

ARMY GROUP NORTH 1944

Battle for Riga July-Sept.






AGN CLARIFICATIONS

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The 285Sec. xx sets up in Rositten, the StG 263 in hex 2125m2. Players need to make three units named "Bellow", "Ortner", and StG 1215 these were omitted from the mix. Their combat classes are both III and both are regiments. The StG unit has a class of 2. These units already have set up hexes.

Players will have some units left over. In most cases, they are reinforcements, however, some will not be used in the Campaign game and only in the October game and vice versa. Don't panic. Since there is a month gap between scenarios some units withdrew or were transferred on both sides.

| Bellow | ORTNR | StG 1215 |
|---|---|---|
|  |  |  |
| III | III | ② |

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WHAT HAPPENED ?

On the July 27th, the Russians had seized the city of Schaulen and it proved to be a shock to the German High Command. Russia's First Baltic Front was poised for the final kill: Riga. The Front had the blessing of Stavka now that the German 16th Army and Dunaberg fell. There was no longer a flank threat from the German forces. The Russian forces began their movement and by the 29th were at the outskirts of Mitau defended by a fairly stout garrison. This garrison resisted and the Russian mechanized corps was unable to seize the city. Unable to seize the city (although it was surrounded) the Front ordered the mechanized corps to send detachments around it. Tuckums fell on the 30th and moved onto the coast. This thrust had not been ordered by Stavka. So much for the Russian lack of initiative myth.

Army Group North was totally cut off.

What happened after this is one of a rapidly growing German presence against this over extended and thin covering force. The First Baltic front simply froze, as on August 1st, the 2nd Baltic Front attacked. The First Baltic's frontage had increased from 100 miles to 300 miles and Stavka began looking at the impending German counterattack aimed at Schaulen. As the German forces gathered, Stavka's attention increased in the Schaulen area. Riga took a back seat. The Russian initiative turned to caution. The few Russian forces blocking the Tuckums area had very long supply lines and under growing German attacks from two opposite directions. Instead of tightening the grip of blocking forces by sending more troops, most units consolidated.

When the expected German counterattack happened and made headway, caution had the Russian withdraw its blocking position from the coast to Tuckums back to the Autz area on August 21st.

AGN's path to 3rd Panzer Army was reopened.

The road to Riga had been wide opened with only a few German garrison units were in the way. Had the Russian pushed it, they could've easily taken Riga but at the expense of their long frontage and supply lines. Had this occurred, I contend that as time went on, the Russian would either themselves be cutoff or ordered to withdraw from the Riga area in face of the mounting German counterattacks.

There was simply not enough units to ensure Riga's capture for good with a 300 mile front.

1.0 INTRODUCTION

On July 11th, 1944, General Model assigned the Third Panzer Army the mission of closing the huge gap which had been created by the Russian advance between Hitler's Third Panzer Army and Sixteenth Army. On the following day, Group Kleffel was created consisting of the 225th and 61st divisions and the seasoned 11thSS reconnaissance battalion in ordered to connect with the 3rd Panzer.

The gap existing between both army groups was 25-30 kilometers.

The Russian 43rd, 6th Gd Army and 1st tank corps continued pounding the German front lines in the Dunaberg area which was held by a group of german divisions of 16th Army. Model knew what was needed: a large scale strategic withdrawal and so proposed this to Hitler. Hitler ordered no more withdrawals. Despite this, Model issued orders to both the 16th and 18th armies to be ready to withdraw when ordered as the Russian had made gains south of Dunaberg against the decimated German troops. By the 20th, the commander of 16th Army stated that unless something is done his army would collapse within a few days. Another withdrawal was requested of Hitler, and on the 23rd, Hitler refused again.

The Russian brought up additional forces, the 2nd Guard Army and 3rd Guard Tank Corps and started to move throughout the gap which was still open. The German 3rd Panzer Army was tossed back and the Russian forces advanced toward Siauliai, while the 6th Guard Army continued its advance on Dunaberg. Dunaberg fell on the 26th as the German forces evacuated. By this time, additional Russian troops, the 8th Gds Mechanized Corps and 51st Army were exploiting the the gap which was even wider as the 3rd Panzer Army flank retreated. The mechanized forces raced toward the Gulf of Riga via Jelgava reaching Tuckums and the coast by the 31st. Hitler's 16th and 18th Armies were trapped but only by a thin screen of forces. The German supply situation was critical in all facets since only the port at Riga was their lifeline. However, the Russian blitzkrieg for the Riga coast also put a severe strain on their supply lines which by now were many miles long and thinly protected. The Russian troops were also being stretched in two opposite directions, north to Riga and west toward Prussia. Thus, the Russian units on the coast did not attack in subsequent days.

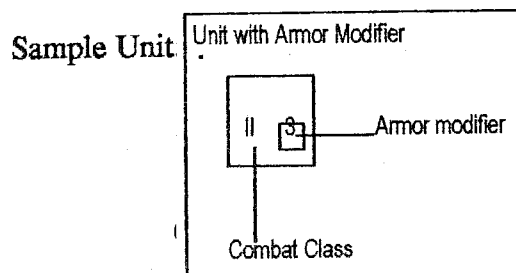
From August 1st to 15th, the Russian continued to bring additional forces through the gap while its Baltic Fronts attacked from the east. The German simply conducted defensive counterattacks, filling in the gaps which prevented penetration to Riga. By the 15th, the German had massed the 14th Pz, 12th Pz, 5th Pz, 4th Pz, Tiger 510, 7th Pz divisions along the corridor and conducted their great counterattack which sent the Russian forces backwards grudgingly but enough to secure a corridor from Riga to Germany. Hitler's 16th and 18th Armies were no longer trapped. This would change in October.

2.0 GAME SCALE

AGN consists of 21 game turns. Each game turn represents two days of real time. Each hexagon on the map represents about 6 miles across. Each combat unit is either a division(xx) or regiment(III)/brigade(x). Some German units are battalion(II) sized also. The game map was taken from actual German WW2 situation maps.

2.1 Combat Units

All units depicted only have a printed combat class printed on the counter. This ranges from a I (very good) to IV(poor). A combat class determines what strength the unit is but even this may change from situation to situation due to conditions. Unlike most wargames, a unit's movement rate also may change from turn to turn based upon the proximity of the moving unit's parent HQ.



Division/Corps = German units

61/ 1C

Division/Army = Russian units

229/6GA

Mechanized units include armor, StG, mechanized infantry, Anti-Tank, Artillery.

Non-mechanized units are infantry. A HQ unit may be either type for movement purposes.

Armor, StG units, some mechanized units and anti-tank units have a circled number on the

counter. This represents an armor modifier which can modify the attacker die roll when attacking by adding to the die roll. If these types of units exist in the hex under attack, they would also modify the attack die roll in the defender's favor, subtracting the amount.

Other markers include:

MS, this designates the main sector under a upcoming attack. It includes any adjacent hexes to the hex marked MS.

Disruption 1,2: Units under either suffer additional effects when attacked.

Out of Supply: Units so marked suffer for being in his condition

Below are some abbreviations used:

HQ = headquarter unit

StG = assault gun unit

Sec = a security unit

GMC = signifying a unit of a Russian Guard mechanized Corps

GMT = a Russian Guard Tank Corps

G = a Russian Guards formation

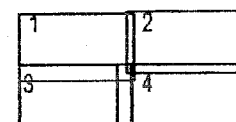
GA = Guards Army

SA = Russian Shock Army

TkC = Tank Corps

Pz = Panzer unit

B = unit from the Baltic front



MAP SET UP: PORTION OF THE MAPS OVERLAP

Armor

StG

Artillery

Infantry

Mechanized Infantry

HQ

Self Propelled Artillery

3.0 SEQUENCE OF PLAY

Each game turn comprises of several segments where the designated player will conduct various game functions. During the current phasing player's turn, the enemy player may not conduct any game functions unless otherwise stated. A phase may be skipped over at the phasing player discretion.

GAME SEQUENCE

FRONT ACTIVATION ROLL

1. RUSSIAN AIR ATTACKS

The Russian player rolls and consults the air attack table which determines how many air attacks are available this turn.

2. RUSSIAN ARTILLERY BARRAGE

Russian artillery units or headquarter units may now conduct artillery attacks upon any German units which are within two or less hexes. The hex attacked is marked with a "MS" marker, regardless of the actual result.

3. GERMAN UNIT RESERVE

If the correct parent HQ is within 2 or less hex range of any German unit from the same corps and the HQ is not disrupted, the units may move to any hex marked with a disruption or MS result.

4. RUSSIAN MOVEMENT PHASE

Only activated Russian Army Fronts and it's sub units may move. Units must determine their actual movement points. Russian HQ units are always the last to move.

5. RUSSIAN COMBAT PHASE

Only those Russian units which are adjacent to any hex marked by a MS are subject to attacks. Any hexes adjacent to the marked hex may also be attacked by Russian units.

6. GERMAN AIR ATTACK SEGMENT

Hexes designated are attacked by air.

7. GERMAN MOVEMENT PHASE

Same as Russian.

8. GERMAN ARTILLERY BARRAGE

Same as Russian

9. GERMAN COMBAT PHASE

Same as Russian

10. GERMAN 2ND MOVEMENT PHASE

Same as 1st movement phase

11. MUTUAL SUPPLY DETERMINATION

Both players now check the supply status of all their units and marking them if unsupplied.

12. MUTUAL DISRUPTION REMOVAL

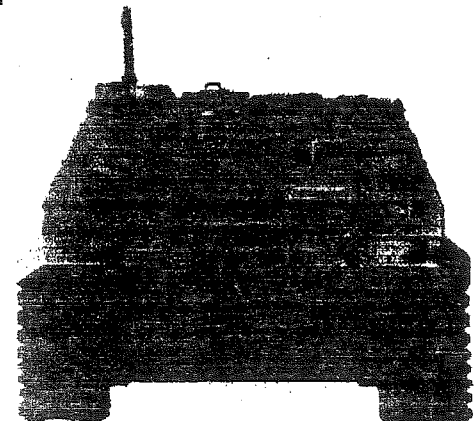
Both players now remove units with D1 markers. Units with a D2 become D1.

13. New Turn

4.0 MOVEMENT

A unit's movement allowance must first be determined. This may change from turn to turn since it is based upon the proximity of the moving unit's parent HQ. If this was a normal wargame, mechanized units would have a fixed rating of 9mps per turn, while non-mechanized units would have 5mps. However, this designer is not normal. Therefore, when a unit is to be moved, simply count the number of hexes from the unit(excluding hex occupied) to it's parent HQ. This range of hexes may be across any terrain and even through hexes with enemy units or their ZOCS (radio waves). The hex the HQ occupies is counted.

