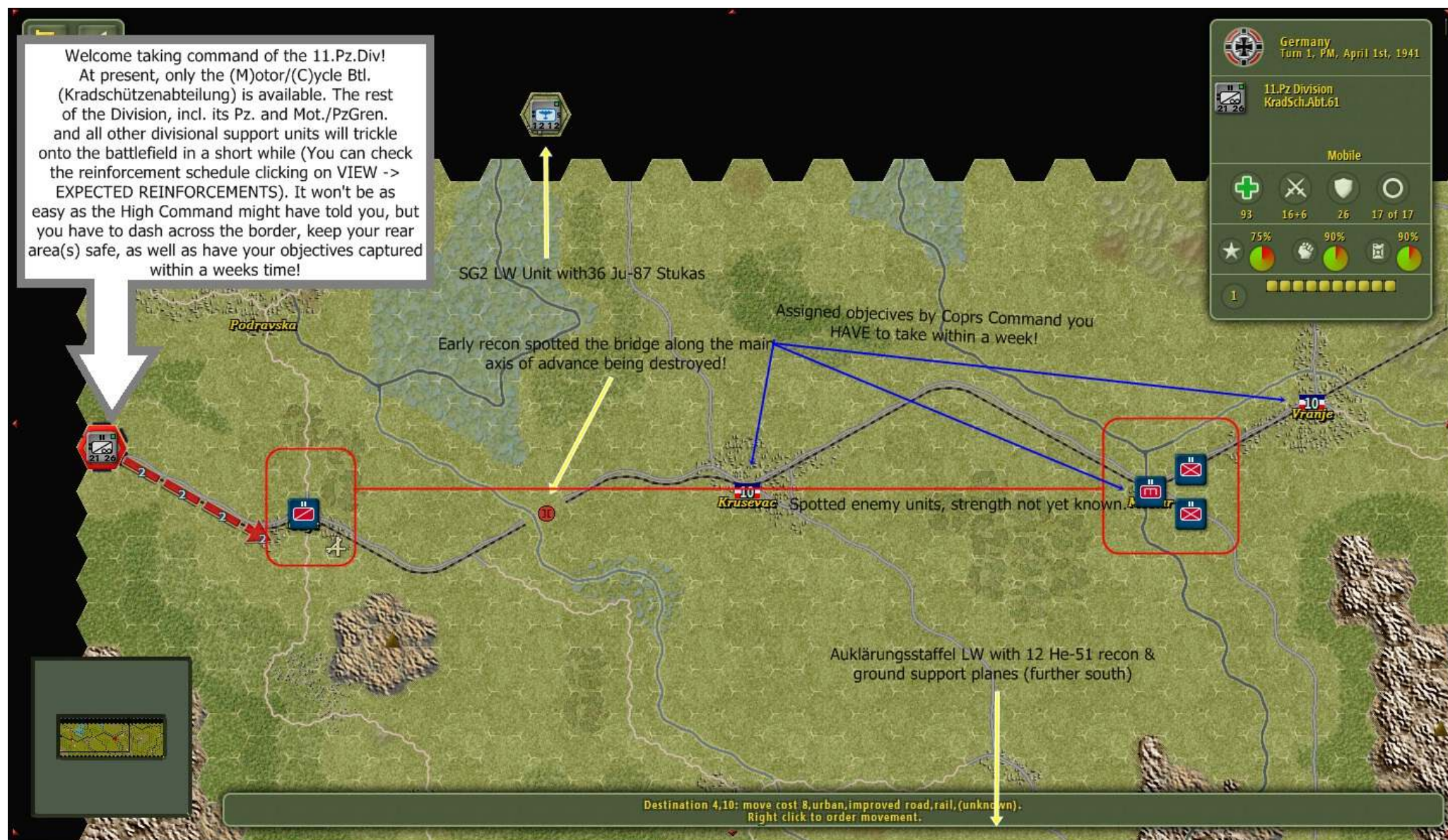






## Tutorial'41 by Oberst\_Klink

The screenshot shows the game 'The Operational Art of War - 7' in progress. The main map is a hexagonal grid with green terrain, roads, and a river. German units are visible, including a Panzer unit and a KradSch.Abt.61 unit. A speech bubble from a unit icon at the top left says: "Change the unit mission to Combat Support. (R)ight-(C)lick the unit, select CS." Another speech bubble from a unit icon at the bottom center says: "Change the unit mission to Combat Support. (R)ight-(C)lick the unit, select CS." A large speech bubble from a unit icon at the bottom right contains a quote: "What's the best way to proceed? Well.. Before we think about a general plan, let me remind you (and do never forget!) about Helmuth von Moltke's immortal words: 'No plan of operations extends with any certainty beyond the first contact with the main hostile force.'". A third speech bubble from a unit icon on the left says: "Time to move along the improved road to reecec the enemy and, if possible, attack them immediately and secure the village." The top left corner has a menu bar: File, Play, View, Options, Sound. Below it is a small table:

| SIDE   | AS | INT | LOST |
|--------|----|-----|------|
| Ours   | 1. | 2%  | None |
| Theirs | 0. | 0%  | None |

The top right corner shows the game status: Germany, Turn 1, PM, April 1st, 1941. Below it is the unit information: 11.Pz Division, KradSch.Abt.61. The bottom right corner shows the unit's status: Mobile, 93, 16+6, 26, 17 of 17. The bottom status bar shows the destination: Destination 4,10: move cost 8,urban,improved road,rail,(unknown). Right click to order movement.

The slides are from Oberst\_Klink provided at <https://www.matrixgames.com/forums/viewtopic.php?p=4210977#p4210977>



The Operational Art of War - Tutorial '41 (Germany) - PM 4/1/41 (1)

File Play View Options Sound Help

**Combat Planner**  
Plans for attack on location 5,10 (Celje)

Cooperation  
x1.00

Time Expended  
■■■■

Support

Hogan! My Lw boys can do it!

