

Wolves

An AAR with a german accent.



Mission 1 : Wolves

What's the plan?

First we need to get an idea of where the soviets are.

I'll check Burg Dillenburg and the outskirts of Holzhausen first with the Luchs units

The tank company is stationned with the 1st and the 3rd PzGr Bataillions near Ukersdorf ready to intervene if the Soviets decide to cross the plateau. The mortars are also affected to them as they are my main combat force.

The 2nd PzGr Bataillion is tasked to lock the access to Donbach.

The 4th pz Gr Bataillion will watch the access to the plateau at Rabenshied, Langenaubach and Herborn

The artillery company is spread at the east of Breitschied in the hills.



If the soviets are not in Burg, I'll wait to have a positive soviet identification before launching any attack. I have allowed the FS to assess FSMR for a quick reaction.

1205 first contact. Soviet Motostrelki in BTR80 with AGS17 fitted on them.

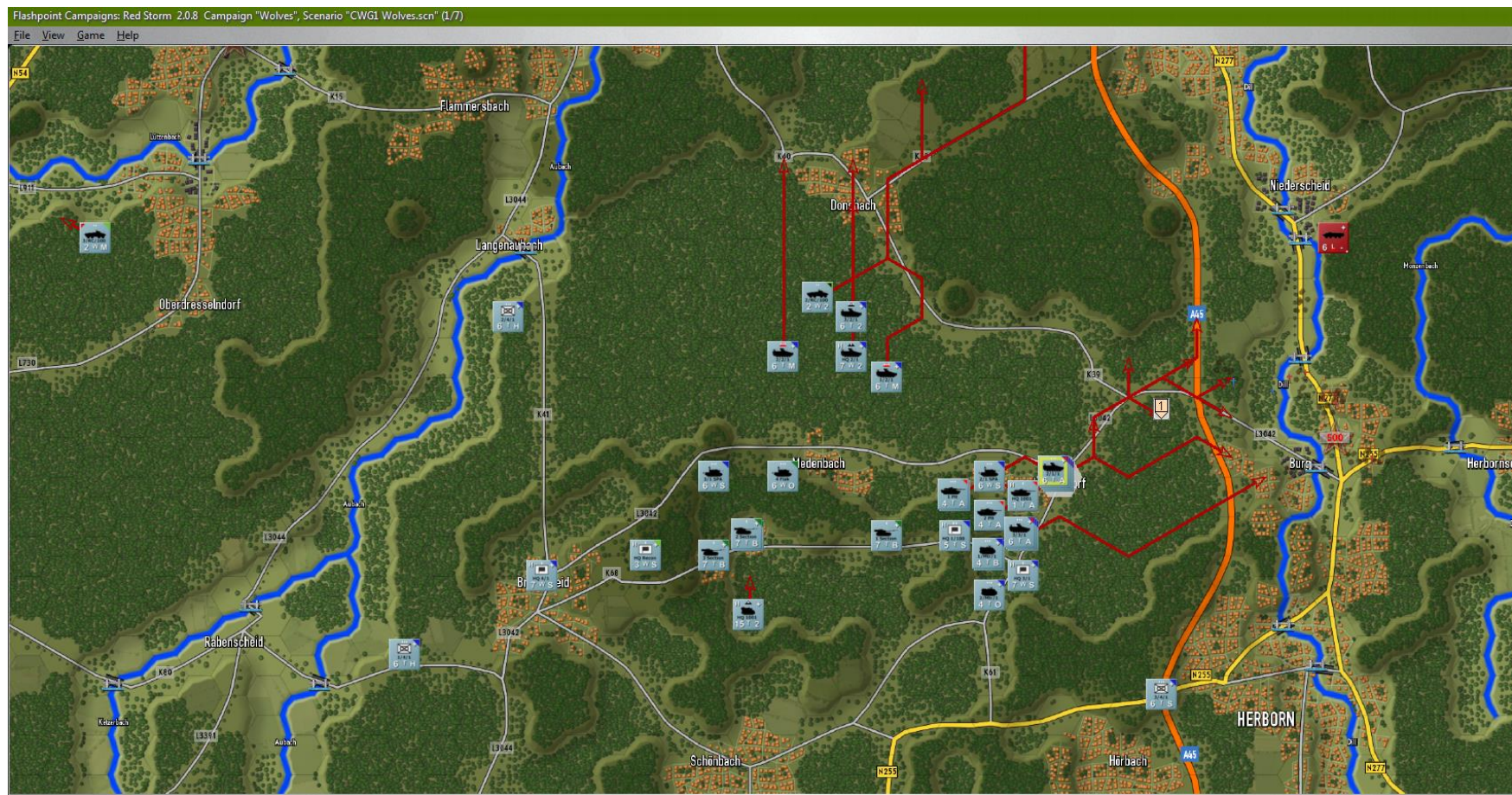


1212 ok. That's a major support company with 2B9 mortars, BUKs and basic Tunguskas

1228 the tank company is ordered to take position over Bburg on the crest. 2ndPzGr Bataillon is ordered to cover the north flank of the Tank Company. 1 section is set to protect the rear of the armor formation

1 section of the 3PzGr Bataillon is sent to cover the south flank of the tank company. The other section are kept in reserve.

