

Chakotens forårskrigsspil 2000 - Kampen om Seelow-højderne

1. Baggrund

Tiden er nu skruet tilbage til april måned 1945 og stedet er Seelow-højderne cirka 50 kilometer øst for Berlin.

Fra Seelow-højderne er der udsigt over den dal, som omgiver floden Oder. Dalen var karakteriseret af mange afvandingskanaler og et generelt sumpet terræn. Områdets få veje og jernbanedæmninger fik derfor overordentlig stor betydning for de senere operationer. Mellem Oder og Seelow havde tyskerne indrettet deres forreste forsvarslinie; den anden lå om højdedragene, mens den tredje og sidste forsvarslinie var placeret et stykke bag højdedragene.

I disse stillinger står enheder af den tyske 9. Arme, under ledelse af general Theodor Busse. Enhederne består for en dels vedkommende af resterne af velrenommerede enheder, fyldt op med forhånden værende personel, mens andre enheder lige er opstillet. Yderligere er enheder af Folkestormen indsat i kampen.

Over for 9. Arme står 1. Hviderussiske Front under ledelse af marskal Zhukov med en betragtelig styrke.

Den store russiske offensiv, som skal føre til erobringen af Berlin og fremstødet til Elben, blev indledt tidligt om morgenen den 16. april med krigens hidtil voldsomste artilleriforberedelse. I tusindvis af kanoner og raketkastere af alle kalibre beskød de tyske stillinger. Uheldigvis for russerne havde tyskerne dog forudset det nøjagtige tidspunkt for offensivens start og trukket deres enheder tilbage fra stillingerne, hvorved ildforberedelsen ikke fik den ønskede virkning. Straks efter ildens ophør oplystes hele området af lyskastere, som russerne havde trukket frem. Denne del af operationen gav heller ikke det ønskede resultat, idet angrebsstyrkerne dels blev blændet af lyset, som reflekteredes af de voldsomme støv- og røgskyer, som var et resultat af artilleriilden, dels kom de til at stå som silhuetter for den tyske ild. De russiske infanterienheder rykkede nu frem over det sumpede terræn foran højdedragene og fik efter voldsomme kampe erobret den forreste tyske forsvarslinie omkring middagstid. Herefter rykkede man videre frem mod den anden forsvarslinie i højdedragene.



Den tyske modstand var hårdnakket og det ugunstige terræn sinkede i væsentlig grad fremrykningen. Chefen for 1. Hviderussiske Front, marskal Zhukov, tabte tålmodigheden og beordrede, i et forsøg på at øge fremdriften i angrebet, sine panserenheder frem. Tidspunktet for denne fremrykning var sammenfaldene med en omgruppering af det russiske artilleri og resulterede i voldsomme trafikale problemer. I løbet af den resterende del af offensivens første døgn bølgede kampene frem og tilbage

omkring højdedragene. Syd for 1. Hviderussiske Fronts operationsområde indledte 1 Ukrainske Front, med marskal Konev som chef, sit angreb over Oder og det er lykkedes dem at trænge gennem de tyske linier.

Dette glædede Stalin, og han befalede marskal Konev at fortsætte frem mod Berlin. Han meddelte samtidig dette til Zhukov, hvilket ikke har gjort marskalens humør bedre, idet han så sig selv, og ikke rivalen Konev, som Berlins erobrere. Stalin spillede helt bevidst på denne rivalisering mellem de to marskaler. Den eneste måde, hvorpå Zhukov kunne genvinde sin fortrinsstilling hos Stalin, var derfor ved at vise øjeblikkelige og overbevisende resultater. Også den tyske overkommando stiller sine krav, og de er ikke mindre kategoriske - hold stillingerne til sidste mand!

2. Spillet

Når spillet starter er klokken 08.00 den 17. april 1945.

Udgangssituationen var, at russerne havde reorganiseret deres enheder og var klar til at fortsætte angrebet mod Seelow-højderne, mens de tyske forsvarstyrker stod klar til at imødegå angrebet.... Spillet afvikledes i lighed med tidligere på tre spilleborde, benævnt NORD, CENTRUM og SYD - med to til tre spillere pr. side. Som udgangspunkt var der tale om tre individuelle spil, som blev afviklet inden for en fælles ramme. Terrænet på spillebordene afspejlede i nogen udstrækning de faktiske forhold, inklusive stednavne. De enheder, som deltog i spillet var ligeledes opstillet med udgangspunkt i de faktiske enheder. Til hvert bord var der udpeget et antal enheder; yderligere disponerede hvert parti over et antal reserveenheder, som kunne fordeles mellem bordene efter indbyrdes aftale mellem spillerne på de respektive parti. Alternativt kunne reserverne holdes tilbage til senere disposition, som iværksattes ved dommernes mellemkomst.

Spillet blev afviklet efter reglerne i Command Decision III, DK1.

Grundlaget til spillet kan ses [her](#).

