns	B-78 Eindhoven	(1123)	1x Typhoon 1B 8F8 4-1/11
143 Wing	Typhoon 1B – 4 sqns	B-78 Eindhoven	(1123)	1x Typhoon 1B (Can) 8F8 4-1/11
39 Recce Wing	Spitfire IX & XIV – 4 sqns	B-78 Eindhoven	(1123)	-
125 Wing	Spitfire XIV – 4 sqns	Y-32 Ophoven	(1323)	1x Spitfire 14 10F8 2/11
127 Wing	Spitfire XVI – 2 sqns	B-56 Evere	(1226)	1x Spitfire 16 (Can) 9F7 2/10

No 84 Group				
123 Wing	Typhoon 1B	Relocating from Gilze-Rijen to Chièvres	-	-
131 Wing	Spitfire IX & XVI – 3 sqns	B-61 Gent-St Denis	(1027)	1x Spitfire 9 [Pol] 8F7 2/10
135 Wing	Spitfire IX – 2 sqns	B-79 Maldegem	(0928)	1x Spitfire 9 (NZ) 8F7 2/10
132 Wing	Spitfire IX & XVI – 5 sqns	B-79 Woensdrecht	(1025)	1x Spitfire 9 [Nor] 8F7 2/10
145 Wing	Spitfire IX – 4 sqns	B-70 Antwerp-Deurne	(1025)	1x Spitfire 16 9E7 2/10
146 Wing	Typhoon 1B – 5 sqns	B-70 Antwerp-Deurne	(1025)	1x Spitfire 9 (Fr) 8F7 2/10
35 Recce Wing	Mustangs & Spitfires – 3 sqns	B-77 Gilze-Rijen	(1023)	2x Typhoon 1B 8F8 4-1/11

No 2 Group & 2nd Tac HQ				
34 Recce Wing	Spitfires, Mosquitoes, Wellingtons – 3 sqns	B-58 Brussels-Melsbroek	(1226)	-
139 Wing	Mitchell II – 3 sqns	B-58 Brussels-Melsbroek	(1226)	1x B-25J 5A6 4-3/24

9th AIR FORCE LtGen Hoyt Vandenburg DSM

9 th Tactical Air Command - BrigGen Elwood 'Pete' Quesada						
- 70 th Fighter Wing, 71 st Fighter Wing, 84 th Fighter Wing						
352 nd FG	P-51 Mustang – 3 sqns	Y-29 Asch	(1323)	1x P-51D20	9F8	3-1 / 20
366 th FG	P-47 Thunderbolt – 3 sqns	Y-29 Asch	(1323)	1x P-47D25	8F9	4-1 / 19
48 th FG	P-47 Thunderbolt – 3 sqns	A-92 St Trond	(1325)	1x P-47D25	8F9	4-1 / 19
404 th FG	P-47 Thunderbolt – 3 sqns	A-92 St Trond	(1325)	1x P-47D25	8F9	4-1 / 19
36 th FG	P-47 Thunderbolt – 3 sqns	A-89 Le Culot	(1326)	1x P-47D25	8F9	4-1 / 19
363 rd TRG	F-5 Lightning – 1 sqn	A-89 Le Culot	(1326)		-	
373 rd FG	P-47 Thunderbolt – 3 sqns	Y-10 Le Culot East	(1326)	1x P-47D25	8F9	4-1 / 19

19 th Tactical Air Command - BrigGen Otto 'Opie' Weyland						
- 100 th Fighter Wing, 303 rd Fighter Wing						
354 th FG	P-51 Mustang – 3 sqn	A-98 Rosières-en-Haye	(2328)	1x P-51D20	9F8	3-1 / 20
362 nd FG	P-47 Thunderbolt – 3 sqns	A-82 Rouvres-Etain	(2127)	1x P-47D25	8F9	4-1 / 19
361 st FG	P-51 Mustang	A-64 St Dizier	(2230)	1x P-51D20	9F8	3-1 / 20
405 th FG	P-47 Thunderbolt - 3 sqn	A-64 St Dizier	(2230)	1x P-47D25	8F9	4-1 / 19
406 th FG	P-47 Thunderbolt - 3 sqn	A-80 Mourmelon-le-Grand	(1931)	1x P-47D25	8F9	4-1 / 19
10 th PRG	F-6C & F-5 – 5 sqn	A-94 Conflans	(2225)		-	
365 th FG	P-47 Thunderbolt – 3 sqns	Y-34 Metz-Frescaty	(2225)	1x P-47D25	8F9	4-1 / 19
367 th FG	P-38J Lightning – 3 sqn	A-68 Juvincourt	(1631)	1x P-38J	7E8	4-1 / 22
368 th FG	P-47 Thunderbolt – 3 sqn	A-68 Juvincourt	(1631)	1x P-47D25	8F9	4-1 / 19

1st TACTICAL AIR FORCE

12 th Tactical Air Command						
50 th FG	P-47 Thunderbolt – 3 sqns	A-96 Toul-Ochey	(2428)	1x P-47D25	8F9	4-1 / 19
358 th FG	P-47 Thunderbolt – 3 sqns	A-90 Toul-Crux de Metz	(2428)	1x P-47D25	8F9	4-1 / 19
371 st FG	P-47 Thunderbolt – 3 sqns	Y-1 Tantonville	(2026)	1x P-47D25	8F9	4-1 / 19
1 st Esc	Spitfire	Y-39 Haguenau & (Y-8 Luxeuil)	(2622)	1x Spitfire 8 (Fr)	8F7	2 / 12
324 th FG	P-47 Thunderbolt – 3 sqns	Y-7 Dole-Tavaux	(Dijon)			

The Mission Resolutions, Unit by Unit

JG 1: Brugge – Reference City, capacity = 1, Gent – Dot City, capacity = 3

Flying at 100m, coming over the frontlines, the unit took several hits from German FlaK and coastal batteries (including *Kommodore Ihlefeld*) They hit their targets with complete surprise, shooting up over 50 aircraft on the ground – ironically the AA batteries had been moved forward recently leaving the airfields unprotected. But JG1 took heavy losses from Allied AA on the return leg.

The II/1 strike on Gent-St Denis was intercepted by Spitfires of the Polish squadrons of 131 Wing, themselves just returning from an early morning bombing raid, and also took major losses.

Result: JG1 lost 25 pilots (8 POW, 1 WIA) and 33 aircraft (45%), but did significant damage to Maldegem airfield

JG 2 & SG4: St Trond – Permanent. airfield, capacity = 3

The two *Geschwader* made their way separately to the target: JG2 collected over Koblenz and flew in as a whole, right over the concentrated Allied AA assembled for the Hürtgen Forest battles and covering Aachen and Liège from V1 attacks. Heavy fire completely dispersed the squadrons and no effective attack from the Dora-9s eventuated.

SG4 ran into JG11 en route to its target which caused great confusion as units missed their rendezvous and returned to base. Those that did carry on were then hit by heavy AA fire, including the irreplaceable loss of the unit's commander, *Oberst* Druschel, one of the Luftwaffe's leading ground-attack pilots.

Result: The units never made it to their target. JG2 lost a disastrous 37 pilots (11 POW, 5 WIA) and 55 aircraft (65%), SG4 lost 4 pilots (1 POW) and 6 planes

JG 3: Eindhoven - Dot City *capacity = 3*

Led by possibly the Luftwaffe's most talented (and outspoken!) all-round pilot – *Major* Heinz Bär – JG3 had what could be called one of the only major successes of the day. Eindhoven was one of the most crowded Allied airfields in the north, being home to 2 Typhoon wings (124 & 143) and the 39(Recce) wing.

They had just started taxiing out for the day's first missions when JG3 swooped in. Tough aerial combat ensued with losses on both sides – Heinz Bär himself bagging two Typhoons. Extensive damage was done to the aircraft on the ground, more so than the buildings and runways.

Result: JG3 lost 15 pilots (6 POW) and 18 aircraft (30%), but destroyed at least 40 aircraft and damaging a further 60

JG4: Le Culot – Permanent airfield, *capacity = 3*

Taking off in fog and snow and coming over the Ardennes, JG4 had to climb altitude above the short valleys. Here they were hit with a wall of heavy AA fire. The lead *Gruppe*, IV/4, losing half its 16 aircraft. In the confusion, they struck the airfield at St Trond, fully 25km short of Le Culot (but understandable, as both were known to be major P-47 bases). Despite effective airfield AA downing all but 2 of the remaining fighters, some damage was done about the base.

The other Gruppen never even got that far, being completely dispersed by the AA and quickly turning for home.

Result: JG4 lost 22 pilots (6 POW, 3 WIA) and 32 aircraft (45%). At St Trond, about 10 aircraft were destroyed and a further 30 damaged.

JG6: Volkel - Augmented airfield, *capacity = 5 (6 with 1 hit)*

As well as being the new home of 121 Typhoon and 122 Tempest fighter-bomber wings, Volkel was made crowded because of the many craters still left from Bomber Command's September raids which had destroyed it as a German airbase.

Congregating over Quakenbrück, JG6 flew together as a full *Geschwader*, at only 100m altitude, to the target. Crossing the Waal, they flew straight over the new Allied airfield B-88, at Heesch – home to 126 Wing's five Canadian Spitfire squadrons. Probably unknown to Luftwaffe intel, the only damage was a lone shell going through the met. chart in the barn used as the briefing room!

The Spitfires immediately scrambled and intercepted the Germans. ObLt Kogler, a *Zerstörer* veteran, ordered his pilots to stay on the mission, but in the confusion I/6 veered off to the west to the smoke coming from nearby Eindhoven, from JG3's attack. The other *Gruppen* overshot and mistakenly attacked airfield B-86 to the south. Still under construction, it was vacant apart from the engineers and an AA unit – who shot down a number of aircraft, including *Kommodore* Kogler (POW). Volkel's Tempests were quickly recalled from their first missions of the day, to engage JG6, which stood no chance. Those pilots of JG6 remaining landed in ones and twos on airfields all across the north-west plain.

Result: JG6 lost 23 pilots (7 POW) and 33 aircraft (40%) including 7 experienced commanders. Although a very attractive target, Volkel got away unscathed. I/6 did do significant damage on Eindhoven, contributing to the success of JG3's mission.

JG11: *Asch - Temporary airfield,* *capacity = 3*

Asch was a new Allied airfield, constructed in November, of PSP and carved out of the pine forest. The British 125 Wing had just flown into Ophoven, a few km to the north, a few days earlier. Patrol and harassment missions had already started at 08.30

JG11 flew to the target at very low altitude (50-100m), taking a few hits as it crossed the front line north of Aachen. Ground fog around the target confused matters and about half the force attacked Ophoven instead. In an hour of intense dogfighting both sides claimed a number of enemy aircraft downed

Result: Bodenplatte was a catastrophe for JG11 - they lost 26 pilots (only 4 POW, 2 WIA) and 33 aircraft (55%) including *Kommodore* Specht and *Kommandeur* von Fassong (136v.) Eleven Allied aircraft shot down in the air, and 3 more on the ground was paltry compensation.

JG26: *Brussels - Major City,* *capacity = 6*

JG26's targets were the twin airfields at Brussels – Evere and Grimsbergen - although the latter was now abandoned as 132 Wing had relocated to Woensdrecht 4 days earlier. Evere, however, was full with well over 100 aircraft including the two Canadian Spitfire Wings, led by the legendary ace, Johnnie Johnson.

Strung out over Holland due to the low mist, JG26 was the victim of heavy AA fire – both German and British. They were then bounced by Polish Spitfires, taking further losses, and as if things weren't tough enough, 10/54 also provided the first Dora-9 to fall intact into Allied hands after a birdstrike!

Arriving over Evere just as the first Spitfires were taxiing out, the base's AA was quickly silenced and a significant amount of damage was done. Then further attrition followed the Geschwader on its homeward leg.

Result: Although JG26 and III/54 took a number of losses - they lost 35 pilots (13 POW, 5 WIA) and 52 aircraft (35%) – they did destroy over 60 (mostly twin-engined) aircraft to call their mission a success. However the excess of aircraft and spares at the airfield meant the Allied units were operational again within days.

JG27: *Brussels - Major City,* *capacity = 6*

Melsbroek was just a few km north-east of JG26's twin targets. Not a fighter base, it still had a large number of aircraft on base: B25 medium bombers, recce squadrons and damaged bombers from the 8th AF.

Spotted by Spitfires on patrol, JG27 took several losses over Rotterdam. The Mitchell squadrons had already started their morning missions when the Germans arrived. However with negligible AA interference, the 109s were able to wreak havoc. Two of the recce squadrons were virtually wiped out and the remaining B-25s on the ground took a beating.

Result: Like the other strike on Brussels, it could be deemed that JG27 and IV/54 had achieved 'mission accomplished'. Losing 18 pilots (4 POW, 1 WIA) and 23 aircraft (30%) they destroyed over 70 aircraft, though only a few were 2nd TAC combat aircraft.

JG53: *Metz - Reference City with Temporary airfield,* *capacity = 4*

19th and 12th TAC had been the mainstay support for the forces caught in the Ardennes & Nordwind offensives, and were still on a high alert. With only a single *Geschwader* assigned to attack their bases, and then dispersed over two targets, it was always going to be a very hard mission.

Flying very low, III/53 was jumped out of the sun by squadrons from 358th FG. Aborting the mission to engage the P-47s they were totally overwhelmed.

The main force of JG53 got to Metz without too much bother. Although they caught the groundcrews unawares, the AA quickly got into business and, combined with fierce dogfighting, dealt heavy losses.

Result: Those losses were ill-afforded against the mighty combined strength of 19th and 12th TAC. Altogether JG53 lost 18 pilots (4 POW, 5 WIA) and 38 aircraft (50%). Although they got 4 aerial kills and shot up over 20 on the ground, it left the *Geschwader* in poor condition for the upcoming offensives.

JG77: *Antwerp - Major City,* *capacity = 6*

Badly knocked about during the previous week supporting the panzer attacks, JG77 was really in no condition to mount a major operation – being well below 30% strength. Antwerp-Deurne based 9 squadrons and had a major belt of Bofors AA in front of it to counter the V1 threat, and so was well-defended.

Although they were fired upon crossing the front line by both German and British AA, the 109s got through unscathed. However, upon reaching Antwerp, only about half the pilots could find the airfield, and then many of those targeted the large B-17 and C-47 aircraft scattered around the field rather than the parked fighters.

Result: Overall, JG77's mission was a failure with only negligible damage done. The only saving grace was that losses were relatively - losing 11 pilots (5 POW, 3 WIA) and 13 aircraft (22%). *Kommodore* Freytag scored a Spitfire for his 102nd victory, but *Ritterkreuzträger* Lt n Heinrich Hackler (56v.) was killed by AA fire.