Defender Support Est.:  
0

| Side                   | Assault AP | AT | Support AP | Soft DF | Armor DF | Net Odds |
|------------------------|------------|----|------------|---------|----------|----------|
| Germany (Attacker):    | 15         | 6  | 6          | 18      | 6        | 1.958    |
| Yugoslavia (Defender): | 6          | 9  | 0          | 35      | 1        | to 1     |

Our Attack: 21+6  
Our Defense: 24

Our losses will probably be very heavy. (AR=54)  
The probability of success is very poor.

Enemy Attack: 4+3?  
Enemy Defense: 18?

The Kradschützen moved towards the enemy. Notice, that they already discovered the enemy's strength. Open the combat planner (P) and you should see something similar to this. Because the unit already moved 4 hexes, the time elapsed corresponds to just that. Despite the odds, we got to attack. Click on all units, incl. the LW, to commit to the attack. All units to be set to 'limited losses'.

Our losses will probably be very heavy. (AR=54)  
The probability of success is very poor.



The Operational Art of War - Tutorial '41 (Germany) - PM 4/1/41 (1)

File Play View Options Sound Help

| SIDE   | AS | INT | LOST |
|--------|----|-----|------|
| Ours   | 1. | 2%  | None |
| Theirs | 0. | 0%  | None |

OK. Let's review some combat results. We basically... made it! Despite the low odds, the KradSchützen literally dashed into the village and dislodged the defenders! That means, we'll continue our push forward!

### Full Report

**Germany weakly attack location 5,10 (Celje).**

Germany weakly attack location 5,10 (Celje).  
 [R0, Blue, FC, FC]  
 Rounds(Start/Length/Total) : 5/1/5, Defenders broke off  
 Germany advance on location 5,10 (Celje).  
 Germany approximate equipment and personnel losses - 0%  
 Yugoslavia approximate equipment and personnel losses - 6%  
 1 assaults have been resolved.  
 Germany 11.Pz Division, KradSch.Abt.61 attacks [FC, R4].  
 Germany Luftwaffe, SG 2 bombardment attacks [FC, R0].  
 Germany Luftwaffe, Aufkl.Staffel bombardment attacks [FC, R0].  
 Yugoslavia Division Cerska, Cerska Rec.Btl defends [FC].  
 Yugoslavia Division Cerska, Cerska Rec.Btl retreats.  
 Celje has been reduced to ruins.  
 Germany 11.Pz Division, KradSch.Abt.61 advances.