ETA :about 1340



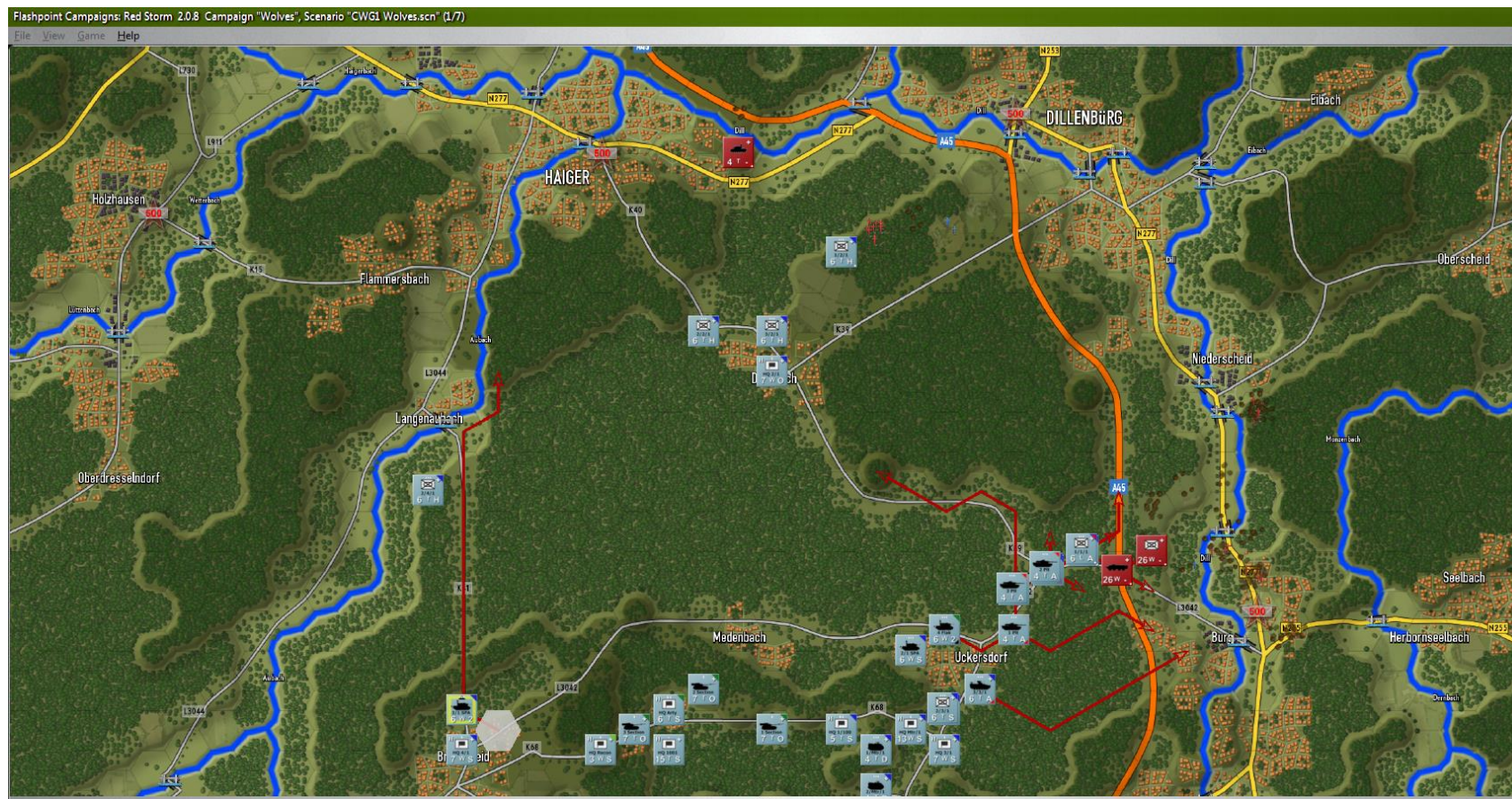
1248 HQ spotted near Donsbach

1249 Recon section eliminated by the HQ. Last report indicated 2 T72BM. It means that there is T72BMs roaming near my position. Bad news.