KG51 & III/KG76: Gilze-Rijen – Reference City, capacity = 1

Although I/KG51 had been flying combat mission for several months, II/51 and III/76 had only just received their new jet aircraft a few weeks before, and were still well understrength. The orders for the units were primarily as support to the other units- covering the returning fighters, only attacking targets of opportunity, and as post-operation reconnaissance.

Performing the first ever jet night operation, two pairs of Ar234Bs took off at 4am for pre-op weather recce over the operation area, dropping several bombs as a nuisance to not raise Allied suspicions. Five hours later, 6x Ar234s flew their missions on Gilze-Rijen, alongside off-target pilots from JG1, 26 and 77! But overall the damage was negligible. They then continued on over Antwerp, Brussels and Eindhoven to get photos of the effects of the other strikes. They returned without loss.

It is unlikely that II/KG51 flew on Jan 1st stil; working up and too under-prepared. I/KG51 did fly however. Chased by Spitfires of 442 Sqn as they crossed the front line, their speed allowed them to easily evade them. Also attacking Gilze-Rijen, several aircraft on the ground were shot up but again, the damage appears to have been inconsequential.

Result: These units were unique in that no combat losses were taken in Bodenplatte. Jet-strike tactics were still in their infancy though and no significant damage was inflicted. However, the secondary mission to cover the retreat of the piston-engined units was unsuccessful, as Allied fighters dealt out heavy losses. Their biggest contribution was in the pre- and post-operation reconnaissance. However, at a Europa level, as mentioned earlier, the number of aircraft involved falls below the scale of the Europa air counters, as does the game effect of their mission.

Europa Mission Summary

UNIT	En-route AA fire	Intercept	Target-hex AA	Airbase attack	Return Step AA fire	FINAL RESULT
JG1 : 190A8	0727 : Miss	Miss	0928: none	HIT – Abort Spitfire IX	0925 : Abort	ABORT
JG2 : 190D	1623 : Kill					KILL
SG4 : 190F	1522 : Return					RETURN
JG3 : 109G10	1221 : Miss	Typhoon 1B Aborted	1123: Miss	HIT – Abort Typhoon 1B	1221 : Miss	-
JG4 : 109G10	1623 : Abort					ABORT
JG6 : 190A8	n/a	Abort				ABORT
JG11 : 190A8	1522 : Miss	Kill				KILL
JG26 : 190D	0925 : Abort					ABORT
III/54 : 190D	0926 : Miss	Spitfire 16 Aborted	1226: Miss	HIT – none	1121 : Miss	-
JG27 : 109K	0924 : Miss	Miss	1226: Miss	Miss	1221 : Miss	-
JG27 : 109G10	0924 : Miss	Miss	1226: Miss	HIT – Abort B25J	1322 : Miss	-
JG53 : 109G10	2224 : Miss	Kill				KILL
JG77 : 109G10	0925 : Miss	Miss	1025: Miss	Miss	1121 : Miss	-

A Review of the Attack

Reports to the Luftwaffe command estimated a total of 479 Allied aircraft destroyed and a further 114 damaged, including about 60x 2 and 4-engined planes. Perhaps surprisingly, the actual losses are not exactly known from the Allied documents, but best estimates are 305 aircraft destroyed and 190 damaged. So though the ratios are different, the overall total is actually extremely close to those taken from the German pilots and the photo-reconnaissance.

On the German side, losses were 271 fighters downed, 65 damaged, as well as a dozen Ju88 pathfinders lost. From a total attack force of some 850 aircraft this represents a staggering 40% loss rate. Further, of the 213 pilots killed, MIA or POW (25%), 22 were unit commanders and another 45 were experienced pilots – a virtually irreplaceable cadre to rebuild the units back around. In no evaluation of the results can this operation be called any sort of success. Allied losses were replaced within days, while some German units were never effective thereafter.

Nigh on 50% of the German losses were due to Allied AAA, and a further 25% from the Allied fighters. Only 5% of losses were due to German FlaK (thus debunking the claim that 1 to 1½ losses were due to ‘friendly fire’ – though it certainly didn’t help matters) and 10% were down to accidents and equipment failure with the final 10% due to causes unknown.

Although the attack was very carefully planned and secrecy maintained, several actions compromised the operation and doomed its success:

- Fixing the simultaneous attacks to occur at 9.20am – many Allied squadrons were already airborne (as early as 8am in some cases) and were thus in a position to jump the very inexperienced German pilots. Daybreak further east was earlier, so the Germans could have been airborne up to an hour earlier to achieve a greater, and safer, surprise
- In several instances, flightpaths were plotted directly over areas of heavy frontline activity in the past couple of weeks, in the Hürtgen and Ardennes Forests. Although coming in very low to elude Allied radar, it was late enough in the morning for many AA positions to be manned and alert
- The great overall inexperience of the German pilots showed in their lack of basic ground attack training – not losing their droptanks until over the target, high banking turns over an airfield, and orders to make several passes rather than a single ‘hit-and-run’ all made for easier targets for the airfield AAA gunners
- However the biggest criticism has to be levelled at the High Command – in that the whole operation had lost its strategic point. Originally meant to coincide with the opening of the ‘*Wacht am Rhein*’ offensive, it was delayed due to the bad weather. By January 1st that offensive had been ground to a halt and forced back onto the defensive. Thus the need for a pre-emptive strike had obviously passed and the operation should have been cancelled, so the force could be kept intact to combat the Allied bomber raids.

Finally, how does this translate to a Europa mission? Well, not that well really. We can re-enact the units involved, the flightpaths taken and the combat result, but overall the operation could never be performed in a standard Europa game. You may see an opportunity, as an

Axis player to do such a strike mission, by calling up the Luftwaffe Reich defence force. The mission staging from bases well in the hinterland also may be plausible, especially trying to fly around the end of the Allied AA line. However, you won't get an Allied player who leaves all his fighter aircraft on the ground and allowed to be bombed – there would be far more air counters performing interceptions.

Perhaps the best re-enactment could be that the operation was flown in the Exploit Phase of the German Dec II turn, after Allied fighters had flown in the combat phase. It is also very difficult to recreate the extensive losses the Allies took – 500 damaged or destroyed aircraft is something like 10 counters - which is impossible to do with only 6 counters reaching the targets and then some extremely fortuitous dice-rolling with only a factor '2' as a bombing attack!

Either way you view Operation Bodenplatte though, be it through a historical retrospective, or as a Europa game, it still presents itself as a criminal waste of human and material resources, born out of desperation from a desperate regime.

Bibliography

- | | |
|---|---|
| <i>Bodenplatte – the Luftwaffe's Last Hope</i> | John Manrho & Ron Pütz |
| Hikoki Publications, Crowborough (2004) | ISBN 1 902109 40 6 www.hikokiwarplanes.com |
| <i>Battle of the Airfields</i> | Norman Franks |
| Grub Street Aviation, London (1994) | ISBN 1 898697 15 9 |
| <i>US Army Air Forces Continental Airfields (ETO), D-Day to V-E Day</i> | David Johnson |
| Research Division, USAF Historical Research Center (1988) | |



Conventions

Europafest 2008*Tom Johnson*

This is the most current information (as of February 2008) about Europafest 2008:

Event Place: New Richmond, WI 54017 (Roughly 4 hexes West of Eau Claire, WI; and the same East of St. Paul, MN).

Facility: Heritage Center Pavilion. For more information: <http://www.pressenter.com/~nrpsinc/>.

Event dates: Thursday June 19 - Sunday June 22, 2008 (set up available after 5 PM on Wed. the 18th).

Hours: 24-hour access to game area. Official start time 9 AM Thursday, closing 5 PM Sunday.

Speakers:

- HMS - Projects, products, and other issues.
- Walter Dunn - The German replacement army, a 1943 Invasion by the allies, and various subjects on the eastern front.
- Paul Rich Banner - the philosophy of gaming, and insights into designing.
- Craig Crofoot - Information and resources on Soviet Order of Battle data, and USN information.
- Tom Johnson - Master Europa status and projects.

Cost to attend: \$20 per day.

The Europafeast will be on Saturday the 21st, 6:30 PM. This year the facility is a very nice one where ordering will be off the menu. A PDF of the menu available on request. There is no charge from the event to attend the feast, but reservations would be appreciated to allow numbers to be given to the facility.

Reservations to attend: Contact Tom Johnson at tangoj@mastereuropa.com.

Super 8 reservations: Contact the motel at 715-246-7822. State that you are attending E-2008 to get the blocked room rate. There are a limited number of “blocked” rooms available so make your reservations *soon*.

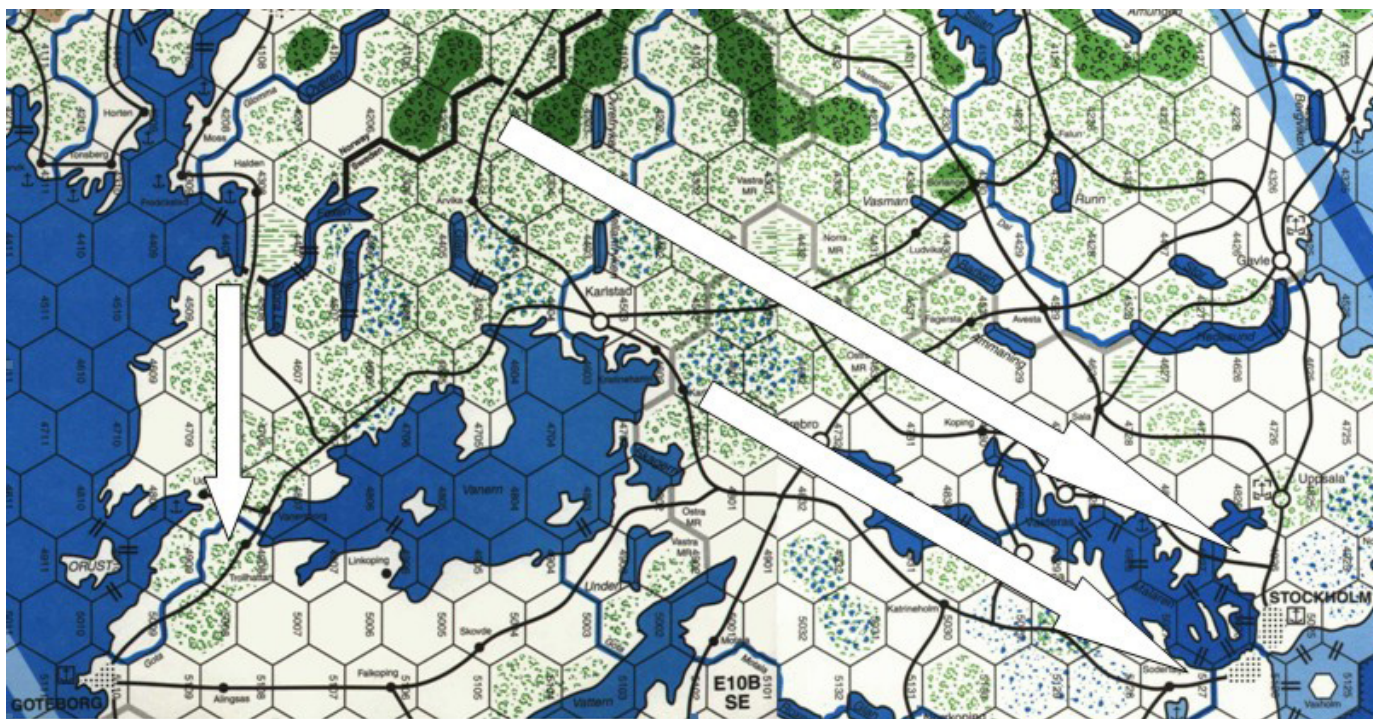
Decision time to hold the event is May 15, if there are not enough people reserved by then, reservations will be refunded, and the event canceled.

Nearest airport is Twin Cities (MSP), roughly 1 hour away.



Replays

Invading Sweden, 1943

Andrew Farrelly and Stefan Farrelly***German Initial Setup***

SF Never before in the field of human conflict has so much been attempted by so few. That's how I felt on viewing the German setup for the Invasion of Sweden in June 1943. Only two panzer divisions, but more importantly there are only three 5-6 German infantry divisions and one 5-7-6. The rest are a 3-6 and two 4-5* static divisions, with one 4-6 stuck in Northern Norway. Thus it was difficult to build up Infantry corps to carry out assaults along with the Panzers because so many would be needed in a single attack to amass sufficient odds. Only later did I realize I couldn't even hold a continual line of advance due to the shortage of infantry divisions and their poor ratings which left them exposed to Swedish counterattacks by newly formed 7-6 and 6-6 infantry divisions. I also got a rude shock when the rule was produced proclaiming Swedish Woodsmanship. It now appears this is as infectious as foot-and-mouth disease, first the Finns and now it has spread to all of Scandinavia! Next we will have a "Desertmanship" modifier for native African units, or a "Freezing weathmanship" modifier for units native to Siberia when fighting in freezing weather. This modifier certainly changes the game balance noticeably because now all the German infantry divisions deliberately placed in woods for a defense modifier of -1 can be attacked at +1 by using the Woodsmanship modifier and a pesky tank battalion. As the game developed the Germans were having a division cadred a turn, sometimes two, to these combined attacks (German infantry divisions were converting to 4-6-6 and 5-7-6 as soon as possible). While this modifier has a certain historical basis in the Finnish war I think that

by this stage of the war (1943) the surprise value of Finnish Woodsmanship is lost to time, analysis of the Finnish war, and the training and years of war the German army has been fighting. Anyway, on with the invasion planning...

AF Since Stefan traveled 12,000 miles for a holiday it seemed reasonable to let him play the Germans. I was winning the golf so this would even things up. With surprise effects, a full strength Navy, adequate air support and two Panzer divisions Sweden is unlikely to last long. After a quick game we could move on to playing Operation Torch!

Invasion Plans

SF The primary objective was to prevent as many of the Swedish infantry divisions from forming up as possible. This entailed cutting them off to be destroyed piecemeal or destroying their cadres before they could form up. Due to the lack of German offensive firepower it appeared that the best way to do this was to cut Sweden in half using the panzer divisions. This would prevent infantry divisions in the south escaping to the main defense of Stockholm or reinforcements from arriving in the south as it was mopped up. This would entail a drive across the center of Sweden cutting the rail lines. This would not cut off supplies however as a naval element could be used to a port in southern Sweden and Stockholm with a functioning factory and a major city is an unlimited supply source in itself.

With a couple of potentially dangerous Swedish units sitting on the coast opposite Denmark at Malmo and Halsingborg it seemed plausible to launch an attack across the straights to eliminate them in the first turn before they could form into a more destructive group. Parachute drops were planned for two undefended airfields in order to try to eliminate the air units based there.

