

## Turn 10, Strategic Considerations

| ____ SPECIAL ____ |                      |      |   |        |         |   |
|-------------------|----------------------|------|---|--------|---------|---|
| -                 | Vehicle Repair       | A    | - | 3004   | 80480   | 0 |
| -                 | Port                 | 121  | 0 | 0      | 0       | 0 |
| -                 | Railyard             | 281  | 0 | 0      | 0       | 0 |
| -                 | Manpower             | 3105 | 4 | 68682  | 1487355 | 0 |
| -                 | Vehicle              | 140  | 0 | 233596 | 273200  | 0 |
| -                 | Heavy Industry       | 232  | 0 | 0      | 983500  | 0 |
| -                 | Oil Production       | 128  | 0 | 0      | 576000  | 0 |
| -                 | Fuel Production      | 149  | 0 | 0      | 321840  | 0 |
| -                 | Resource Production  | 182  | 0 | 0      | 1738000 | 0 |
| -                 | Armaments Production | 366  | 2 | 629936 | 773500  | 0 |

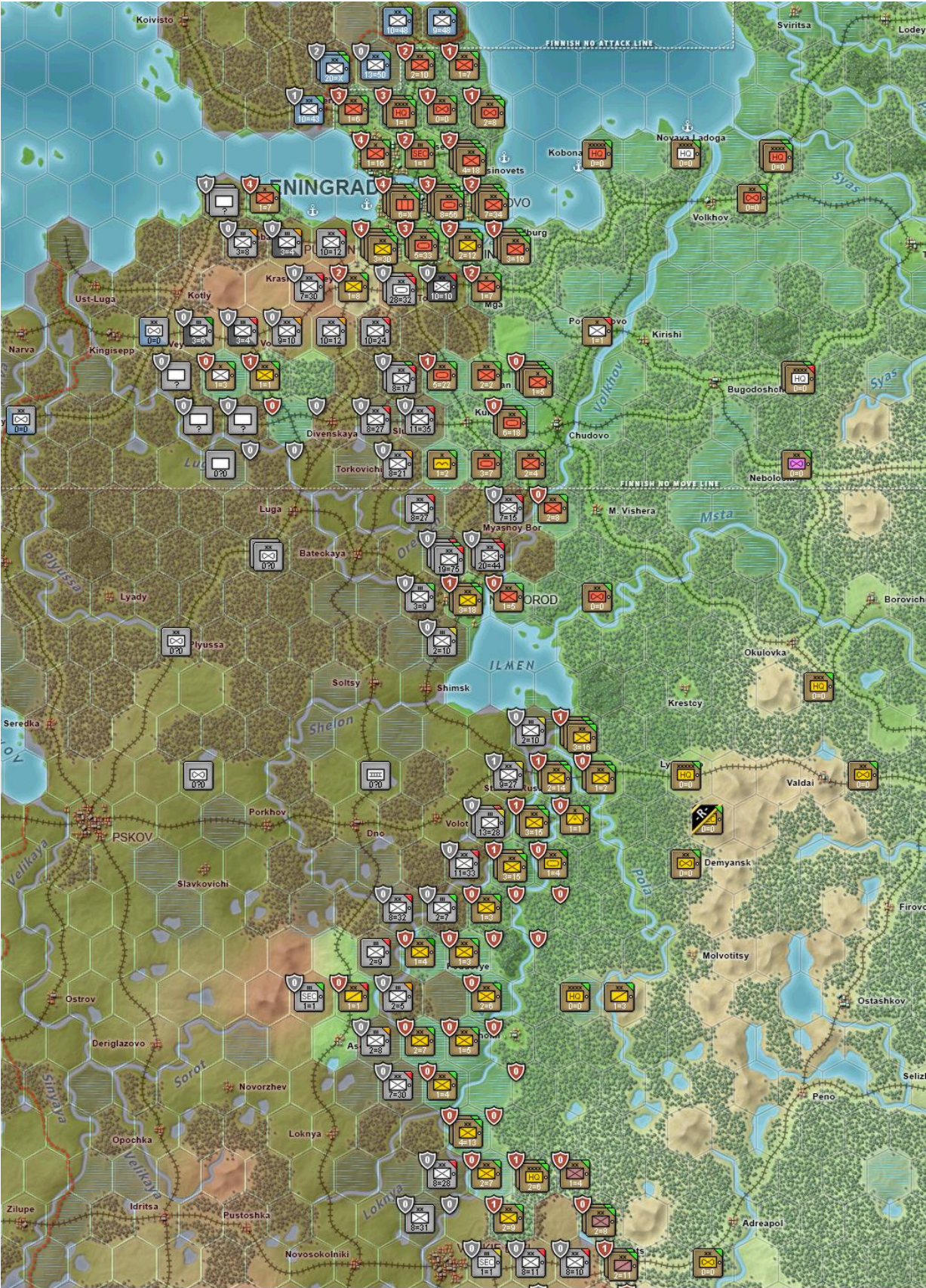
The Germans have pushed through to the encircled Panzer division northeast of Mogilev. Interestingly, they have pulled some of their Panzers off the line in this area, and instead sent them to Velikie Luki.