Søren Juul & Per Finsted

Litteraturliste:

1. "*Kampen om Seelow-højderne*" af oberstløjtnant F.V. Nerland, Krigshistorisk Tidsskrift, Nr. 2, august 1999
2. "*Der Kampf um Berlin 1945*" af Tony Le Tissier, Ullstein Verlag, 1997, ISBN 3 548 33185 8
3. "*Militärgeschichtlicher Reiseführer - Seelower Höhen*", af Hans-Joachim Nicolai, Verlag E.S. Mittler & Sohn, 1988, ISBN 3 8132 0554 1
4. "*Seelow 1945 - Die Entscheidungsschlacht an der Oder*" af Richard Lakowski, Brandenburgische Verlagshaus, 1999, ISBN 5 89488 0848
5. "*Seelower Höhen 1945*" af Roland G. Foerster, Verlag E.S. Mittler & Sohn, 1998, ISBN 3 8132 0592 4
6. "*The Road to Berlin*" af John Erickson, Phoenix, 1996, ISBN 1 85799 131 1
7. "*The Last Battle*" af Cornelius Ryan, Wordsworth Military Library 1999, ISBN 1 84022 219 0

1. Kan lånes fra Chakotens bladsamling ved henvendelse til Ole Thureholm.
2. - 7. Kan købes hos Nyboder Boghandel, men kan sandsynligvis også lånes på Det Kongelige Garnisonsbiblioteket.

The Battle of the Seelow Heights

German Forces - Center

Battlegroup/20th Panzergrenadier Division (*Experienced, Morale 8*)

Battlegroup Commander:

Command stand

Kübelwagen

HQ Company:

Staff radio truck

Transport Company:

Medium truck

Medium truck

3rd Battalion/20th Artillery Regiment (*Experienced, Morale 8*)

HQ Battery:

Command stand

Kübelwagen

Forward observation officer (*self ordering stand*)

Schwimmwagen

Medium supply truck (*4 x 1/2 ton ammunition*)

1. Battery:

15 cm howitzer with crew (ds)

Gun tractor

2. Battery:

15 cm howitzer with crew (ds)

Gun tractor

2nd Battery/284th (Army) Anti-Aircraft Battalion (*Experienced, Morale 8*)

Command stand

Kübelwagen

8,8 cm AA gun with crew (ds)

Gun tractor

2 cm AA gun with crew

Medium truck
Medium supply truck (4 x ½ ton ammunition)

1st Battalion/8th Panzer Regiment *(Experienced, Morale 8)*

HO Company:

Chef
SdKfz 251/1
Medium supply truck (4 x ½ ton ammunition)

1. Company:

Pz IV *(capacity/infantry command stand)*
Pz IV

2. Company:

StuG III *(capacity/infantry command stand)*
StuG III

1st Battalion/76th Panzergrenadier Regiment *(Experienced, Morale 8)*

HO Company:

Battalion Commander
SdKfz 251/1

1. Company:

Command infantry stand *(Panzerfaust)*
SdKfz 251/1
Infantry stand *(Panzerfaust)*
SdKfz 251/1

2. Company:

Command infantry stand *(Panzerfaust)*
Infantry stand *(Panzerfaust)*
Weapons stand *(Panzerfaust)*

3. Company:

Command infantry stand *(Panzerfaust)*
Infantry stand *(Panzerfaust)*
AT stand *(Panzerschreck)*

4. Company (heavy):

12 cm mortar with crew (ds)
Medium truck
7,5 cm AT gun with crew (ds)
Medium truck
Medium supply truck (4 x ½ ton ammunition)

2nd Battalion/90th Panzergrenadier Regiment *(Experienced, Morale 8)*

HO Company:

Battalion Commander

Kübelwagen

5. Company:

Command infantry stand (*Panzerfaust*)

SdKfz 251/1

Infantry stand (*Panzerfaust*)

SdKfz 251/1

6. Company:

Command infantry stand (*Panzerfaust*)

Infantry stand (*Panzerfaust*)

Weapons stand (*Panzerfaust*)

8. Company (tungt):

MMG stand

8 cm mortar with crew (ds)

Wagon (4 x ½ ton ammunition)

Battalion Seelow (Volkssturm) *(Trained/Morale 8)*

Battalion Commander: *(No call fire capacity)*

Command stand (*Panzerfaust*)

1. Company:

Infantry stand (*Panzerfaust*)

Infantry stand (*Panzerfaust*)

2. Company:

Infantry stand (*Panzerfaust*)

AT stand (*Panzerschreck*)

The Battle of the Seelow Heights

German Forces - North

Battlegroup/9th Fallschirmjäger Division *(Trained, Morale 8)*

Battlegroup Commander:

Command stand *(Experienced, Morale 8)*

Kübelwagen

HQ Company:

Staff radio truck

Transport Company:

Medium truck

Medium truck

Infantry Gun Company:

Mounted command stand

7,5 cm infantry gun with crew (ds)

Limber

15 cm infantry gun with crew (ds)

Limber

Support stand

Wagon *(4 x 1/2 ton ammunition)*

Anti Tank Gun Company:

Command infantry stand

AT stand *(Panzerschreck)*

AT stand *(Panzerschreck)*

7,5 cm AT gun with crew (ds)

1st Battery /9th Fallschirmjäger Anti-Aircraft Battalion *(Experienced, Morale 8)*

Command stand

Kübelwagen

8,8 cm AA gun with crew (ds)

Gun tractor

2 cm AA gun with crew

Medium truck

Medium supply truck *(4 x 1/2 ton ammunition)*

9th Fallschirmjäger Engineer Battalion *(Experienced, Morale 8)*

Battalion Commander:

Command stand

Kübelwagen

Wagon (2 x 1/2 ton mines) + (2 x 1/2 ton other engineer ammunition)

1. Engineer Company:

Command engineer stand (*Panzerfaust*)