I was unsure how to use the Navy. With so much firepower it seemed best to use them as NGS to make up for the lack of firepower in the infantry corps, even at risk of suffering damage from coast defenses and danger zones. Initially I didn't plan to move the fleet from northern Norway but as the scenario progressed their firepower was needed, and as the British anti-naval aircraft had all staged to Stockholm, their passage south was relatively harmless.

AF There is nothing Sweden can do to prevent itself being cut in half. A major industrial area and a center for aircraft production, as well as key north/south rail lines, are all in range of the German spearheads. The best that can be done is to occupy the best defensive positions, especially the cities along the southern coast.

June 1 43

SF Initial invasion attacks went well and all were successful. Parachute drop also succeeded in eliminating air units at their bases. Panzer spearheads cut the rail lines through the center of Sweden, cutting off north from south.

AF Everything goes as expected. No surprise defensive successes. The air force is rapidly reduced by air attacks and parachute drops on airbases. And future air replacement points will be cut with the occupation of Linkoping.

June II 43

SF The Swedes use a naval element supply line into southern Sweden keeping units there in supply. Some units are shipped out to Stockholm but thankfully not many infantry divisions.

Attempting to push all available units towards Stockholm. Units invading from Denmark or driving south into Sweden from Norway have a long way to travel before they can get to the Stockholm front. With a distinct lack of infantry divisions trying to hold a line across the center of Sweden towards Stockholm, Swedish counterattacks using the Woodsmanship modifier and tank battalions begin to hit home and make the German infantry look particularly vulnerable.

AF The surviving big Swedish infantry divisions complete their mobilization. A full strength Corps is now surrounded in Gothenberg, with other divisions isolated near Karlskrona and Malmo. The Swedish High Command welcomes the arrival of a large number of RAF units, and British ground units are also slowing arriving by air.

Jul I 43

SF Ground units continue to mop up southern Sweden and move up to the Stockholm front. A naval assault is attempted on the Swedish naval units sulking in port at Karlskrona but we cannot find a rule allowing naval attack on naval units sulking in port! A subsequent question to the rules Guru fails to produce a rule so the attack is abandoned. With only six bombers, and little else for GS, they are mainly employed in ground attacks but with the battle of Stockholm looming as the only way to force Sweden to surrender they have to all be employed attempting to keep bombed out the factory in Stockholm. If the factory is functioning Stockholm is an unlimited supply source and trying to assault major city hexes with 6-6 and 7-6 infantry corps in at full strength is not very appealing, in fact almost impossible with the German forces at hand. With three hits needed on the factory every turn to keep it bombed out and only six bomber units a tough fight is at hand, one I don't think the Germans can sustain now that British fighters are based there. The first attack is a surprise success and does the three hits needed to knock out the factory for little loss.

AF The commander of Gothenberg has studied the heroic Soviet defense of Odessa two years earlier. Informed by locals as to the absence of any German units outside the siege lines, he decides that a counterattack could break those lines and loosen the German hold over the entire province. It is a risk worth taking. Acceptable odds are achieved, but a 1 is rolled! The attack fails and the survivors surrender.

RAF Coastal Command has somehow been persuaded to send all of its Beaufighters based in northern Scotland to Sweden. Stefan thinks they dominate the skies with their long range and good tactical bombing strength. They can definitely use their anti-naval capabilities against any German naval units operating in the Baltic. But my worry is the danger from air combat with the excellent fighters of JG5. Therefore they will generally avoid the German

fighters. The main defense against Luftwaffe bombers will be the AA guns concentrated in Stockholm to protect the factory and airfields there. After all Bofors is a Swedish firm!

Jul II 43

SF The Swedes continue their attrition of the German infantry division screen across central Sweden, rather too successfully for my liking. It's a sad state of affairs for the German infantry. For the last few years they were the ones busy attacking enemy infantry, now the tables are turned. The Swedes build up the AA in the factory hex of Stockholm to the max in an effort to prevent it being bombed out again this turn, but the Luftwaffe outdoes itself with some swift rolling and again inflicts the three hits needed for some loss. An attack on a hex adjacent to the southern hex of Stockholm results in an HX, but more importantly now allows a direct attack on Stockholm next turn.

AF With the units freed from Gothenberg, the remaining positions in the south will soon be overwhelmed. Meanwhile, with the Panzers and Luftwaffe concentrated to the south of Stockholm, the few infantry divisions advancing to the east of the Swedish capital look vulnerable.

By using a small number of units, combined with a tank battalion and, sometimes, a little air support, reasonable attacks can be made on German infantry divisions. I don't think many losses were really inflicted. Usually an EX or HX occurred. And Stefan was always able to rebuild them fairly quickly, as well as converting them to 5-7-6's. At least it kept the transport links open to the north of the capital.

Around this turn the powerful RAF air units based in and around Stockholm looked for something useful to do. The main threat to a successful Swedish defense was from the bombing of the last remaining factory, putting the defenders out of supply. My suspicion is that the experienced night bombers from KG2 in France have joined the few gruppen which were normally based in Norway, because they continue to get the three hits needed every turn to knock out the factory. So, with the Luftwaffe bombers based at Oslo, the RAF launches a major series of raids against the airfields surrounding the Norwegian capital. Losses are negligible on both sides, at first, but the attacks are continued and the Luftwaffe starts to take some losses.

Aug I 43


SF With Stockholm now U-2 and the defense halved its time for an attack on the southern partial city hex. A quick calculation of the odds determines that not only will every unit that can be brought to bear be needed, but the entire Luftwaffe and navy also. The Navy has a very tough approach through attacking Beaufighters, danger zones, mines and coast defenses but battles magnificently for only a few hits inflicted to be available for NGS. The attack goes in at an illustrious 2-1 and results in an AS. Unable to attack the factory which will be back functioning again after 2 more player turns leaves only one more turn in which to attack while the defenders are still at half strength. But with insufficient firepower to increase the odds above 2-1 and with the navy being slowly whittled down (approximately a total of 6 hits to

date) and with a flight back to England beckoning and no future in sight for a German victory the game is terminated with a resounding Swedish victory and a promise of a rematch.

AF I'm not sure that Stockholm would have been U-2 in the next turn, although the Luftwaffe consistently performed well, considering the small size of its bomber fleet when bombing the factory. Limited supply was being flown in from Britain. But without the big guns of the Baltic Fleet it was an uphill task to successfully attack the southern half of the Swedish capital. The Germans lacked enough infantry, artillery and engineers to attack a large urban area.

At this point in the game it is obvious that Sweden will survive for a number of turns. Probably until suitable reinforcements arrive for the attackers. A lack of air superiority is hurting, as well as an inability to bomb Stockholm into submission. As it turns out, the small number of British units sent to help have tipped the balance in the Swedes favor. But it was a close call!

I don't remember Stefan suggesting a rematch. There are plenty of other Europa scenarios to play these days. If we had swapped sides I would have done things differently as the Germans. Concentrating on isolating Stockholm from northern Sweden before attacking it, and making sure JG5 swept the pesky RAF from the skies. But it became apparent that it is possible for Sweden to survive and even stop a surprise German assault on its territory.

An interesting Grand Europa possibility is what happens if Sweden can survive for at least several months. Would the Allies launch an amphibious invasion of Norway (an updated Operation Thunderbolt) and link up with northern Sweden? After the invasion of Sicily German reconnaissance aircraft in the Atlantic notice large shipping movements back to the ETO. 

Replays

Cyberboard Europa (Part II)

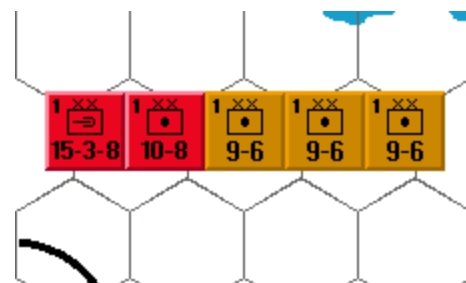
Don Lazov

Soviet Player setup, Strategy and Notes

Comrade George is now going to setup and prepare the German forces for a final defeat in the east. But prior to that I must select 5 units from the Support forces to be cadre, when this game box was created I made a tray called **z Temp Holder** where one can drag units to this tray and do a shuffle and select units at random. In this case I used the shuffle feature three times to jumble the counters up and these are the top 5 that were selected:

It kind of sucks that two of these artillery units were Guards, but such is life.

Another interesting aspect of this scenario/campaign is that the support forces for the Soviets fall under the category called Other Forces and hence once all the regular front line forces are place, the Axis Player must place his 8 units in reserve and then I place my 8 units in reserve and then the Axis places his Rear Area Forces and then I do mine, and finally he places his Other Forces and then I lastly place my Other Forces. So the bottom line of all that is I don't have to decide upfront which support forces go where exactly. However, I do have some general ideas such as sticking a lot of 1-2-6 AA X and 1-2-6 Eng III in Leningrad proper and so on. So what I am going to do deploy the front line forces as per the rules and fill in the gaps last (or you could download the game file to view the final setups and play the VCR type playback to see how each turn goes, since this grand campaign may take a year or more to play I will make the turns available online to download and then load as per a normal Cyberboard © ongoing game).



Karelian Sector

After viewing the Axis deployment and looking over my forces, forts and the 10 support forces that can be allocated I choose to place the following units in reserve:

1x 5-6 Gds Rifle XX (10)

2x 4-6 Rifle (w) XX

5x 4-6 Rifle XX

I placed five of the forts in the main line near Murmansk, two of the forts near Kandalaksha, one fort in Ukta and the remaining four in the White Sea Canal area. I placed one airfield at Kandalaksha and one at Belomorsk.

For support forces I took the following units (10 REs):

2x 1-6 Eng III

3x 1-6 AA III

1x 1-2-6 AA X

1x 0-1-5 Cons X

1x 1-6 Punitive III

1x 2-3-6 Art X

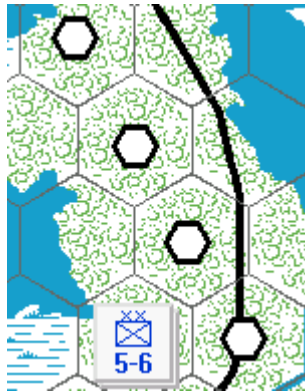
1x 2-6 Art X

Note: Since there is not a lot of “surprise up here and I only get 10 REs in this sector anyway I decided to get the support forces out of the way here now.