In the air, the Luftwaffe have pulled back a large portion of their aircraft. I suspect a large scale redeployment next turn in the Leningrad area. The fight for the city is about to begin.

My production of Yak-1's is still struggling. I assume it will be ok within a few turns though, as my production steadily increases. I have a few IL-2 Air Groups in the National reserve as well, along with several spare Level Bomber Air Groups. I must use these to strengthen the Red Army Aviation in select areas.

Axis VP's are 178, which would mean a minor Axis win should the game end here.

The North



### *Situational Assessment*

The Germans are now just one hex from the Neva river crossings at Poltava. My defenses there are only level two, even if they easily should have been level three. I must admit messing that one up, as I did not realize you needed a Fortified Zone *in* the hex to build to level three. My bad.

South of Leningrad, the Germans have encircled the two outmaneuvered divisions and otherwise moved closer to the city. They have also made a single attack across the Volkhov river.

I expect a massive deployment of fighter and bomber assets to the Leningrad area come next turn, so that the Germans may begin reducing the Leningrad defenses the turn after that.

South of Lake Ilmen, my attack west has met with immediate defeat. The Germans have both managed to rescue the encircled regiment and encircle one of my own Cavalry divisions in the process.

### *Planning*

In Leningrad, I will move my strongest defenders to the Neva crossings and try to establish a real defensive line here.

In Leningrad, I will assign several more Artillery Support units to the defense, and have also decided to run a test of sorts. In both Leningrad and Pavlovo, I have a Fortified Region that can have Artillery Support Units assigned. I will assign three BM Howitzer regiments to each of those and see what they can be used for. The Manual states that as they are in hexes with level three and four fortifications, they should get some decent combat modifiers.

Anticipating the German reassignment of heavy Air assets to this area, I will do my own reshuffling before the city approaches close entirely. That Consists of setting up one Airbase with IL-2's and Yak-1's and two airbases with LaGG-3's inside the city. Should the Germans bombers come looking for a fight, I will be as ready as I can.

Finally, I will move my encircled units so as to refuse the Germans as much fuel as I can. It certainly will not be much, but as those two divisions are dead next turn, they may as well be used as best they can.