1255 some side orders to relocate the Gepards A1 to watch positons

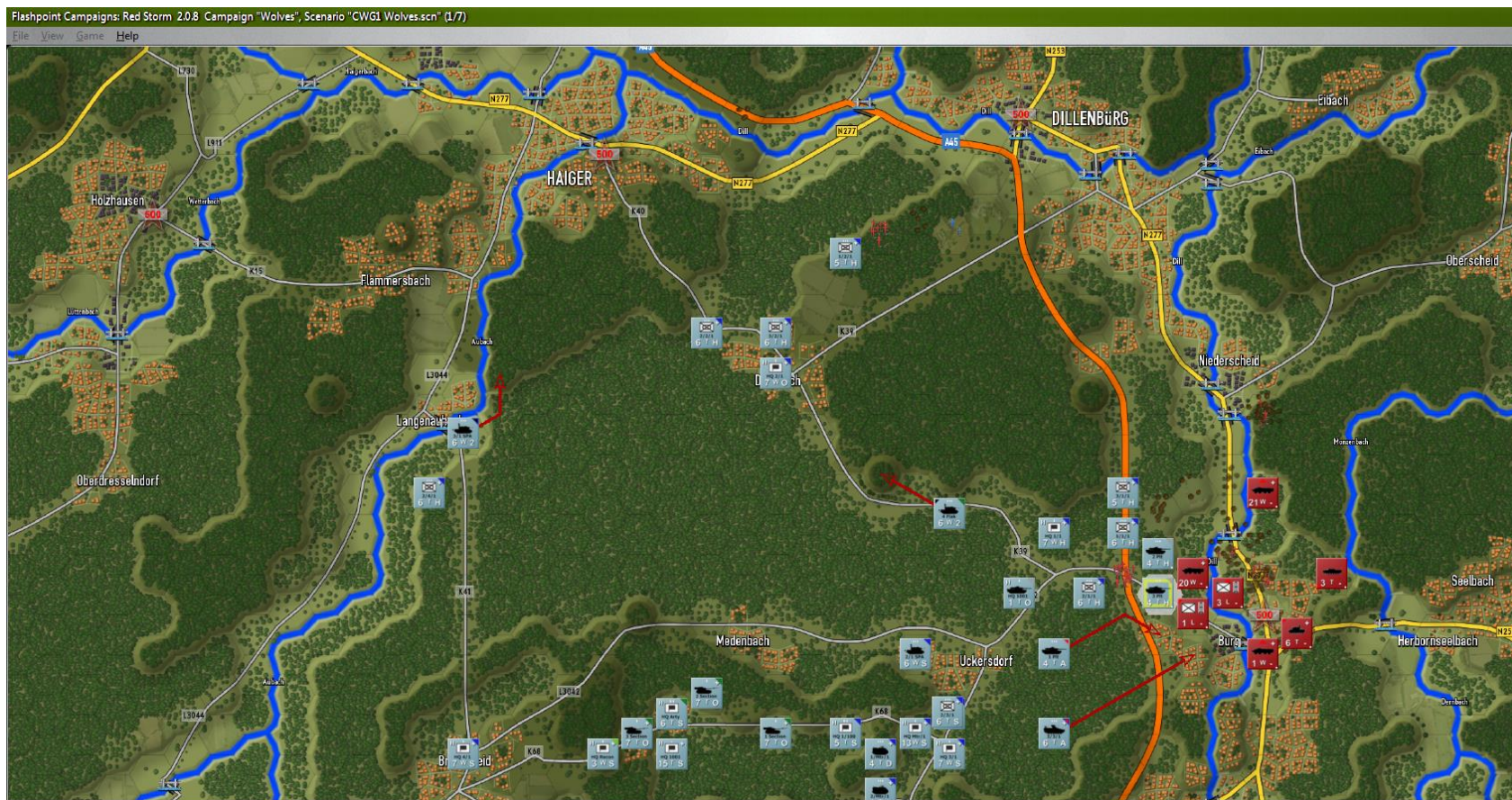
1322 no new orders

1328 Contact. Let see how my boys are killing Soviets



1336 the soviets motostrelkis companies are retreating towards Burg after taking casualties. I lose a Milan team.

1342 We are more in less in position



1349 Artillery is tasked to shell all targets. Mortars are affected to this too.

No new order otherwise.