4.1 Once counted, use the following chart. These may be further reduced if partially supplied.



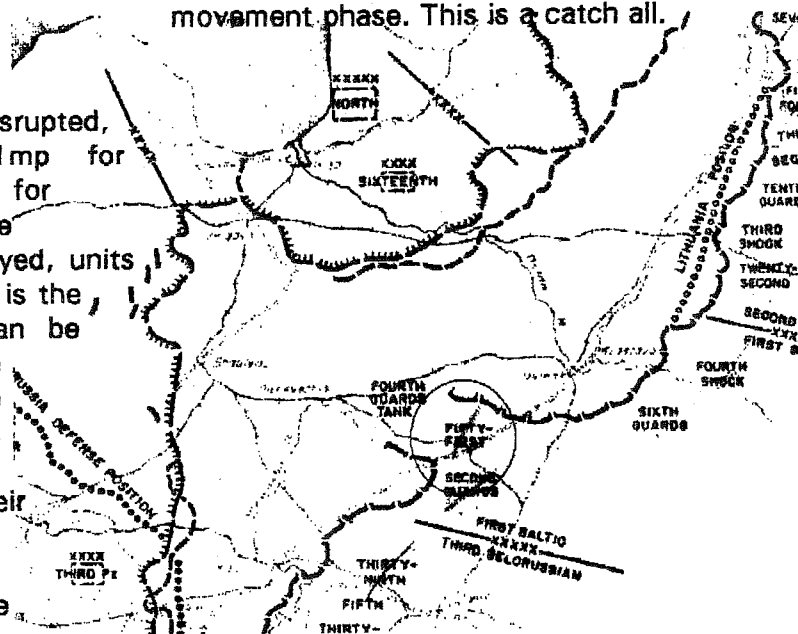
If unit to be moved is:

If the HQ which is traced to is disrupted, reduce the above rates by 1mp for non-mechanized units and 3mps for mechanized. For movement, if the Corps HQ (for the German) is destroyed, units may trace to the Army HQ. But this is the only time when the Army HQ can be traced to for movement. For the Russian, his units will trace to the correct Army HQ in most cases, unless units of a tank or mechanized corps. These units must trace to their Corps HQ.

4.3 Once a movement allowance has been determined during the movement phase for a particular unit, the unit moves through a contiguous hexgrid. As the unit moves, it will pay for various terrain costs. This payment accumulates as the unit moves and when the movement allowance has been reached, the unit movement must stop for that phase. For example, a unit with 5mps could move through two clear hexes(2mp+2mp). Since it has 1mp left over, it could move only along a road for another hex(2+2+1=5mp).

4.5 Once the movement allowance is established, that unit's allowance may not be

4.5 A unit regardless of it's actual movement allowance may always move one hex per movement phase. This is a catch all.



4.6 Retreats and advances do not consume any movement points. Mechanized units may only cross a major river at bridged hexsides. Non-mechanized units expend all their available movement points to cross a major river and must begin the movement already adjacent to the major river. Units which are 5 or more hexes away from their HQ cannot move across a major river or anywhere else.

4.7 HQ units may move paying either mechanized or non-mechanized movement rates. They may use either type during the movement phase. Prior to moving, the phasing player must decide which mode it will move in. Once chosen, it will use that mode for that phase. The HQ itself always uses the full movement rates (5mp/9mp)

5.0 ZONES OF CONTROL (zoc)

The six hexes which surround an occupied hex constitute a ZOC. There are three types of zones of control and these ZOCS are determined by the combat class of the unit. Generally, there are Rigid and Fluid zones of control with a slight variation. A rigid ZOC will always supercede a fluid ZOC if they are exerted into the same hex.

5.1 Rigid ZOCS always exist when the unit exerting the ZOC is of combat class I or II. Units with a combat class of III always have a fluid ZOC. Units with a combat class of IV have no ZOC.

5.2 Rigid ZOC's have two variations: Units of a combat class I exert a rigid ZOC which halts any enemy units movement into any adjacent hexes. If the unit exerting the ZOC is a combat class I, not disrupted, that unit only (if stacked with other classes) has the option to conduct an immediate attack on the stack of units which had just entered it's ZOC. The attack is conducted normally. Results are conducted normally regardless of whether it was activated or not.

If the stack exerting the ZOC has more than one unit with a combat class I, they may combine their strengths in the attack.

5.3 This attack is only conducted upon a friendly unit(s) entrance into the EZOC NOT when the enemy unit leaves the ZOC. The attack by the enemy player must occur immediately and subject to all other rules. It is not mandatory.

5.4 If the unit exerting the ZOC comprises of combat class II, a rigid ZOC continues to exist into the adjacent hexes except an enemy unit which enters is NOT subject to any attacks. The only difference is that Combat class I units can attack immediately if enemy units enter the rigid ZOC and units with a combat class of II do not. The Rigid ZOC continues to exist.

5.5 Units with a combat class of III have only a fluid ZOC. This type of ZOC simply hinders any enemy unit moving through

the ZOC but does not prohibit the movement or halt it. For each such hex moved through the moving units pay an additional one movement point in addition to terrain costs.

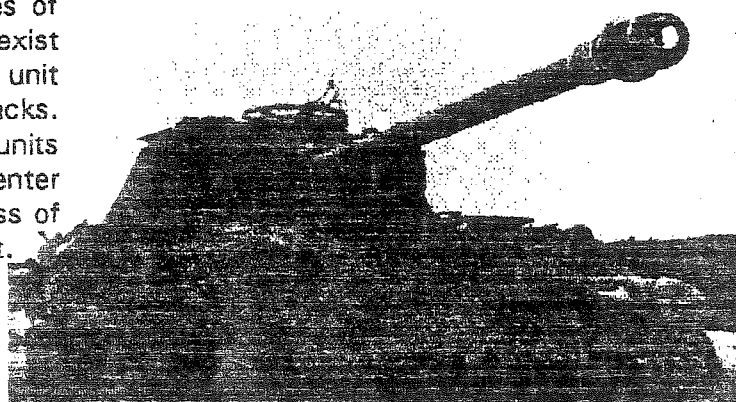
5.6 All regiments and brigade sized units have a fluid ZOC. Battalion sized units have no ZOC. However, three battalions would possess a fluid ZOC.

5.7 Regardless of the ZOC type, no ZOCS are exerted across any major river, even where bridged. ZOCS do not extend into cities. They extend into and across all other types of terrain except all sea hexes.

If multiple units with different combat classes and ZOCS are exerted into the same hex, rigid ZOCS always prevail over fluid ZOCS. Only units with a combat class I may counterattack when enemy units enter the ZOC, combat class II units may not be included.

5.8 Regardless of the type, only Rigid zocs will prevent a supply path unless negated by a friendly unit, not their ZOCS. This is also the case when a retreat path is blocked, unless negated by a friendly unit.

5.9 A unit's ZOC type never changes and units with a Combat class I may attack when in partial supply.



6.0 STACKING

Stacking refers to the number of combat units which may occupy a hex after movement and during combat

6.1 German units may have up to four divisions per hex. Three regiments equal one division for this purpose.

6.2 Russian units may have up to three divisions per hex.

6.3 For either side, battalions and HQ units stack free.

6.4 Stacking applies after movement and during combat and retreats/advances. Stacking does not apply during movement and any number of friendly units may move through a hex at no extra cost.

7.0 COMBAT

Combat is always mandatory between opposing forces. Combat involves determining the combat strength, based upon the combat class, of each adjacent unit which is attacking the defending hex. Once this is determined, total up the combat strengths into one sum for both the attacker and defending units. An odds ratio is then formed. The correct odds column is then found and the die is rolled and modified if at all due to terrain the defender is in or armor.

7.1 Only activated units of any Corps or Army may conduct an attack. Any defending units may be attacked whether activated or not.

7.2 Only hexes in or adjacent to a hex marked with a "MS" are subject to attack. The MS stands for the main sector to be attacked. An exception to this are surprise attacks, infra.

7.3 While combat is mandatory between opposing sides, this may only occur on hexes marked by a MS counter and it's adjacent hexes which are next to enemy units.

7.4 If there is no MS marked hex on any units within an Army Front group(Russian only) and

that particular groups has been activated, the Russian player may designate any two hexes as the main sector, place a MS marker on the chosen hexes. In addition, the Russian player may designate any one hex for MS on any German unit of the 3rd PzA each turn. This is in addition to any surprise attacks or hexes which were barraged.

7.5 Any number of units from the same activated corps/army may attack a single defending hex from other adjacent hexes. Units which are within a stack do not have to attack the same defending hex as others within the same hex, but any other adjacent hex if it is part of the Main Sector.

7.6 Generally, when determining the combat strengths simply note all units which are conducting the attack which are of the same combat class. Roll one 10 sided die per unit. Modify the roll, if needed. Note the combat strength. This is a bit time consuming but it is a new system. Once completed, total up the strengths into one sum. The defending units will also do this.

7.7 Surprise attacks are attacks which are freely designated. Prior to this, the artillery barrage segment for either side designates the MS point. The hex which is barraged in effect determines the MS of an attack. Surprise attacks do not require any artillery barrage but are simply chosen by the phasing player. Again, the surprise attacks may only be chosen in an area which an activated corps or army exists. The Russian has two such attacks per turn from the start of the game. Starting turn 12 and every turn thereafter, the German has one such attack per turn available. Simply chose the hex and place a MS marker. just prior to conducting any attacks in the combat phase.

7.71 A surprise attack designation modified the attacker roll, add 3, plus any others. This attack type may be conducted while in partial supply.

8.0 ARMOR

Armor, StG, some mechanized infantry have armor modifiers. Divisional sized units have their armor modifiers circled. When these units conduct an attack, their combat class is used to determine the combat strength as normal. The only effect is the circled armor modifier is added to the combat die roll, in addition to any others. When this same unit is attacked, the circled armor modifier is subtracted from the attacker's die roll.

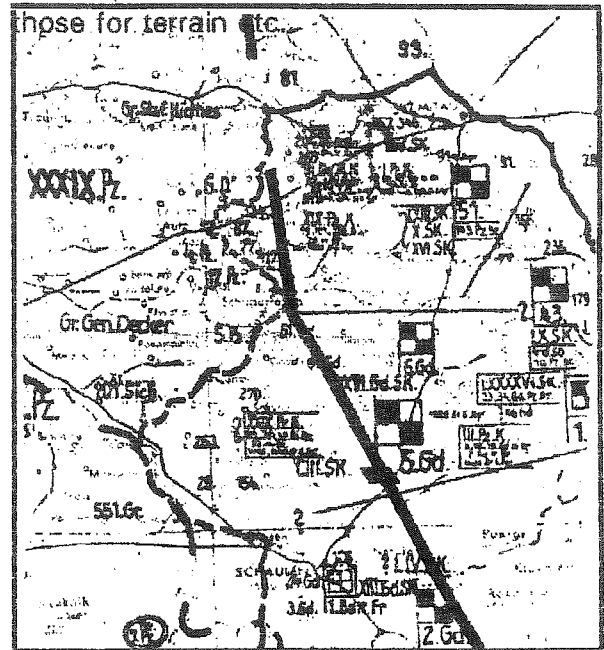
8.1 Regimental and brigade/battalion sized units have no combat class assigned. Instead, their circled strength acts as the armor modifier, as in above but also it's combat strength when defending alone in a hex, unlike divisional sized units with a combat class. All mechanized infantry units of brigade/regiment size have no armor modifiers and the number on the counter only acts as their combat strength whether alone or not in the hex.