### *Execution*

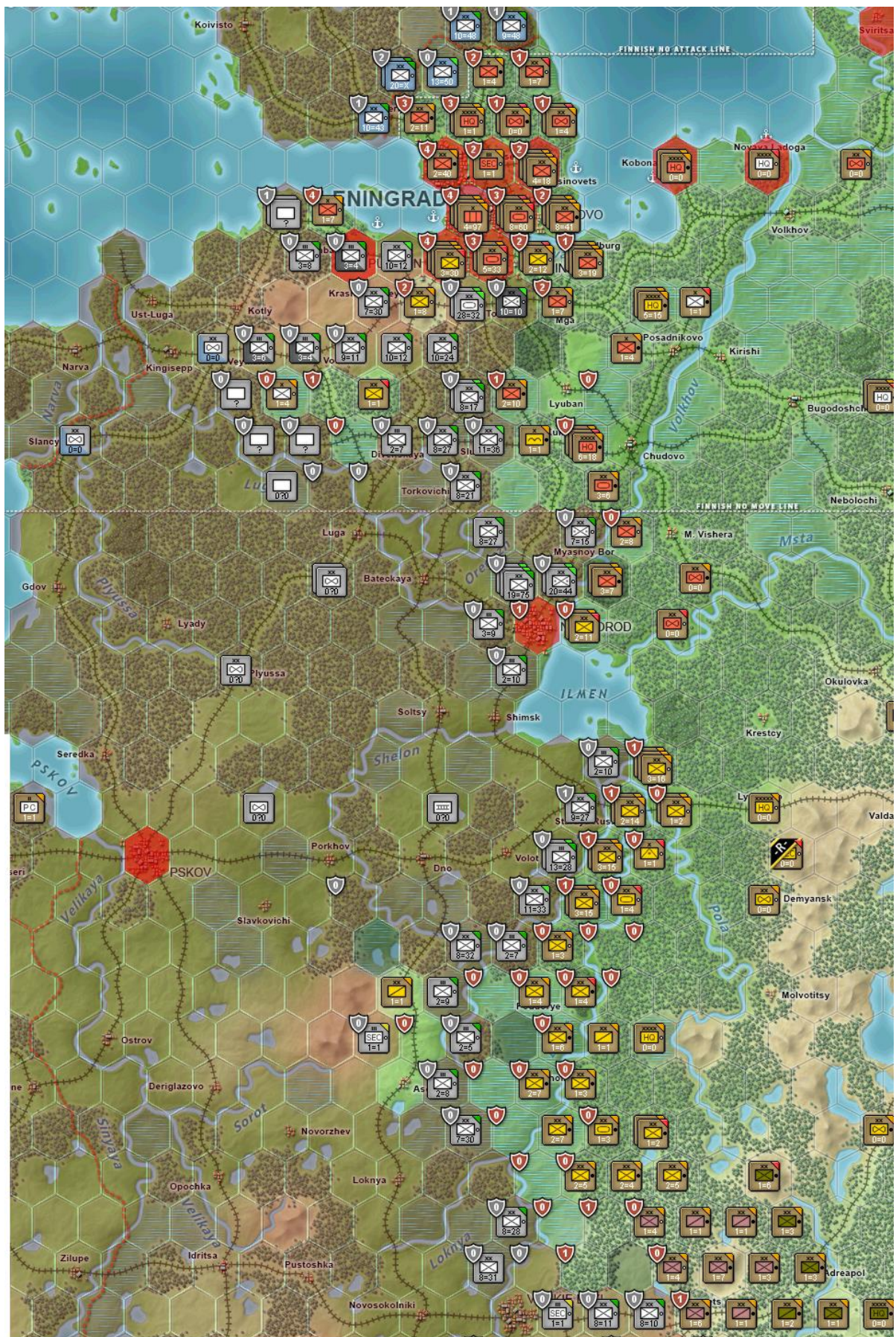
At Leningrad, I have assigned six BM Howitzer Regiments to the two fortified zones guarding the entry to Leningrad. I have a (false?) memory of reading somewhere, that artillery attached to a Fortified Region can attack from two hexes distant, and the manual states that artillery firing from a fortified position is more accurate. If this setup works, I will have 60+ 200mm howitzers firing from level four fortifications at the advancing Germans next turn.

I have also assigned a number of Corps Artillery regiments to the 16<sup>th</sup> and 23<sup>rd</sup> Armies, so these units should now be able to lay a little more supportive fire in the upcoming battle. However, I find Soviet artillery support units to be not-so-effective, so I expect little from this.

