

The Soviets are building up the number of guns. The last recon go I noted they have enough guns to start building artillery divisions to support multiple combats at two hexes away. What does this mean for our side? This guide is to start the discussion of how we might strategically, operationally, and tactically think about deploying our scarce gun resources. How do we avoid using axes to kill flies and also avoid bringing pea shooters to a gun fight?

First, I am assuming an understanding of the combat system. It is not intuitive nor can you assume “realistic” action. My AAR “They crossed over the border” describes the combat sequence in detail and ramifications. Very simply two sides start at maximum range and close until the last of the infantry exchange pleasantries. Whatever forces are not disrupted are accounted for in terms of CV and if the attacker has 2:1 or better – the defense retreats.

There are other calculations for routing. It might be proposed that disruption is far more important than the effort it takes to ensure damaged and destroyed targets. For example, in the blizzard I attached 20mm quad flak guns to units engaging Soviet cavalry. I could have attached 210mm guns or 305 Nebelwerfers, so why 20mm quad guns?

A look at the picture below tells much.

GROUND ELEMENTS COMPARE					
20mm Quad Anti-aircraft Gun			210mm Howitzer		
					
Nation: Germany Class: Artillery Type: Light Flak			Nation: Germany Class: Artillery Type: Heavy Artillery		
Start Date: 1/1939 End Date: 9/1945 Upgrade: - Factory: -			Start Date: 1/1936 End Date: 9/1945 Upgrade: - Factory: -		
20mm Quad Flak38 AA Gun AA gun			210mm M18 Howitzer heavy gun		
Load:	0	Men:	8	Load:	0
Effect:	0	Speed:	0	Effect:	0
Range:	2000	Size:	1	Range:	30100
Accuracy:	800	Ammo Use:	848	Accuracy:	200
Ceiling:	6500	Fuel Use:	6	Ceiling:	0
Rate of Fire:	400	Build Cost:	30	Rate of Fire:	1
Blast:	1	Build Limit:	0	Blast:	17
Anti-air:	8	Reliability:	0	Anti-air:	0
Anti-soft:	8		0	Anti-soft:	510
Anti-armor:	0		0	Anti-armor:	127
Penetration:	34	Front Armor:	0	Penetration:	0
HEAT Pen:	0	Side Armor:	0	HEAT Pen:	0
HVAP Pen:	0	Top Armor:	0	HVAP Pen:	0

The 210mm howitzer certainly has a very high anti-soft value and a fair anti-armor. Look at the ROF – it is (1). That means at a range of 30,000 meters this weapon is going to take (1) shot and likely hurt whatever it hits. The downsides of this weapon are many. The ammo use is over 7000. When distances close and the infantry get many attacks – it is possible that this weapon might be destroyed at a cost of 346 armaments. The 20mm quad has a horrible anti-soft and no anti-armor, but in the situation of thousands of cavalry squads needing to be disrupted – the rate of fire of 400 meant that when this weapon fired each cavalry squad was taking a die roll. Over the course of the battle the multiple 20mm

quad platforms engages enough squads and disrupted enough that the unit retreated. In some cases, the unit routed to the rear. All this was accomplished with very little ammo usage for the total effect. However, this strategy would not work against other units with substantial TO&E besides horses and men.

So why deploy the 210mm howitzer. In this game every weapon has a purpose. It might be proposed that fortified positions of level 2 are an optimum use of this weapon. There certainly could be more purposes. However, (3) 210mm M18 howitzer battalions with 12 guns each will severely hurt 36 targets and the blast effect of 17 will disrupt more infantry targets. Because lower caliber weapons are not as effective versus the level 2 fort situation this might be a good risk reward situation.

The main battles are fought between our 105mm field gun and the Soviet 122mm field gun. The Soviet has us in range, which means given this stand off the Soviet would fire first. But we have rate of fire and subsequently higher ammo usage per combat.

GROUND ELEMENTS COMPARE



105mm sK 18 Field Gun
heavy gun

Load:	0
Effect:	0
Range:	20800
Accuracy:	500
Ceiling:	0
Rate of Fire:	7
Blast:	6
Anti-air:	0
Anti-soft:	123
Anti-armor:	31
Penetration:	208
HEAT Pen:	0
HVAP Pen:	0

Nation: Germany
Class: Artillery
Type: Heavy Artillery

Start Date: 1/1934
End Date: 9/1945
Upgrade: -
Factory: -

Men: 8
Speed: 0
Size: 2

Ammo Use: 3128
Fuel Use: 22

Build Cost: 57
Build Limit: 0

Reliability: 0

Front Armor: 0
Side Armor: 0
Top Armor: 0



122mm A19 Gun
heavy gun

Load:	0
Effect:	0
Range:	22750
Accuracy:	500
Ceiling:	0
Rate of Fire:	4
Blast:	7
Anti-air:	0
Anti-soft:	171
Anti-armor:	43
Penetration:	165
HEAT Pen:	0
HVAP Pen:	0