8.3 Armor die modifiers are always in effect are never effected by supply or other considerations. Any number of modifiers may be used in a given attack as well as in the defending hex under attack which are present.

8.4 When determining, simply add up all combat strengths first for both sides and form an odds ratio. Then total up the number of modifiers in favor of the attacker. Total up the modifiers in favor of the defender. Subtract the defender from the attacker. If positive, add to the attacker combat die roll. If negative, subtract the amount.

8.4 Remember that a unit's combat strength may be reduced by supply but it's armor modifiers are not. For example, a partially supplied regiment sized armor unit has a circled strength of 3. This is reduced for being partially supplied. If this unit attacks or defends, it would modify the rolls by ± 3 , not $1\frac{1}{2}$.

8.5 The type of attacking units or those in the defending hex are irrelevant in regards to armor modifiers. The modifiers will be applied. These modifiers, when applied, are in addition to



Above is the situation as of Sept. 1944.

in addition to terrain etc.

When the armor regiments/brigade/battalion sized units are in a hex comprising of divisional sized units or mechanized infantry units of brigade size, the modifiers only modify the rolls. If the armor units are alone in the hex and either attacking or defending, the armor strengths act as the unit's combat strength and armor modifier. If stacked with a divisional sized unit, they only modify the roll.

Example: An infantry division and two armor regiments are attacking a hex and stacked together. The infantry xx has a strength of 6. The two armor units have a armor modifier of 3 each. The total strength attacking is only 6 not 12, however, the attack is modified, ± 6 due to armor modifiers. Now, if the armor units were in a different hex alone, attacking the same hex, the attack strength is 12, and modified ± 6 .

Example: The Russian has a stack of brigade sized units, three are armor and one is mechanized infantry. Each armor brigade has an armor modifier of 3. The Mech. Inf. unit is a 2. When the stack attacks, total of the strengths are: 11 (9 armor + 2). It's attack is modified also, ± 9 .

9.0 ADVANCES AND RETREATS

The path which is left by the retreating unit is the path of retreat. Only units which were adjacent to the defending hex and attacked the hex may advance.

9.1 Retreats and advances do not consume movement points. During a retreat, the number of hexes to be retreated must be completed. For the German, the retreat is in a westward fashion while for the Russian, towards the east.

9.2 Retreats are always in hexes. Enemy units or their ZOCS will block any retreat path unless the EZOC is negated by a friendly unit which is not disrupted. Stacking may not be violated during a retreat. If this is not possible, the retreating unit may displace any other friendly units as a last resort. This displacement may occur only if none of the units displaced by the retreating unit are forced into enemy hexes or their non-negated ZOCS.

9.3 Infantry units may only advance one hex along the path of retreat. Mechanized units may advance the full length of the retreat path. In either case, the retreat path may not be deviated from by the advancing units.

9.4 If the retreating unit moves into any city hex, the retreating unit may stop its retreat in the city hex. Disrupted units retreat normally.

9.5 Only infantry units may retreat/advance across an unbridged major river hexside. Mechanized units may only retreat/advance across a major river where bridged.

9.6 Except for major rivers, any terrain may be retreated/advanced through.

10.0 SUPPLY

On turn 1, all units on the map or enter are in automatic supply.

10.1 Supply is determined during the supply determination stage. Units unsupplied at that time are in that condition until the next determination stage, even if they move within

supply range in the coming turn. This is also true for units determined to be in supply and then move out of supply. Place an unsupplied marker on the unit.

10.2 There is no air supply in the game and units which are unsupplied (not partial) for three consecutive game turns are destroyed. Partially supplied units may remain in that condition for any length.

10.3 A supply path may be traced through any fluid ZOC without being negated by a friendly, non-disrupted unit. A supply path through an enemy rigid ZOC must be negated by a friendly non-disrupted unit. A supply path may only be traced across a major river where bridged and may be traced across any minor river bridged or unbridged. Except noted, other terrain does not prohibit tracing a supply path.

10.4 For either player, a unit must be within two or less hexes of a road OR within two or less hexes of a HQ which is within two hexes of a road. Once the path is traced to a road, the path is traced of unlimited length to the ultimate source or the unit's parent HQ and then to the source. For the German, the source is Riga for its 16th/18th Armies. For its 3rd Panzer Army, trace a path off the lower west corner. The Russian source is the south or east map edge.

10.5 There are two states of supply: partial and unsupplied. A partially supplied unit is a unit which is able to trace to the correct HQ and to a road but which cannot trace to its ultimate source. An unsupplied unit is one where the unit is unable to trace to the correct corps/army HQ.

10.6 An unsupplied unit is unable to attack, defense is halved and no movement. A partially supplied unit has its attack strength halved, defense is normal and movement is halved.

10.7 Russian units of a particular army trace to its parent Army HQ only, then to the source. German units trace to its parent Corps HQ, then to the correct Army HQ, then to the source.

11.0 DISRUPTIONS

Units become disrupted through an artillery barrage or air attack. Units which suffer their first disruption have a D1 placed on the unit, should this unit suffer another disruption in the same turn, place a D2.

11.1 A D1 result will modify the attacker die roll, +1, while a D2, modifies this by +2. Further disruptions are ignored and no additional effect is had. Units may remain in a disrupted state for any length of time.

11.2 Disrupted units retreat as normal units but these units cannot attack, may not move but defend normally, except they will modify the attacker die roll along with any others.

11.3 A disruption result will still effect all units within the hex even if non-disrupted units exist there or move into the hex. If the units were originally not disrupted and moved into a disrupted hex, they become disrupted temporarily. Should they exit this hex later, they become undisrupted upon moving out. However, units which suffered the disruption will all remain disrupted.

11.4 Units with circled armor strengths are negated until it is removed. Armor regiments and brigades/battalions may still defend normally using the armor modifier as a combat strength only, it would not modify the attacker's die roll.

Ex: An armor regiment, strength of three is disrupted. When attacked, it defends with 3. It would not modify the attacker roll -3 as when it is undisrupted. If the unit was a divisional size unit, simply ignore the circled armor modifier when attacked.

11.5 During the disruption removal phase, all units with a D1 are normal again, any D2 units now become D1 and so on. This reduction is automatic and is not effect by any supply or HQ.

12.0 HEADQUARTER UNITS

Headquarter units are nothing that special. They may move either by infantry or

mechanized modes, but not both in the same phase. The moving player simply chooses what mode. In any case, if the infantry mode is chosen, they have 5mps to move with. If mechanized, 9mps. This is a fixed rate, unlike it's subordinate units method.

12.1 German HQ units which are destroyed do not return to the game. If this occurs, the remaining units of the corps may attached themselves to any remaining Corps HQ's. The German player should note this on paper. Once reassigned, it belongs to that HQ. The units may not be assigned to the Army HQ.

12.2 Russian HQ units which are lost do return on the following turn along the south or east edge.

12.3 Russian tank and mechanized corps HQ units(not German) may never move more than three hexes from any Army HQ. This army HQ may change from turn to turn, but the HQ must remain within 3 or less of a Army HQ. If the situation is where the HQ becomes out of this 3 hex range to any Army HQ, the sub units of the Corps HQ may not move at all nor may attack even if supplied. They are frozen until the HQ is within range again. They defend normally.

12.4 Rule 12.3 does not prohibit the sub units of the Corps from moving beyond a 3 hex range. Only the HQ cannot, but this will effect the subordinate units in some ways.

EX: The Russian 1st tank corps HQ is no longer within 3 hexes of any Army HQ. Although the sub units are 8 hexes away, and can trace supply paths to a source through the HQ, the communication between the corps HQ and any Army HQ is broken. Thus, the units of the corps must be frozen until an Army HQ moves within range reestablishing communications

12.5 HQ units for both sides always, I mean always, are the last units to move on the map during a phase..

13.0 AIR BARRAGES

Air barrages are conducted by a simple measure.

During Russian air phase, the Russian player rolls on the Air availability table. The result indicates the number of hexes which may be attacked by air attacks. The Russian then selects the hexes to be attacked and resolves using the Air to Ground table.

13.1 The defender finds the terrain to which he occupies and rolls a 10 sided die. If the number is rolled, all units in the target hex are disrupted.

13.2 Units which are in a city/town hex always use the city/town die rolls on the chart. Likewise, if a road exists in the hex with woods, use the woods die rolls.

13.3 Each air attack available may only attack one hex per turn. Two air attacks may not occur on the same hex in the same turn. If the final result is a disruption, all units in the hex are disrupted. Units already in the at D1 level become D2.

13.4 Air attacks and artillery barrages may occur on the same hex in the same turn. The effects are cumulative.

13.5 Air attacks may not be used to attack bridges.

13.6 The German player receives only one air attack per turn from the start of the game. On turns 12,13,14, he has two air attacks. From turn 15 onward, he has only one.

14.0 ARTILLERY

In the game there are two ways to portray artillery: HQ units and actual Russian artillery divisions.

14.1 For Russian HQ units, always use the Combat class II column to determine their current strength, just as if it was combat unit. This strength is it's barrage strength instead. For the German HQ's, always use the 15-20 column on the artillery barrage table.

14.3 Any number of HQ's/artillery units may barrage a single hex totaling their strengths in one sum. For the German corps HQ, barraging a hex with more than one HQ does not provide any additional benefits, so you should limit the barraging with one HQ only.

14.4 HQ's which are disrupted may not be used to provide artillery barrages until normal. All HQ's. German and Russian, have an artillery range of two hexes excluding the hex occupied by the HQ unit. If the HQ or artillery unit is adjacent to an enemy unit, only adjacent enemy units may be attacked with the barrage. Russian artillery units also have a range of two hexes.

14.5 For a hex to be barraged, the target hex must be spotted by at least one non-disrupted friendly unit from the same corps (if German) or Army/Army Front (if Russian).

14.6 Unlike air barrages, terrain has no effect on an artillery barrage. HQ's and artillery units must be in full supply to conduct a barrage.

14.7 Artillery units which belong to an Army Front (those have a 1B,2B which stands for 1st Baltic Front etc) are spotted for any unit from any army/corps from the same front.

Russian artillery units may not barrage a hex if they are more than 3 hexes from any Army HQ. They may move and defend, but they must be within 3 or less of any Army HQ to barrage.