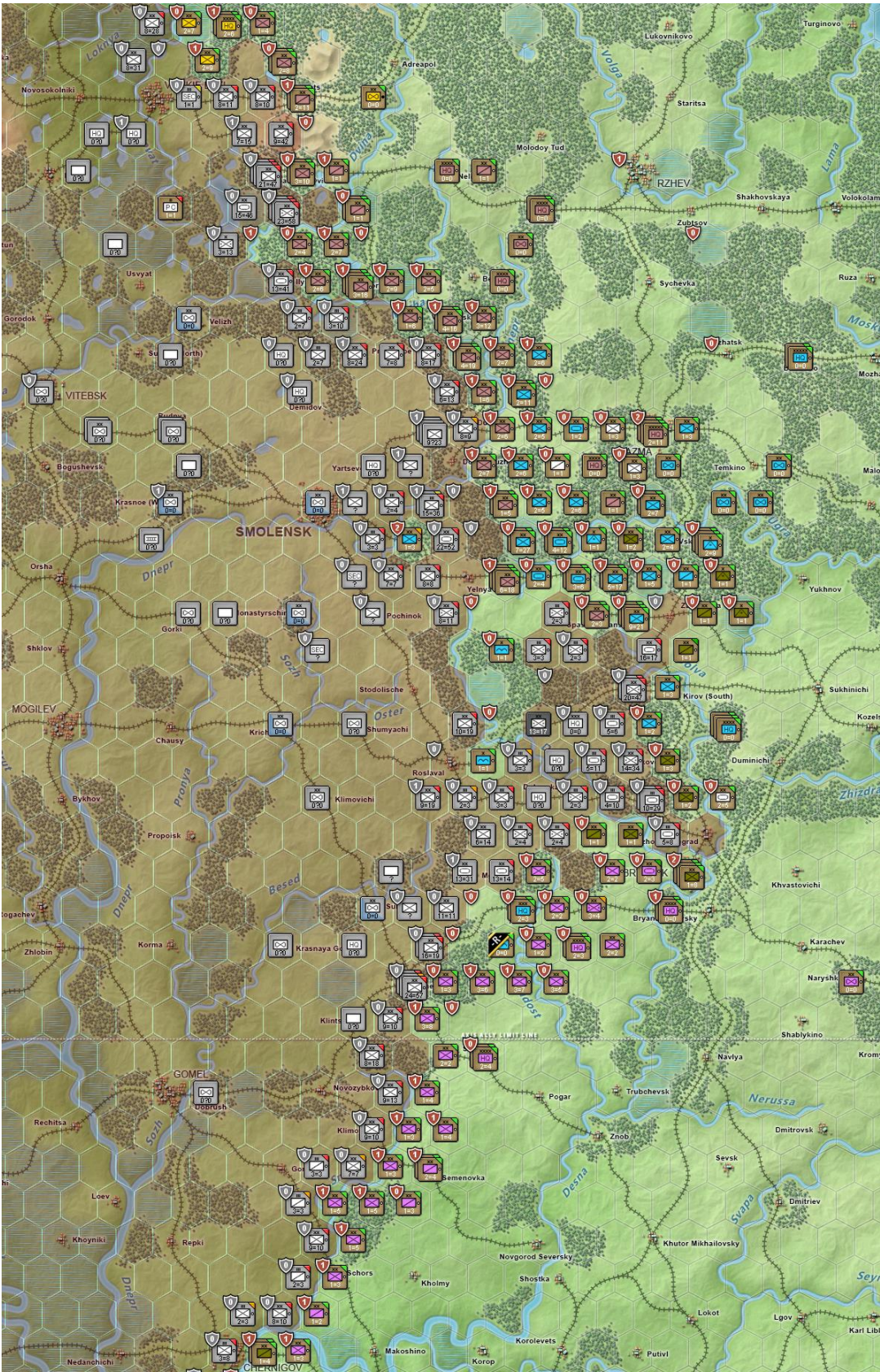
Finally, I have reorganized the Red Army Aviation within Leningrad, so I now have some 338 LaGG-3's, 60 Yak-1's and 116 IL-2's waiting for the Luftwaffe. The Northern Front Air Command is led by Novikov, who is the best Soviet Air Commander – at least in the early game.

South of Lake Ilmen, I am back on the defensive. The encircled Cavalry division is a complete loss, and I will have nothing to show for that offensive, except some less pressure on my positions immediately south of Lake Ilmen.

Below is an Image of the situation south of Leningrad, as I give the turn to Hermann.



The Center



### *Situation Assessment*

German Panzers are moving into position east of Velikie Luki. I currently spy some two Panzer divisions and one motorized division. It is possible, that those divisions are merely relaying north, but as they have participated in battles in the area during the German phase, I think that unlikely. Even though the Panzers are red in fuel, the short supply route and the geographical position means that I should expect them to have up to 40MP next turn. Considering that a lot of infantry fights have occurred in the area as well, I am led to believe, that the Germans may well have intentions for this sector over the coming weeks.

