

Turn 34, Strategic Considerations

____ SPECIAL ____						
-	Vehicle Repair	A	-	6644	368140	0
-	Port	111	10	0	0	0
-	Railyard	278	19	0	0	0
-	Manpower	3025	144	64238	4798128	0
-	Vehicle	140	0	205143	309570	0
-	Heavy Industry	232	0	0	3404200	0
-	Oil Production	128	0	0	2112000	0
-	Fuel Production	149	0	0	1180080	0
-	Resource Production	192	10	0	6166000	0
-	Armaments Production	366	26	112400	2803900	0

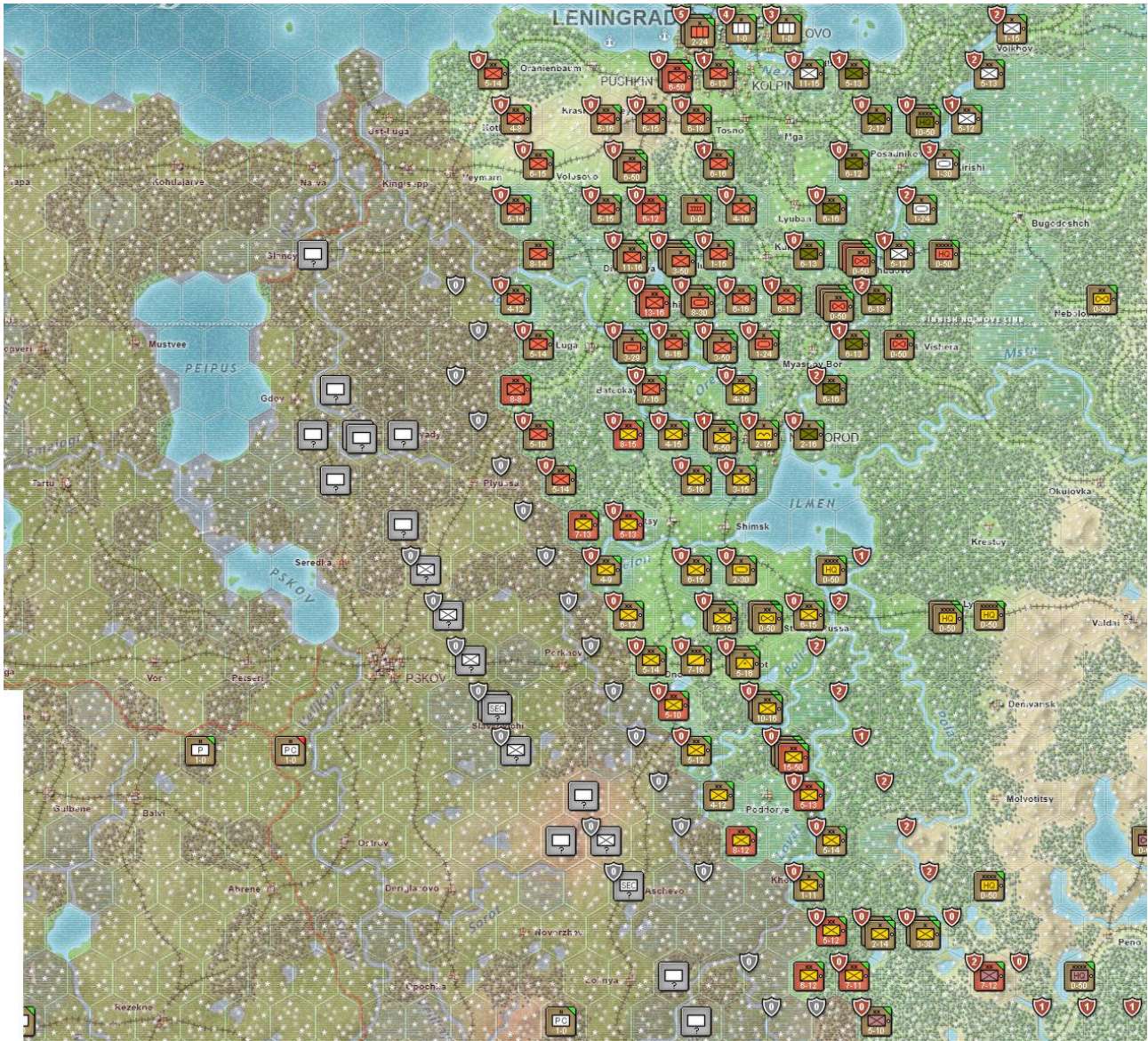
Recapturing more and more areas from the Germans mean that I have a lot of damaged production facilities (although the armament factory damage stems from the Stalino plants having been moved east). Once again, the total number of armament points in my pool is slowly climbing, so I am beginning to feel safe with regards to the armaments production.