14.8 For either side, there is no artillery support to aid friendly adjacent attacking units. They are mechanized units for movement purposes.

15.0 GERMAN GARRISON UNITS

Garrison units have their city printed on the counter. They can only be moved after forced to retreat. They trace to any Corps/Army HQ in range and always move with 4mps. When forced out, they must always attempt to retake the assigned city from then on. This is true even if they recapture it and subsequently forced out again.

16.0 SUDDEN DEATH

The city of Riga loomed in the center of both sides attention. For the Germans, it represented a major port from which supplies could be brought in to it's troops. For the Russian, it was the same reason and it's seizure would complete the trap and destruction of two German armies.

16.1 The rule is simple, if the the Russian occupies all of Riga and Riga-Strand with units which are able to be supplied for three consecutive turns, the game is over with a Russian major victory.

16.2 GERMAN ALARM UNITS

If the Russian units end their movement within 7 or less hexes of Riga only, the German player must transfer any number of units toward that City. Such units are marked with a "To Riga" counter. The units transferred may be in EZOCS and can be any units at the German discretion. These units must continue their movement until passing through or ending their movement in Riga, once completed, these units are free to move anywhere but must remain within 6 or less hexes of Riga at all times. If they are forced out of this range, they must attempt to move back in range. These units may attach themselves to any Corps HQ after reaching Riga.

If the Russian player moves any of his units within 4 or less hexes of Riga City only all units comprising of the 3SS PzCorps immediately enter at Haynasch along the road north edge .If Riga or Riga Strand are still in German hands, any infantry units of the corps may begin movement in either hex.

16.3 During German unit transfer to Riga, the transfer may be stopped (German discretion) only if Russian units move within 3 or less hexes of the unit's in transfer. If this occurs, the German may remove the counter. This is the only time the transfer may be halted until reaching Riga. Once halted, the unit may only begin transferring again if the Russian threat has been diminished.



17.0 STAVKA OBJECTIVES

The Russian High Command would always set fixed objectives for an upcoming attack. These would seldom change.

17.1 The Russian player has a set number of cities which must be secured by the assigned army or corps group. Once the objective is seized at least one unit from the assigned group to seize it must garrison the city/town. If an objective is seized and then lost, the assigned units must attempt to retake it until successful before moving onto the next objective (unless that was already taken). Once all the objectives are secured by the assigned units, it's mission is complete and they must simply garrison the area containing the cities. Below each listed unit are a series of towns/cities in sequential order of cities to be taken. When the first city is taken, the second city becomes the objective etc. if the first objective is retaken, that becomes the objective until seized and so on.

39th Army:

Kauen, Wilkomir, Storgenburg, Rasiniei, Tauroggen

3rd Gds Mech Corps:

Kauen, Ponewisch, Mitau, Riga

3rd Gds Tank Corps: Wilkomir,
Poneswich, Mitau, Riga

8th Gds Mech Corps: Mitau, Tuckums, Riga

19th Tank Corps: Mitau, Riga

29th Tank Corps: Janischken, Autz, Frauenburg

1st Tank Corps: Dunaberg, Mitau, Riga

5th Tank Corps: Ergli, Riga

2nd Gds Army: Schaulen,
Kelme, Plunge, Polangen

51st Army: Mitau, Riga

43rd Army: Dunaberg, Birzen, Bauske, Riga

6th Gds Army:
Dunaberg, Janischken, Autz, Mitau, Riga

4th Shock Army: Malta, Jakostadt, Riga

22nd & 3rd Shock Armies:
Rositten, Jakostadt, Riga

10th Gds & 1st Shock Armies: Ergli, Riga

54th Army: Viresi, Wenden, Coastal hex

67th Army: Ostrov, Valga, Wolmar, Coast

42nd Army: Pskov, Valga, Wolmar, Coast

18.0 RUSSIAN ACTIVATION

During the campaign, the Russian would activate only certain army fronts, allow the attack to a period, then halt it and activate another army front. The effect of this would be that part of the front remained very quiet while another portion very active. To simulate this the Russian player may only activate the following fronts on certain turns.

1st Baltic Front consists of:
3rd Gd Mech & 3rd Gds Tank Corps, 8gds
Mech Corps, 19th Tk Corps, 29th Tk Corps, 1st
Tank Corps, 2nd Gds Army, 51st Army, 43rd
Army 6 Gds Army, 4th Shock. This front

activates automatically on turns 1 through 7.
Turns 12, 13 & 16.

2nd Baltic Fronts consist of:
5th Tank corps, 3rd Shock Army, 22nd Army,
10th Gd Army. It is activated automatically
turns 10, 11, 14, 15.

3rd Baltic front consists of: 1st Shock
Army, 54th Army, 67th Army, 42nd Army. It is
automatically activated turns 10, 11, 14, 15.

The 39th Army is activated automatically turns
1 through 6 only.

On turns 8, 9, 17 +, the Russian player must
roll to see which front will activate. This is the
first phase of the game turn on these specified
turns only. Skip it on all other turns.

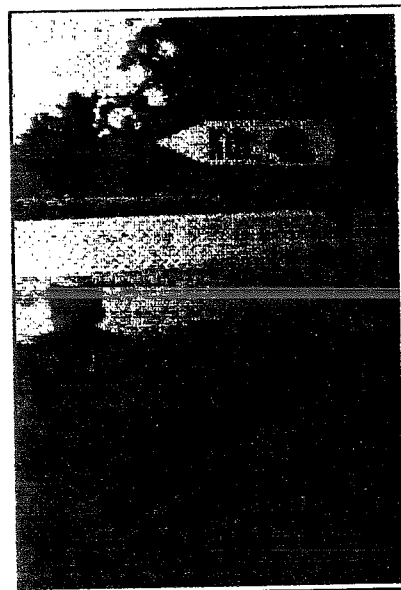
The following schedule activates the fronts:

1st Baltic Front: roll of 5, 6, 7, 11

2nd Baltic Front: 4, 8, 9, 10

3rd Baltic Front: 2, 3, 12

Use two six sided die when rolling for
activation. Nothing will effect or change this
schedule.



18.1 Within the Russian activation umbrella previously mentioned, certain Russian units are activated and special rules may govern particular units of a Army Front.

18.2 Thus, the following units re automatically activated from turns 1 through 8. Units not noted are activated turns 1 through 7. The units are: 8th Gds Mech Corps, 2nd Gds Army, 51st Army, 3rd Gd Tank corps, 3rd Gd Mech corps.

18.3 The 2nd Gds Army , 51st Army, 8th Gd Mech Corps may move through the gap.

18.4 The 3rd Gds tank Corps is attached to the 39th Army turns 1 through 4. After turn 4, it may be attached to any army as per the rules.

18.5 The 43rd Army must attack toward Dunaberg prior to moving elsewhere. Once this city is taken, it may move toward it's next assigned objective.

18.6 The 1st tank corps is attached to the 6th Gds Army and this corps may only trace to this Army HQ until Dunaberg is taken. Once taken, the corps is released and may move toward the next objective and may trace to any army HQ.

19.0 GERMAN ACTIVATION

German activation is much simpler. The following units are activated turns 1 through 6, units not mentioned are inactive. The units are: all units of 3rdPz Army, Corps Kleffel/16th Army, 1st & 2nd Corps/16th Army. From turn 7, all German units are considered activated and may move etc.

German units may not withdraw voluntarily westward or toward Riga during the game. This reflects Hitler's standfast posture. German units which are forced to retreat are may do so, but no wholesale army/corps withdrawals.

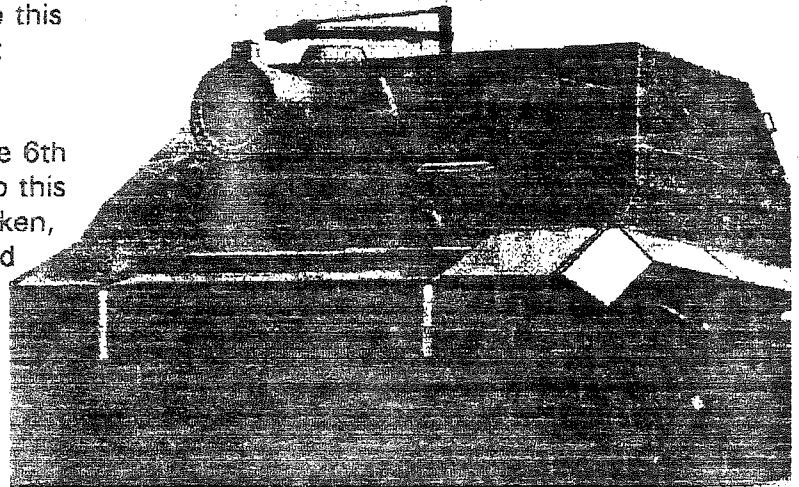
To sum, this is a defensive battle for the German. Generally, he will react to the Russian attacks and unless a sector is under attack will remain standfast since Hitler forbids and

withdrawal.

20.0 VICTORY

Victory is rather a simply affair in this game since if the Russian captures RIGA and RIGA STRAND there would be no way to save both armies barring some sort of breakout . Since both armies were already suffering greatly from a lack of supply and men, had this historically occurred, little could be done. It would've been another Stalingrad.

Therefore, if Riga and Riga Strand are in Russian hands at the end of the game and in supply, the german has suffered another Stalingrad. If both are not, it is the historical result which might be construed a minor German victory temporarily. If only one of the cities is in Russian control, it is a draw, but leaning heavily toward Russian favor.



The German Sturm Tiger awaits.

DETAILED COMBAT TURN

It is turn one. No activation roll occurs for the Russian since the first Baltic Front is automatically activated.

The Russian player rolls on the Air attack table to determine how many air attacks may be available. Using a 10 sided, he rolls a 6, he has 3 air attacks. He proceeds to select three targets along his 1st Baltic Front. One target is in a city, he rolls a 10 sided die resulting in a 7, the unit is disrupted, a D1 is placed. He resolved the other attacks.

The artillery barrage phase begins. In this case, only his 6thGds HQ happens to be in range of an enemy unit. He rolls a 10 sided die to determine the strength firing, rolling a 3. This indicates his artillery fires with a strength of 8. An artillery division is nearby and is added in after determining it's strength. The total firing is 16. Rolling on the artillery barrage table with 10 sided die, he rolls 5. Again, disrupting the unit in the city hex, the D1 changes to a D2. The hex is also marked with MS, showing a main sector of upcoming attacks. Air attacks do not designate a main attack sector, only artillery barrages.