Further south, the Smolensk Garrison has surrendered and another infantry division is now encircled in the forests east of Smolensk.

The Germans have also pushed through to their encircled Panzer division, and now have six Panzer divisions and four Motorized divisions in the wedge. Fortunately, no further Soviet units have been encircled here. The Panzers at the base of the wedge will have in the vicinity of 33MP next turn, while the Panzers furthest in might end up with around 25MP.

At the southern base of the wedge, the German have massed both infantry and Panzer divisions enough to make a serious breakthrough of my thin Bryansk Front line. This could then link up with the Panzers inside the wedge for an encirclement of some 10 Soviet divisions.

Behind the front, the Luftwaffe has spread out their fighter bases in order to ensure that some fighter cover is available at all sections of the front. On my side of the front, I have plenty of fighters and tactical bombers ready at this sector of the front.

Finally, far to the west, at the northwestern edges of the Pripyat Marshes, my first partisan attack has taken place. It has not stopped a single piece of supply from reaching the German front units, but still I consider it worthy of note. Especially since my partisan forces have received 48 new squads this turn.

The Axis rail connection, having reached Orsha at the bend of the Dnepr, has continued in the direction of Smolensk.

### *Planning*

In the air, I will challenge the northern- and southernmost Luftwaffe fighter airfields by using my local MiG-3 forces to do so. My main focus however, will still be the German Panzers in the wedge, who will receive some visits from my Tactical Bombers in the area.

East of Velikie Luki, I will try to rebuild my defensive positions, and see if I can find some units to strengthen the defense in this sector.

Further south, I will use my Bryansk Front to attack a Motorized Regiment, hoping to displace it and allow for a cavalry division of mine to take over its position and diminish the flow of supplies for the Germans inside the wedge.

Once that attack is done, I will withdraw the better part of the Bryansk Front, hoping to establish a new line on the Desna river.

### *Execution*

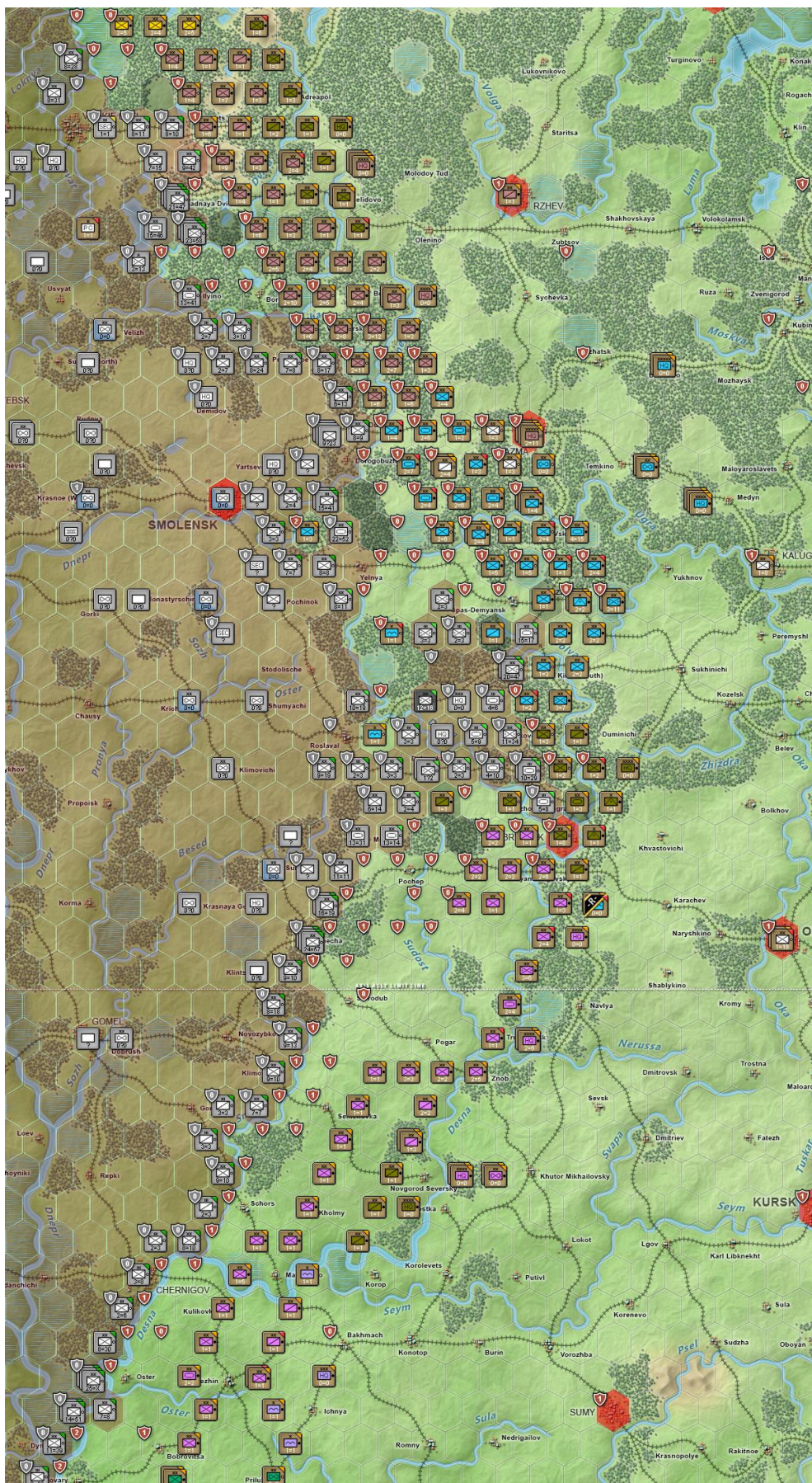
In the air, my attacks on the Luftwaffe bases were more or less futile. Few losses have been endured by either side.