Notice also, that I now have 205143 vehicles. At this turn, playing Pelton, my number was 188.850. So the difference, at this point in time, is not staggering.

Productionwise, the month of Ferbary have given me no new “toys” to look at. I am in pretty good shape, with only the production of light tanks trailing far behind. I still need more than 700 of those to fill in my current OoB, and I produce a maximum of 119 light tanks in total each turn (with one plant damaged at 17%, slightly reducing this number).

Axis VP are 180.

The North



Situational assessment

In the north, the Germans have continued to withdraw their units, even though the Soviet forces following them are quite light. I assume that the Germans may wish to pull back to the Narva line, thus freeing up several divisions to be used on other sectors of the front. If they do this, I guess they have no plans for attacks in the north for the remainder of the game.

Planning

I will follow the Germans in my own “selective way”. In the north, I will move up to the Luga river and establish a line here, while further south I will only move closer to the Germans in the locations where the rail system has been converted to “German rails”. Sometime during the summer, when the Soviets are finished repairing the local rail system, I might then move the front even closer to the Germans. For now, doing so will only result in less supplies delivered to my frontline units elsewhere.

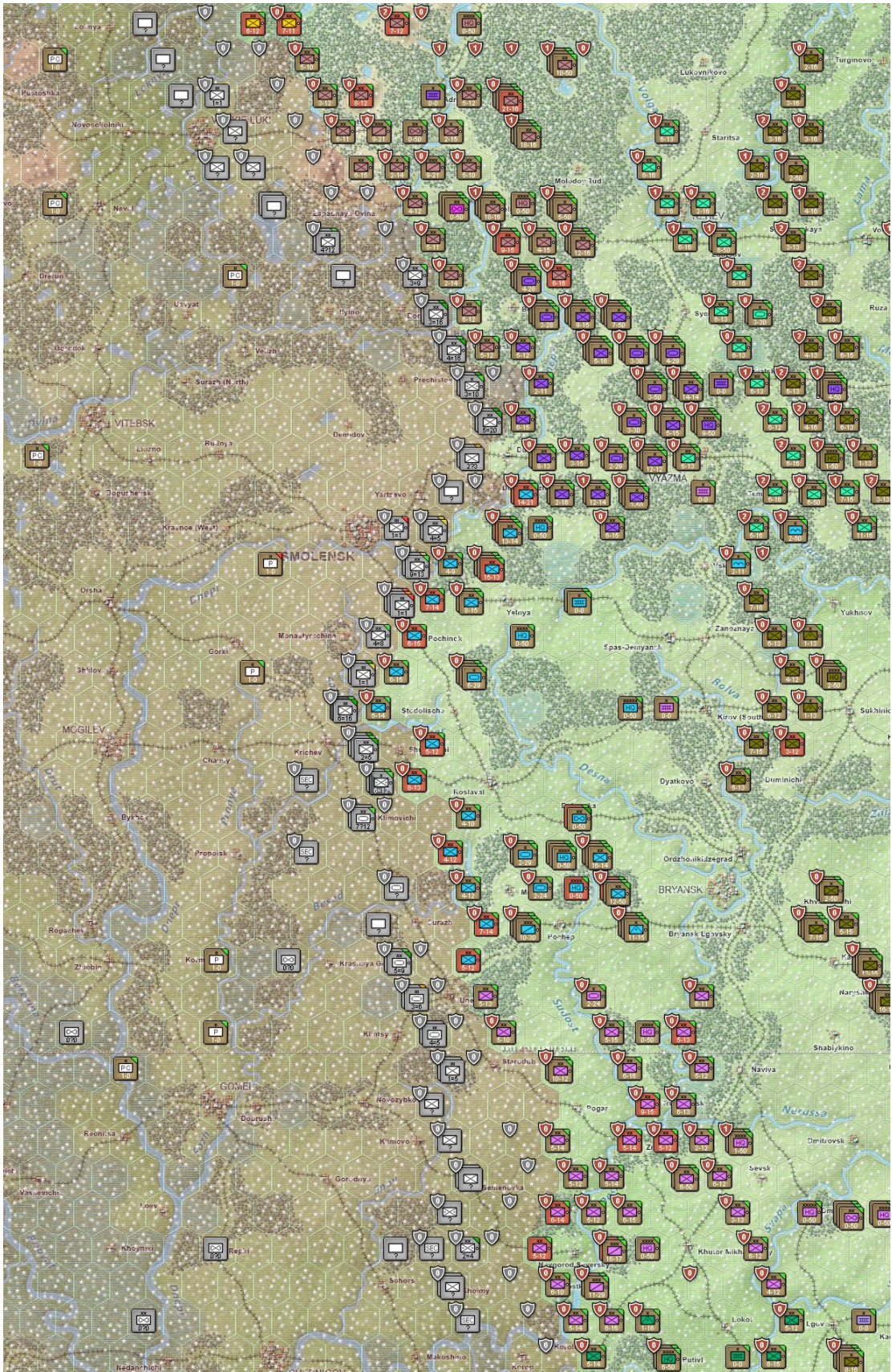
Execution

Very little has happened in the north. I have moved up to the Luga River and followed the Germans along their rail lines, but done little else.

Below is an image of the situation at Leningrad, as I give the turn to Hermann.



The Center



Situational assessment

In the center, the Germans are pulling back except at Smolensk, where they are holding their ground. Parts of the German line close to Smolensk looks weak, and it is possible for the Soviets to launch an attack in this region.

Planning

In this area, the German rail system is more or less complete, so I need to take all the vacated territory in order to delay any future German advances in the area, if they attack here come summer.

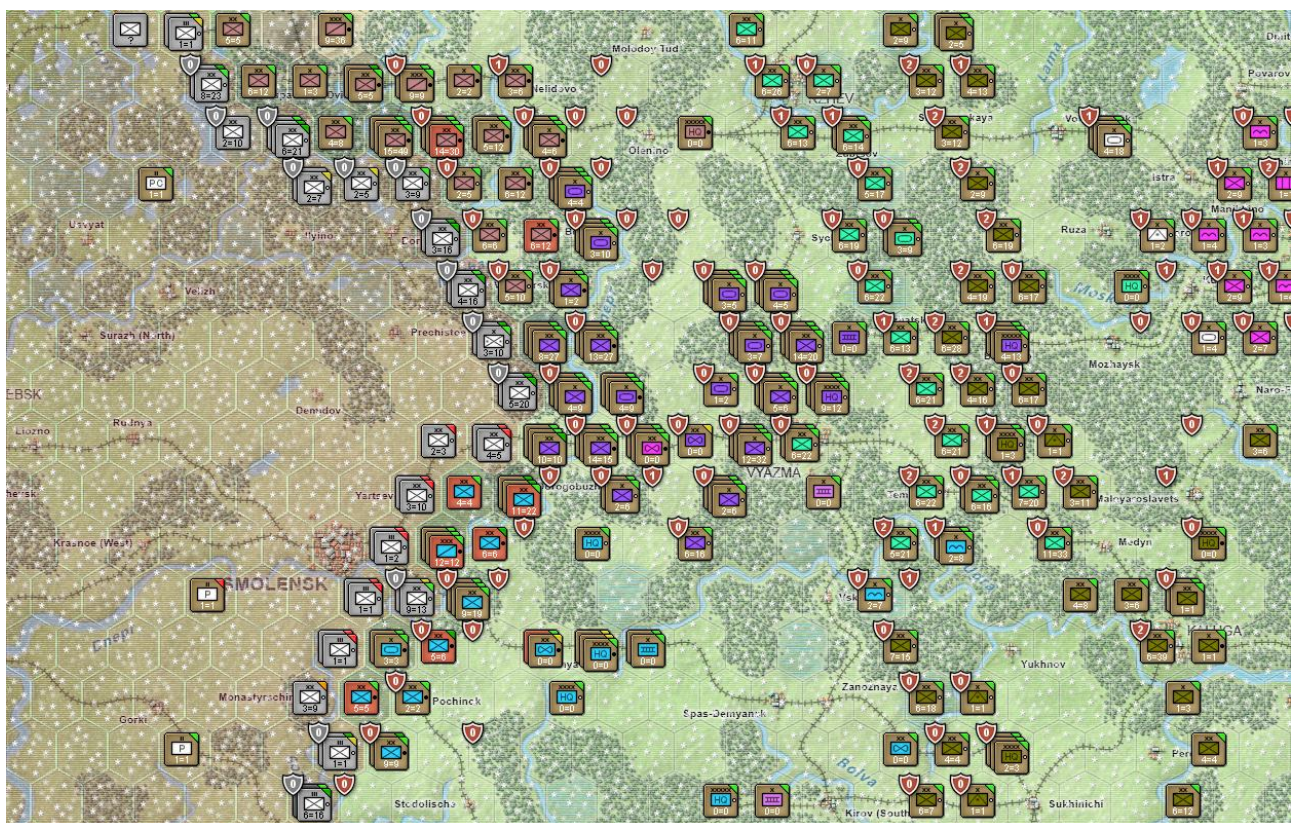
At Smolensk, I will launch an attack, hoping to encircle a German division or two, but more realistically setting out to make the Germans continue pulling back in this area.