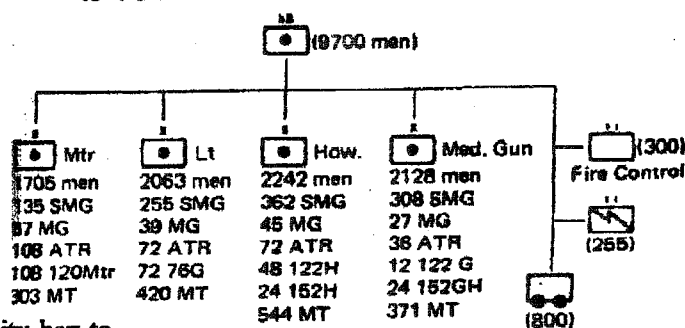
The German unit in the city belongs to the 1st Corps and the HQ is two hexes away from the disrupted unit. The german now moves a StG unit into the city hex to stiffen up the defenses. If the HQ was three hexes away, no units could be sent, ditto if the unit in the city was not from the 1st Corps or not disrupted/MS.

The Russian now moves. He has a stack of three units, one is a mechanized. All units are 3 hexes away for the HQ. Since they are three hexes away, the mech unit has a movement of 7mp, others have only 3mps. Another unit is adjacent to the HQ, it can move with 5mps. One division is 6 hexes from the HQ, it cannot move, it's too far.

The Russian attacks the city hex. The attack consists of 2 infantry stacked infantry divisions and in another hex two tank brigades from the 1st tank corps by themselves. He now determines the attacking strengths of his forces. In this case, one division in the stack rolls a 5, the other a 8. The two armor units each have a circled 3. Total attack strength is 19 ($8+5+3+3=19$). His attack modifiers are

+2(disruption level,even if non-disrupted units exist) and +6 for armor modifiers for a total of +8. The German strength was determined to be 7. The infantry unit was a 5 and the StG a 2. Odds is 2-1. However, the defense is tripled for a city, so the odds is 1-1. The German negative modifiers are -2 for the terrain, had the hex not been disrupted, the StG strength would modify the roll further -2, for a total of -4. The -2 is subtracted from the Russian +8, the final die modifier is +6. The Russian rolls on the combat table with a 10 sided die. He rolls a 7 to which 6 is added for a total of 13. Using the 1-1 column we see a d2 results, forcing the German back two hexes. The Russian then attacks any adjacent hexes to the original MS marked hex.

45 SOVIET ARTILLERY DIVISION



21.0 GERMAN ENGINEERS WHICH BLOW THE BRIDGES

Both the 16th and 18th Armies contained many engineering units. In the game, these are indicated by an "E" on the counter.

Engineers may blow up any bridge on the map. They may also build a bridge and fortified positions. Only the Germans may build or destroy the bridges.

21.1 Bridges exist wherever a road crosses a river. When a bridge is destroyed, this is marked by an "X" which indicates it is blown. Once blown road benefits are negated. A bridge may be built across a river. When this occurs, the cost to cross the river is negated.

21.2 To build a bridge, the engineer unit must begin the turn adjacent to the river hexside. This unit must remain there for one complete turn. It may not attack nor be attacked or become disrupted. If this happens, the process must start again on the following turn. Engineers must be in supply to build a bridge. Once built, place a bridge marker across any river hexside. The number of bridges in the counter mix is a fixed amount.

21.3 To destroy a bridge, the engineer unit simply moves adjacent to the hex during movement. It then immediately rolls one ten sided die. If the roll is 0,1,2, the bridge is destroyed. Only one bridge may be blown by the same engineer unit per turn. Engineers may be in partial supply to blow a bridge. If the attempt to blow a bridge fails, the engineer may attempt again on the following turn in the movement phase. If there are any enemy units adjacent to the

the bridge to be destroyed, only a roll of 1 or 2 succeeds. If the engineer is disrupted, no attempt to blow the bridge may occur.

21.4 FORTS

German engineers may also build forts. They must be in supply. They may not be adjacent to any enemy unit and may not build a fort while disrupted. The engineer moves to a hex during movement. It remains there for two turns, after which a fort counter is placed if no enemy unit moved adjacent to it nor had it become disrupted during that time. If this occurs, rebuilding must start again.

Units in a fort hex are doubled and modify the attacker roll, -2. Forts built in hexes with other terrain are not cumulative in their effects. Use the best effect for the defending units.

A fort is destroyed only by having a Russian unit enter the fort hex. This immediately destroys the fort. Fort counters are also fixed. Players may not make additional counters.

21.5 Engineers may only conduct one function at a time until it is abandoned or completed. That is, an engineer unit could not wait one turn, build a bridge and then wait another turn and build a fort. It would have to wait another two turns to build a fort.

CAMPAIGN SET UP

In the Campaign game, the German player sets up first. The Russian then follows with set up. German units are specifically mentioned as to where they are placed by hex, the Russian, except for those opposite the German 3rd Pz Army units, simply must be within a certain range of the Army HQ set up hex. These Russian units set up adjacent to some German unit within the Army area. German engineers are and other army unit begin adjacent to their Army HQ unit.

Note that the 3rd SS Panzer Corps consists of the 11SSPG xx, 20SS xx, 23SS, 28SS, 27SS, 653,327 motorized engineers and 54SS Armor battalion. They only arrive in the game at Haynasch if Russian close in on Riga (see rules).

German Reinforcement addenda: The 122xx, 227xx, 207Security enter turn 14. They may enter at hex 2833, 2834 or 3234 map 2. The 590Sec. xx enter turn 14, area B or C.

German set up:

| | |
|------------------|---|
| 3rd Panzer Army: | <p>MAP 3</p> <p>26Corps HQ 3233; 3PzArmy HQ 3232; Tolsdorf KG: 3533 + 3532 StG 217, 245: 3531; PG Wathern: 3631; 69xx 3630; Reg 347: Wilkomir 9thCorps HQ: 3529; StG 232: 3529, 391 Sec.: 3828; 212xx: 3827; 252xx: 252xx: 3726.</p> |
| 16th Army: | <p>MAP 4</p> <p>16th Army HQ: Jakostadt; Tiger 505: Dunaberg; 11SS Recon Bn 1423 2AA: 1425; 225xx 1526; 205xx: 1827; StG 202,909,AT 752: 1823 Kieffel Corps HQ: 1823; 58xx: 1521; 87xx: 2026; 215xx: 2126; 61xx: 2227 81xx: 2427; StG 226, 1215: 2526; 132xx: 2725; 2ndCorps HQ, StG 1158: Dunaberg; StG 1181: Jakostadt 1st Corps HQ, StG 912,1193: 2623; 290xx: 2825; 24xx: 2923; 389xx: 3022 281xx: 3121; 329xx: 3020; 263xx: 3019</p> |
| 18th Army: | <p>10thCorps, StG 184,398,: Rositten; 23xx: 3021</p> |
| | <p>MAP 2</p> <p>126xx: 1821; 93xx: 1828; 218xx: 1825; 83xx: 1827; 21LW xx: 1727 18th Army HQ, StG 1161, 1031: Madohn; 6SS Corps:2226; 50thCorps: 2125,19SS,15SS: 2125 AT 667, Tiger 502: 2025; StG 1290, 393: 2026; 121xx: 1629; 32xx: 1530; 21xx: 1531; 30xx: 1532; 12LWxx: 1433; HoefferKG: 1434; Bellow KG: Pskov OrtnerKG: 1830; 38thCorps,StG 1011, 563 SP: 2030; 300Zbv: Misso.</p> |

Garrisons: Mitau, Tuckums, Schaulen, Birzen, Poneswich, Bauske, Riga, Riga-Strand

Units which are left over enter as reinforcements during the game.

RUSSIAN SET UP:

39thArmy: Map 3, 3933. 3 Gd Mech xxx: 3833; 3 GdTk xxx: 3932, 164xx, 4G art.xx: 3634; 252xx: 3633. 17Gxx: 3632; 91Gxx: 3730; 227xx: 3830; 158xx: 3927;
43rd Army: 145xx 3826; all others within 2 hexes of HQ (2530, map 4); 21art.xx/1B: 1629
6thGd Army HQ: 2128, map 4: one xx adjacent to Ge 225xx; two xx's, 1 tk x : adj to Ge205xx
 2xx's, 1tk x to Ge 215xx; 3rdGd arty xx & one Baltic arty x: adj. to 2128; 20th art xx & one Baltic arty x: Dukstas; one xx and 1 tk x: adj. to Ge StG 226;
4th Shock Army: HQ 2926, all others within 4 hexes along start line, 5Gd art xx also.
22nd Army: HQ 3223: others in/adj to HQ; 3rd Shock Army: HQ 3320, others within 3 hexes along start line;

MAP 2: 10Gd Army: HQ 1522; two xx's, 1 tk x adj. to GE 126xx; four xx's, 3tk x's adj. to GE 93xx; 27th Arty xx: adj to HQ. 1st Shock Army: 1524 units within two hexes of HQ; 5th Tank Corps adj to 1523; 54th Army HQ: Hex 1526, other units within two hexes of HQ; 67th Army HQ hex 1329, others within 3 hexes of HQ; 42nd Army HQ in 1233, others adj. to HQ.

SCENARIO TWO: The October Crush Set Up

This scenario depicts the Russian offensive toward the coast after their attempts to seize Riga failed. Unlike that one, this offensive literally ripped the front and within a week they were there and the 16th and 18th Armies would be trapped until the end of the war.

GERMAN: Map 3, set up first.

3rd Pz Army: 590Sec and 3rdPzArmy HQ: Memel. 56xx: 2833; 69xx: 2730; 95xx: Rasenai; 548VGxx: 2725; 9thCorpsHQ, StG 232: 2327; Pz Lauchert & PG Werthen: 2624, 2622 551VG: 2622; 40Pz Corps and 28Corps HQ: 2221, 2120; 390sec.xx: 2020; 20SSxx: 1620; 7Pz xx: 2519;

MAP 1: 12Pz xx: Autz; 4Pzxx: 2622; GDxx: 2622; 39PzCorpsHQ: 2821; 52Sec.xx; 3SS PzHQ: 2824; 23SS,27SS,28SS: 2623; Tiger 510: 2625; 81xx: 2423; 5Pzxx: 2424; Kleffel Corps Hq, StG 909,912: 2625; StG 309: 2125, 227xx: 2323, 281xx: 2122 1st CorpsHQ, StG 202: 1923; 14Pz, 218xx, 16A HQ: Riga; 50Corps HQ, StG 393,563SP: Adj. to Riga; 225xx: 1223; 205xx, 215xx: 1211; 281xx: 1921; 263xx: 1721; 290xx: 1522; 11xx: 1323 21LW xx: 1325, 18thArmy HQ: 1325. 10Corps HQ, Tiger 502, StG226: 1225; 28CorpsHQ, 122xx: Oger;

MAP 2: 58xx: Friedstadt, 6SS HQ: 3824; AT 731, 389xx: 3722, 3723; 87xx, 207xx: 1327; 563xx: 1227; 12LW,30xx: Sigulda; 121xx: 3624; 126xx,61xx: Wenden; 19SS,83xx: 3726; 15SS,31xx: 3626; 32,24xx: 3625; 132xx: 3624

RUSSIAN: Set up second, adjacent to GE units.