On the ground, I have moved my Reserve Front into a better position, and also moved up another STAVKA Army (the 49<sup>th</sup>) in case of a German breakthrough possibility.

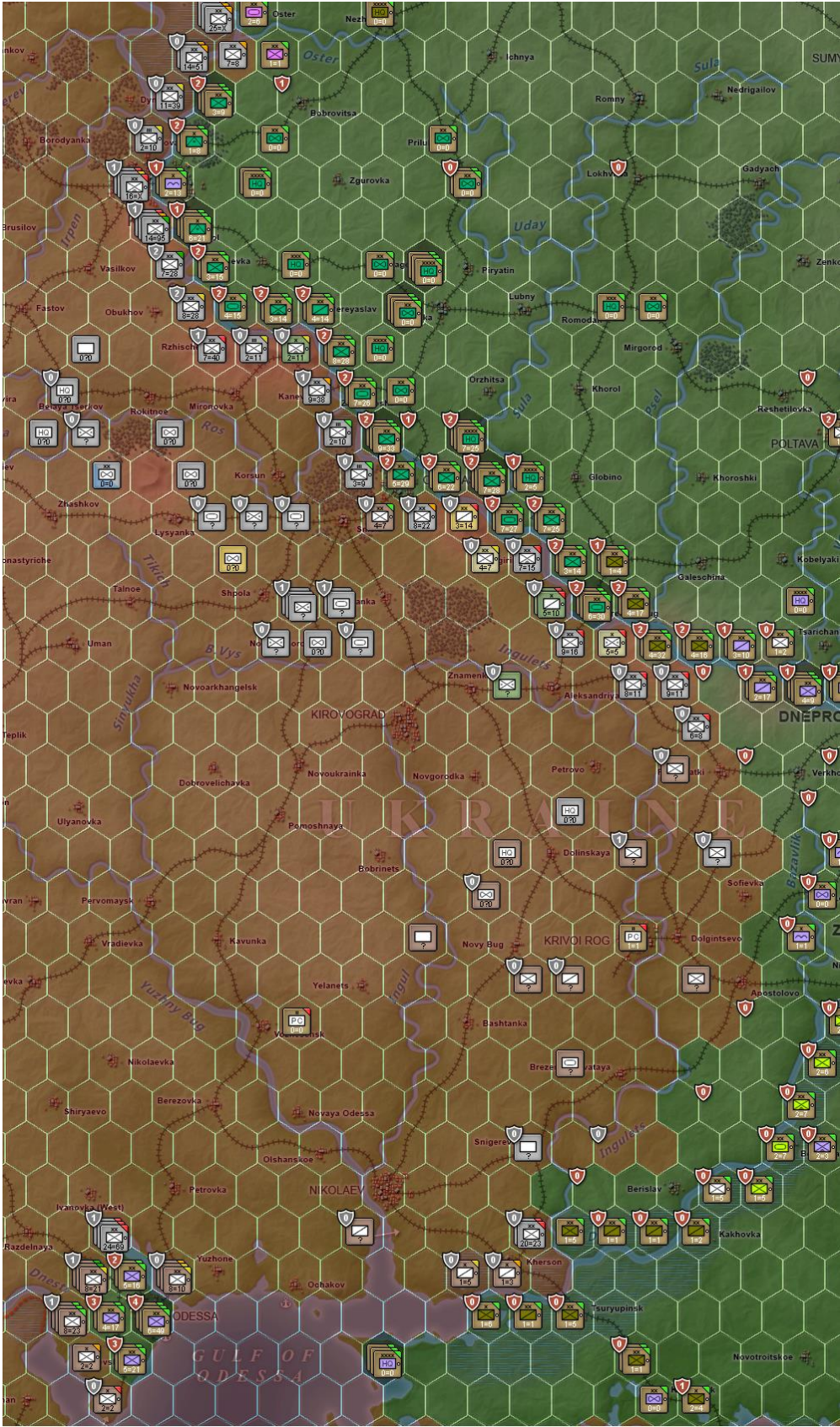
Further south, I beat off the German Motorized Regiment (I am continuously surprised by those Armored Cars of the Germans – even though there were only three of them in the battle, they scored seven or eight hits against my Soviet forces). Unfortunately, it withdrew into the hex I had hoped to plant my Cavalry division in (in hindsight I could have told myself that would happen).