Execution

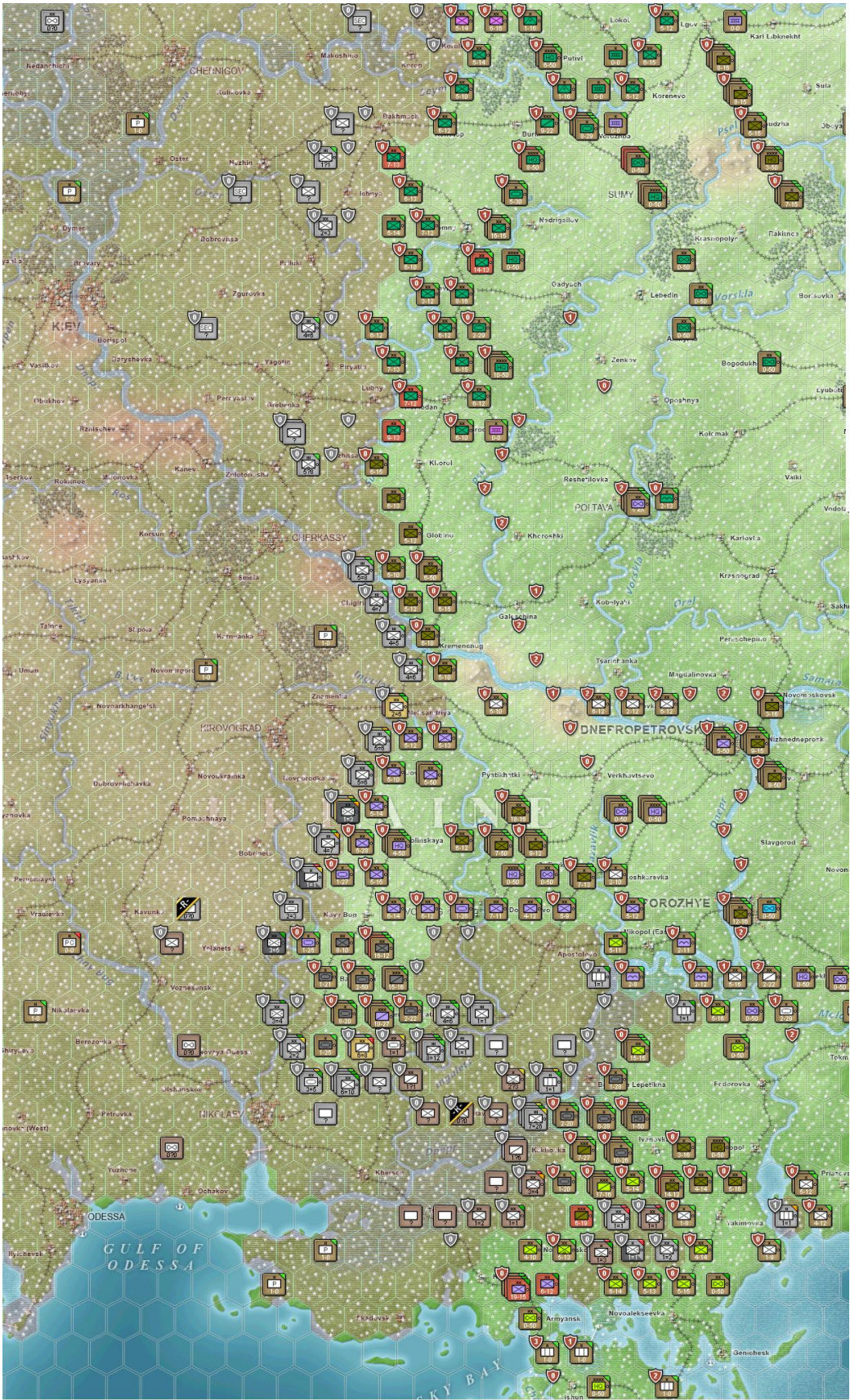
Around Smolensk, I have conducted a few attacks, but have not even been close to encircling any German formations this turn. I have positioned my local units to continue the attacks, should the Germans refrain from pulling further back during their turn.