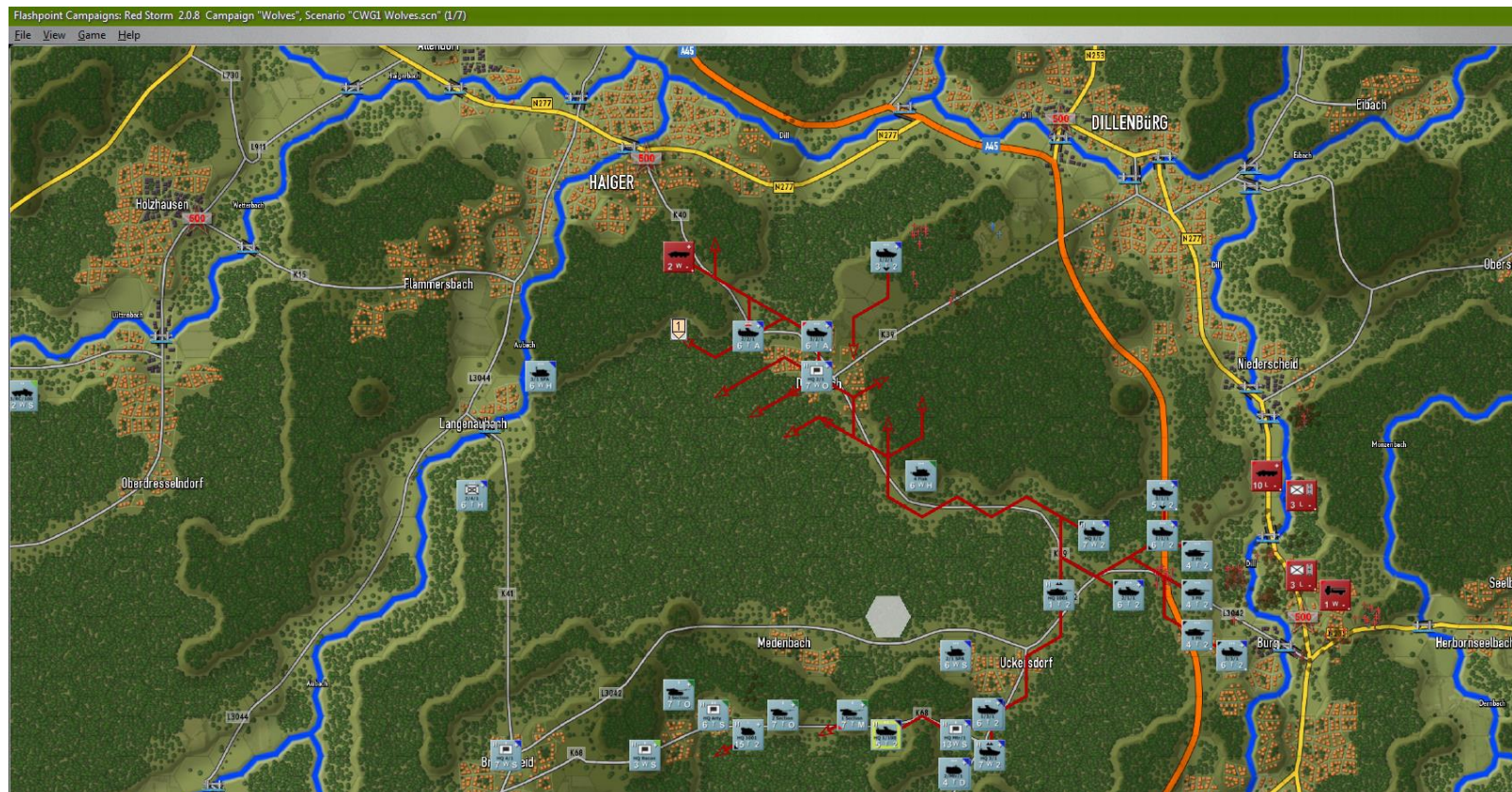
1400 A SP artillery has been spotted in the woods near Donsbach.

1417 The soviet column in Burg has been mostly destroyed. We'll relocate our forces to Haiger now. There is an ennemy contact there. It means the Soviets are probably there. Knowing the soviets "Sheer numbers of soviets" is an oxymoron.

1st and 3rd Pzgr are ordered to regroup and resupply near Dons Bach

The tank company is ordered to rest and resupply near Donsbach.