Engineer stand, flame thrower (*Panzerfaust*)

Engineer stand (*Panzerfaust*)

2. Engineer Company:

Command engineer stand (*Panzerfaust*)

Engineer stand (*Panzerfaust*)

Engineer weapons stand (*Panzerfaust*)

1st Battalion/25 Fallschirmjäger Regiment (*Experienced, Morale 8*)

Battalion Commander:

Command stand

1. Company:

Command infantry stand (*Panzerfaust*)

Infantry stand (*Panzerfaust*)

Weapons stand (*Panzerfaust*)

2. Company:

Command infantry stand (*Panzerfaust*)

Infantry stand (*Panzerfaust*)

AT stand (*Panzerschreck*)

3. Company:

Command infantry stand (*Panzerfaust*)

Infantry stand (*Panzerfaust*)

Infantry stand (*Panzerfaust*)

4. Company (heavy):

MMG stand

MMG stand

Quadruple Flak (on SdKfz 7)

2nd Battalion/26 Fallschirmjäger Regiment (*Trained, Morale 8*)

Battalion Commander:

Command stand

5. Company:

Command infantry stand (*Panzerfaust*)

Infantry stand (*Panzerfaust*)

Weapons stand (*Panzerfaust*)

6. Company:

Command infantry stand (*Panzerfaust*)

Infantry stand (*Panzerfaust*)

AT stand (*Panzerschreck*)

7. Company:

Command infantry stand (*Panzerfaust*)

Infantry stand (*Panzerfaust*)

Infantry stand (*Panzerfaust*)

8. Company (heavy):

MMG stand

MMG stand

8 cm mortar with crew (ds)

Wagon (*4 x ½ ton ammunition*)

Gusow Battalion (Volkssturm) (*Trained/Morale 8*)

Battalion Commander: (*No call fire capacity*)

Command stand (*Panzerfaust*)

1. Company:

Infantry stand (*Panzerfaust*)

Infantry stand (*Panzerfaust*)

2. Company:

Infantry stand (*Panzerfaust*)

AT stand (*Panzerschreck*)

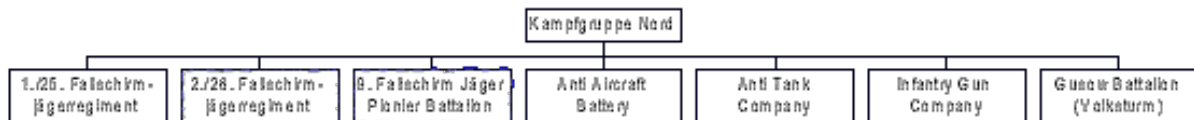
The Battle of the Seelow Heights

German orders

Battlegroup North

From the Commander of 56th Corps to the Commander of Battlegroup North:

1. Your mission is to keep the battlegroup's present positions in and around GUSOW. Further, you will attack and take NEU LANGSOW.
2. Your forces consists of:



1. Order-of-Battle chart is enclosed.
3. A number of units will be assigned to you from the reserve.
(German reserve units will be assigned to each table by mutual arrangement by the players on the German side.)
4. To the North of your force, other units of 9th Fallschirmjäger Division hold NEU HARDENBERG (outside the game). To the South, units of 20th Panzergrenadier Division hold SEELow, and units of 303rd Infantry Division "Döbberitz" hold DOLGELIN (the latter outside the game).
5. The following is known about the enemy:
 1. The enemy is expected to resume his attack at 0800 hours.
 2. Units of 1054 Rifle Regiment and 11 Guards Tank Brigade, supported by artillery, have been identified.
 3. The enemy must be expected to be reinforced by units from his reserve.
6. The following is known about the terrain:
 1. The bridges over the River ALTE ODER have been blown.
 2. During the night enemy engineers have build a pontoon bridge (Class V) just south of the destroyed railway bridge.
 3. The river ALTE ODER can be crossed by units on foot (units must spend 1 turn with a full advance order doing so). Vehicles are able

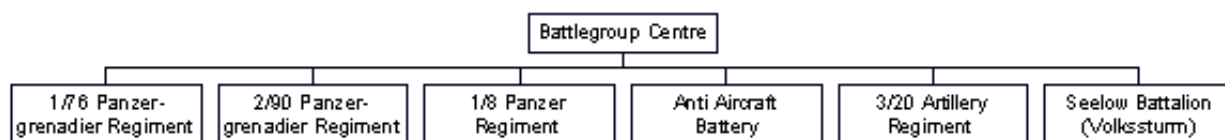
to cross the river only by the fords shown on the map (terrain effect = x5).

4. The railroad runs on an embankment. (Rule 4.531.)
 5. The tree lines shown on the map blocks visibility. A number of fields and hedges will be on the gaming table, but are not shown on the map. This vegetation will not block line of sight.
 6. Buildings will take two stands. Only Class I guns can be in buildings. Other guns and vehicles must take up positions outside the buildings.
 7. In addition to the 5 entrenchments shown on the map, a further 5 can be placed on the table. Their position must be marked on the map before the game starts, but will be placed on the table only when observed by the enemy.
 8. Any minefields must be marked on the map before the game starts, and the referees notified of their position; the minefields will be placed on the table only when encountered by the enemy.
7. Special arrangements for German artillery are given on page 3.