Nation: Soviet Union
Class: Artillery
Type: Heavy Artillery

Start Date: 1/1936
End Date: 9/1945
Upgrade: -
Factory: -

Men: 9
Speed: 0
Size: 2

Ammo Use: 1650
Fuel Use: 22

Build Cost: 75
Build Limit: 0

Reliability: 0

Front Armor: 0
Side Armor: 0
Top Armor: 0

The Nebelwerfer as a weapons platform deserves special attention. In 1942 we have 150mm, 210mm, and 300mm rocket artillery. The picture below tells a story. The 150mm Nebelwerfer has a rate of fire of 12 and very competitive blast and anti-soft statistics. The Nebelwerfer platform itself is cheap to build and when lost does not break the armament bank. The disadvantage is range. Most of the Soviet gun arsenal will have fired before this platform does its deed. So, what makes the Nebelwerfer as an SU so powerful? Concentration. Unlike the other German artillery units, the Nebelwerfer comes in regiment sizes. A regiment is 54 platforms each with a ROF of 12. Three regiments attached to a HQ means 1,944 opportunities to kill Soviet squads at an ammo cost of 506,736. A Soviet bastion that needs moving might be a good deployment of concentrated Nebelwerfer regiments.

The 300mm Nebelwerfer bn are worth a special mention. Although they have high ammo usage and a short range – the anti-soft and blast are superb. These platforms are quite effective versus dug in Soviet defenses. Especially the first line of real defense after the speed bumps. These rockets do not know a regular Soviet infantry from Guards units. They are vulnerable because of the short range.

GROUND ELEMENTS COMPARE				
	150mm Nebelwerfer		300mm Nebelwerfer	
	Nation:	Germany	Germany	
	Class:	Artillery	Artillery	
	Type:	Rocket	Rocket	
	Start Date:	6/1941	7/1943	
	End Date:	9/1945	9/1945	
	Upgrade:	-	-	
	Factory:	-	-	
150mm NbW 41 Rocket heavy gun	Men:	4	4	300mm NbW 42 Rocket heavy gun
Load: 0	Speed:	0	0	Load: 0
Effect: 0	Size:	1	1	Effect: 0
Range: 7300	Ammo Use:	904	1790	Range: 5000
Accuracy: 50	Fuel Use:	6	6	Accuracy: 50
Ceiling: 0	Build Cost:	13	23	Ceiling: 0
Rate of Fire: 12	Build Limit:	0	0	Rate of Fire: 6
Blast: 13	Reliability:	0	0	Blast: 25
Anti-air: 0	Front Armor:	0	0	Anti-air: 0
Anti-soft: 255	Side Armor:	0	0	Anti-soft: 628
Anti-armor: 21	Top Armor:	0	0	Anti-armor: 52
Penetration: 0				Penetration: 0
HEAT Pen: 0				HEAT Pen: 0
HVAP Pen: 0				HVAP Pen: 0

The German howitzers are also worth a special mention. Every situation has its own special circumstances. One feature of the German howitzers in this game is the use of HEAT ammo. So if the battle or following battles are expected to encounter Soviet armor while the 105mm round is sufficient ROF and anti-soft for the situation – the 105mm howitzer will penetrate Soviet armor. In comparison the Soviet 152 gun is the mainstay of the Soviet big guns. A long range and many of them makes them a formidable adversary. Side by side you can see how trades offs in range, ROF, blast adding anti-armor penetration are all factors to consider when committing artillery SU's. Depending on the situation 6 105mm shots at shorter range might be much more advantageous than 1 152mm shot at a longer range.

GROUND ELEMENTS COMPARE									
		105mm Howitzer			152mm Field Gun				
		Nation: Germany Class: Type: Artillery Start Date: 1/1936 End Date: 9/1945 Upgrade: - Factory: -			Soviet Union Heavy Artillery 1/1935 9/1945 - -				
105mm leFH18 Howitzer heavy gun								152mm BR-2 Gun heavy gun	
Load:	0	Men:	8		12			Load:	0
Effect:	0	Speed:	0		0			Effect:	0
Range:	12000	Size:	1		3			Range:	29500
Accuracy:	250	Ammo Use:	2168		2139			Accuracy:	500
Ceiling:	0	Fuel Use:	6		22			Ceiling:	0
Rate of Fire:	6	Build Cost:	42		107			Rate of Fire:	1
Blast:	6	Build Limit:	0		0			Blast:	10
Anti-air:	0	Reliability:	0		0			Anti-air:	0
Anti-soft:	121							Anti-soft:	270
Anti-armor:	30							Anti-armor:	68
Penetration:	81	Front Armor:	0		0			Penetration:	0
HEAT Pen:	90	Side Armor:	0		0			HEAT Pen:	0
HVAP Pen:	0	Top Armor:	0		0			HVAP Pen:	0

In conclusion, each battle sequence has its own set of requirements and constraints. The German army is equipped with a wide variety of platforms for each job. Matching the right SU's to the right job over time gives us the edge. Because certain platforms are scarce resources we need to plan how these resources are deployed. Sometimes 2 or 3 turns in advance.