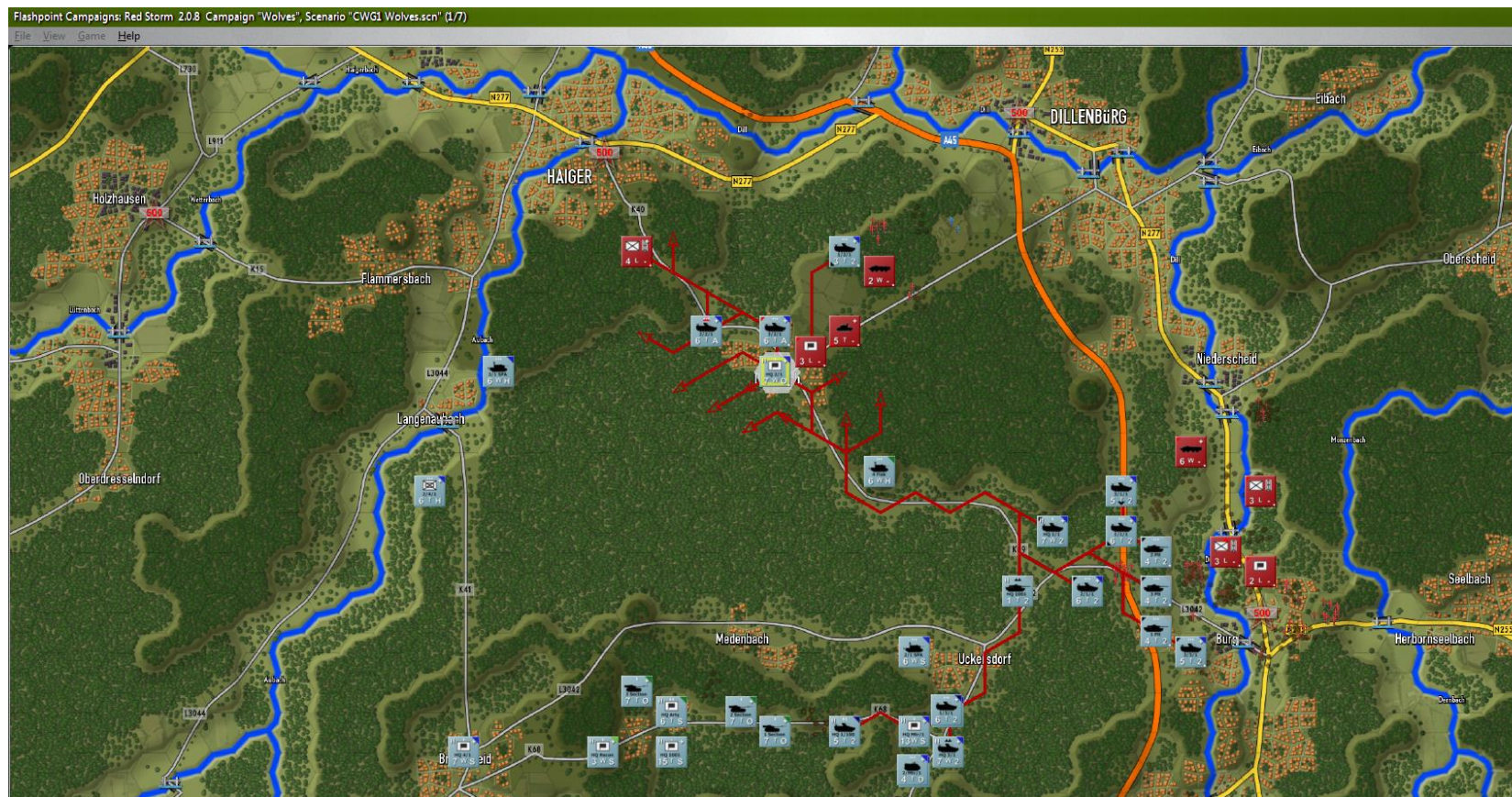
2nd PzGr Bn will do an armed reconnaissance on the plateau over Haiger.



1429 Soviets are trying to reach Donsbach with light elements from the eastern road.



1436 HQ fight in Donsbach.



1445

Surely the most incredible fight of this war.

An Anti-air company is assaulting my position in Donsbach.



1524 The riot in Donsbach is over.

1649 Let's make a point.

KG Wolves Tactical Operations Center

Scenario Description	Player Mission Briefing	Force Roster			Reported Kills and Claims					Staff Summary Report				Campaign	
Unit	A / F / D	Recon	Helo	Tanks	Mech	Inf	SPAT	AT	HQ	AD	SPArty	Arty	Trans.	Air	Total
2/2/1/1001 PG Bn	6 / 0 / 0														0
3/2/1/1001 PG Bn	6 / 0 / 0				2					1					3
HQ 3/1/1001 PG Bn	7 / 0 / 0														0
1/3/1/1001 PG Bn	6 / 0 / 0														0
2/3/1/1001 PG Bn	6 / 0 / 0														0
3/3/1/1001 PG Bn	5 / 1 / 0								1			1	1		3
HQ Mtr/1/1001 PG Bn	13 / 0 / 0														0
1/Mtr/1/1001 PG Bn	4 / 0 / 0									2					2
2/Mtr/1/1001 PG Bn	4 / 0 / 0					1			1	6					8
HQ 4/1/1001 PG Bn	7 / 0 / 0														0
1/4/1/1001 PG Bn	3 / 2 / 1														0
2/4/1/1001 PG Bn	6 / 0 / 0														0
3/4/1/1001 PG Bn	6 / 0 / 0														0
2/1 SPA	6 / 0 / 0														0
3/1 SPA	6 / 0 / 0														0
4 Flak Section 1001	6 / 0 / 0														0
HQ 1001 Pz Co	1 / 0 / 0					1			2						3
1 Plt/1001 Pz Co	4 / 0 / 0				18	14		1	2	2		5	8		50
2 Plt/1001 Pz Co	4 / 0 / 0				14	12		1	4	5					36
3 Plt/1001 Pz Co	4 / 0 / 0	1			6	4		1	1	3					16
Grand Total:	193 / 12 / 3	1	0	0	52	36	0	8	24	36	8	6	13	0	184