Germany  
Turn 1, PM, April 1st, 1941

11.Pz Division  
KradSch.Abt.61

Moving

82 14+5 22 7 of 17

75% 82% 70%

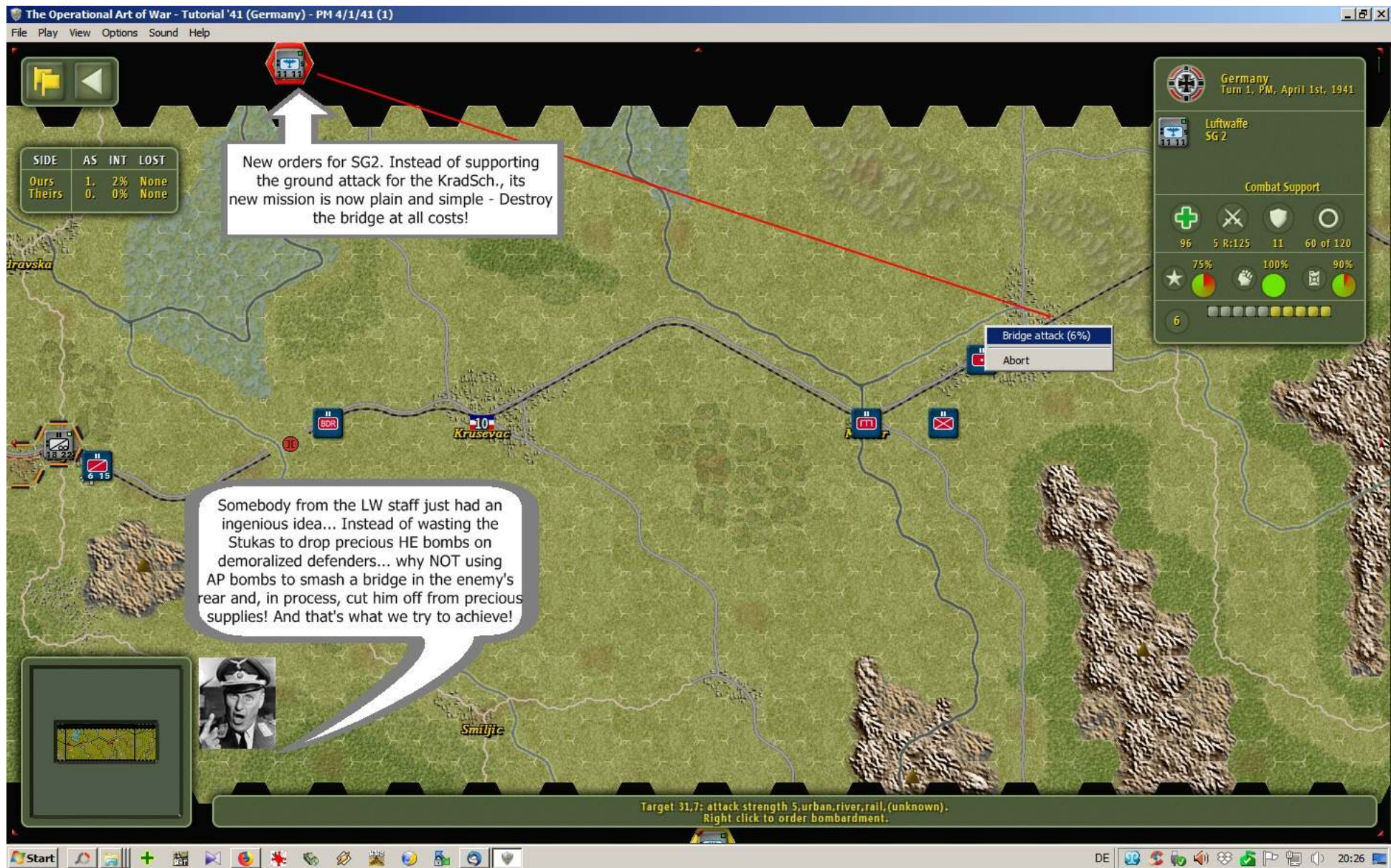
6

Toy around with the various combat review/  
result options

Outr losses were neglectable, and the overall 'health' of the KradSch.Abt.61 is still more than good. So, we'll continue to press on!



## Tutorial'41 by Oberst\_Klink



The slides are from Oberst\_Klink provided at <https://www.matrixgames.com/forums/viewtopic.php?p=4210977#p4210977>



The Operational Art of War - Tutorial '41 (German)

File Play View Options Sound Help

Continue to bomb the bridge at Hex 31,7 as well as pursuing the enemy unit with KradSach.Abt.61. The results of course might vary, but I was able to crunch in 7 battles in the 1st turn. At the end of the turn the Combat Results, like in the picture, should pop-up and you are able to review the previous combat results.

**COMBAT RESULTS**  
Germany - This Turn

| Combat | Location | Type        | Round | Duration | News                  | Battlefield Possession | Friendly Loss % | Enemy Loss % |
|--------|----------|-------------|-------|----------|-----------------------|------------------------|-----------------|--------------|
| 1      | 5,10     | land        | 5     | 1        | Germany weakly attack | Germany                | 0%              | 6%           |
| 2      | 31,7     | bombardment | 6     | 1        | Germany bridge attack | Germany                | 0%              | 6%           |
| 3      | 6,10     | land        | 6     | 1        | Germany attack        | Germany                | 0%              | 6%           |
| 4      | 31,7     | bombardment | 7     | 1        | Germany bridge attack | Germany                | 0%              | 6%           |
| 5      | 8,10     | land        | 9     | 1        | Germany attack        | Germany                | 0%              | 2%           |
| 6      | 31,7     | bombardment | 9     | 1        | Germany bridge attack | Germany                | 0%              | 6%           |
| 7      | 9,11     | land        | 10    | 1        | Germany weakly attack | Germany                | 1%              | 4%           |

7 battles happened.

**Full Report**  
Germany bridge attack location 31,7.  
Germany bridge attack location 31,7.  
[R8, Blue, FC, FC]  
Rounds(Start/Length/Total) : 9/1/9, Defenders broke off  
Germany approximate equipment and personnel losses - 0%  
Germany Luftwaffe, SG 2 bridge attacks [FC, R8].  
Bridge not destroyed.

Germany  
Turn 1, PM, April 1st, 1941  
11.Pz Division  
KradSch.Abt.61  
Moving  
67 12+4 19 0 of 17  
76% 76% 33%



## Tutorial'41 by Oberst\_Klink

The Operational Art of War - Tutorial '41 (Germany) - AM 4/2/41 (2)

File Play View Options

We will continue to bomb the bridge(s), but we'll switch target to the RR bridge across the river in Mostar? Why? Look at the weather - no cloud cover there, but at the other bridge there is. Bad weather influences the chances of success.

Move the following units to the following hexes:  
 PzPi.Abt.209 to 8,9  
 PzAbw.Abt.40 to 5,15  
 Pol.Btl.381 to 8,11  
 KradSch.Abt.61 to pursue the enemy unit.  
 (Note: It's very likely our KradSch. will commit to overrun attacks, which is good.)

**NEWS SUMMARY**

PM, April 1st, 1941  
 The scenario begins.  
 Celje has been reduced to ruins.  
 Germany capture Celje.  
 Location 6,10: Urban area has been reduced to ruins.  
 AM, April 2nd, 1941  
 German Polizei Battalion for rear-area duties arrived!

We got additional reinforcements, triggered in fact by an event! Once we captured Celje, the event was triggered. We shall need those additional troops to secure our rear against possible partisans and enemy stragglers who might show up; ready to cut our line(s) of communication.

Broken RR; not the difference of the supply values.  
 No need to worry; as per settings we got auto-RR repair of 2 per turn.

| SIDE   | AS | INT | LOST |
|--------|----|-----|------|
| Ours   | 0. | 0%  | None |
| Theirs | 0. | 0%  | None |

Germany  
 Turn 2, AM, April 2nd, 1941

231.Sich.Div  
 Pol.Btl.381

Mobile

100 9+3 16 11 of 11

50% 100% 100%

1

The slides are from Oberst\_Klink provided at <https://www.matrixgames.com/forums/viewtopic.php?p=4210977#p4210977>



## Tutorial'41 by Oberst\_Klink

The Operational Art of War - Tutorial '41 (Germany) - PM 4/2/41 (3)

File Play View Options Sound Help

So, what next? it seems that the enemy is more than willing to be on the aggressive side, which will suit us just fine. Before we should repair the bridge and cross the river in force we should deal with 2 of the enemy border units. We will attempt to encircle and destroy the border adjacent to the Pol.Btl. How? We got 3 units close by, but we need 6 units to completely encircle the border unit - hence, we'll split each of them into 2 units to do just that. The HQ will move close to the front behind the pol.Btl. The 2 Pz.Btl. we'll send in support. PzGren.Rgt.111 will deal with the other border unit, whereas the PzAbw.Abt. will dash towards Smiljic.