Finally, I have also begun withdrawing my forces of the Bryansk Front, as the German railheads are getting close, and the Panzers are getting more and more dangerous.

Below is an image of the central front, as I give the turn to Hermann:



The South



### *Situational Assessment*

North of Kiev, the Germans have managed to cross the Dnepr. At Kiev itself and south of the city, my defenses held against another few German attacks.

Further south, the Germans are pulling the Panzers out of the Don Bend. I have no fuel readings on them, but looking at the situation from last turn, they should all be in the red. Assuming this, I can expect them to have some 35 to 40MP's next turn. That would be enough to try a forced crossing of the Dnepr, but I think it unlikely that the Germans will spend their Panzers on such an attack. It is more likely that the Germans are moving north to Kiev or else plan an attack on Cherkassy.

In the Don Bend there is now nothing left but a few German infantry divisions supported by Rumanians. That mean that the immediate threat to the Zaporozhye industry is no more. The Soviets still have to Garrison their cities in the area, which the presence of a partisan unit inside Krivoi Rog tells me.

At Odessa, I am now faced with 11 Rumanian units supported by three German infantry divisions.

### *Planning*

I will leave the northernmost parts of the Dnepr behind and start withdrawing into the plains beyond. I will not go very fast though, as I have no intention of outpacing the German infantry that is sure to follow. By putting a distance of two hexes between the Soviets and the Germans, the German infantry coming up should have to few MP's for any meaningful penetrations of the Soviet line to take place. At least that is the plan. If the Germans send their Panzers to back up the infantry, that is actually what I intend. From Kiev to Kharkov it is a long road, and I plan to delay the Germans as much as I can.

In the Dnepr Bend, I will remain mainly in my positions as they are, only pulling back a little at the very southern end of the Dnepr.