I have also assigned three RR Repair brigades to the Kalinin Front, and assigned some newly arrived IL-2 to the Volkhov Front.

Below is an image of the situation at Smolensk, as I give the turn to Hermann.



The South



Situational Assessment

Opposite the Southwestern Front, the Germans are still pulling back.

Between Nikolaev and Krivoi Rog, I have only four cavalry corps and some Tank brigades that have enough movement to attack properly this turn. Opposite this, the Germans have been able to strengthen their lines considerably, with CV's of 6=8, 6=10 and 8=12. I will need to be very careful about selecting the right attack direction this turn.

At sea, I do not have the movement to launch my cavalry division at the hexes near Odessa after all. I can take Yuzhne, but assuming that a Rumanian unit is still in Odessa, I will not be able to flip the rail line there. Alternatively, I might be able to launch it at the swamp hex west of Kherson.

North of Crimea, the five German infantry divisions are still encircled.

Planning

I will only be making limited advances with the Southwestern Front this turn. The terrain they can take is prime Panzer country and worth little strategically. I will advance only to take control of German rail lines.

At Nikolaev, I will push southwest against the 3=5 German Panzer and motorized stack. I will combine this with an amphibious assault on the swamp hex at Kherson. If I land successfully and if I can push just one hex forward, I will have the Axis corridor down to two hexes, that will be the scene of some very heavy fighting over the coming turns.

North of Crimea, I will destroy the encircled Axis forces and push northwest to link up with the forces at Nikolaev as soon as possible.