MAP 3: 39th Army HQ: 3130, units within 3 hexes of HQ. 2Gd Army HQ: 3024, xx's within 3 hexes of HQ; 1st Tk Corps: 3322; 5thGd Tk Army HQ, 29th Tk Corps: 2822; 6th Gd Army HQ: 3019, units within 4 hexes of HQ; 3GdMech Corps & 3Gd Tank Corps: in/adj to 2823; 51st Army HQ: 3019, units within 3 hexes adj. to GE 93xx,281xx. 43rd Army HQ: 3220, units within 4 hexes of HQ; 4th Shock Army HQ: Birzen, units within 4 hexes of HQ;

MAP 1: 19thTk Corps: 2421; 8th Gd Mech Corps: 2321; 67Army HQ: 1129, units within 2 hexes
MAP 2: 22Army HQ: 3121, units within 3 hexes of HQ; 5th Tank Corps: Ergli; 3rd Shock HQ: 3225, units within 3 hexes of HQ; 10Gd Army HQ: 3327, units within 3 hexes of HQ; 42nd Army HQ: 3528, units with 2 hexes; 54 Army HQ: 3629, units within 2 hexes; 1st Shock Army HQ: Wolmar, within 3 hexes

Units not called for by either side are not in play. All units are in supply turn. All Russian and German units are activated each turn. Ignore rules 16.0, 16.2, 17.0

VICTORY: For the Russian: ^{polangen} Memel= 50vp, Libau=50vp, Riga 25vp, Riga Strand= 20vp, Tilsit=25vp. German: Each Pz or PG unit which exits the west or southwest map edge: 5 vp, each StG,AT or Mot.Infantry: 3vp; all others: 2vp.
Subtract the German total from Russian.

100+ Russian decisive

75-100 Russian Substantive

40-74 Russian marginal

30-40 Draw

less than 30 German very,very marginal win with nil effects

COMBAT TABLE

| Die | 1-3 | 1-2 | 1-1 | 2-1 | 3-1 | 4-1 | 5-1 | 6-1 | 7-1+ |
|-------|-----|-----|-----|-----|-----|-----|-----|-----|------|
| 1 | a2 | a2 | a1 | a1 | a1 | | d1 | d1 | d1 |
| 2 | a1 | a1 | a1 | a1 | | | d1 | d1 | d1 |
| 3 | a1 | a1 | a1 | | ca | d1 | d1 | d1 | d1 |
| 4 | a1 | | | | br | d1 | d1 | d1 | d2 |
| 5 | | | | ca | d1 | d1 | d2 | d2 | d2 |
| 6 | | | ca | br | d1 | d1 | d2 | d2 | d2 |
| 7 | | ca | br | d1 | d1 | d1 | d2 | d2 | d2 |
| 8 | ca | ca | br | d1 | d1 | d2 | d2 | d2 | d3 |
| 9 | ca | br | d1 | d1 | d2 | d2 | d3 | d3 | d3 |
| 10 | br | br | d1 | d1 | d2 | d2 | d3 | d3 | d3 |
| 11-12 | br | br | d1 | d2 | d2 | d3 | d3 | d3 | d3 |
| 13-14 | br | d1 | d2 | d2 | d3 | d3 | d3 | d3 | d4 |
| 15-16 | d1 | d1 | d2 | d3 | d3 | d3 | d3 | d4 | d4 |
| 17+ | d1 | d1 | d3 | d3 | d3 | d3 | d4 | d4 | d4 |

Key: d# = all def. units retreat the indicated hexes

br = def. retreats 1 hex, attacker retreats 1 hex

ca = def. units must attack one attacking hex. Disrupted units must retreat instead

a# = attacker retreats indicated hexes. Less than 1-3 odds not allowed.

Use a 10 sided die. A 0 = 10.

8.0 ADDENDA (ARMOR)

When using armor ratings in an attack, the maximum total allowed due to armor modifiers is 10, any excess of this is lost/no effect. When using these modifiers in the defense of the hex, the maximum allowed is 10, any excess is lost.

GERMAN ANTI-AIRCRAFT UNITS

Units which are marked with AA on the counter represent anti-aircraft units. Besides using them as a normal combat unit, when the Russian is air attacking a hex which contains an AA unit, subtract one per AA unit in the hex from the air effects table roll for unit disruption.

NEW RULE

GERMAN MINEFIELDS

On the map are located a series of printed fortified hexes. All hexes which surround these forts are considered mined.

Only Russian units are effected by mines when they enter any hex adjacent to the printed fort hex. Upon entering a mined hex, each Russian unit entering immediately rolls one six sided die. On a roll of 1-3 the unit is a D1, a roll of 4, the unit suffers a D2, a 5-6 and nothing happens. If the fort was built during the game the rolls are:
1-3 = D1; 4-6 = NE.

If a stack of units moves into an adjacent fort hex, simply roll once for the stack. Remember that other units which enter a stack that is already disrupted, are considered disrupted also.

Mine have no further effect.

AIR ATTACK EFFECTS CHART

Def.is in: Roll needed for disruption:

clear/marsh 3-9
City/town 4-7
Wood 2,9,10
Road 3-9

Use a ten sided die. A 0=10. All units in hex are disrupted if rolled.

ARTILLERY BARRAGE TABLE

firing: 5-7 8-11 12-14 15-20 21-27 30+

| Die | | | | | | |
|-----|---|---|---|---|---|---|
| 1-3 | d | d | d | d | d | d |
| 4 | | d | d | d | d | d |
| 5 | | | d | d | d | d |
| 6 | | | | d | d | d |
| 7 | | | | | d | d |
| 8 | | | | | | d |
| 9+ | | | | | | |

d=all units are disrupted. Terrain the def. is in has NE.

COMBAT STRENGTH DETERMINATION CHART

Combat classes: I(very good)II(good)III(fair) IV(poor)

I Arty II Arty III IV

| Die | I | II | III | IV | V | VI |
|-------|----|----|-----|----|---|----|
| 0less | 12 | 16 | 9 | 12 | 7 | 6 |
| 1-3 | 10 | 15 | 8 | 10 | 6 | 5 |
| 4-5 | 8 | 14 | 7 | 9 | 5 | 4 |
| 6 | 7 | 13 | 6 | 8 | 4 | 3 |
| 7 | 6 | 12 | 5 | 7 | 3 | 2 |
| 8 | 5 | 11 | 4 | 6 | 3 | 2 |
| 9+ | 4 | 10 | 3 | 5 | 2 | 1 |

HQ range is: from unit to corps

HQ: 2hexes

Army HQ must be within
3 hexes of Corps HQ for
modifier or unit(if Russian)

Die modifiers

Unit disrupted: +2 Moved in immediately prior turn: +1

Unit attacked on immediate prior turn: +1

Currently unsupplied: +2 Unit is in supply: -1






Unit did not move this turn: -1 Unit is Russ.Guard or Ge.SS,PG,Pz -1

Correct army HQ is in range,if Russian -2

Correct german corps HQ (2 hex)or Army HQ (3 hex)in range: -1






Correct German Corps and Army HQ in range: -2

TERRAIN EFFECTS CHART

| | |
|---|--|
| | Disruption 1: +1 to attacker roll |
| | Disruption 2: +2 to attacker roll |
|  | Woods.....Defending units doubled |
|  | Town..... -1 from attacker roll if def. units are in. |
|  | City..... Def.units tripled and -2 from attacker roll |
|  | Major River.. Attacker strength halved when attacking across bridged hexsides. |
| | Attacks may not occur across non bridged hexsides. |
|  | Marsh, Minor River... attacking units are halved when def. occupies marsh |
| | Clear..... No Effect |

Notes: A bridged hexside is where any road crosses a major river. When dealing with rivers, only those units which are attacking across a river are halved. Only units attacking across a bridged major river may attack. If more than one type of terrain exists within a hex, always use the most beneficial to the defender. Terrain effects are cumulative. All units in a disrupted hex are disrupted for combat effects.

TERRAIN EFFECTS ON MOVEMENT

| | |
|---|---|
| | Clear.....2mp |
|  | Road..... 1mp |
|  | Wood.... 3mp(Inf) 4mp(mech) |
|  | Marsh... 4mp(Inf) P(Mech) |
|  | Minor River.... +1mp(Inf) +2mp(Mech) to cross plus OT |
|  | Major River.... All mp(Inf) P(Mech) |

Notes: Mechanized units may move into prohibited terrain along a road. For infantry units to cross a major river, they must begin adjacent to the hexside at the start of movement.

RUSSIAN AIR ATTACK AVAILABILITY CHART

available this turn

| | |
|-----|---|
| Die | |
| 1-3 | 2 |
| 4-6 | 3 |
| 7-8 | 5 |
| 9+ | 6 |

DESIGNER NOTES

AGN is a design which began in 1981. It was to have been published in one of the very early issues of Wargamer, then published in England. The title was then, Ausbrechen and covered mainly the October scenario. At some point in time, Keith Poulter decided not to do it and only a remnant of the design managed to survive the 11 years. Like a smoldering fire, this battle begged to be simulated and every so often I would return to it, tinker with it, just to be side tracked by another design. What did survive those 11 years was a research piece I had done based upon the German war records and the map. Somehow, I always knew I would finally complete this game.

AGN covers many new concepts, namely, the variable movement allowances of combat units based upon the proximity of it's parent HQ and the variable combat strengths based upon it's condition, what it had done on prior turns and their actual historical strength. This is shown by the combat class printed on the counter, the die roll reflects realistically how a unit's strength can fluctuate. This fact is substantiated when one looks at the records. Troop strength goes up and down. A unit's movement is not just what it can physically do, but more of command and control. A good point is this game. The Russians could've easily walked into Riga in July, yet their 8th Mech Corps after reaching Tuckums at the end of July simply froze there. In part, it was supply, but a larger problem was one of the rigid Russian command control. The Corps had move so far so fast it's own command initiative had broke down. Stavka could not decide , and any orders it would give, would take sometime to reach them. Stavka also began to look west instead of pursuing Riga. While the Russian hesitated, the German command was alarmed and continued to request from Hitler orders to withdraw. Even when Hitler refused, many units were moved toward the Riga Strand area.