The situation at the beginning of T3:  
More reinforcements - The 2 Pz.Btl. of Pz.Rgt.15, as well as the 2 Mot.Btl of PzGren.Rgt.111, and finally the Div.HQ!. It was wise to position the Pol.Btl where it is now! The SG2 of the LW did 6 bridge attacks and run out of supplies; we need to give them a rest.

Germany  
Turn 3, PM, April 2nd, 1941

Luftwaffe  
SG 2

Rest

50 3 R:125 7 75 of 75

78% 33% 17%

1

Podravska

Crkvice

Krusevac

Mostar

Smiljic

Location 10,8: Flooded marsh,(unknown).

The slides are from Oberst\_Klink provided at <https://www.matrixgames.com/forums/viewtopic.php?p=4210977#p4210977>



## Tutorial'41 by Oberst\_Klink

The Operational Art of War - Tutorial '41 (Germany) - PM 4/2/41 (3)

File Play View Options Sound Help

20 32 17 22 18

SIDE AS INT LOST  
Ours 1. 0% None  
Theirs 0. 0% None

28 28 28 26 24 19 26 9 12 8 11 6 7 3 3 3 10 16 7 10 6 10 4 14 6 7 5 17 4 9 10 Krusevac

27 25 22 26 11 11 10

Right, we made it without the KradSch. suffering from a disengagement battle; same for the Pol.Btl. According to the attack planner we'll have no probs to destroy the enemy unit in the north. Before we execute the attack, let's see if one of our PzGren.Btl. can do an overrun attack; notice the power they got compared to the biorder unit?

Germany  
Turn 3, PM, April 2nd, 1941

11.Pz Division  
II/PzGr.Rgt.111

Moving

88 21+9 25 8 of 17

75% 86% 81%

1

Show/Hide Panels Control

The slides are from Oberst\_Klink provided at <https://www.matrixgames.com/forums/viewtopic.php?p=4210977#p4210977>



The Operational Art of War - Tutorial '41 (Germany) - PM 4/2/41 (3)

File Play View Options Sound Help

**SIDE**

| SIDE   | AS | INT | LOST |
|--------|----|-----|------|
| Ours   | 1. | 0%  | None |
| Theirs | 0. | 0%  | None |

**Germany**  
Turn 3, PM, April 2nd, 1941

**11.Pz Division**  
HQ 11.Panzer Div

Moving

87 6 R:1 16 0 of 17

75% 83% 82%

1

**PLANNED COMBATS**

Germany

| Location | Success Prediction | Loss Prediction | AR  | Cooperation | Time Expended |
|----------|--------------------|-----------------|-----|-------------|---------------|
| 11,13    | Good               | Heavy           | 141 |             | ■■■■■■        |
| 9,11     | Excellent          | Heavy           | 153 |             | ■■■■■■        |

2 battles are planned.

OK, we were able to push the border unit back with an overrun. The other PzGren.Btl. did a follow up move and now we attack the border unit in force, too. With a tad of luck we might not suffer a turn burn (see the planned combats, looks good we won't!). OK, I am giving the order to attack...





[illegible]

The slides are from Oberst\_Klink provided at <https://www.matrixgames.com/forums/viewtopic.php?p=4210977#p4210977>



## Tutorial'41 by Oberst\_Klink

The Operational Art of War - Tutorial '41 (Germany) - AM 4/3/41 (4)

File Play View Options Sound Help

More reinforcements! Finally, except for the Division's supply column, we got a full Pz.Div. at our disposal! Let's move them into position.

Podravska

Celje

Krusevac

Snafje

Location 20,2: flooded marsh,super river,(unknown).

Germany  
Turn 4, AM, April 3rd, 1941

Luftwaffe  
SG 2

Rest

52 2 R:125 5 77 of 77

78% 33% 24%

1

Seems there are some supply issues!  
The reason is simple; if you check out the airfield(s) supply source level, you'll see that they're at 17 (north) and 7 (south); that's not good enough. But, lucky us! The Celje airfield along the RR has a value of 31. Perfect! Let's transfer both air units there (a max. of 3 can be stationed at one aerodrome btw).

| SIDE   | AS | INT | LOST |
|--------|----|-----|------|
| Ours   | 0. | 0%  | None |
| Theirs | 0. | 0%  | None |

The slides are from Oberst\_Klink provided at <https://www.matrixgames.com/forums/viewtopic.php?p=4210977#p4210977>



## Tutorial'41 by Oberst\_Klink

The Operational Art of War - Tutorial '41 (Germany) - AM 4/3/41 (4)

File Play View Options Sound Help

0

SIDE AS INT LOST  
Ours 0. 0% None  
Theirs 0. 0% None

**GROUP COMPOSITION**

7 5 25 5 2 5

xx

**Celje**

All 3 artillery units are with the HQ; make sure to switch the artillery to Tactical Reserve in order for them to support attacks in range.

HQ 10 11

23 18

24 15

22 11

30 11

1 1

BDR 2 3

SEC 5 6

SEC 5 6

BDR 4 9

Mot.Inf. will attack together

Do an All units limited attack to finish off the encircled border unit! We do NOT want to advance in the soon (I hope) vacated hex!

Pz.Btl. dashed south and pushed the enemy unit back (a few overrun attacks).

Germany  
Turn 4, AM, April 3rd, 1941

Luftwaffe  
SG 2

Rest

52 2 R:125 5 65 of 77

78% 33% 24%

1

Smilitic

The slides are from Oberst\_Klink provided at <https://www.matrixgames.com/forums/viewtopic.php?p=4210977#p4210977>



## Tutorial'41 by Oberst\_Klink

The Operational Art of War - Tutorial '41 (Germany) - AM 4/3/41 (4)

File Play View Options Sound Help

**SIDE** AS INT LOST  
 Ours 0. 0% None  
 Theirs 0. 0% None

**Germany**  
 Turn 4, AM, April 3rd, 1941

**11.Pz Division**  
 II/PzGr.Rgt.111

**Attack:13,13**

75% 12+5 14 12 of 16

75% 68% 59%

2

**Celje**

**Krusevac**

**Smilje**

OK, we crushed one border unit. After that, I had the Pol.Btl., the KradSch. and the PzPi.Abt. re-combined and moved into position. The PzPi.Abt. was able to repair the bridge. The Mot.Btl. of PzGren.Rgt.111 will continue to attack the birder unit.