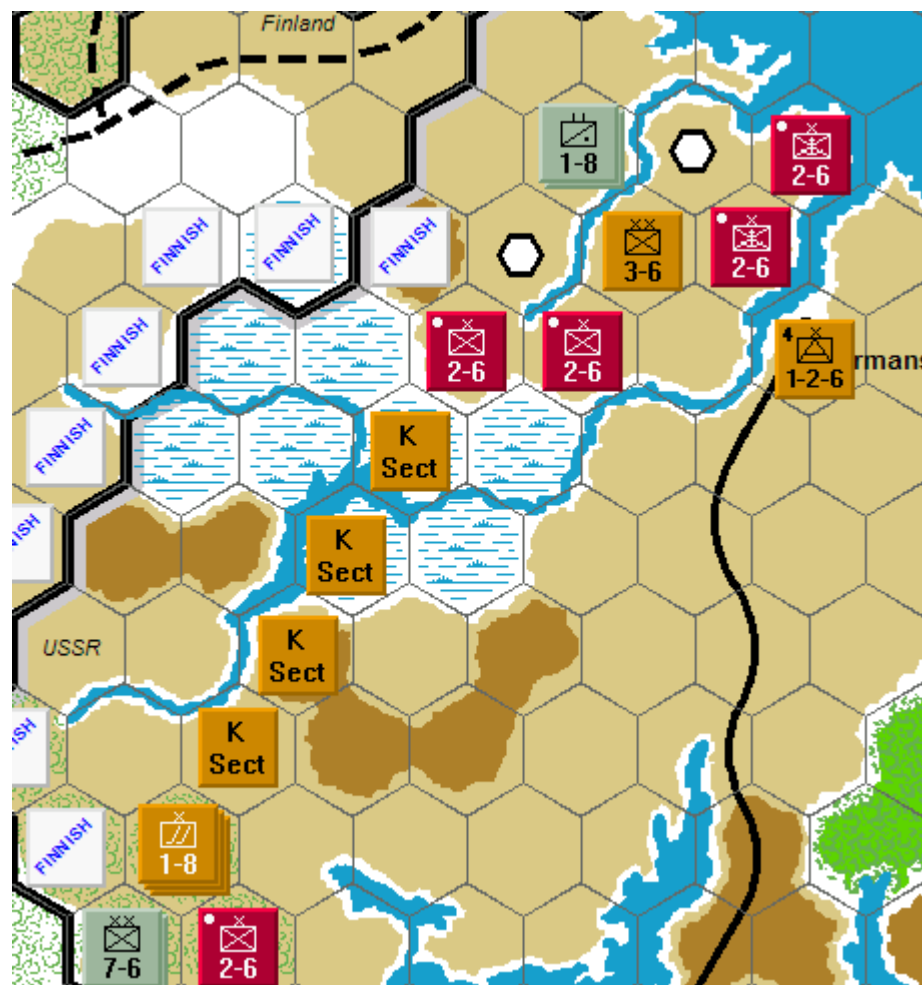
Murmansk forts



White Sea Canal forts

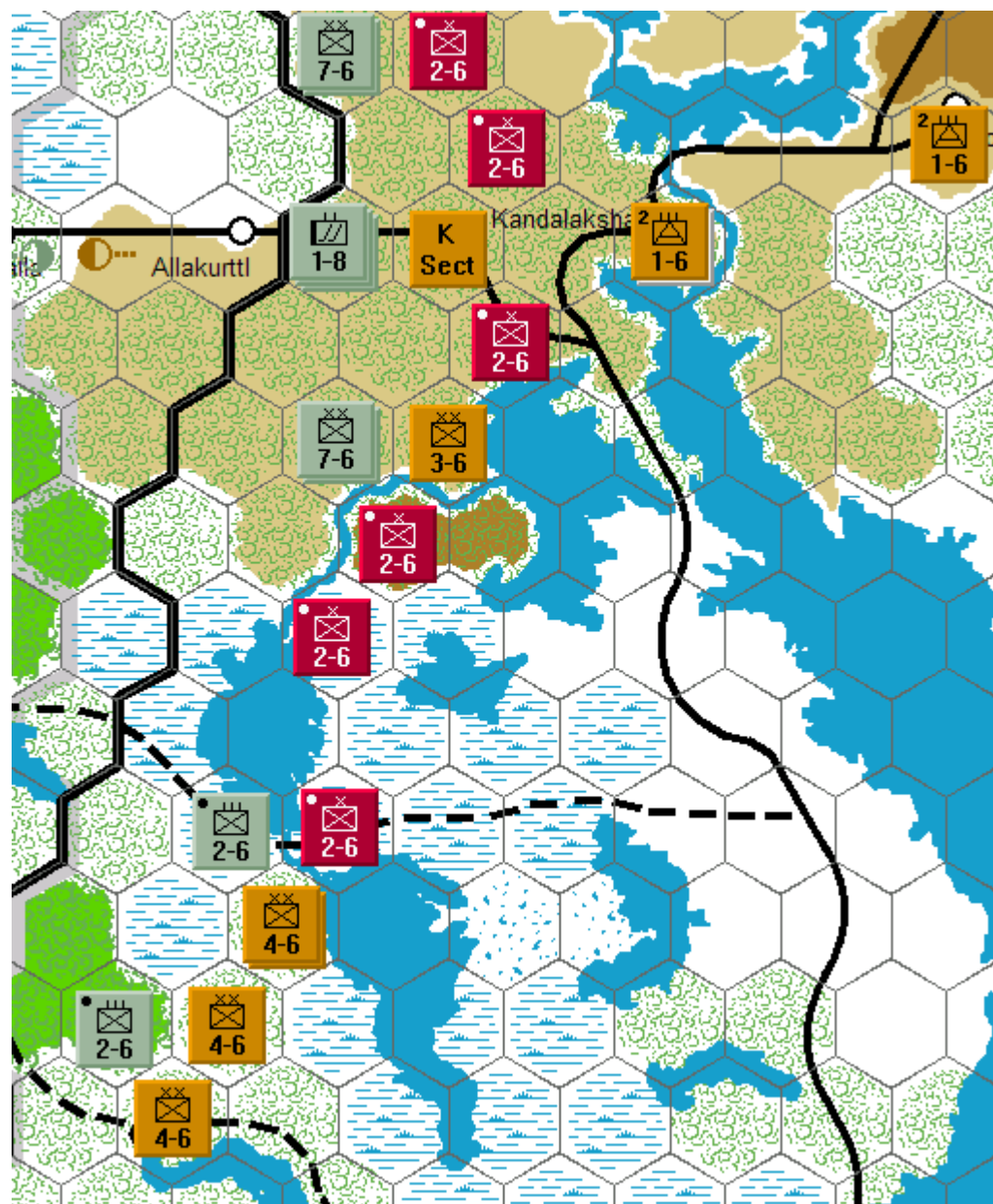


Area 1



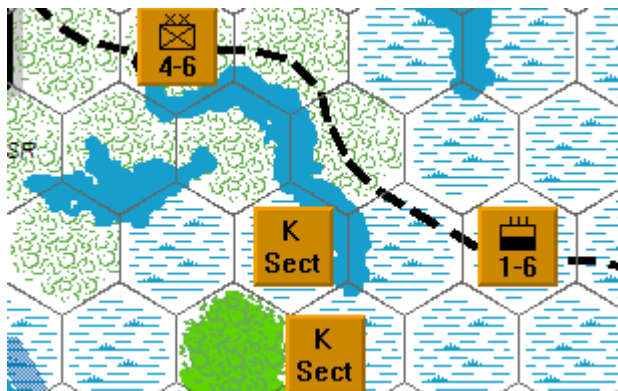
Since we're in the arctic and 1 RE units (X and III) have ZOC in this area and to protect the Murmansk line I deployed as per the above illustration. In the one stacked hex I placed one 1-8 Ski X, 1-6 Eng III and a 2-6 Art III. All the front line Murmansk forces are on top of a fort and the *2-6 Naval Rifle X in the wooded rough (west of the German 7-6 Inf XX) is also on a fort.

Area 2a



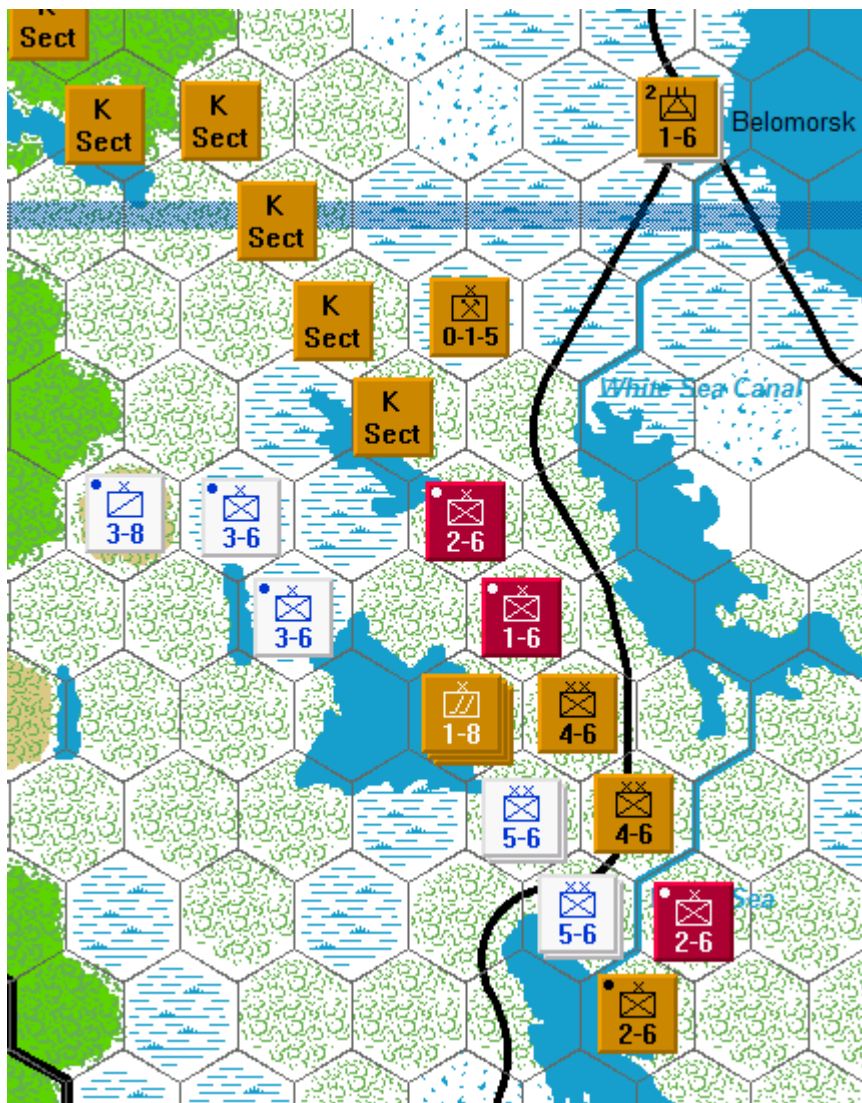
In this area the *2-6 Naval Rifle X that is two hexes northwest of Kandalaksha also is stacked with a fort as is the other *2-6 Naval Rifle X two hexes southwest of Kandalaksha. In the woods southeast of the German *2-6 Inf III, is stacked a 4-6 Rifle XX and the 2-8 Ski X, also as mentioned earlier that last 4-6 Rifle XX is in Ukta and has a fort as well.

Area 2b



I placed the 1-6 punitive III to guard against any Finish thrust through this region to prevent being cut off from Belomorsk.

Area 3



In this section or what I call the White Sea Canal area I placed the 0-1-5 Cons III in the swamp in order to prevent any risky thrust by the Finish forces. The *2-6 Naval Rifle X and *1-6 Naval Rifle X each have a fort for defensive purposes. The first stack behind the

lake has a 1-8 Ski X, 1-6 Eng III and a 2-6 Art III, due west is a 4-6 Rifle XX and a fort and southeast is another 4-6 Rifle XX with a fort. Across the Canal the two rifle brigades should be protected from any Finish adventures.

Notes: The eight units in reserve will be place once the Eric places his units.

Northwestern Sector

With only 5-6 Guards Rifle XX that does have cadre the random choice here is mute, cadre the three 2-6 Gds Rifle XX (17, 21, 43). Also for the fifteen 3-6/4-6 Rifle XX conversions I selected the two 3-6 Rifle XX (w) and thirteen 3-6 Rifle XX.

The units I selected for reserves are:

4x 5-6 Gds Rifle XX (45, 53, 63, 64)

2x 3-2-8 Gds Tank X (7, 30)

2x 3-2-8 Tank X (16, 29)

For the 45 points in losses I choose to eliminate the following:

1x *3-6 Rifle X

21x *2-6 Rifle X

Painful as that was I think that is the best choice for losses. Next I placed my forts and airfields.

Svir River line forts



For the front lines forces there are 28 main hexes to cover.

Area 1



Starting with the most western hex or the hex just west of Kronshtadt in the woods I have placed three 4-6 Rifle XX (43, 44, 46), one *3-6 Marine X (260) and a fort and in Kronshtadt itself I placed three 4-6 Rifle XX (7, 21, 26), a *3-6 Marine X (48), and a fort.

Moving on the most western Leningrad hex I stacked two 4-6 Rifle XX (42, 72), a 3-6 Rifle XX (171), a *2-6 Naval Rifle X (6) and a fort (I also plan to put a 1-2-6 AA X, a 1-2-6 Eng III and a 2-3-6 Art X in each of the front line Leningrad hexes) when all is said and done this hex will contain 20 defense factors. Northeast I put an assault group consisting of three 4-6 Rifle XX (125, 128, 364), two 3-2-8 Tank X (33, 76), one 3-2-6 Tank X (185), and a fort. By adding 3 points of artillery to the group I can get 24 attack factors on that lonely 5-6 Finish Rifle XX (15), 0-1-5 Brd Gds III (6) and fort. East of that hex is two 4-6 Rifle XX (85, 123), a 3-6 Rifle XX (286), a *2-6 Naval Rifle X (55) and a fort and in the northeastern corner is again another two 4-6 Rifle XX (56, 80), a 3-6 Rifle XX (177), a *2-6 Naval Rifle X (11) and a fort. All I can say is we Russians want our land back from the greedy Finns.

Right behind the assault group in the other northern Leningrad hex is a *2-6 Gds Rifle Cadre (17) and the 2-0-R RR Art X (101). In the center Leningrad hex is a *2-6 Gds Rifle Cadre (21) and an airfield, west of that is the last *2-6 Gds Rifle Cadre (43) and due west is the Naval Flotilla's (Ladoga-1 and Ladoga-2).

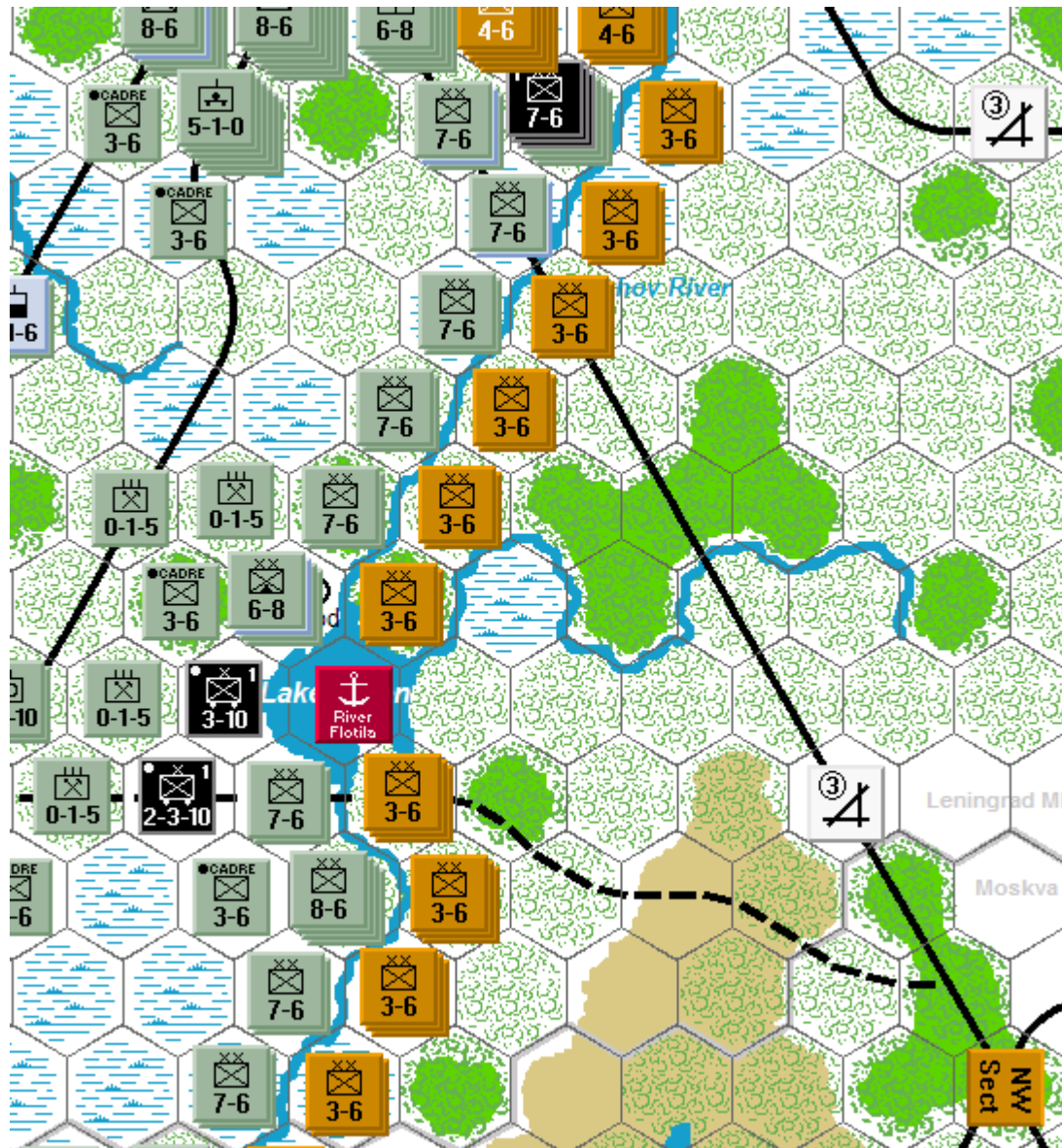
The southwest Leningrad hex contains three 4-6 Rifle XX (2, 18, 65) and a fort (see the above on the AA, Engineer and artillery support for these hexes plus add in a 1-8 NKVD Pltc Trps for a base of 20 defense factors). Due east in the last Leningrad city hex are two 4-6 Rifle XX (10, 13), 3-6 NKVD Rifle XX (6) and a fort (19 defense factors per above).

East of the last Leningrad city hex in the woods is three 4-6 Rifle XX (11, 86, 90), a *2-6 Rifle X (151) and a fort. Southeast of that in the swamp is two 4-6 (w) Rifle XX (239, 374), 2-3-7 (w) Mtn Rifle X (1), *2-6 (w) Rifle X (137) and a 1-8 Ski X (42). The last Leningrad area rifle corps in the last swamp hex contains three 4-6 Rifle XX (109, 115, 165).