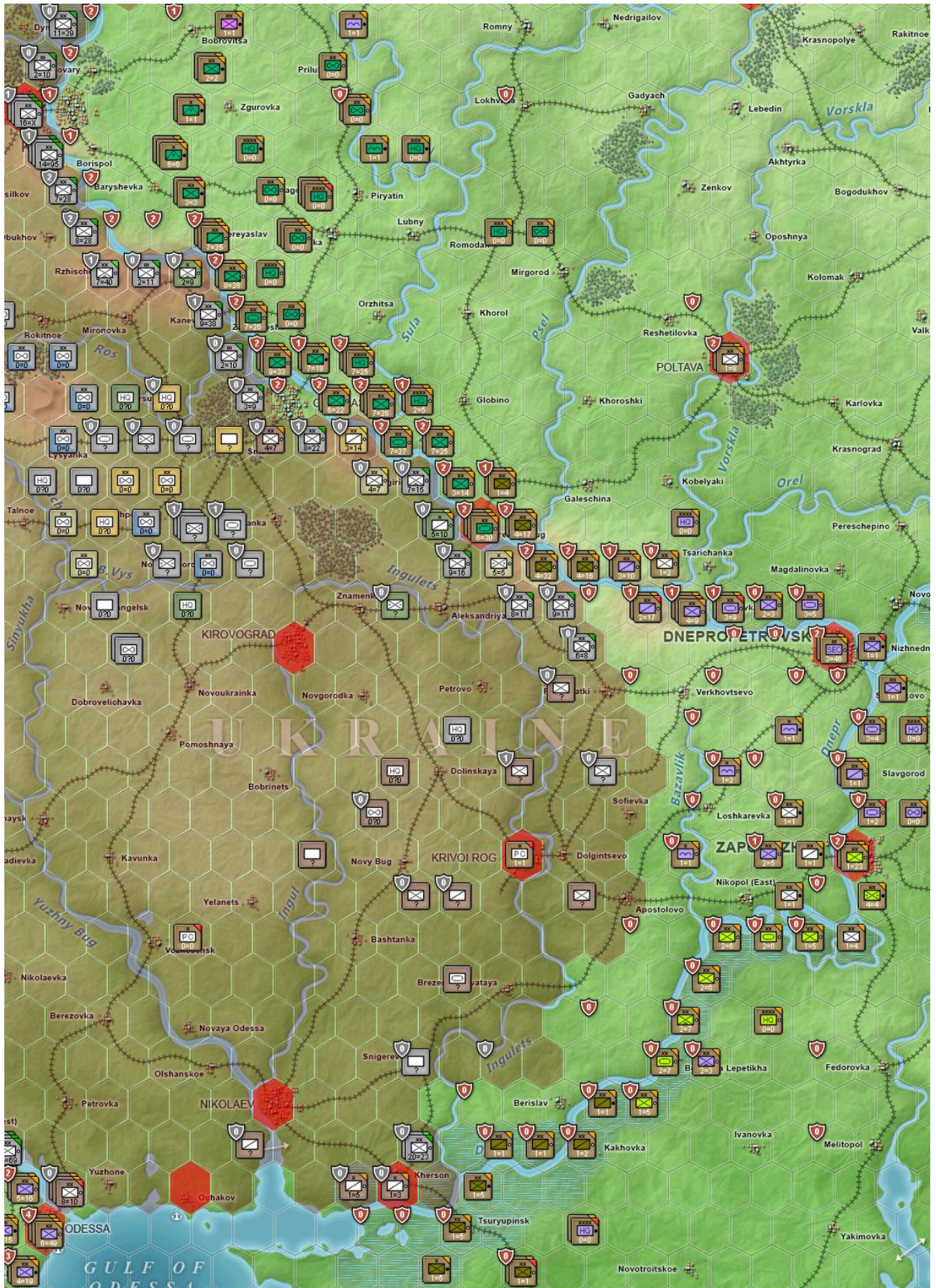
At Odessa, I will do the usual attack on a lone Rumanian Regiment and else settle in for yet another series of German attacks.

### *Execution*

At Kiev, I have withdrawn slightly, but otherwise I am still in position along the Dnepr.

Possibly the most interesting thing this turn has been that I changed the Southern Front I-153 BS to IL-2's this turn.

Below an image of the south, as I give the turn to Hermann:



## **Conclusion**

I have evacuated all industries in both Zaporozhye and Kalinin this turn.

I am thinking that the withdrawal of the German Panzers from the Don Bend might be a strategic mistake. As there is no longer any pressure here, I am now capable of sending all reinforcements north to moscow and Leningrad.