Enemy kills claimed include both fallen out and destroyed subunits.
A / F / D = Active / Fallen Out / Destroyed

Proceed

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Estimated Distribution of Active Subunit "Runners" (Starting and Current)

West German: **193 / 208** Soviet: **(unknown)**

Staff Estimates:

Estimated state of forces at present time:

- West German Forces:

- Gepard A1 (Self Propelled Flak) - 6 starting, no losses or exits.
- Headquarters (Command Unit) - 19 starting, 1 destroyed.
- KanJagdPz VB (Recon Unit) - 5 starting, no losses or exits.
- Leopard 2A1 (Main Battle Tank) - 13 starting, no losses or exits.
- M109A3G (Self Propelled Artillery) - 15 starting, no losses or exits.
- M113GA1 (Tracked APC) - 13 starting, no losses or exits.
- M577A2 C2V (Command APC) - 14 starting, no losses or exits.
- MAN N 4510 (Wheeled Utility Vehicle) - 19 starting, 1 fallen out.
- Marder 1 A3 [m] (Tracked APC) - 38 starting, 2 fallen out.
- MG3 Medium MG (Support Infantry Unit) - 3 starting, no losses or exits.
- PzGren ATGM (Infantry Unit) - 12 starting, 1 fallen out.

Victory Calculations

Each player starts with units and locations worth a relative share of the total victory point (VP) values. A player wins by having at least 15% more of this relative share by the end of the game.

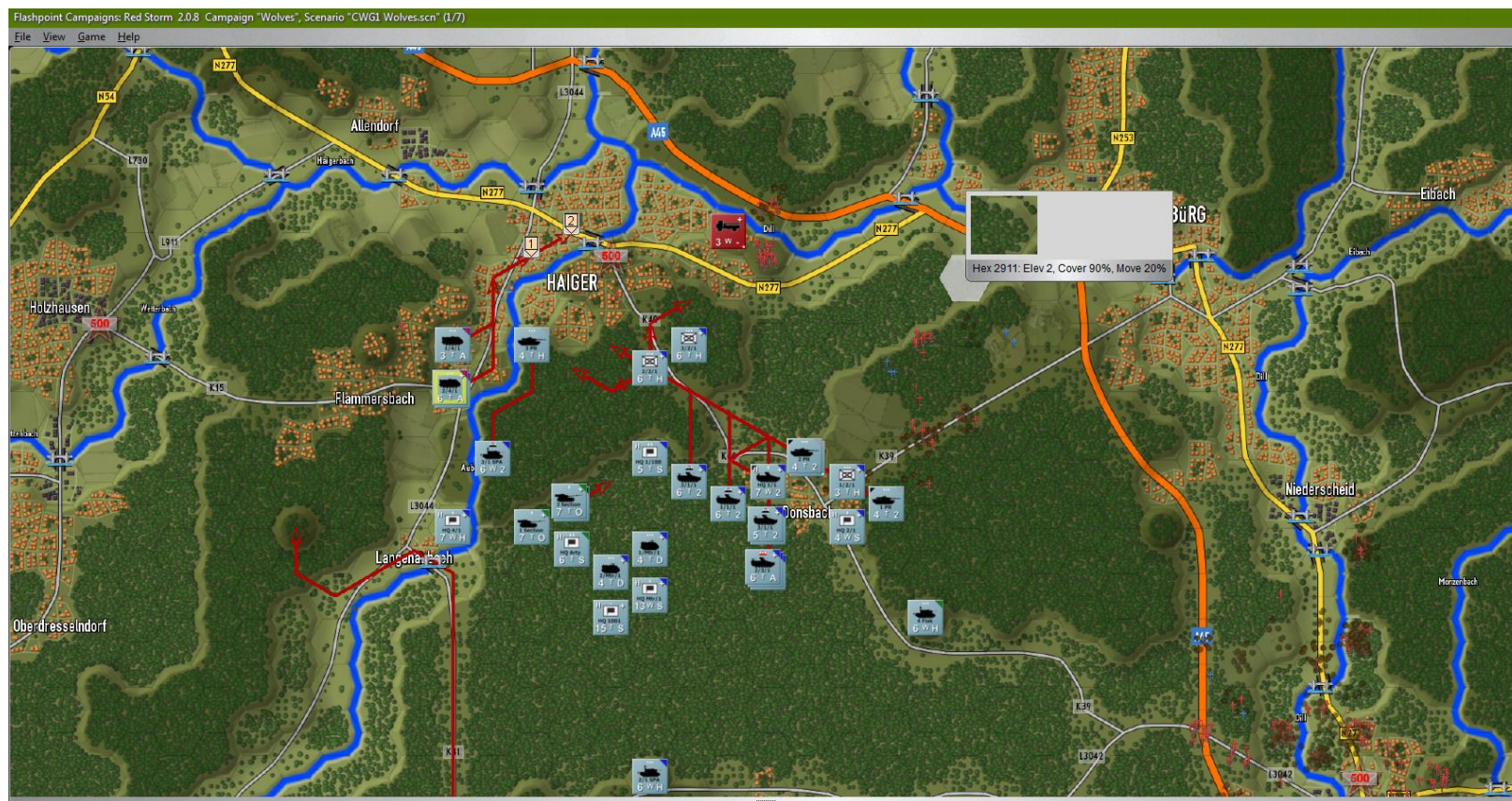
Outcome	% VPs
Decisive Success:	>= 57%
Tactical Success:	>= 50%
Marginal Success:	>= 41%
Contested Battle:	31% - 40%
Marginal Loss:	<= 30%
Tactical Loss:	<= 21%
Decisive Loss:	<= 14%