Battlegroup Centre

From the Commander of 56th Corps to the Commander of Battlegroup Centre:

1. Your mission is to keep the battlegroup's present positions in and around SEELow. Further, you will attack and take LUDWIGSLUST.
2. Your forces consists of:



1. Order-of-Battle chart is enclosed.
3. A number of units will be assigned to you from the reserve. (German reserve units will be assigned to each table by mutual arrangement by the players on the German side.)
4. To the North of your force, units of 9th Fallschirmjäger Division hold GUSOW. To the South, units of 303rd Infantry Division "Döbberitz" hold DOLGELIN (outside the game).
5. The following is known about the enemy:
 1. The enemy is expected to resume his attack at 0800 hours.
 2. Units of 102 Guards Rifle Regiment and 7 Guards Tank Brigade, supported by artillery, have been identified.
 3. The enemy must be expected to be reinforced by units from his

reserve.

6. The following is known about the terrain:
 1. The railroad runs on an embankment. (Rule 4.531.)
 2. The tree lines shown on the map blocks visibility. A number of fields and hedges will be on the gaming table, but are not shown on the map. This vegetation will not block line of sight.
 3. Buildings will take two stands. Only Class I guns can be in buildings. Other guns and vehicles must take up positions outside the buildings.
 4. In addition to the 5 entrenchments shown on the map, a further 5 can be placed on the table. Their position must be marked on the map before the game starts, but will be placed on the table only when observed by the enemy.
7. Special arrangements for German artillery are given on page 3.

Special arrangements for German artillery

1. Preventive fire:

- a. By help of the artillery battalion in Battlegroup North and 12th Rocket Launcher Battalion it is possible to try to slow down the Soviet attack, by preventive fire against known or presumed Soviet positions/forming-up areas (similar to Rule 8.32). The fire will fall in turns "minus 2", "minus 1", "1", and "2".
- b. However, if the possibility is not used, ammunition will be spent anyway. (Must be noted on the Order-of-Battle chart).
- c. The fire mission is fired by battalions - all guns fire at the same target. In each of the four turns however, different targets can be fired at. The rocket launchers however, can fire by battery, thus being able to fire with one launcher in each of the four turns.
- d. Missions in turns "minus 2" and "minus 1" take place, when both parties have deployed their units, but before any orders are given.
- e. If any of the firing battalions are within sight of Soviet units, they will be given the opportunity of observing against the artillery positions.
- f. For each artillery battalion participating in the pre-plotted offensive fire, the table below must be filled out:

Unit:			Table:	
Turn	Guns in unit	Target	ROF	Sheaf pattern
-2				
-1				

The Battle of the Seelow Heights

German Forces - Reserve

Battlegroup/Panzerdivision "Müncheberg" (*Experienced, Morale 8*)

Battlegroup Commander:

Command stand

Kübelwagen

HQ Company:

Staff radio truck

Wirbelwind

Panzer Regiment "Kummersdorf" (*Trained, Morale 8*)

Regimental Commander:

Command stand

SdKfz 251/1

Medium supply truck (4 x ½ ton ammunition)

1. Company:

Panther (*capacity/infantry command stand*)

Panther

2. Company:

Pz IV (*capacity/infantry command stand*)

Pz IV

3. Company:

Königtiger (*capacity/infantry command stand*)

1st Battalion/Panzergrenadier Regiment "Müncheberg" (*Experienced, Morale 8*)

Battalion Commander:

Command stand

SdKfz 251/1

1. Company:

Infantry command stand (*Panzerfaust*)

SdKfz 251/1

Infantry stand (*Panzerfaust*)

SdKfz 251/1
AT stand (Panzerschreck)
SdKfz 251/1

2. Company:

Infantry command stand (*Panzerfaust*)
Medium truck
Infantry stand (*Panzerfaust*)
Medium truck
AT stand (Panzerschreck)
Medium truck

4. Company (heavy):

SdKfz 251/2 (8 cm mortar)
SdKfz 251/9 (7,5 cm gun, short)

12th Rocket Launcher Battalion (*Veteran, Morale 9*)

HQ Battery:

Command stand
Kübelwagen
Forward observation officer (*self ordering stand*)
SdKfz 250/1