Execution

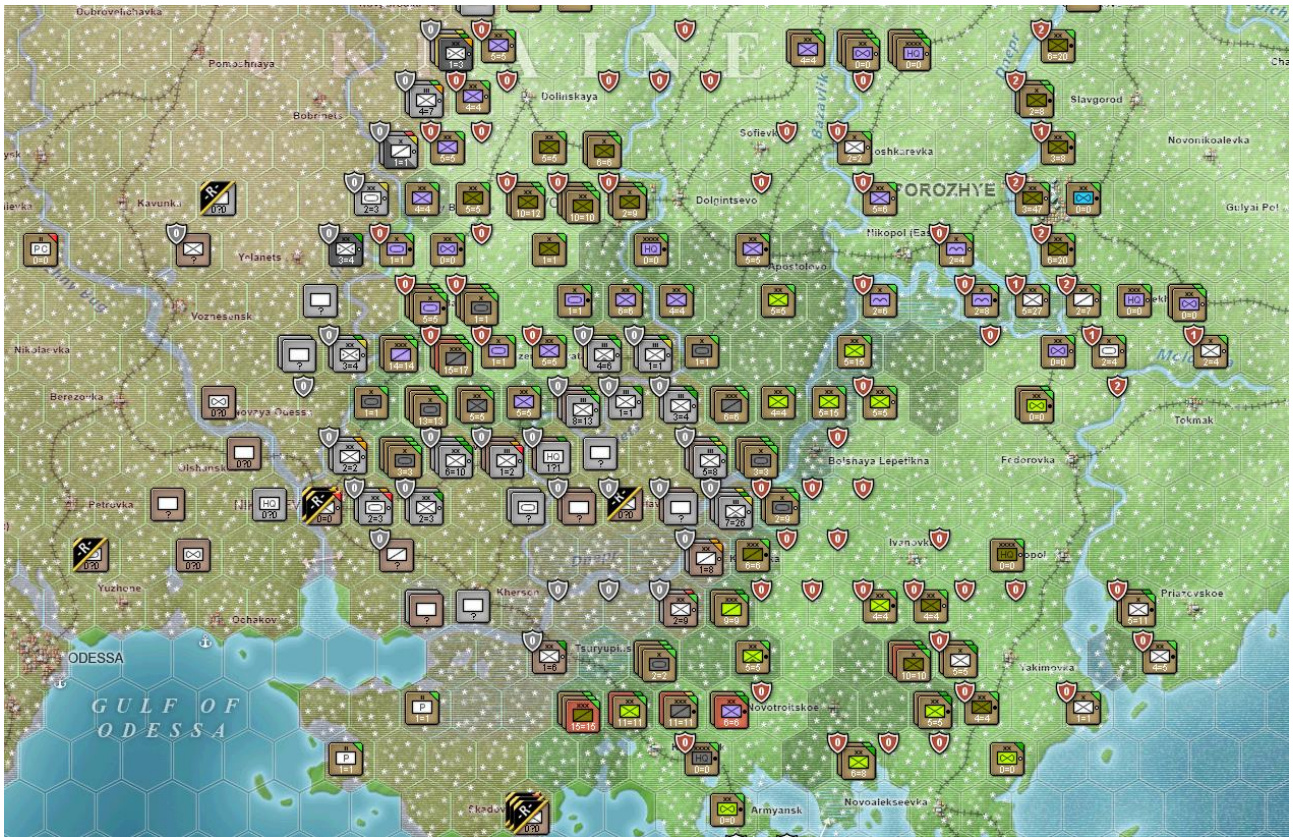
At Nikolaev, my attacks have been progressing very slowly, with only one hex gained this turn. My forces in the area are beginning to become very fatigued, with fatigue levels in the 60's and 70's being the norm and some units having elements fatigued in the 80's level. My attacks will soon grind to a halt. In order to help a little with that, I have pulled Konev down from the Leningrad Front (nothing much will happen there for the time being, I guess).

The amphibious landings were a failure again, as the Germans had units hidden in the swamps that my recon missions were unable to detect. Next turn, I have two Naval Infantry Brigades standing by for one last amphibious landing.

North of Crimea, I have destroyed the encircled divisions and pushed forward. It seems possible, that I might be able to encircle three Rumanian divisions before long.

It seems likely, that the Axis forces will be able to continue pulling out of the area over the coming turns, which is a consequence of my poor amphibious landings. The southern offensive itself can still be considered a success, as the Axis powers will start their 42 summer campaign some 30 hexes short of their historical starting point.

The situation outside Nikolaev as I give the turn to Hermann.



Conclusion

The Soviet Man2Gun index has dropped to below 100. The Red Army is now “mechanized” to the same level as when the game started, and on top of this, it is some three million men stronger. The German Man2Gun index has dropped from 115,7 to 113,7 over the last eight turns, signalling that the German production system finds it very hard to replace the number of lost guns.

On the ground, it looks as if the southern attack can swing two ways: Either I get another massive encirclement, or else the remaining Axis forces escape. Either way, I get to reclaim a lot of ground, moving the front up to Nikolaev before the winter is out.