The Svir River line going from west to east contains a single 4-6 (w) Rifle XX (92) due east is assault group 1; 4-6 (w) Rifle XX (372), *2-6 Rifle X (161), two 2-1-8 Tank X (220, 222) and a fort. East of that is assault group 2; 4-6 (w) Rifle XX (378), *2-6 Rifle X (162), two 2-1-8 Tank X (122, 152) and a fort. To both of these stacks I plan on adding 3-2-6 Art

III and 1-6 Eng III to bring them up to 28 total attack strength points. East in the forest is a 4-6 (w) Rifle XX (382) and a 1-8 Ski X (21), east of that in the last forest is 4-6 (w) Rifle XX (384) and a 1-8 Ski X (41). East of that in the woods is a 4-6 Rifle XX (391), *3-6 (w) Rifle X (140), *2-6 Naval Rifle X (73) and a fort. Finally in the last forest hex is a 4-6 Rifle XX (377), *3-6 Gds Rifle X (4) and a 2-1-8 Tank X (98), also two hexes north east you can see the Onega River Flotilla.

Area 2



Covering behind the Volkov River going from north to southwest starting in the northern swamp hex are two 3-6 Rifle XX (189, 291), in the next swamp hex is two 3-6 Rifle XX (191, 294), on the road/rail woods hex is two 3-6 Rifle XX (198, 310) and a fort, southwest in the next woods is two 3-6 Rifle XX (200, 311), southwest in the last woods hex is two 3-6 Rifle XX (202, 314) and finally in the forest hex is two 3-6 Rifle XX (245, 368). In Lake Il'men is the River Flotilla Ilmen. Southeast of the flotilla on the wooded road hex are three 3-6 Rifle XX (229, 272, 281) and a fort, southeast in the woods is two 3-6 Rifle XX (268, 285), a *2-6

Rifle X (147) and fort, southwest in the clear terrain is three 3-6 Rifle XX (265, 282, 288) and a fort and finally in the last NW sector hex in the swamp is two 3-6 Rifle XX (259, 262).

Notes: Again like I said depending on the Axis setup I will set the reserves up to either counter a threat or to crush any bridgeheads.

Western Sector

First things first comrades randomly selected the four cadres as follows:

1x 11-8-8 Tank XXX (19)

3x 5-6 Gds Rifle XX (26, 37, 76)

Now for units into reserve:

4x 11-8-8 Tank XXX (1, 5, 9, 16)

4x 3-2-8 Gds Tank X (1, 2, 10, 28)

Losses are next but first we must look at the map which the Western Front has 43 hexes to cover with at least 80 rifle divisions, that is six rifle divisions short of two per hex. After much wringing of the hands I decided to eliminate the following units:

5x 4-6 Rifle XX (20 points)

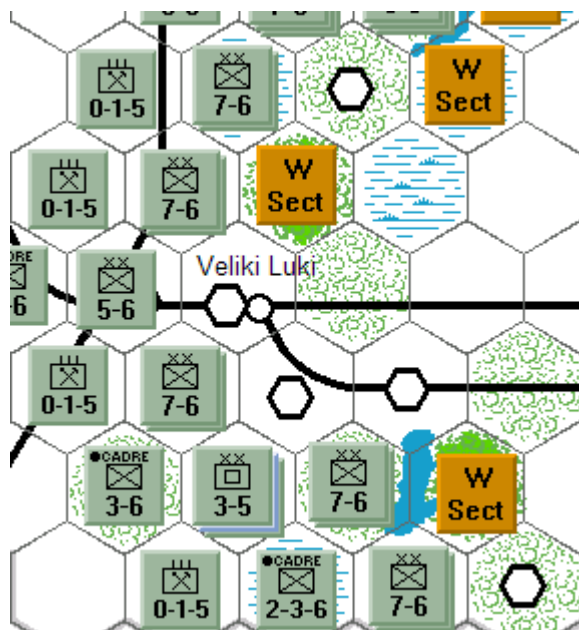
5x 3-6 Rifle XX (15 points)

25x *2-6 Rifle X (50 points)

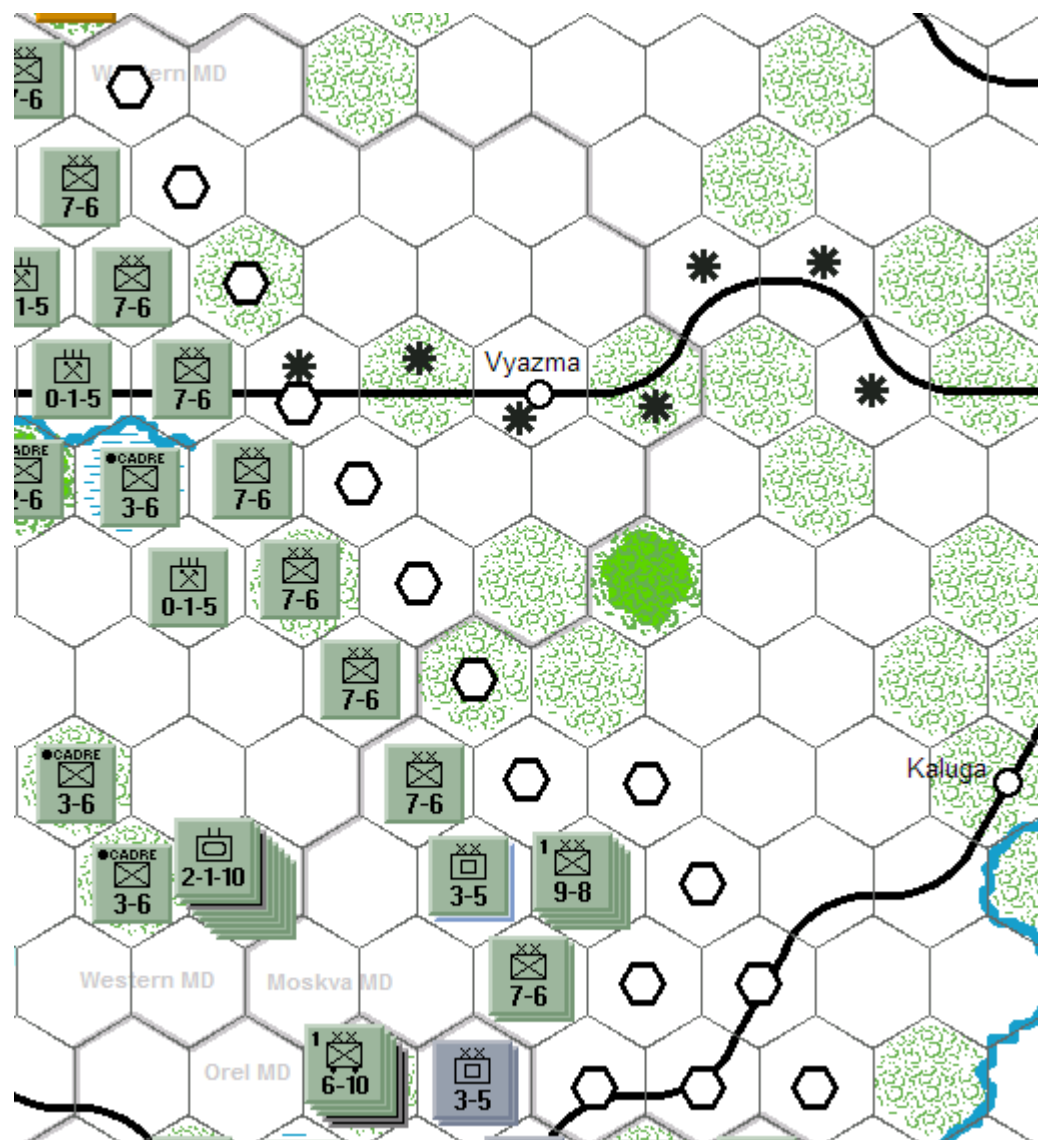
That still leaves me with 70 rifle divisions which seems acceptable with the losses I have chosen (time will tell).

For the placement of forts (30 of them) I also (for now) borrowed 10 resource points from the general pool and placed these in the open terrain and exposed bridgeheads along the front.