1. Battery:

15 cm Nebelwerfer with crew (ds)
SdKfz 11

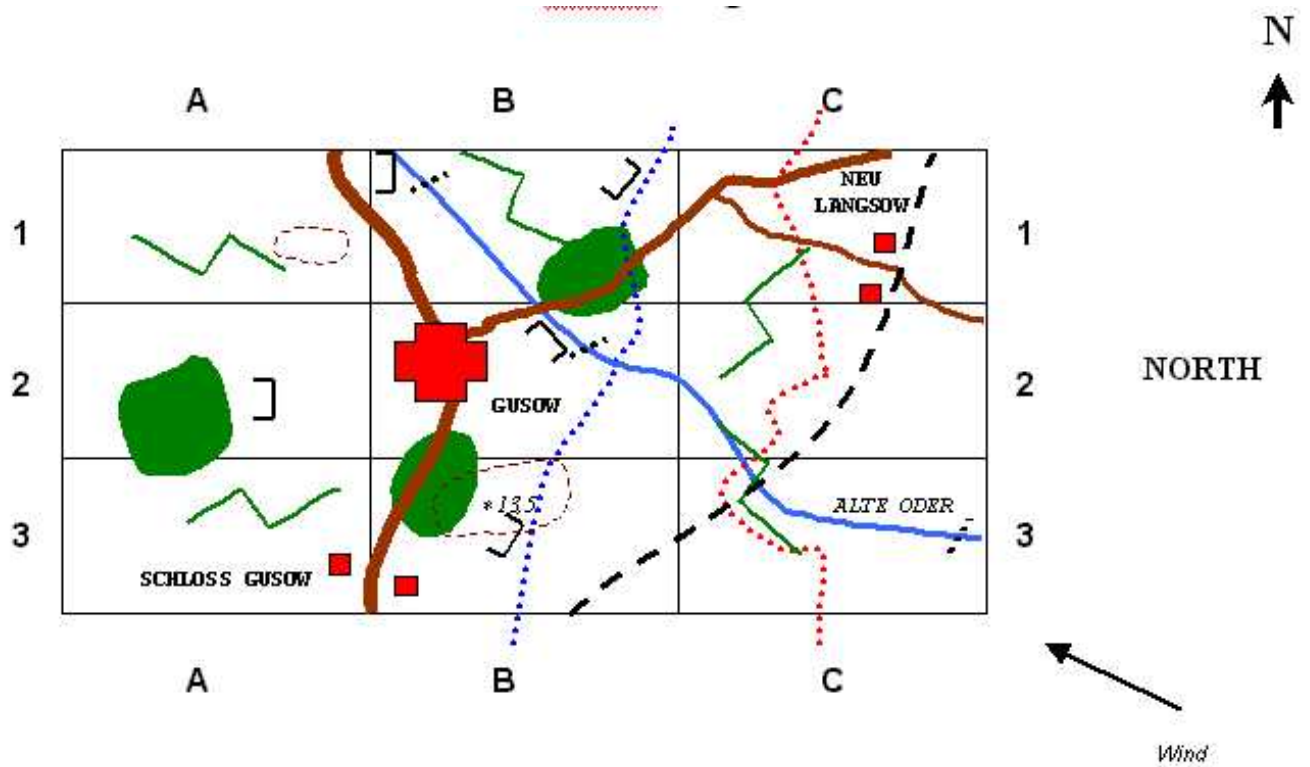
2. Battery:

15 cm Nebelwerfer with crew (ds)
SdKfz 11

The Battle of the Seelow Heights

Maps

The Northern Sector



The Central Sector

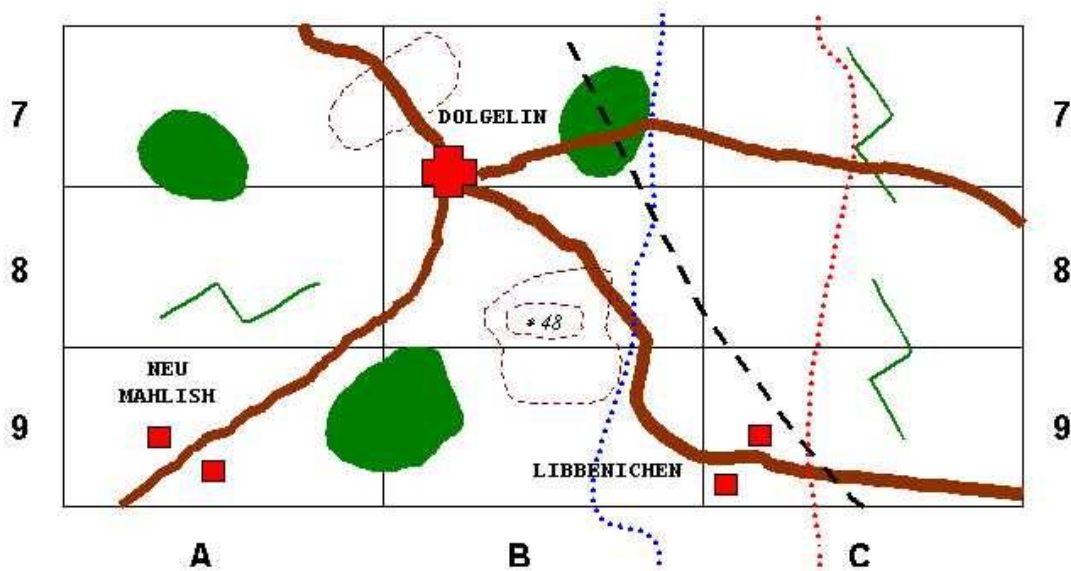
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Battle of Seelow Heights - Sector South

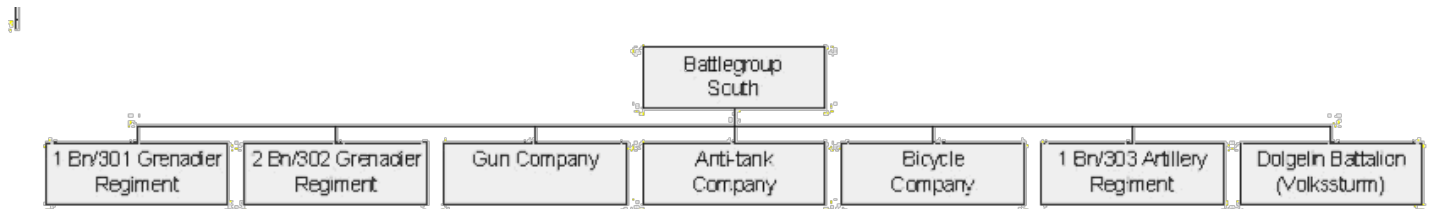
Sector South

The third table in the scenario was named SOUTH. However, not enough players participated in the game, so we left this table out.