Location 12,13: cropland,(spotted).  
 Left click to select unit. Right click for attack options. (13,13).

The slides are from Oberst\_Klink provided at <https://www.matrixgames.com/forums/viewtopic.php?p=4210977#p4210977>



## Tutorial'41 by Oberst\_Klink

The Operational Art of War - Tutorial '41 (Germany) - AM 4/3/41 (4)

File Play View Options Sound Help

**SIDE AS INT LOST**

|        |    |    |      |
|--------|----|----|------|
| Ours   | 0. | 0% | None |
| Theirs | 0. | 0% | None |

**Celje**

**Krusevac**

**Germany**  
Turn 4, AM, April 3rd, 1941

**11.Pz Division**  
I/Art.Rgt.119

**Tactical Reserve**

77 7 R:5 2 1 of 17

75% 74% 64%

4

The situation and dislocation of my forces at the end of T4. I decided to move the 2 Mot.Btl across the river in pursuit of the enemy. With a bit of luck, they can swing NW to attack from the rear. I checked the artillery and as you can see; they're in range to support the forces on the bridge. Good.

Location 7.11: improved road,rail,muddy,entrenchment:4%,(spotted).  
Left click to select unit. Right click for unit options.

The slides are from Oberst\_Klink provided at <https://www.matrixgames.com/forums/viewtopic.php?p=4210977#p4210977>



## Tutorial'41 by Oberst\_Klink

The Operational Art of War

File Play View Options Sound Help

Attack Plan to encircle and destroy this unit. KradSch.AbtI. divides into 2 units and occupies indicated hexes. Mot.Inf. split into 2 sub-units and occupies the indicated hexes.

Div.HQ in the stack to move as indicated, then switched to (T)actical(R)eserve.

Supply Column to move to new HQ location and dig-in.

Divide in 3 units and chase small units/stragglers around and mop up the area towards the river.

| SIDE   | AS | INT | LOST |
|--------|----|-----|------|
| Ours   | 0. | 0%  | None |
| Theirs | 0. | 0%  | None |

Germany  
Turn 5, PM, April 3rd, 1941

11.Pz Division  
PzAbw.Abt.40

Mobile

66 6+6 3 14 of 14

75% 50% 50%

1

Planned Combats(00%)  
Turn Used(00%)

The slides are from Oberst\_Klink provided at <https://www.matrixgames.com/forums/viewtopic.php?p=4210977#p4210977>



The Operational Art of War

File Play View Options Sound Help

**SIDE**   **AS**   **INT**   **LOST**  
**Ours**   1.   0%   None  
**Theirs**   0.   0%   None

**Yugoslavia**  
 Turn 5, PM, April 3rd, 1941

**Border Guards**  
 Smilic

**Border**

102   4+3   18   11 of 11

1

**PLANNED COMBATS**

**Germany**

| Location | Success Prediction | Loss Prediction | AR  | Cooperation | Time Expended |
|----------|--------------------|-----------------|-----|-------------|---------------|
| 12,9     | Excellent          | Heavy           | 139 |             | ■■■■■■■■      |

✓ 1 battles are planned.

OK. Seems like the 1st step of the plan, to position ourselves against the enemy, worked out just fine. Let's see if we can destroy or make the border unit surrender!



The Operational Art of War - Tutorial '41 (Germany) - AM 4/4/41 (6)

File Play View Options Sound Help

| SIDE   | AS | INT | LOST |
|--------|----|-----|------|
| Ours   | 0. | 0%  | None |
| Theirs | 0. | 0%  | None |

We weren't able to crush them in our round and during the enemy's reaction phase got attacked. So, let's be prudent, but finish the border unit of with an overrun with the PzPi.Btl. If that works, we'll reunite the splitted units and built a front line to phasae the new threat.

Re-combine the 3 sub-Pz.units and move them south of the border unit. The PzAbw.Abt. further to the East should reece towards Mostar.

Germany  
Turn 6, AM, April 4th, 1941

11.Pz Division  
1st/KradSch.Abt.

Mobile

|     |     |    |          |
|-----|-----|----|----------|
| 45  | 3+1 | 5  | 11 of 11 |
| 66% | 33% | 6% |          |
| 1   |     |    |          |

### Full Report

#### Yugoslavia attack location 12,8.

Yugoslavia attack location 12,8.  
[R0, Red, FC, FC]

Rounds(Start/Length/Total) : 9/2/10, Turn over

Germany successfully defend location 12,8.

Germany approximate equipment and personnel losses - 2%

Yugoslavia approximate equipment and personnel losses - 6%

1 assaults have been resolved.

Germany Luftwaffe, Aufkl.Staffel supports the defense [FC].

Germany 11.Pz Division, II/Art.Rgt.119 supports the defense [FC].

Germany 11.Pz Division, III/Art.Rgt.119 supports the defense [FC].

Yugoslavia Inf.Rgt.66, 2-Inf.Rgt.66 limited attacks [FC, R8].

Yugoslavia Border Guards, 1st/Smilcic limited attacks [FC, R0].

Germany 11.Pz Division, 1st/KradSch.Abt. defends [FC].

Yugoslavia Inf.Rgt.66, 2-Inf.Rgt.66 breaks off attack.

Germany 11.Pz Division, I/Art.Rgt.119 supports the defense [FC].

Yugoslavia continue attack to round 2.