Thus, as the Russian stalled since their armies were attacking toward the north to Riga and west to the coast, The Germans scrapped whatever they could and tossed it in. The terrain definitely aided the German defenses as they truly were outnumbered in all categories. In fact, most of their divisions were at level II and III. Even the panzer divisions were a shadow, to wit, the 14th Panzer had 2 PzIII, 10 PzIV, 38 PzV and 10 StG, it's StG 1158 had 6 assault guns. The 502 Tiger Bn had 13 Tigers. The 126th xx, 12th Pz xx had 7 AT guns. The 389thxx had a battlestrength of 5249, actual infantry strength 3500. Opposite these strengths were 12 Russian Armies including the 5th Gds Tank Army. So, terrain played a vital role for the German. This is also the case in the game, otherwise, there would no game! Good gaming and have fun.

Game turn chart

Turn

| | | | | | | | | | |
|---------|-------|-------|-------|-------|-------|-----|-----|-----|------|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 7/22-23 | 24-25 | 26-27 | 28-29 | 30-31 | 8/1-2 | 3-4 | 5-6 | 7-8 | 9-10 |

| | | | | | | | | |
|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 11-12 | 13-14 | 15-16 | 17-18 | 19-20 | 21-22 | 23-24 | 25-26 | 27-28 |

| | |
|-------|--------|
| 20 | 21 |
| 29-30 | 31-9/1 |

Scenario two :The October Crush

| | | | | | |
|--------|-----|------|-------|-------|-------|
| 1 | 2 | 3 | 4 | 5 | 6 |
| 10/5-6 | 7-8 | 9-10 | 11-12 | 13-14 | 15-16 |

Reinforcement :

There are none for the October game.

Campaign only:

Turn 2: 8th Gd Mech Corps, 5th Tank Army HQ area A

Turn 3: 2nd Gds Army & 51st Army area A

Turn 6: 29th Tk Corps & 19th Tk Corps areaA

Turn 11: German 551VG xx,201 Security xx,548VG xx,12SS CorpsHQ area B

Turn 12: German 14Pz, 40PzC HQ,12Pz,Tiger 510, 39PzC HQ,5Pz,4Pz,PG
GD, Stratwitz Pz area B or C

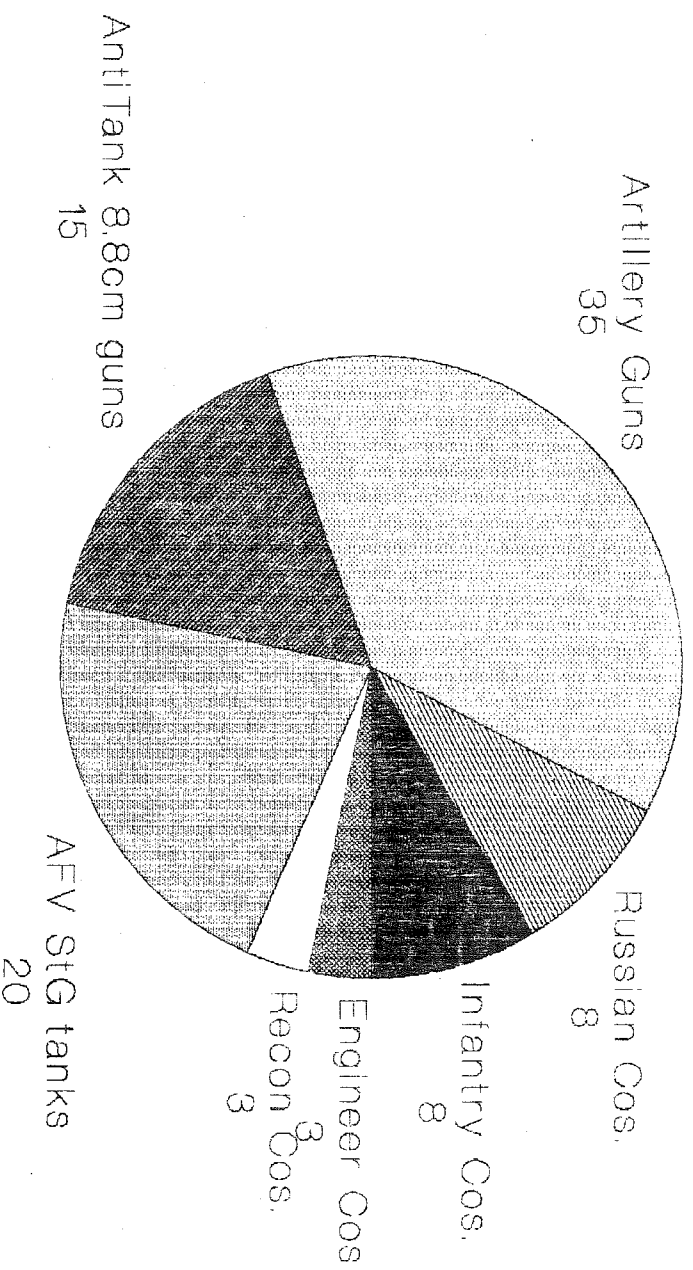
Turn 14: German 7Pz, 52nd Sec.xx area B or C

All units are in supply the turn entered. If area is blocked, use the south map edge or next available hex. On turn 16, the 6thGds Army must move towards Mitau until reaching it, unless already there. On turn 18, the following must move to within 8 hexes of Mitau,unless there already: 3rdGd mech & tank corps,1st tank corps,19th and 29th tank corps,8thGd mech corps.

UNITS ENTER USING THEIR FULL MOVEMENT RATES.

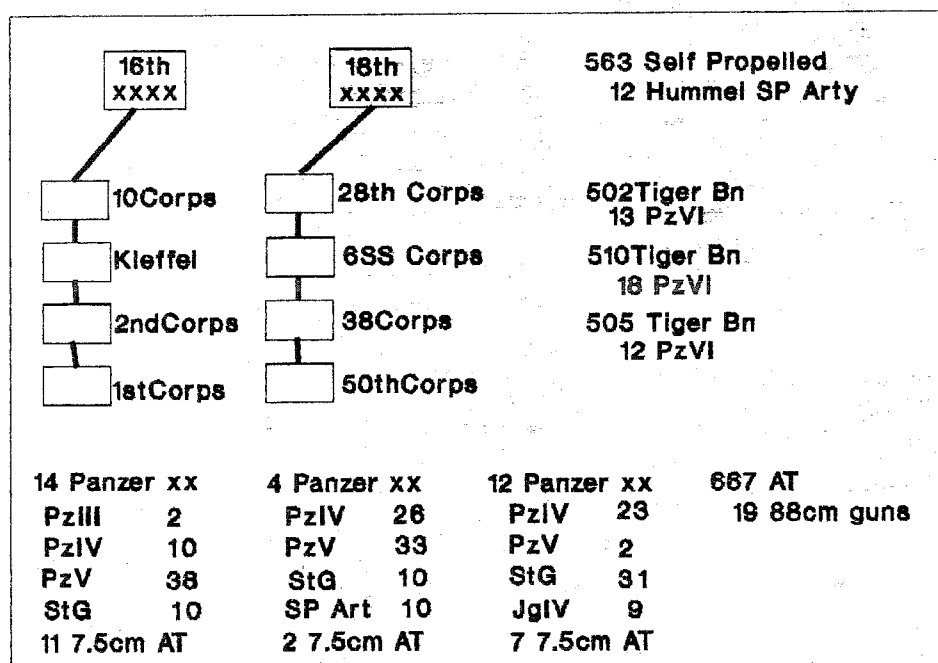
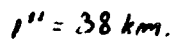
Divisional Weapon Strengths

11th SS Panzer Grenadier



also had: 1400bazooka, 527 MG, 13 7.5 gun

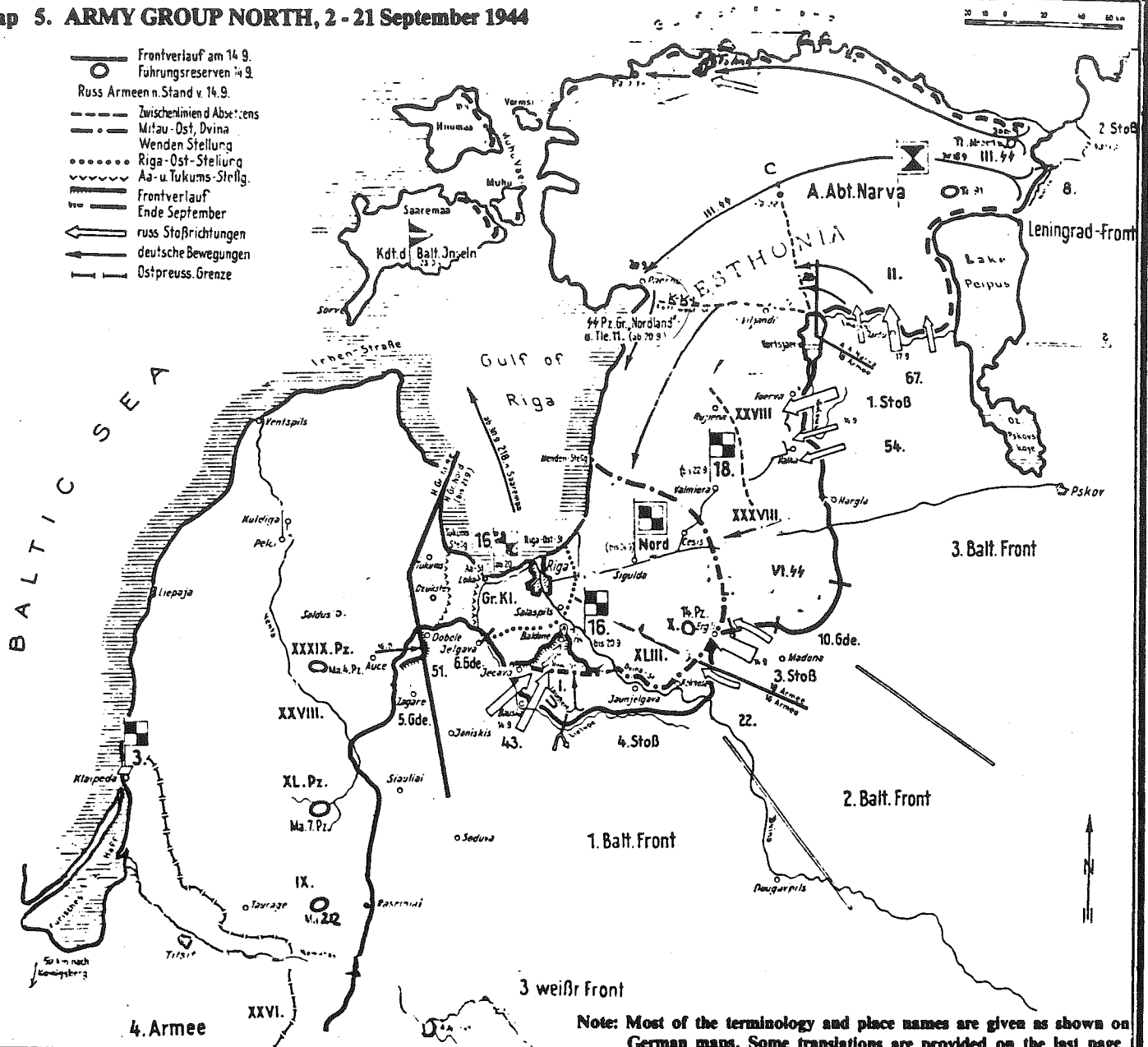
**Map 11. ARMY GROUP CENTER, 3rd Army East of Memel,
16 August - 21 September 1944**