Accumulated Victory Points

	West German	Soviet
Victory Point Locations:	0	2,000
Enemy Losses:	1,309	269
Exited Units:	0	0
Bonus / Penalty VPs:	0	0
TOTAL:	1,309	2,269

The West German player with forces at 94% of starting currently has 36% of all VPs.

Proceed

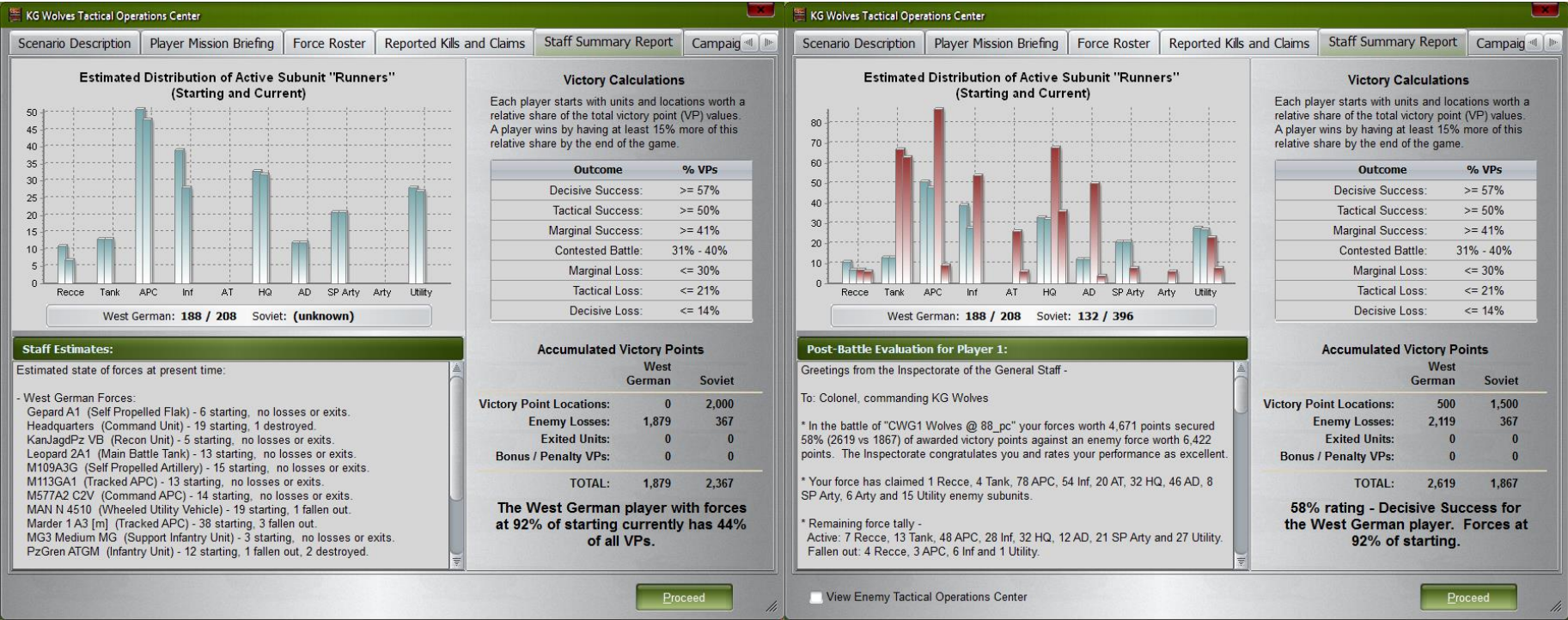


The troops are getting in position to assault Haiger.