Map:



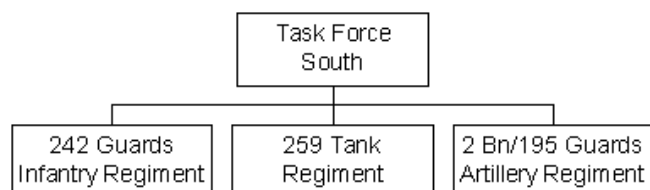
German Forces:



Further the Reserve forces was planned to include 920th Assault Gun Brigade, with two batteries of 1 x StuG III and 1 x StuH 42, plus brigade HQ (Command stand in a SdKfz 251/3 plus supply truck).

The battle group was planned to hold its present positions, and further mount a counter attack against LIBBENICHEN.

Soviet Forces:



Further the Reserve forces was planned to include 3 Guards Anti-tank Battalion, with two batteries of 1 x 100 mm anti-tank gun. plus battalion HQ (Command stand in a jeep and a supply truck).

The task force was planned to resume the attack at 0800 hours and take DOLGELIN before 1400 hours.

21 June 2002

Per Finsted

The Battle of the Seelow Heights

Soviet Forces - Center

Commander "Task Force Centre" (*Veteran, Morale 8*)

Command stand

Jeep

102 Guards Rifle Regiment (*Veteran, Morale 8*)

Regimental Commander:

Command stand

Jeep

HQ Company:

Command infantry stand

Staff radio truck

Engineer stand

SMG stand (*Self ordering stand*)

Supply Company:

Medium supply truck (*4 x ½ ton ammunition*)

Infantry Gun Company:

76 mm infantry gun with crew (ds)

Light truck

Anti-tank Gun Company:

45 mm AT gun with crew

Light truck

Mortar Company:

120 mm Mortar with crew (ds)

Light truck

Anti-tank Company:

AT rifle stand

AT rifle stand

Sub-machine gun Company:

SMG stand

SMG stand

4 Battalion (*Veteran, Morale 8*)

Battalion Commander:

Command stand

HQ Company:

Command infantry stand

AT rifle stand

1 Company:

Infantry stand

Infantry stand

2 Company:

Infantry stand

Infantry stand

3 Company:

Infantry stand

Infantry stand

Machine Gun Company:

MMG stand

MMG stand

Mortar Company:

82 mm mortar stand (ds)

5 Battalion (*Veteran, Morale 8*)

Battalion Commander:

Command stand

HQ Company:

Command infantry stand

AT rifle stand

4 Company:

Infantry stand

Infantry stand

5 Company:

Infantry stand

Infantry stand

6 Company:

Infantry stand

Infantry stand

Machine Gun Company:

MMG stand

MMG stand

Mortar Company:

82 mm mortar stand (ds)

6 Battalion (*Veteran, Morale 8*)

Battalion Commander:

Command stand

HQ Company:

Command infantry stand

AT rifle stand

1 Company:

Infantry stand

Infantry stand

2 Company:

Infantry stand

Infantry stand

3 Company:

Infantry stand

Infantry stand

Machine Gun Company:

MMG stand

MMG stand

Mortar Company:

82 mm mortar stand (ds)

7 Guards Tank Brigade (*Experienced, Morale 9*)

Brigade Commander:

T-34-85, command stand

HQ Company:

Staff radio truck

Engineer stand

Medium Truck (*2 x 1/2 ton engineer ammunition*)

Medium supply truck (*4 x 1/2 ton ammunition*)

Desant Company:

SMG stand

SMG stand

1 Tank Battalion

Battalion Commander:

T-34-85 (*capacity/infantry command stand*)

Company:

T-34-85

T-34-85

2 Tank Battalion

Battalion Commander:

T-34-85 (*capacity/infantry command stand*)

Company:

T-34-85

T-34-85

5 Guards Artillery Battalion (*Veteran, Morale 8*)

HQ Battery:

T-70A, command stand

Staff radio truck

Supply:

Support stand

Medium supply truck (*4 x 1/2 ton ammunition*)

Medium supply truck (*4 x 1/2 ton ammunition*)

1 Battery:

SU-76

2 Battery:

SU-76

3 Battery:

SU-76

The Battle of the Seelow Heights

Soviet Forces - North

Commander "Task Force North" (*Experienced, Morale 8*)

Command stand

Jeep

1054 Rifle Regiment (*Experienced, Morale 8*)

Regimental Commander:

Command stand

Jeep

HQ Company:

Command infantry stand

Staff radio truck

Engineer stand

SMG stand (*Self ordering stand*)

Supply Company:

Medium supply truck (*4 x ½ ton ammunition*)

Infantry Gun Company:

76 mm infantry gun with crew (ds)

Light truck

Anti-tank Gun Company:

45 mm AT gun with crew

Light truck

Mortar Company:

120 mm Mortar with crew (ds)

Light truck

Anti-tank Company:

AT rifle stand

AT rifle stand

Sub-machine gun Company:

SMG stand

SMG stand

1 Battalion (*Experienced, Morale 8*)

Battalion Commander:

Command stand

HQ Company:

Command infantry stand

AT rifle stand

1 Company:

Infantry stand

Infantry stand

2 Company:

Infantry stand

Infantry stand

3 Company:

Infantry stand

Infantry stand

Machine Gun Company:

MMG stand

MMG stand

Mortar Company:

82 mm mortar stand (ds)

2 Battalion (*Experienced, Morale 8*)

Battalion Commander:

Command stand

HQ Company:

Command infantry stand

AT rifle stand

4 Company:

Infantry stand

Infantry stand

5 Company:

Infantry stand

Infantry stand

6 Company:

Infantry stand

Infantry stand

Machine Gun Company:

MMG stand

MMG stand

Mortar Company:

82 mm mortar stand (ds)

3 Battalion (*Experienced, Morale 8*)

Battalion Commander:

Command stand

HQ Company:

Command infantry stand

AT rifle stand

7 Company:

Infantry stand

Infantry stand

8 Company:

Infantry stand

Infantry stand

9 Company:

Infantry stand

Infantry stand

Machine Gun Company:

MMG stand

MMG stand

Mortar Company:

82 mm mortar stand (ds)

11 Guards Tank Brigade (*Experienced, Morale 9*)

Brigade Commander:

T-34-85, command stand

HQ Company:

Staff radio truck

Engineer stand

Medium Truck (*2 x 1/2 ton engineer ammunition*)

Medium supply truck (*4 x 1/2 ton ammunition*)

Desant Company:

SMG stand

SMG stand

1 Tank Battalion

Battalion Commander:

T-34-85 (capacity/infantry command stand)

Company:

T-34-85

T-34-85

2 Tank Battalion

Battalion Commander:

T-34-43 (capacity/infantry command stand)

T-34-43

Company:

T-34-43

T-34-43

1 Battalion/823 Artillery Regiment *(Experienced, Morale 8)*

HQ Battery:

Command stand

Staff car

Staff radio truck

Supply:

Support stand

Medium supply truck (4 x ½ ton ammunition)

Medium supply truck (4 x ½ ton ammunition)

1 Battery:

76 mm gun with crew (ds)

Medium truck

2 Battery:

76 mm gun with crew (ds)

Medium truck

3 Battery:

122 mm howitzer with crew (ds)

Medium truck

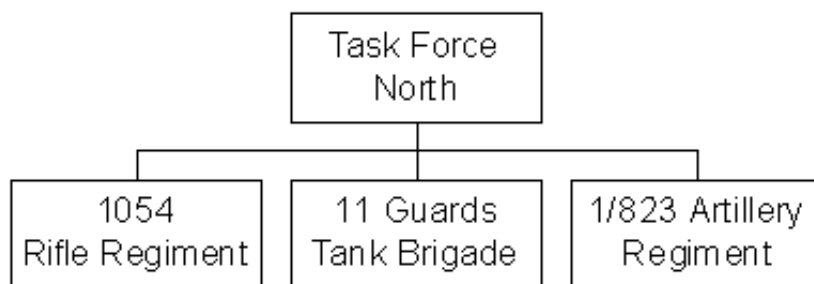
The Battle of the Seelow Heights

Soviet orders

Task Force North

From the Commanding Officer of 5th Shock Army to the Commander of Task Force North:

1. By 0800 hours on April 17th you will resume the attack on GUSOW, which must be in your hands by 1400 hours on April 17th, 1945.
2. Your forces consists of:



1. Order-of-Battle chart is enclosed.
3. A number of units will be assigned to you from the reserve. (Soviet reserve units will be assigned to each table by mutual arrangement by the players on the Soviet side.)
4. To the North of your force, other units of 5th Shock Army attack NEU HARDENBERG (outside the game). To the South, units of 8th Guards Army attack SEELow and DOLGELIN (the latter outside the game).
5. The following is known about the enemy:
 1. Around GUSOW are units of 9th Fallschirmjäger Division.
 2. Units of the Volkssturm hold GUSOW.
 3. Until now, no enemy armour has been encountered, but units from Panzerdivision Müncheberg have been observed within 5th Shock Army's area of operations.
6. The following is known about the terrain:
 1. The bridges over the River ALTE ODER have been blown.
 2. During the night our engineers have build a pontoon bridge (Class V) just south of the destroyed railway bridge.
 3. The river ALTE ODER can be crossed by units on foot (units must

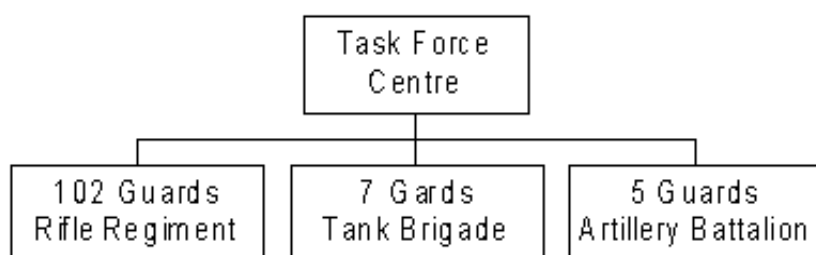
spend 1 turn with a full advance order doing so). Vehicles are able to cross the river only by the fords shown on the map (terrain effect = x5).

4. The railroad runs on an embankment. (Rule 4.531.)
5. The tree lines shown on the map blocks visibility. A number of fields and hedges will be on the gaming table, but are not shown on the map. This vegetation will not block line of sight.
6. Buildings will take two stands. Only Class I guns can be in buildings. Other guns and vehicles must take up positions outside the buildings.
7. Special arrangements for Soviet artillery are given on page 3.