This is the play / exit button.  
Click here to exit and play



## Tutorial'41 by Oberst\_Klink

The Operational Art of War - Tutorial '41 (Germany) - AM 4/4/41 (6)

File Play View Options Sound Help

| SIDE   | AS | INT | LOST |
|--------|----|-----|------|
| Ours   | 0. | 0%  | None |
| Theirs | 0. | 0%  | None |

Germany  
Turn 6, AM, April 4th, 1941

11.Pz Division  
II/Art.Rgt.119

Tactical Reserve

55 5 R:5 1 3 of 13

75% 40% 26%

4

Mostar

The attacks and movements worked out fine; now we got a last chance to commit to 3 different attacks, without further advancing. Means, limited attacks in all 3 cases.

Location 23,12: cropland,(observed).

The slides are from Oberst\_Klink provided at <https://www.matrixgames.com/forums/viewtopic.php?p=4210977#p4210977>



## Tutorial'41 by Oberst\_Klink

The Operational Art of War

File Play View Options Sound Help

16

Podravska

SG2 is still in Rest mode in order to replenish its arsenal of bombs, nuts'n bolts (think of repairing planes...) to regain its combat effectiveness. Besides... the weather is kinda sh\*tty, no?

Our situation at T7. First glance, it looks more than just promising, right? The attack against our PzPi.Btl. was repulsed, without real major losses to us, but... moving counters that look just neatly on the board is not what it is all about. Units, even digital ones, need supplies, well, bullets, food, fuel, the lot, to keep 'em moving (and fighting). A good indicator about a unit's condition is the health icon, but it's readiness and supply level as well.

I/Pz.Rgt.15 is, let's face it, not only exhausted, but its supply situation ain't... shall we say, optimal? Instead of including it in another attack, I let them rest and instead I will just use the 4 other elements S/SE of it to push further.