1744 Haiger has become a battlefield. Companies of motostrelkis were reaching the town at the very same moment. A platoon of T72BMs has been spotted.

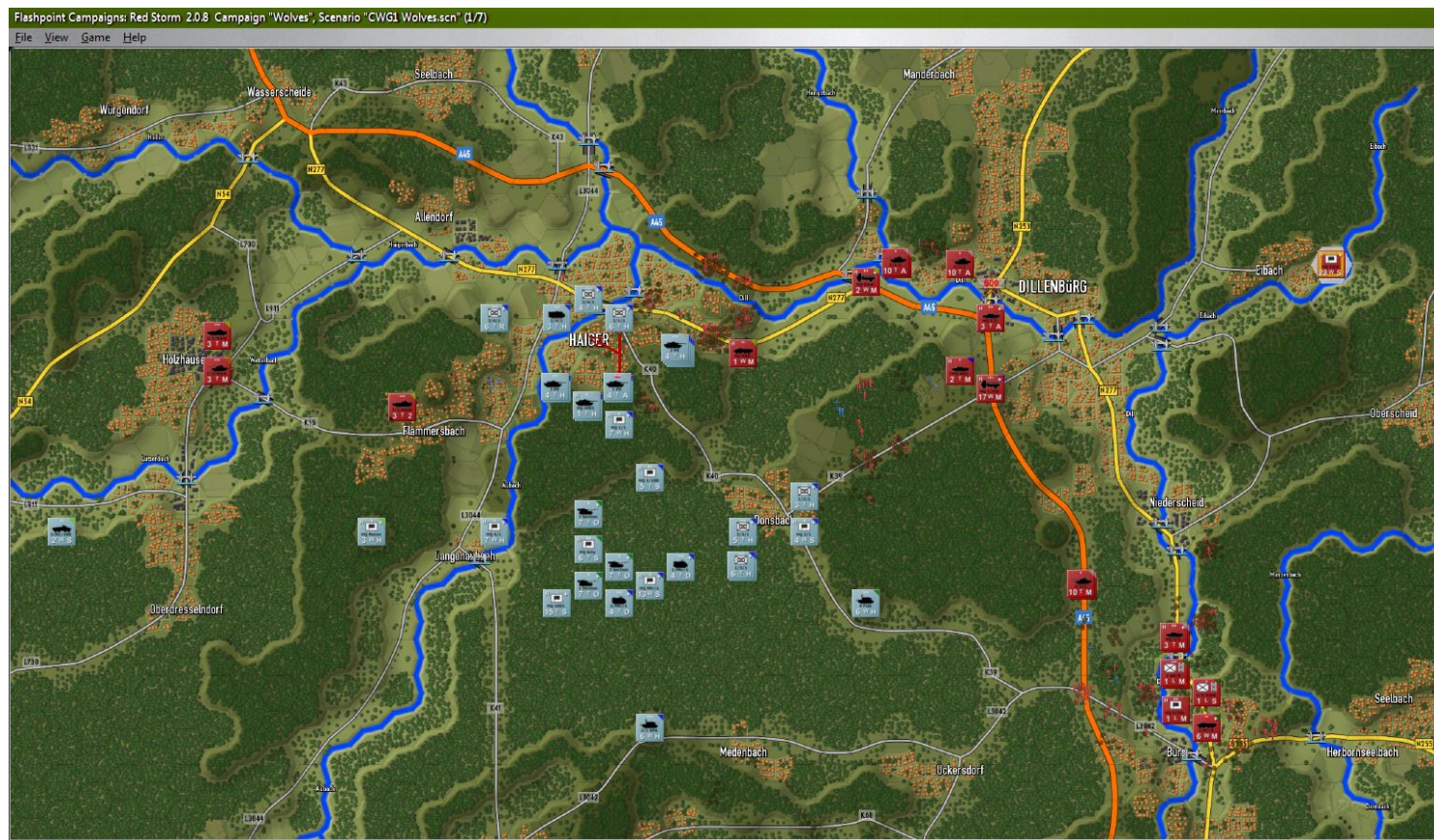


1810



1856 The last Soviets in Haiger are eliminated. The town is ours.
1900 end of operations

We won without losing much forces. That's not so bad I imagine. We've been lucky to not meet the T72BMs



We move to our next location.