Task Force Centre

From the Commanding Officer of 8th Guards Army to the Commander of Task Force Centre:

1. By 0800 hours on April 17th you will resume the attack on SEELOW, which must be in your hands by 1400 hours on April 17th, 1945.
2. Your forces consists of:



1. Order-of-Battle chart is enclosed.
3. A number of units will be assigned to you from the reserve. (Soviet reserve units will be assigned to each table by mutual arrangement by the players on the Soviet side.)
4. To the North of your force, units of 5th Shock Army attack GUSOW. To the South, other units of 8th Guards Army attack DOLGELIN (outside the game).
5. The following is known about the enemy:
 1. Around SEELOW are units of 20th Panzergrenadier Division.
 2. Units of the Volkssturm hold SEELOW.
 3. Until now, no enemy armour has been encountered, but units from Panzerdivision Müncheberg have been observed within 8th Guards Army's area of operations.
6. The following is known about the terrain:
 1. The railroad runs on an embankment. (Rule 4.531.)

2. The tree lines shown on the map blocks visibility. A number of fields and hedges will be on the gaming table, but are not shown on the map. This vegetation will not block line of sight.
 3. Buildings will take two stands. Only Class I guns can be in buildings. Other guns and vehicles must take up positions outside the buildings.
7. Special arrangements for Soviet artillery are given on page 3.

Special arrangements for Soviet artillery

1. Pre-plotted offensive fire:

- a. The Soviet attack can be preceded by pre-plotted offensive fire against known or presumed German positions. (Rule 8.32). The fire will fall in turns "minus 2", "minus 1", "1", and "2".
- b. However, if the possibility is not used, ammunition will be spent anyway. (Must be noted on the Order-of-Battle chart).
- c. The artillery battalions in Task Force North and Centre can participate in the pre-plotted offensive fire; if the possibility is not used, NO ammunition is spend.
- d. The fire mission is fired by battalions - all guns fire at the same target. In each of the four turns however, different targets can be fired at. The rocket launchers however, can fire by battery, thus being able to fire with one launcher in each of the four turns.
- e. Missions in turns "minus 2" and "minus 1" take place, when both parties have deployed their units, but before any orders are given.
- f. If any of the firing battalions are within sight of German units, they will be given the opportunity of observing against the artillery positions.
- g. For each artillery battalion participating in the pre-plotted offensive fire, the table below must be filled out:

Unit:			Table:		
Turn	Guns in unit	Target	Indirect/direct fire	ROF	Sheaf pattern
-2					
-1					
1					
2					

2. Fire support from units from the reserve:

The following units are able to issue call fire orders:

- a. Commander/Task Force
- b. Commander/Rifle Regiment
- c. Commander/Tank Brigade
- d. Commander/Fire support unit

3. Fire support from Task Force artillery battalion:

The following units are able to issue call fire orders:

- a. Commander/Task Force
- b. Commander/Rifle Regiment
- c. Commander/Tank Brigade
- d. Commander/Rifle battalions
- e. Commander/Fire support unit

The Battle of the Seelow Heights

Soviet Forces - Reserve

34 Tank Regiment (-): *(Veteran, Morale 9)*

Regimental Commander:

IS-2 *(capacity/infantry command stand)*

Company:

IS-2

Desant Company:

SMG stand

SMG stand

38 Tank Destroyer Brigade: *(Experienced, Morale 8)*

HQ Battery:

SU-85, command stand

Medium Supply truck *(4 x ½ ton ammunition)*

1 Battery:

SU-85

2 Battery:

SU-85

3 Battery:

SU-85

Desant Company:

SMG stand

SMG stand

41 Engineer Brigade: *(Veteran, Morale 9)*

Brigade Commander:

Command stand

HQ Company:

Command engineer stand

Medium supply truck *(4 x ½ ton engineer ammunition)*

1 Engineer Company:

Engineer stand

Engineer stand

2 Engineer Company:

Engineer stand

Engineer stand

3 Engineer Company:

Engineer stand, flame thrower

Engineer stand

4 Engineer Company:

Engineer stand, flame thrower

Engineer stand

1 Guards Mortar Battalion: *(Veteran, Morale 9)*

Battalion Commander:

Command stand

Jeep

Staff radio truck

Supply company:

Support stand

Heavy supply truck (6 x 1/2 ton ammunition)

Heavy supply truck (6 x 1/2 ton ammunition)

1 Battery:

132mm Rocket Launcher (BM-13)

2 Battery:

132mm Rocket Launcher (BM-13)

3 Guards Artillery Regiment: *(Veteran, Moral 9)*

HQ Battery:

Command stand

Staff car

Staff radio truck

Supply company:

Support stand

Medium supply truck (4 x 1/2 ton ammunition)

Medium supply truck (4 x 1/2 ton ammunition)

1 Battery:

203 mm howitzer with crew (ds)

Gun tractor

2 Battery:

203 mm howitzer with crew (ds)

Gun tractor

7 Guards Artilleryregiment: (*Veteran, Moral 9*)

HQ Battery:

Command stand

Staff car

Staff radio truck

Supply company:

Support stand

Medium supply truck (*4 x 1/2 ton ammunition*)

Medium supply truck (*4 x 1/2 ton ammunition*)

1 Battery:

152 mm gun/howitzer with crew (ds)

Gun tractor

2 Battery:

152 mm gun/ howitzer with crew (ds)

Gun tractor