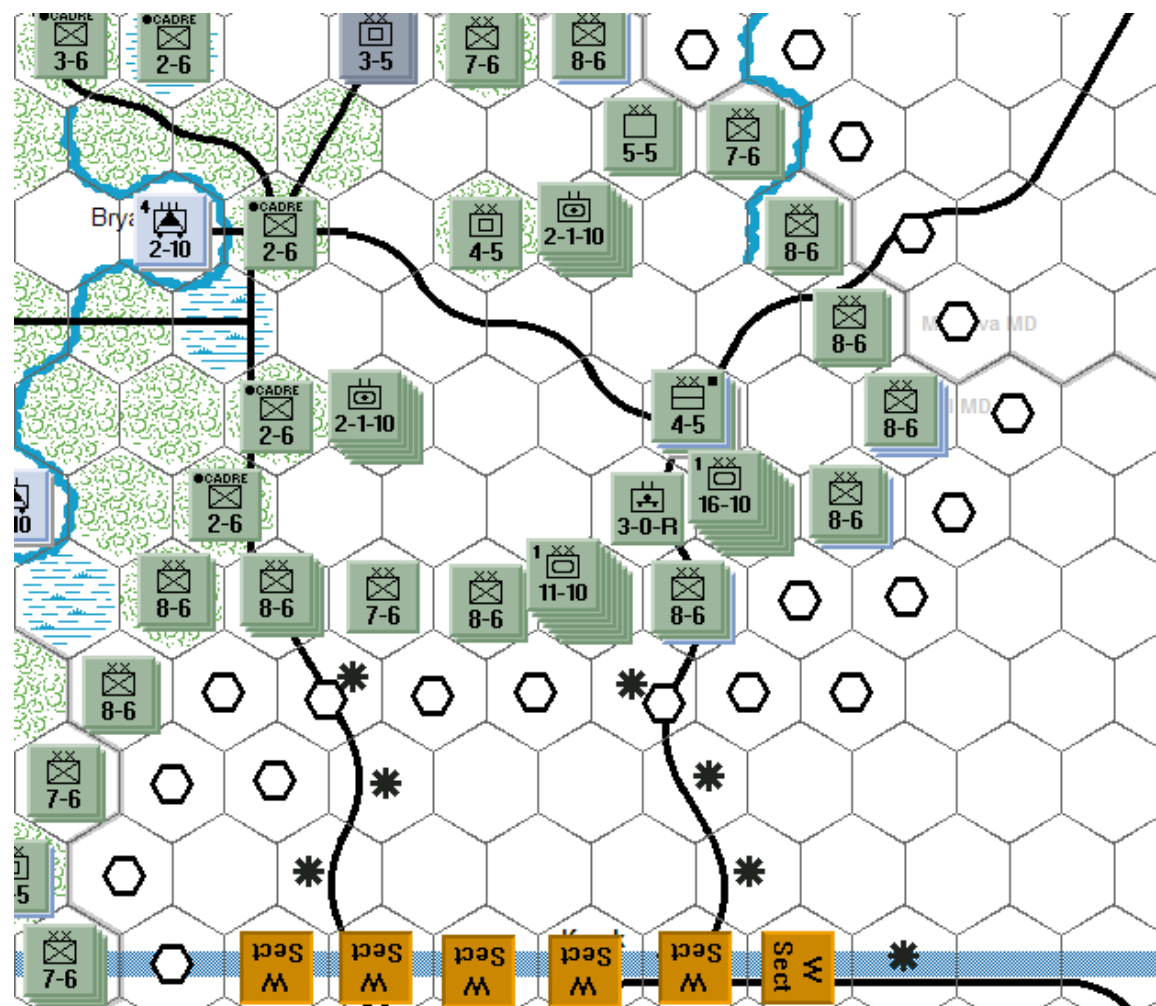
Forts 1



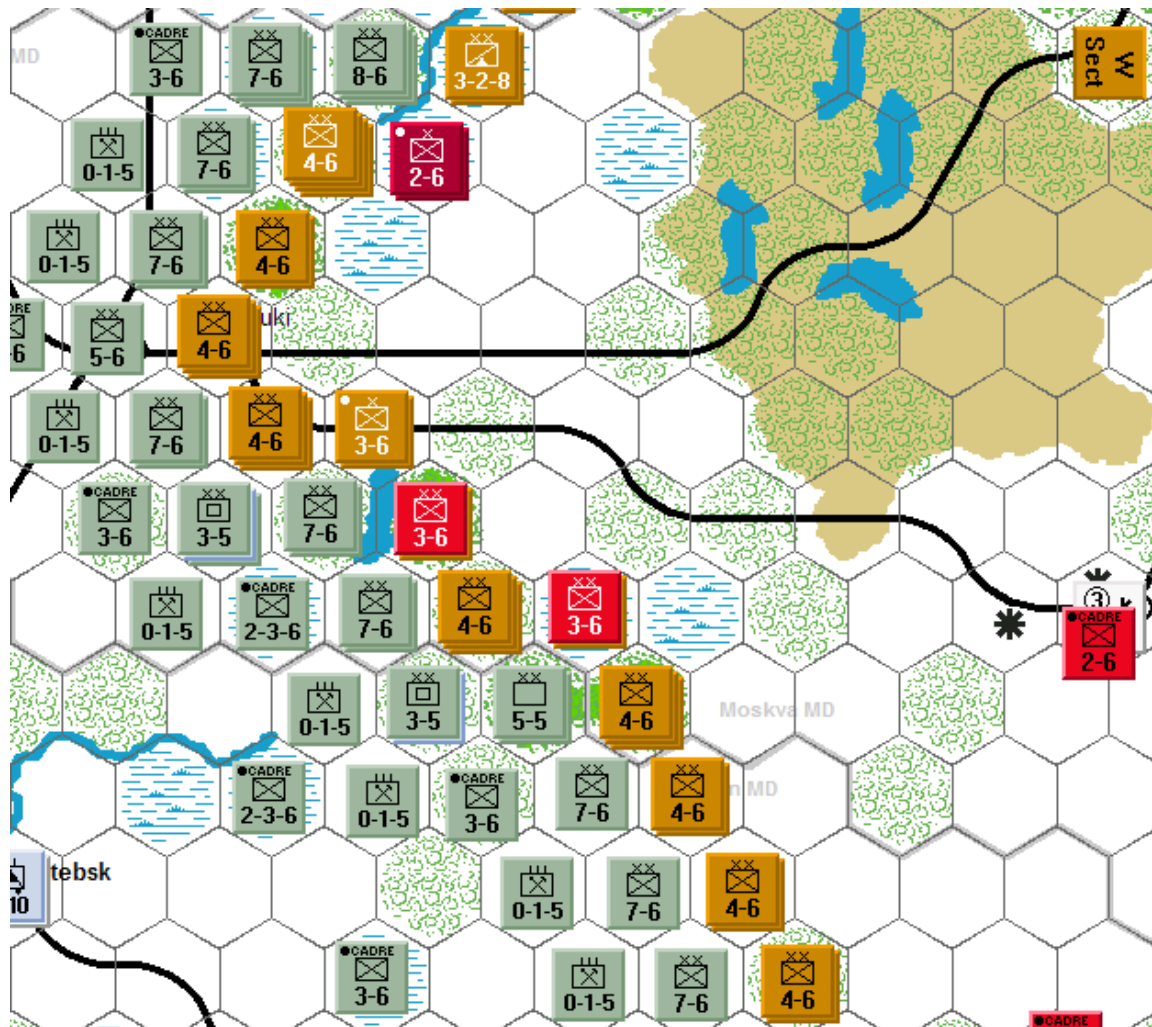
Forts 2



Forts 3

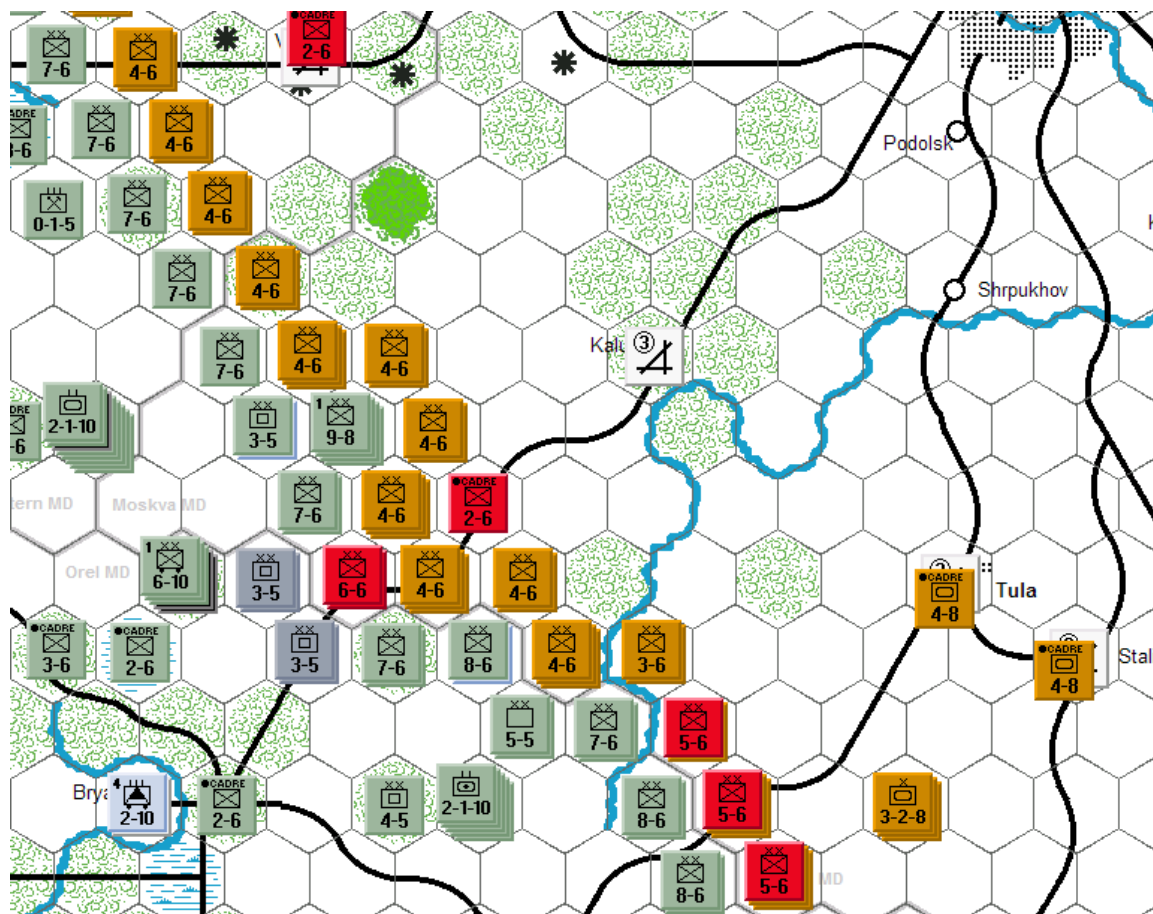


Area 1

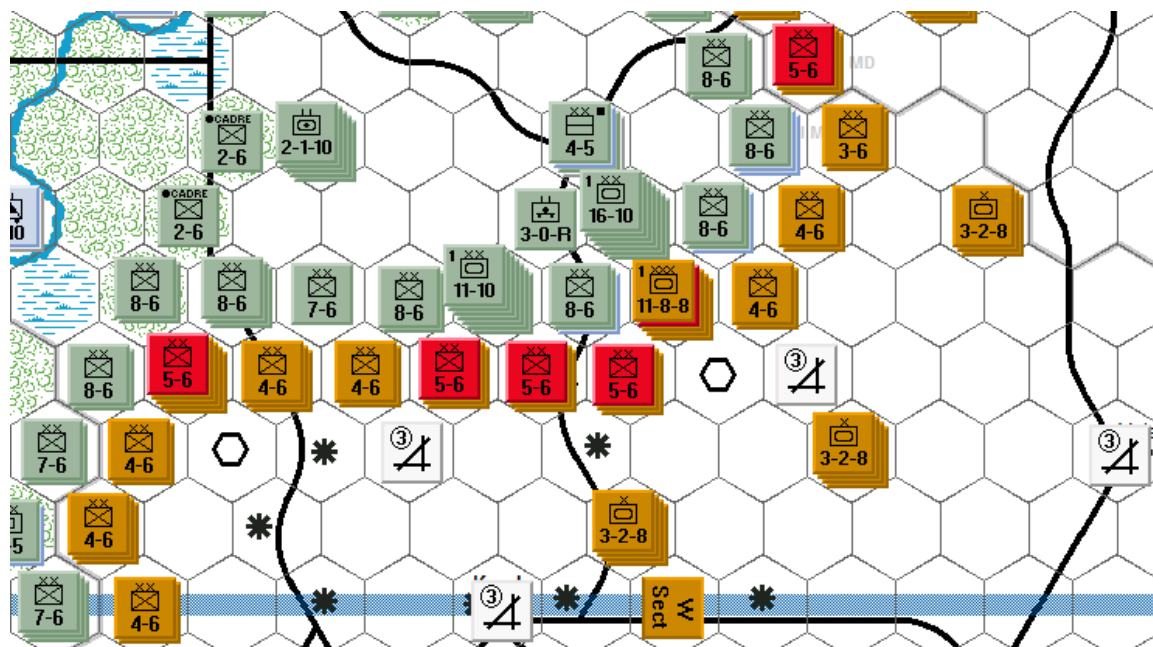


Starting in the tip behind the Volkov river in the swamp is the 3-2-8 Mtn Cav (w) XX (20) and a *3-6 Rifle X (49) southwest in the swamp with the last river line for protection is two *2-6 Naval Rifle X (82, 116). West of that in the woods is three 4-6 Rifle (w) XX (380, 413, 415), 1-8 Ski X (28) and a fort. Southwest in the forest is two 4-6 Rifle XX (160, 247). Southwest in Veliki Luki is three 4-6 Rifle XX (33, 50, 55), a fort and an airfield. Southeast in the clear terrain is two 4-6 Rifle XX (5, 52), *2-6 Rifle X (106), and a fort and east of that hex in the clear terrain is a *3-6 (w) Rifle X (42), *2-6 Rifle X (125) and a fort. Southeast in the Forest is a 3-6 NKVD Rifle XX (7) and a 1-8 Ski X (30) southeast of that in the woods is two 4-6 Rifle XX (28, 58), a *2-6 Rifle X (26) and a fort, east of that in the swap is a 3-6 NKVD Rifle XX (9) and a 1-8 Ski X (29). Southeast in the forest is two 4-6 Rifle XX (42, 47) and *2-6 Rifle X (60), going southeast in the clear terrain is a 4-6 Rifle XX (178), a 3-6 Rifle XX (331) and a fort, southeast in the next clear terrain is a 4-6 Rifle XX (179), a 3-6 Rifle XX (332) and a fort, and in the last hex shown (again southeast) in the woods hex is a 4-6 Rifle XX (186), a 3-6 Rifle XX (325) and a fort. You'll also notice in Rzhev a *2-6 Gds Rifle Cadre (76) and an airfield in standby.

Area 2



Area 3



Continuing on by combining areas two and three together (see the above two screen shots) starting at Vyazma is a *2-6 Gds Rifle Cadre (26) and an airfield, two hexes west of that on the road/rail line in the clear terrain hex is a 4-6 Rifle XX (222), a 3-6 Rifle XX (326), a fort and a rail hit marker, southeast in the next clear terrain hex is a 4-6 Rifle XX (185), a 3-6 Rifle

XX (334) and a fort, southeast in the clear terrain hex is a 4-6 Rifle XX (164), a 3-6 Rifle XX (352) and a fort, southeast of that in the woods is a 4-6 Rifle XX (257), a 3-6 Rifle XX (342) and a fort.

Still going southeast in the clear terrain hex that is surrounded on three sides is three 4-6 Rifle XX (118, 134, 135) and a fort, east of that is a 4-6 Rifle XX (312), a *2-6 Rifle X (130) and a fort southeast of that hex is a 4-6 Rifle XX (373), a *2-6 Rifle X (136) and a fort, southwest of that in the clear terrain hex is two 4-6 Rifle XX (158, 381), *2-6 Rifle X (150) and a fort, southeast in the tip is a 6-6 Gds Rifle XX (1), a *3-6 Gds Rifle X (1) and a fort, east of that in the clear terrain is two 4-6 Rifle XX (155, 379), *2-6 Rifle X (141) and a fort, west of that hex is a 4-6 Rifle XX (97), a *2-6 Rifle X (37), and a fort.

Directly northwest on the road/rail in standby is a *2-6 Gds Rifle Cadre (37), and going back to the 97 Rifle XX and 37 Rifle X hex and going southeast in the clear terrain hex that is surrounded by three hexes is three 4-6 Rifle XX (144, 145, 146) and a fort. Picking up behind the river is a 3-6 Rifle XX (336), a 1-8 Ski X (45) and a fort, southeast (note all hexes from here out are clear terrain) is a 5-6 Gds Rifle XX (18), 4-6 Rifle XX (8) and a fort, southeast on the road/rail hex is a 5-6 Gds Rifle XX (12), a 4-6 Rifle XX (88), a 2-1-8 Tank X (248), and a fort, southeast of that is a 5-6 Gds Rifle XX (46), a 4-6 Rifle XX (110), a 2-1-8 Tank X (153), and a fort, southeast of that is a 3-6 Rifle XX (344), a *2-6 Rifle X (131) and a fort, southwest of that is a 4-6 Rifle XX (106), a 3-8 Cav XX (7), and a fort, southwest of that is a 4-6 Rifle XX (17), a 3-8 Cav XX (8), and a fort.

Due west (facing the 16-10 Pz XX (9) stack) is a 11-8-8 Tank XXX (11), a 3-2-8 Gds Tank X (29), a 3-2-8 Tank X (18), a 2-1-8 Tank X (118) and a fort for 13 Tank defensive points, southwest of that hex is a 5-6 Gds Rifle XX (31), a 4-6 Rifle XX (251), a 2-1-8 Tank X (154), and a fort, west of that hex on the road/rail line is a 5-6 Gds Rifle XX (8), a 4-6 Rifle XX (139), a 2-1-8 Tank X (213), a fort, and a rail hit, west of that is a 5-6 Gds Rifle XX (22), a 4-6 Rifle XX (249), a 2-1-8 Tank X (161), and a fort, west of that is a 4-6 Rifle XX (150), a 2-1-8 Tank X (196) and a fort, west of that on the road/rail hex is a 4-6 Rifle XX (32), 3-6 Rifle XX (338), 2-1-8 Tank X (187), a fort, and a rail hit.

Going west surrounded on three sides is a 5-6 Gds Rifle XX (6), a 4-6 Rifle XX (149), two 2-1-8 Tank X (124, 238), a 1-8 Ski X (49), and a fort, southwest is a 4-6 Rifle XX (143), a 2-1-8 Tank X (81), and a fort, southwest of that in the hex surrounded on three sides is a 4-6 Rifle XX (357), a *2-6 Rifle X (153), a 2-1-8 Tank X (145) and a fort, and finally southeast of that hex is a 4-6 Rifle XX (133), 2-1-8 Tank X (184) and a fort.

In standby in Tula and Stalinogorsk I placed a 4-8 Tank Cadre and airfield (19, 20 respectively), also in reaction mode standby you'll notice four stacks of tank brigades starting from north to south (or three hexes southwest of Stalinogorsk) is a 3-2-8 Tank X (68) and two 2-1-8 Tank X (92, 104). Three hexes due south is a 3-2-8 Tank X (94) and two 2-1-8 Tank X (129, 143). Three hexes southwest is a 3-2-8 Tank X (11), a 2-1-8 Tank X (78), a *3-8 Mech X (47), and a 2-8 M/C X (34). And lastly three hexes west on the road/rail line is a 3-2-8

Tank X (8), a 2-1-8 Tank X (34), a *3-8 Mech X (46), a *2-8 Mot Rifle X (10) and a rail hit marker.

Notes: You'll also notice I place the airfields behind the front lines and also one each at Kaluga, Kursk and Yelets. Also, there are some holes in the line, but depending on how Eric deploys his remaining 8 reserves in AGC and AGS will determine how I will fill in the gaps in the line. You can probably deduct where the 8 reserve units are going to be deployed (i.e., with the reaction tank brigades).

Southwestern Sector

Well as usual first I'll take my 20 cadre losses, and then the 105 permanent losses followed by the placement of forts and airfields and then deploy my front line forces.

Randomly shuffling the 54 units that have a cadre yields the following 20 units:

3x 6-6 Gds Rifle XX (2, 3, 4)

16x 5-6 Gds Rifle XX (15, 25, 33, 34, 35, 39, 48, 52, 55, 58, 59, 60, 67, 69, 72, 75)

1x 5-4-8 Gds Cav XX (2)

Well in some respects that is a lucky pull, the 12-8 Gds Mech XXX and the 12-9-8 Gds Tank XXX survived but the three 6-6 Gds Rifle XX was a little unexpected.

With 39 total hexes to cover and with the amount of divisions I have I have chosen to kill off 35x 3-6 Rifle XX for 105 total points lost. Off to the dead pool they go.