Krusevac

Smilje

Mostar

Vranje

Germany  
Turn 7, PM, April 4th, 1941

11.Pz Division  
I/Pz.Rgt.15

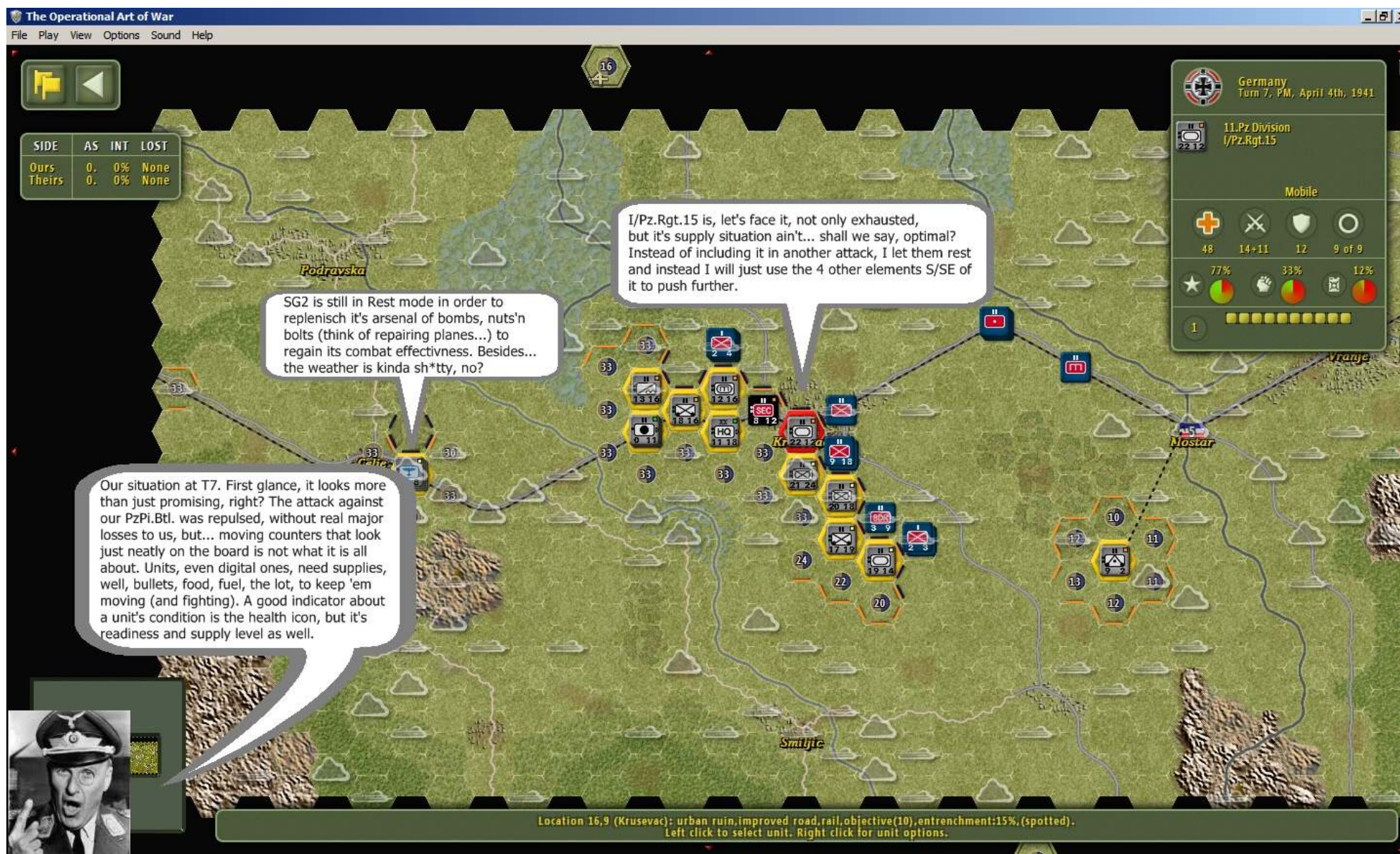
Mobile

48 14+11 12 9 of 9

77% 33% 12%

1

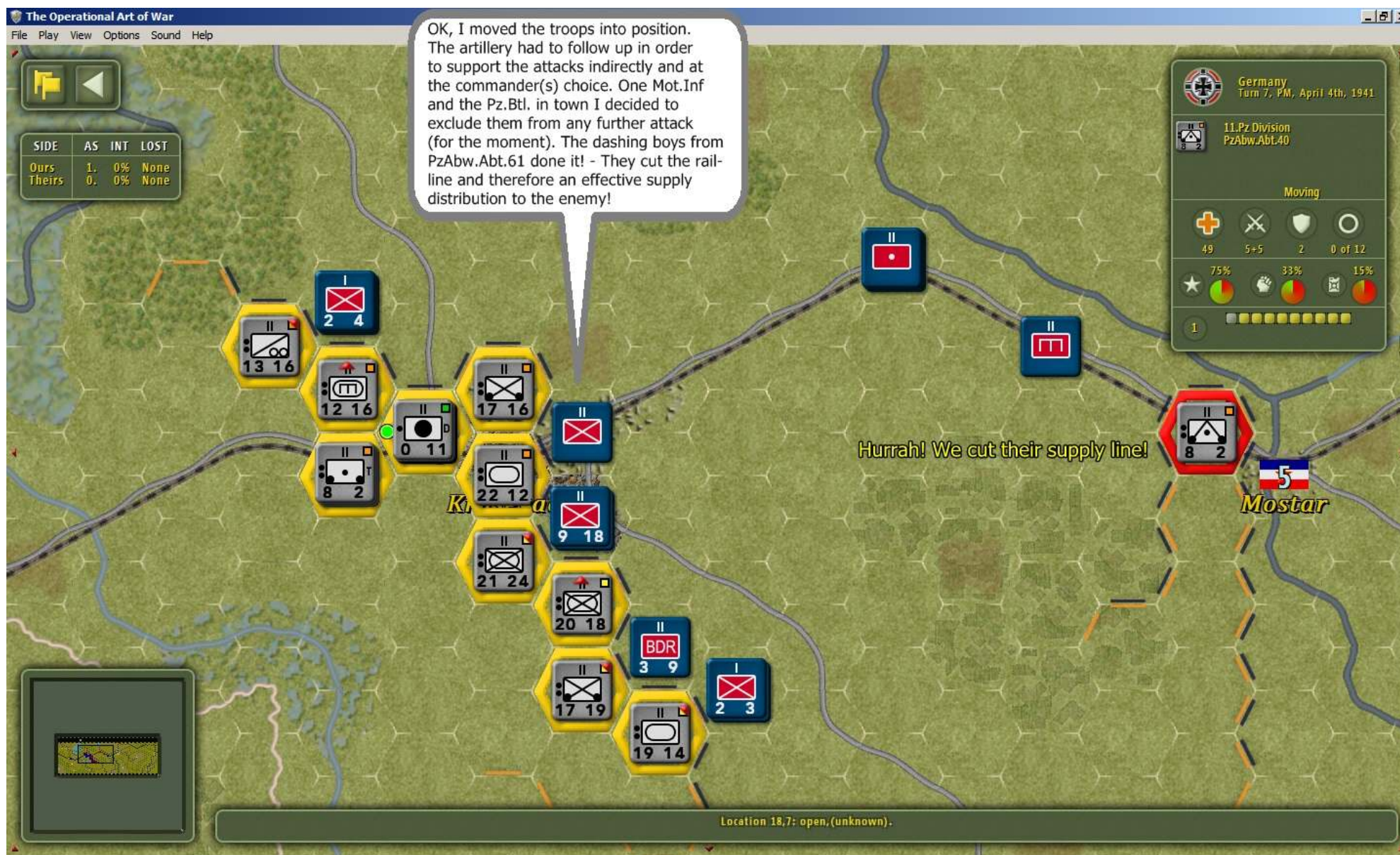
Location 16,9 (Krusevac): urban ruin,improved road,rail,objective(10),entrenchment:15%,(spotted).  
Left click to select unit. Right click for unit options.



The slides are from Oberst\_Klink provided at <https://www.matrixgames.com/forums/viewtopic.php?p=4210977#p4210977>



## Tutorial'41 by Oberst\_Klink



The slides are from Oberst\_Klink provided at <https://www.matrixgames.com/forums/viewtopic.php?p=4210977#p4210977>



## Tutorial'41 by Oberst\_Klink

The Operational Art of War - Tutorial '41 (Germany) - AM 4/5/41 (8)

File Play View Options Sound Help

We might have an opportunity here. Try overrun attacks and bottle the 2 remaining units in the town up... A tempting plan I think...

PzAbw.Abt.61 met some resistance and had to retreat. Lucky for us, they retreated exactly to the bridge hex; and in a last ditch effort blew it up! They're in a bad shape, but unless some enemy engineers show up, attack our boys... it finally means; NO MORE supplies are being distributed towards the enemy units west of the river! We've done it!

Germany  
Turn 8, AM, April 5th, 1941

11.Pz Division  
PzAbw.Abt.40

Retreated

3+3 1 0 of 11

75% 33% 10%

| SIDE   | AS | INT | LOST |
|--------|----|-----|------|
| Ours   | 0. | 0%  | None |
| Theirs | 0. | 0%  | None |

Location 26,9 (Mostar): urban,super river,improved road,rail,bridge destroyed,objective(5),entrenchment:15%,(spotted).  
Left click to select unit. Right click for unit options.

