

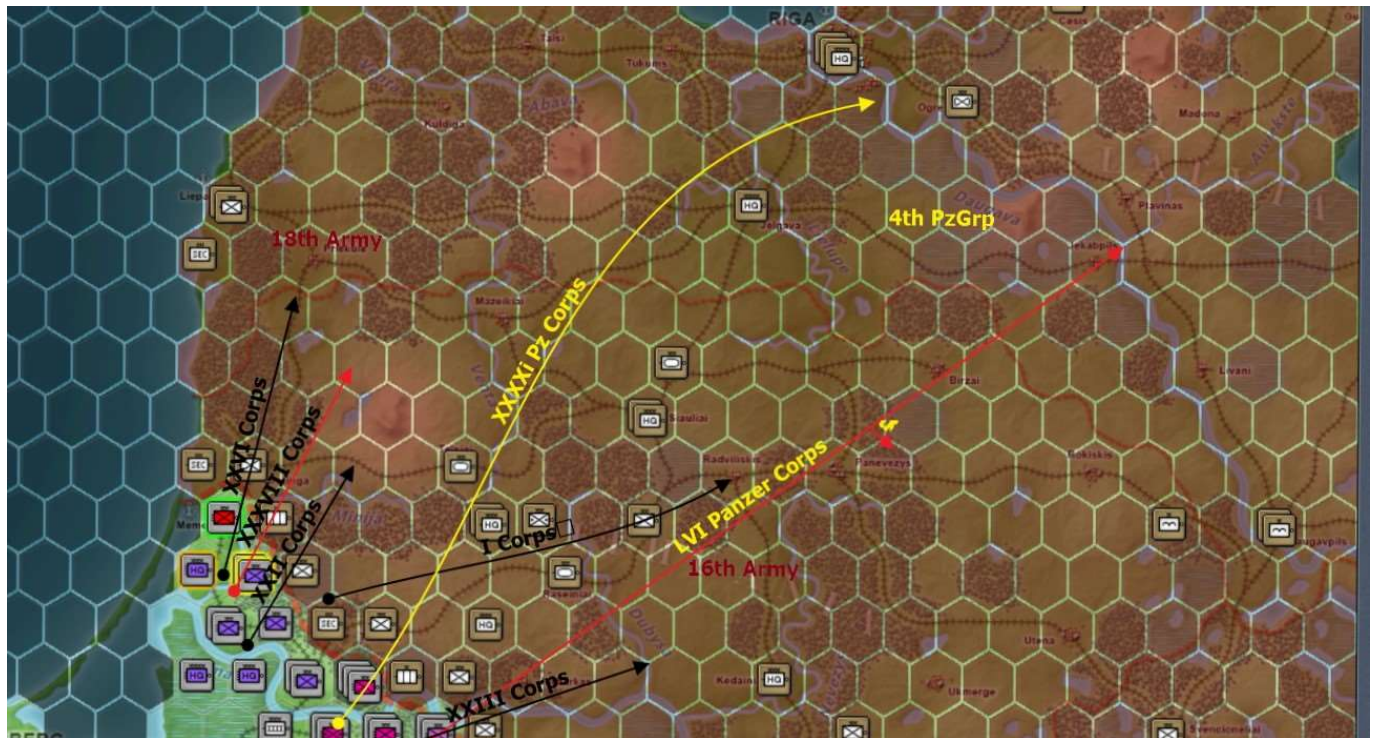
## Introduction

This is an AAR documenting AGN effort in a 2X3 team game. The other fronts will be recorded by the individual players. I will use a format of a fellow gamer on the forum of PDF with imbedded pictures.

## Strategy

The overall strategy for the Army Group North is to seize Leningrad before the winter at all costs. The secondary objectives are to clear rail lines and establish a moving rail head to support 4<sup>th</sup> Panzer group. To support this effort the 7<sup>th</sup> and 20<sup>th</sup> PzXX have been assigned to LVI Panzer Corps from Army Group North. Model has taken charge of I Corps 18<sup>th</sup> Army.

The map below shows the initial plan for turn one. Note that the Pz Corps are focused on playing “Othello” and converting rail hexes to German rather than focus on creating pockets. In addition, I would much rather have Soviets run away, than spend time cleaning pockets. The goal is Leningrad, not Soviet units for Army Group North. I will surround Riga and not attack with armor, mainly to save fuel and tanks needed for the attacks on the way to Leningrad. Infantry can clean up if these units are still here turn #2.



## Execution

My inexperience demonstrated quickly. One key thing to do is set up an airfield deep into the battlespace to allow maximum airpower extension turn one. I had difficulty and it did not get done until I had used most of my miles up attacking places better used to strike deep.

The turn starts badly with the SS Polizei failing to move Soviet units. This forces XXVI Corps to use MP's to clear the rail line headed North delaying the advance. On a more positive front, AGC obliged me by clearing out the way. Thus 16<sup>th</sup> Army spends precious MP's opening holes and not advancing.

The Pz Corps set off to run deep with all hexes across the Daugava converted with 1 bridgehead.

The picture below shows the turn as given to the Supreme Commander.