Now for the 8 reserve units here is the list:

1x 12-8 Gds Mech XXX (2)

1x 12-9-8 Gds Tank XXX (2)

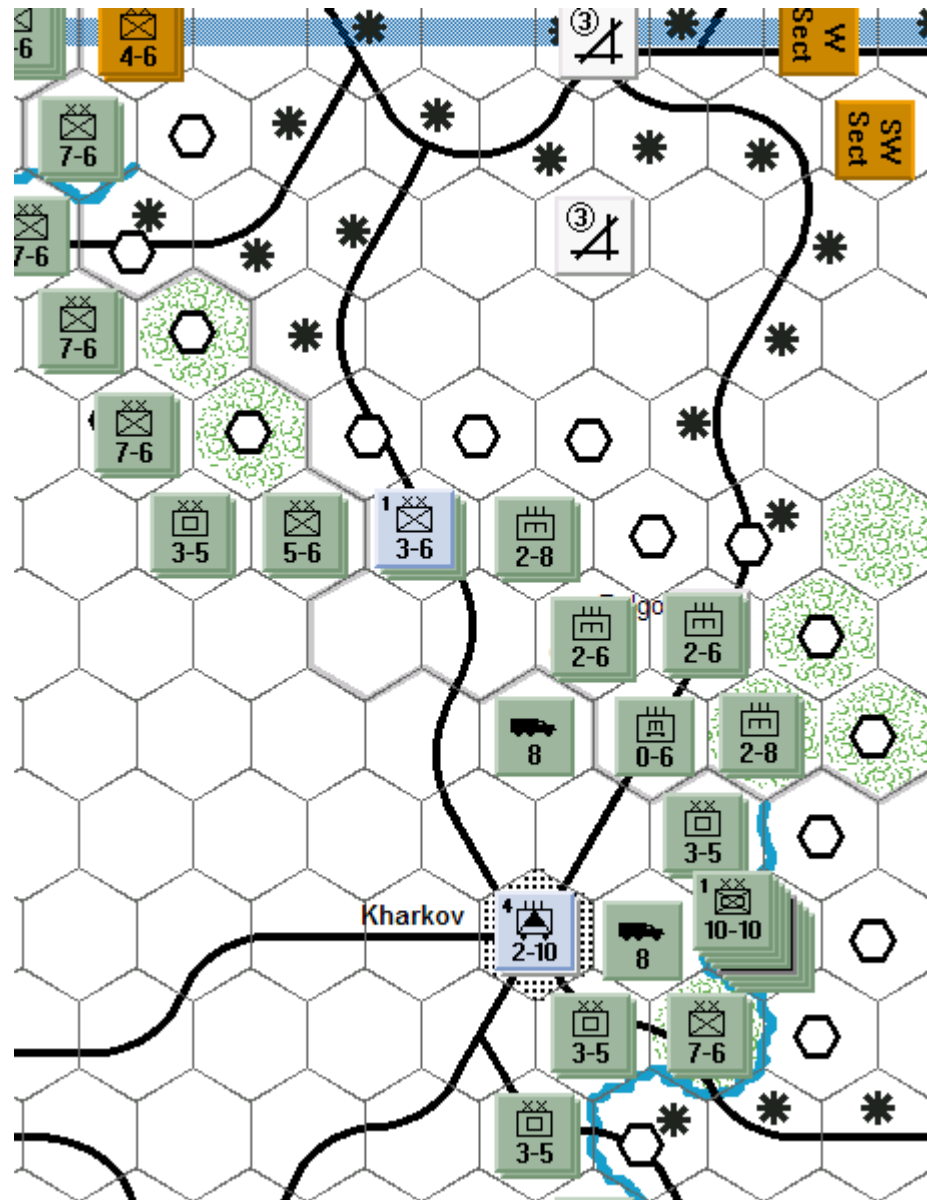
1x 3-2-8 Gds Tank X (5)

1x *3-8 Gds Mot Rifle X (8)

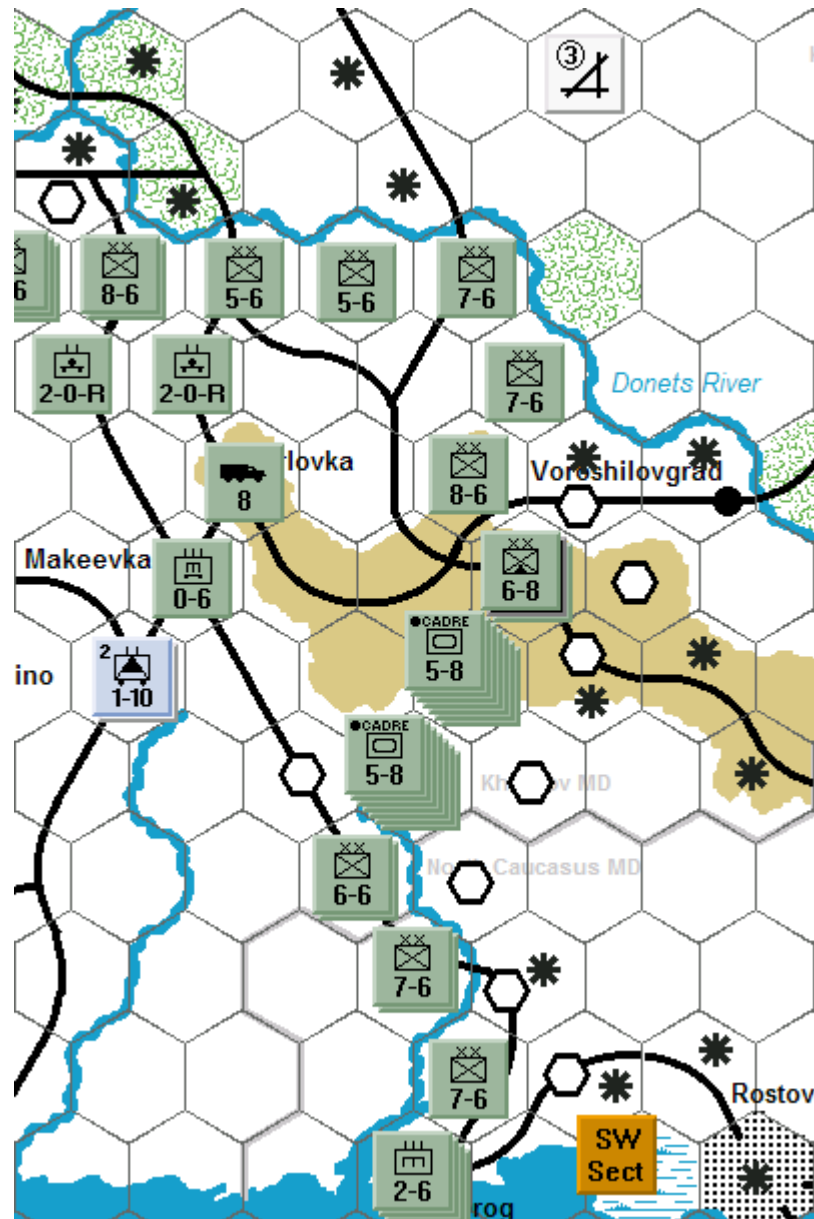
1x *2-8 Mot Rifle X (38)

3x 5-4-8 Gds Cav XX (1, 9, 10)

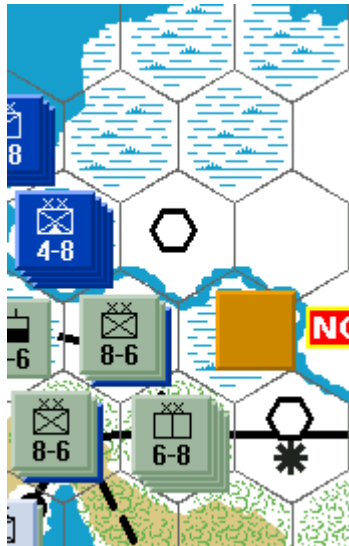
Forts 1



Forts 2



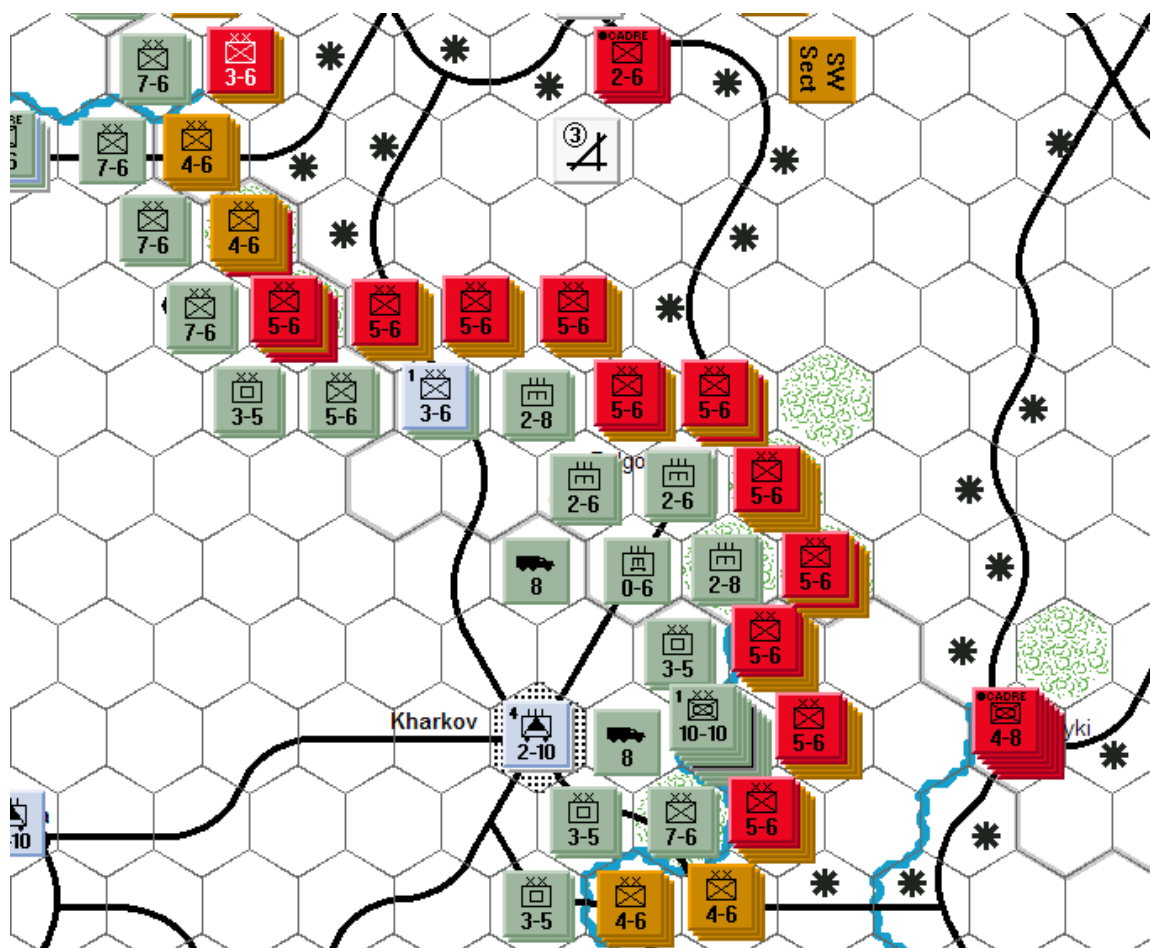
Forts 3



As you can see the exposed areas have a fort and I placed the two airfields behind the lines (one south of Kursk and the other four hexes north of Voroshilovgrad).

With 114 divisions to cover 39 total front line hexes that is at least two divisions per hex with some (the most exposed) that can have three divisions per hex. Also there are 10 hexes that can only be attacked from one hex and 8 that can be attacked from three hexes. These totals do not include the Taman area which only has 2 hexes that can be attacked from one hex and the rest (4) that can be attacked from 2 hexes.

Area 1



Starting with area 1 going north to south we have a 3-6 NKVD Rifle XX (11), a 3-6 Rifle XX (266), a *2-6 Rifle X (109) and a fort (four hexes east in reserve is a *2-6 (6-6 Gds Rifle XX) Gds Rifle Cadre (4) and two *2-6 Gds Rifle Cadre (25, 39) this stack will move into the Western Sector and occupy Kursk to receive infantry replacements). Southwest of that slightly behind a river is three 4-6 Rifle XX (74, 87, 89), a fort and a rail hit, southeast in the woods is three 4-6 Rifle XX (31, 81, 51), a *3-6 Gds Rifle X (6) and a fort.

Southeast in the woods in the centered surrounded hex are two 5-6 Gds Rifle XX (14, 36), a 4-6 Rifle XX (194), two *3-6 Gds Rifle XX (7, 11), and a fort, to the east is a 5-6 Gds Rifle XX (68), two 4-6 Rifle XX (60, 84), a 2-1-8 Tank X (49) and a fort, east of that is a 5-6 Gds Rifle XX (51), two 4-6 Rifle XX (24, 82), a 2-1-8 Tank X (115) and a fort, and east again is a 5-6 Gds Rifle XX (24), two 4-6 Rifle XX (69, 99), a 2-1-8 Tank X (179) and a fort.