The slides are from Oberst\_Klink provided at <https://www.matrixgames.com/forums/viewtopic.php?p=4210977#p4210977>



## Tutorial'41 by Oberst\_Klink

The Operational Art of War - Tutorial '41 (Germany) - AM 4/5/41 (8)

File Play View Options Sound Help

50  
4

The situation after the overrun attacks.  
I also decided, because of partisan activity reports (check the Recent News) to dispatch the Pol.Btl. to the rear by rail. Furthermore, I split up the FlakAbt in order to create ZOCs along the railway line to prevent any destruction of our LOS.

| SIDE   | AS | INT | LOST |
|--------|----|-----|------|
| Ours   | 0. | 0%  | None |
| Theirs | 0. | 0%  | None |

Germany  
Turn 8, AM, April 5th, 1941

11.Pz Division  
2nd/Flak.Abt.71

Moving

99 5+3 2 16 of 18

60% 98% 99%

1

Podravska

Vranje

We'll attack the unit south, because we can attack it from 4 sides and it's not dug-in. If we still got combat rounds, we'll attack the other one as well.

Location 21.11: open, (unknown).

The slides are from Oberst\_Klink provided at <https://www.matrixgames.com/forums/viewtopic.php?p=4210977#p4210977>



## Tutorial'41 by Oberst\_Klink

The Operational Art of War - Tutorial '41 (Germany) - AM 4/5/41 (8)

File Play View Options Sound Help

**SIDE AS INT LOST**  
Ours 0. 0% 1  
Theirs 0. 0% None

Germany  
Turn 8, AM, April 5th, 1941  
11.Pz Division  
II/Pz.Rgt.15  
Attack:18.8

44 6+6 7 7 of 9  
77% 33% 1%  
4

OK, that's it; all or nothing! If the attack against the 8-10 unit works BEFORE the attack against the disorganised an overstacked units in town (note the dot on the left?)... then we got'em! In order to maximise the attack, one air and one artillery is assigned to the attack against the townies, 2 artillery support the other attack!

Location 20,9: open,(observed).  
Right click for attack options. (18,8).

The slides are from Oberst\_Klink provided at <https://www.matrixgames.com/forums/viewtopic.php?p=4210977#p4210977>



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### LOSS REPORT

Yugoslavia

| Icon | Equipment      | Engaged | Disabled | Destroyed | Total Losses | Damage | Replacements |
|------|----------------|---------|----------|-----------|--------------|--------|--------------|
|      | Rifle Squad    | 66      |          | 36        | 36           |        | Yes          |
|      | Medium MG      | 21      |          | 12        | 12           |        | No           |
|      | 37mm Light Gun | 4       |          | 3         | 3            |        | No           |
|      | 81mm Mortar    | 4       |          | 2         | 2            |        | No           |
|      | Horse Team     | 5       |          | 2         | 2            |        | Yes          |

Yugoslavia  
Turn 8, AM, April 5th, 1941

Division Cerska  
3-Inf.Rgt.27

Infantry

3+2    8    7 of 7

8

We pulled it off!!!  
30% of our turn left and one last push to destroy or bag the last defenders!!!  
Time for a beer!

This is the combat chart button.  
Click here to examine the combat chart.



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End of T8. Let's see how the enemy responds and where we are at the beginning of T9.

Germany  
Turn 8, AM, April 5th, 1941

11.Pz Division  
II/Pz.Rgt.15

Moving

44 6+6 7 1 of 9

78% 33% 1%

1

### COMBAT RESULTS

Germany - This Turn

| Combat | Location | Type | Round | Duration | News           | Battlefield Possession | Friendly Loss % | Enemy Loss % |
|--------|----------|------|-------|----------|----------------|------------------------|-----------------|--------------|
| 1      | 17,10    | land | 3     | 1        | Germany attack | Germany                | 0%              | 8%           |
| 2      | 18,8     | land | 5     | 1        | Germany attack | Germany                | 0%              | 5%           |
| 3      | 17,9     | land | 6     | 3        | Germany attack | Yugoslavia             | 1%              | 55%          |
| 4      | 17,9     | land | 9     | 1        | Germany attack | Germany                | 0%              | 100%         |

4 battles happened.

This is the exit button.  
Click here to exit order of battle briefing.

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## Tutorial'41 by Oberst\_Klink

The Operational Art of War - Tutorial '41 (Germany) - PM 4/5/41 (9)

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Opportunity or burden? We could most likely bag them 4 units here to, perhaps we should. But, what are the objectives? PzAbw.Abt.61 can snatch Vranje and we would have fulfilled the victory conditions. OK, they'd be more or less un-supplied, but... so is the enemy. We could just wait and sit it out.

**GROUP COMPOSITION**

|                 |            |          |
|-----------------|------------|----------|
| II<br>10 20     | II<br>7 13 | I<br>3 4 |
| I<br>BDR<br>1 2 |            |          |

XX ✓

**Yugoslavia**  
Turn 9, PM, April 5th, 1941

**Inf.Rgt.66**  
1st/1-Inf.Rgt.66

**Infantry**

2+1 4 5 of 5

1



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The Operational Art of War

File Play View Options Sound Help

OK, I made up my mind. I decided to encircle the stack of four enemy units moved up the HQ, Supply Column, the Pol.Btl. and the artillery. Furthermore, PzAbw.Abt.61 snatched the last enemy held town. The last 5 turns are up to you. Always keep the health and supply status of your units in mind; make sure the railroad ain't being interrupted by partisans and you'll be good.

| SIDE   | AS | INT | LOST |
|--------|----|-----|------|
| Ours   | 0. | 0%  | None |
| Theirs | 0. | 0%  | None |

Germany  
Turn 9, PM, April 5th, 1941

11.Pz Division  
PzPi.Abt.209

Mobile

43 7+4 15 1 of 11

80% 33% 1%

1

Krusevac

Mostar

Location 18,7: open,(spotted).

The screenshot shows a tactical map from the game 'The Operational Art of War'. The map is a hexagonal grid with green terrain and blue rivers. German units (yellow icons) are positioned in a central stack, while Allied units (blue icons) are positioned around them. A speech bubble from a German unit provides a strategic update. The interface includes a status table, a unit information panel for the 11.Pz Division, and a location status bar at the bottom.

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