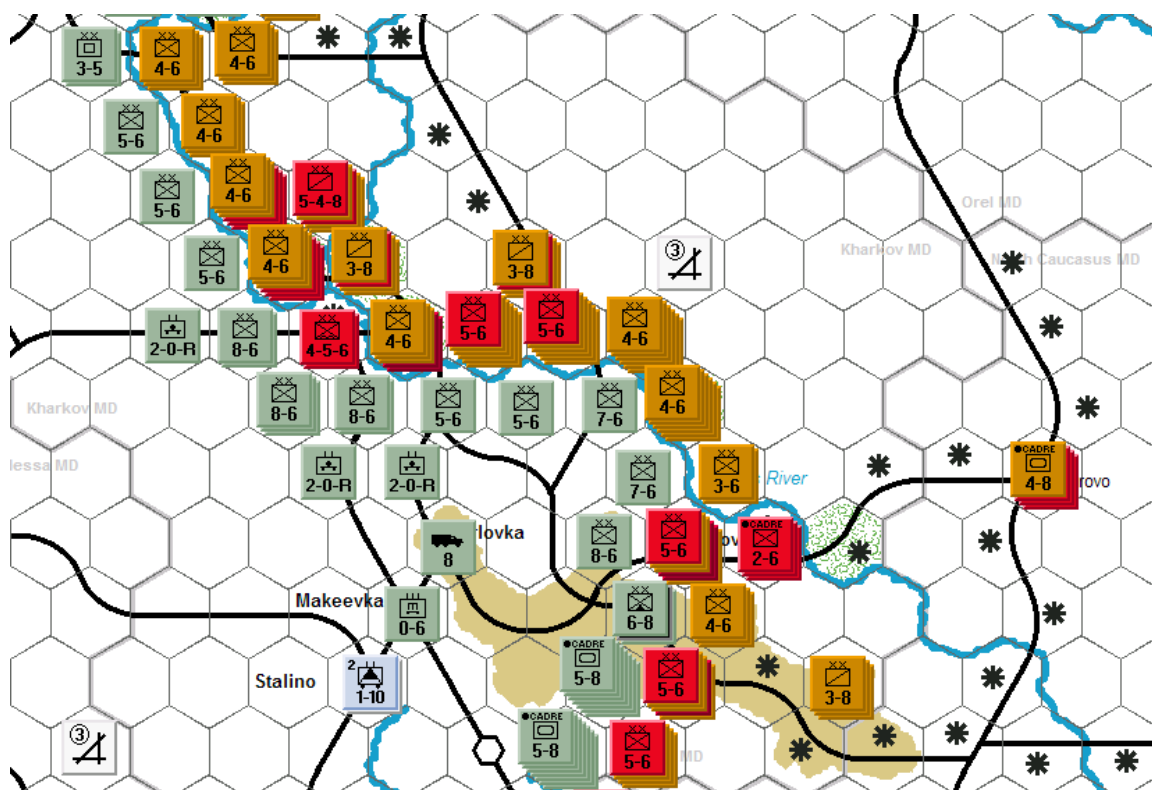
Southeast is two 5-6 Gds Rifle XX (20, 66), a 4-6 Rifle XX (206), a 2-1-8 Tank X (254) and a fort, east of that is a 5-6 Gds Rifle XX (32), two 4-6 Rifle XX (61, 98), *3-6 Gds Rifle X (12), a 2-1-8 Tank X (188), a fort, and a rail hit. Southeast in the woods is a 5-6 Gds Rifle XX (61), two 4-6 Rifle XX (71, 100), *2-6 Rifle X (159), a 2-1-8 Tank X (192), and a fort. Southeast in the woods is a 5-6 Gds Rifle XX (50), a 4-6 Rifle XX (233), a 3-6 NKVD Rifle XX (1), *2-6 Rifle X (152), a 2-1-8 Tank X (63), and a fort.

Southwest of that behind the river bend is two 5-6 Gds Rifle XX (73, 74), a 4-6 Rifle XX (161), *2-6 Rifle X (149), a 2-1-8 Tank X (140), and a fort, southeast of that is a 5-6 Gds Rifle XX (38), a 4-5-6 Gds Para-Rifle XX (5), a 4-6 Rifle XX (211), *2-6 Rifle X (107), a 2-1-8 Tank X (86), and a fort, southwest is two 5-6 Gds Rifle XX (81, 82), a 4-6 Rifle XX (172), *2-6 Rifle X (52), a 2-1-8 Tank X (201), and a fort, southwest directly behind the Donets River is a 4-6 Rifle XX (244), a 3-6 Rifle XX (270), *2-6 Rifle X (34), and a rail hit and finally east of that hex in the corner bend of the Donets River is three 4-6 Rifle XX (), a fort and a rail hit.

In Valuyki in reserve waiting for replacements is the following cadre units *4-8 Gds Mech Cadre (12-8 Gds Mech XXX) (4), *2-6 Gds Rifle Cadre (6-6 Gds Rifle XX) (2), *1-8 Gds Cav Cadre (5-4-8 Gds Cav XX) (2), two *2-6 Gds Rifle Cadre (5-6 Gds Rifle XX) (15, 75) and a 3-2-8 Gds Tank X (34) along with a rail hit.

As much as possible all the units in the Southwest Sector that have a 2-1-8 Tank X stacked with them will receive a 1-2-8 AT X in general this will at the minimum give a 1/7 (1/5) ATEC for the defense with the fort that should give a -2 or -3 in most cases against any AGS panzer drive. This sector was also basically setup to “hold” the line and let Eric grind his forces up in the attack, time will tell.

Area 2



Continuing on southeast behind the Donets River bend are three 4-6 Rifle XX (126, 132, 137) and a rail hit, southeast of that is assault group 1 consisting of three 4-6 Rifle XX (148, 151, 160) and three *3-6 Gds Rifle X (8, 9, 10), southeast of that behind the river bend is assault group 2 consisting of three 4-6 Rifle XX (16, 112, 176) and three *3-6 Gds Rifle X (13, 14, 15), southeast of that hex in the Donets River bridgehead is two 4-5-6 Gds Para-Rifle

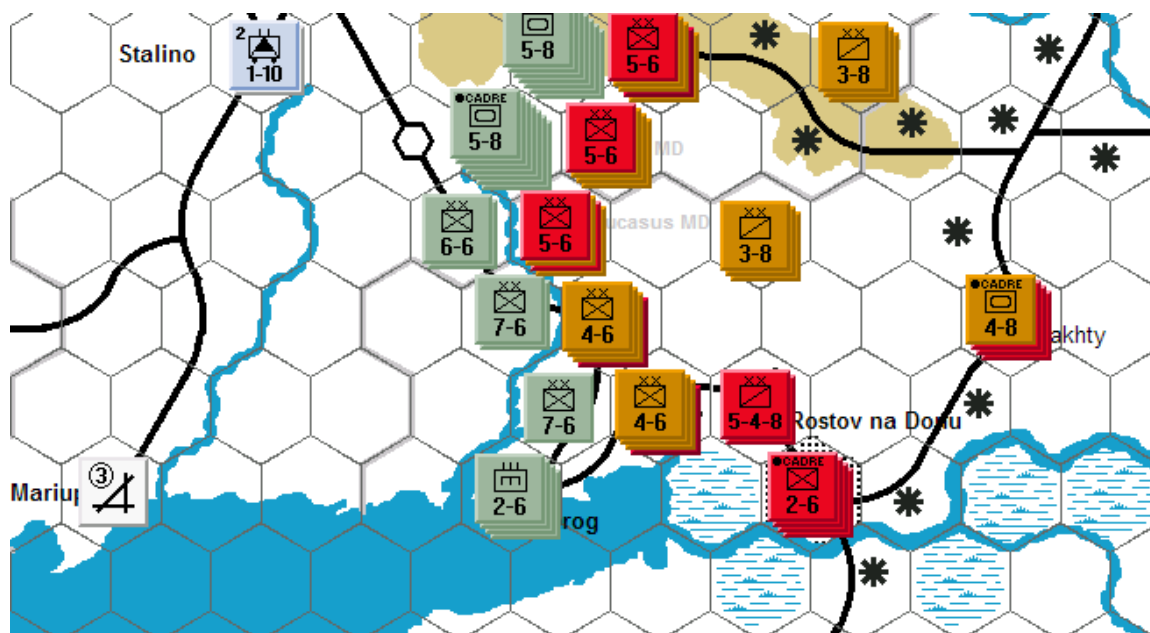
XX (7, 8), a fort and a rail hit (fear not comrade after Eric places his forces, I have a 12-8 Gds Mech XXX and some Guards Tank X in mind...), due east behind the river bend in the woods is three 4-6 Rifle XX (6, 183, 193), *3-6 Naval Rifle X (92), *2-6 Naval Rifle X (81) and a rail hit.

Continuing due east is assault group 3 consisting of a 5-6 Gds Rifle XX (54), two 4-6 Rifle XX (141, 169), and three *2-6 Rifle X (96, 155, 160), east of that on the rail is assault group 4 with a 5-6 Gds Rifle XX (9), two 4-6 Rifle XX (37, 91), and two *2-6 Rifle X (98, 111), east of that hex is three 4-6 Rifle XX (238, 240 Motorized, 375), and two *2-6 Rifle X (99, 115), southeast of that in the woods hex is three 4-6 Rifle XX (19, 147, 188), and three *2-6 Rifle X (53, 103, 124), and finally in the last bend of the Donets River are two 3-6 Rifle XX (267, 417).

Before continuing on with the rest of the units in this area I want to step back and point out the reserve cavalry units, four hexes southwest of Valuyki (or northeast of assault group 2) is a 5-4-8 Gds Cav XX (1), 3-8 Cav XX (30), 3-2-8 Gds Tank X (31), 3-2-8 Tank X (2), and a 2-1-8 Tank X (236), southeast of that in the woods hex on the road/rail is a 3-8 Cav XX (61), 3-2-8 Gds Tank X (32), 3-2-8 Tank X (10), a 2-1-8 Tank X (217), and a rail hit, and two hexes to the east of that on a rail/road is a 3-8 Cav XX (63), 3-2-8 Gds Tank X (33), 3-2-8 Tank X (14), a 2-1-8 Tank X (150), and a rail hit.

Continuing southeast across the Donets River in Voroshilovgrad (2 hexes from the front lines) is a *2-6 Gds Rifle Cadre (6-6 Gds Rifle XX) (3), two *2-6 Gds Rifle Cadre (6-6 Gds Rifle XX) (34, 52), and a rail hit. Directly west of that hex is a 5-6 Gds Rifle XX (44), two 4-6 Rifle XX (236 Motorized, 237), two *2-6 Naval Rifle X (78, 84), *2-6 Rifle X (156), a fort and a rail hit. Southeast in the rough terrain hex is three 4-6 Rifle XX (214, 234, 248) and a fort, southwest of that in the rough terrain hex is a 5-6 Gds Rifle XX (27), two 4-6 Rifle XX (226, 228), *3-6 Naval Rifle X (71), a 2-1-8 Tank X (91), a fort and a rail hit. I will cover the rest of the line and the cavalry and tank cadre reserves in area three.

Area 3



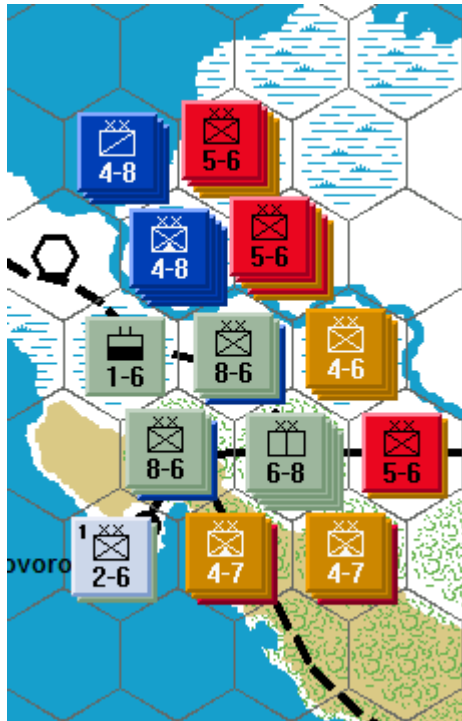
Starting in the first clear terrain hex right after the rough terrain mass is a 5-6 Gds Rifle XX (57), two 4-6 Rifle XX (195, 216), a 2-1-8 Tank X (156), and a fort, southwest slightly behind a river line is a 5-6 Gds Rifle XX (49), a 4-6 Rifle XX (131), a 3-6 NKVD Rifle XX (19), a 2-1-8 Tank X (207), and a fort, southeast of that is attack group 1 consisting of three 4-6 Rifle XX (232, 243, 252), *2-6 Naval Rifle X (62), a fort, and a rail hit, southeast is attack group 2 containing three 4-6 Rifle XX (203, 223, 258), *2-6 Naval Rifle X (76), a fort, and a rail hit.

Directly east of that hex (or northwest of Rostov na Donu) are two 5-4-8 Gds Cav XX (9, 10) and a rail hit. In Rostov itself are four *2-6 Gds Rifle Cadre (5-6 Gds Rifle XX) (33, 48, 59, 60) and a rail hit. Behind the front lines in reserve are the following cavalry groups; cavalry group 1 two hexes southeast of Voroshilovgrad is a 3-8 Cav XX (115), a 3-2-8 Tank X (58), and a 2-1-8 Tank X (163), cavalry group 2 two hexes southwest of cavalry group 1 is a 3-8 Cav XX (81), a 3-2-8 Tank X (15), and a 2-1-8 Tank X (96).

Stationed at Millerovo is a *4-8 Tank Cadre (11-8-8 Tank XXX) (18), three *2-6 Gds Rifle Cadre (5-6 Gds Rifle XX) (35, 55, 58) and a rail hit. Stationed at Shakhty is a *4-8 Tank Cadre (11-8-8 Tank XXX) (15), three *2-6 Gds Rifle Cadre (5-6 Gds Rifle XX) (67, 69, 72) and a rail hit.

That covers area three, there are a few 2-1-8 Tank X in the front lines and these will be augmented with 1-2-8 AT X and added artillery units of all sorts to crush the front lines and retake the Donets river line.

Area 4



Starting from north to south in the first swamp hex is two 5-6 Gds Rifle XX (78, 80), a 3-6 Rifle XX (271), and a *2-6 Rifle X (229), southeast in the clear terrain hex is two 5-6 Gds Rifle XX (40, 71), a 3-6 Rifle XX (276), a *3-6 Gds Rifle X (5), a *2-6 Rifle X (165), and a fort, continuing southeast in the swamp across the river is a 4-6 winter Rifle XX (73), *2-6 winter Rifle X (43), and a *2-6 Rifle X (256), southeast in the clear terrain on the road/rail is 5-6 Gds Rifle XX (79), 3-6 Rifle XX (416), a fort, and a rail hit, southwest in the wooded rough hex are two 4-7 winter Mtn Rifle XX (20, 242) and a *3-6 Naval Marine X (83), due west in the wooded rough hex are two 4-7 winter Mtn Rifle XX (9, 83) and a *3-6 Naval Marine X (255).

Notes: There are several points to point out here, one I am going to put a lot of anti-tank and artillery units with the Southwestern Sector and Western Sector, two I plan on making a bold thrust across two or three sections of the Donets River line and attempt to roll up the southern flank and third its going to be a hell of a lot of full pounding German panzers into the ground for a change. ★

Lines from Home

Letters

John W. Holmes

Luiz,

First of all, thank you for publishing such a great on-line magazine. I've loved all three issues.

I have two questions for Jim Boston about the playtest article published in Issue #3:

- 1) The naval rules/OBs seem to be based on the naval rules originally published in "The Damned Die Hard", where all aircraft carriers, battleships, battlecruisers, heavy cruisers and light cruisers rate their own counter. Is this correct?
- 2) Does the new "Lightning War" game go from September of 1939 through the end of June, 1941? If so, that would seem to dovetail with the idea that "Ike's War" will start in July of 1941.

Again, great job on your first three issues.

Regards and Happy New Year!

Thanks for your kind words, John. Jim has forwarded the following answers:

- 1. The naval rules were based on the artical AE Goodwin had in TEM, #29 I think.*
- 2. The game started on the MAY I 1940 turn and ended at the end of the DEC II 1940 turn.*

The idea is to combine the games of TFH and FoF and nothing more. When TW is out we may get more input from Goodwin on doing more or less. I am not sure what the over all naval rules for Europa will end up being: Task Force counters; capital ships - flotillias; or each naval unit having its own counter - like Master Europa. Only time will tell. ★