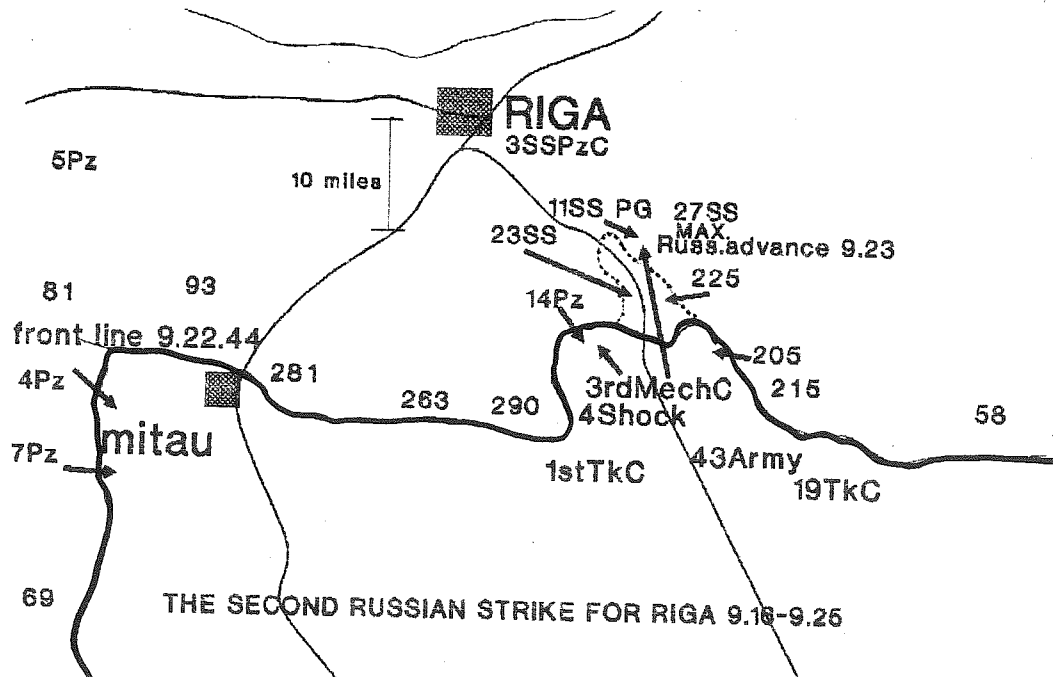
Map 5. ARMY GROUP NORTH, 2 - 21 September 1944

- Frontverlauf am 14.9.
- Führungsreserven 14.9.
- Russ. Armeen n. Stand v. 14.9.
- - - Zwischenlinien d. Abschl. zens
- . - . - Mitau - Ost, Dvina
- Riga - Ost - Stellung
- ~~~~~ Aa - u. Tukums - Stellung
- Frontverlauf
- Ende September
- russ. Stoßrichtungen
- ← deutsche Bewegungen
- Ostpreuss. Grenze

BALTIC SEA

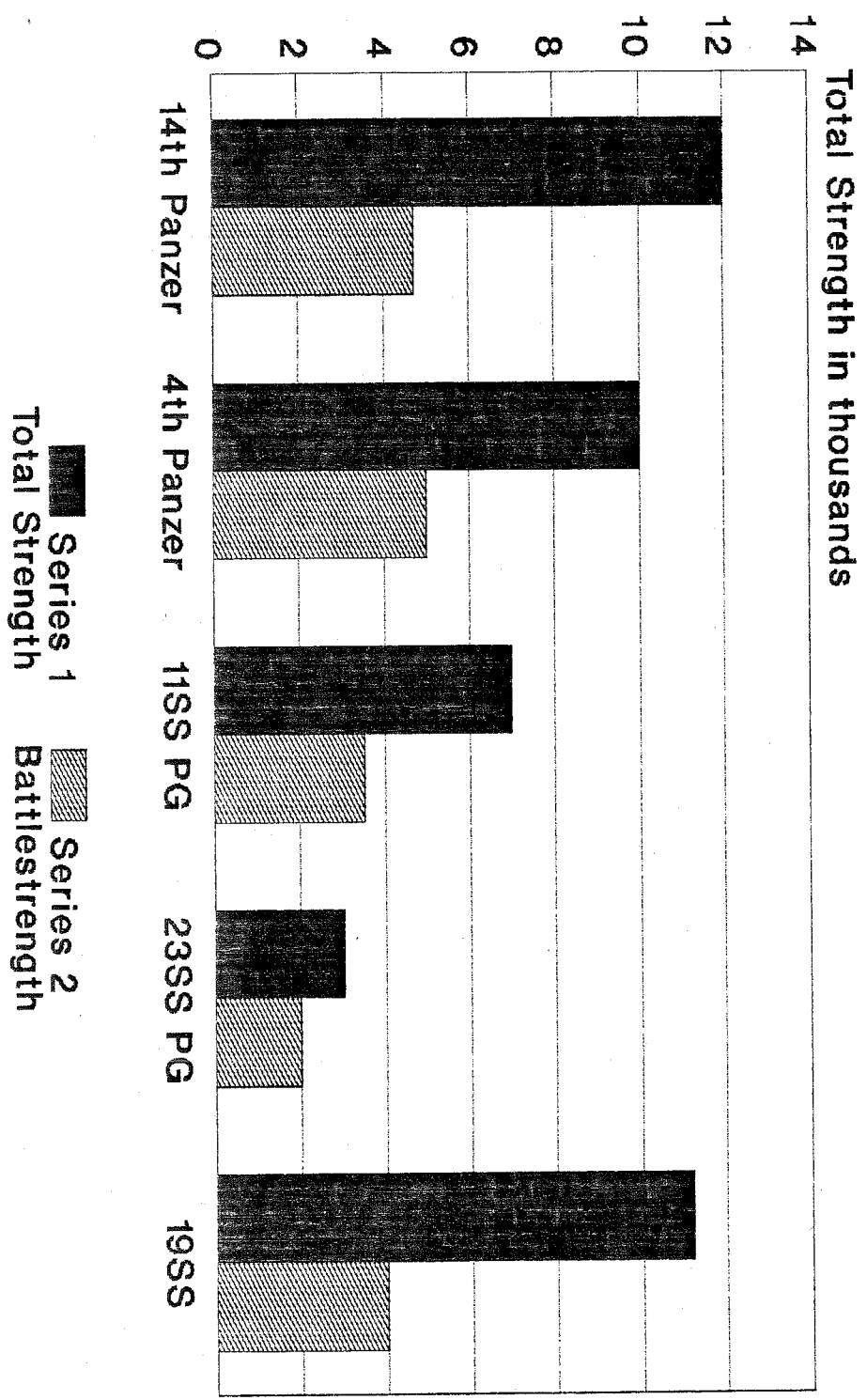


Note: Most of the terminology and place names are given as shown on German maps. Some translations are provided on the last page



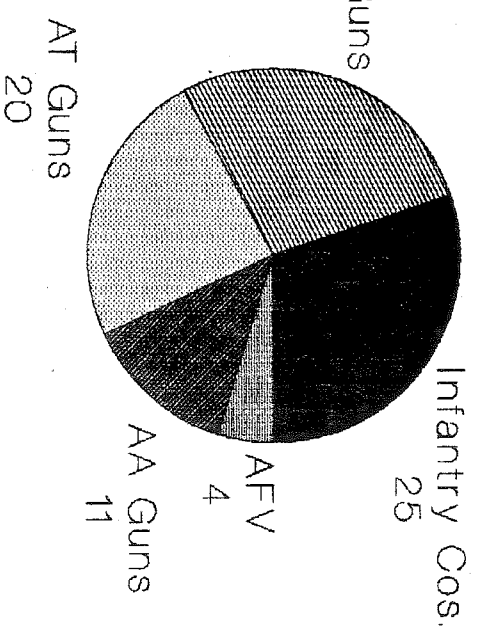
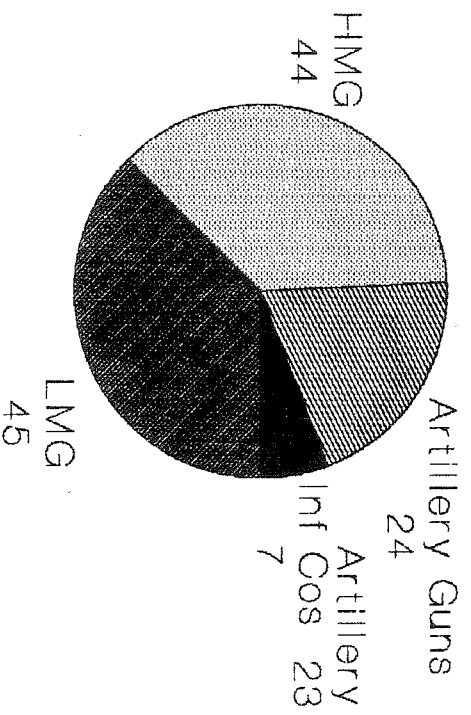
DIVISIONAL STRENGTHS

September 1944



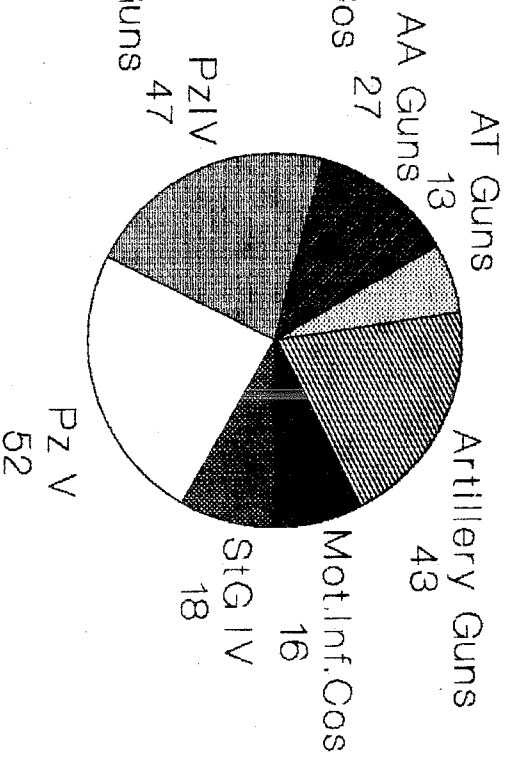
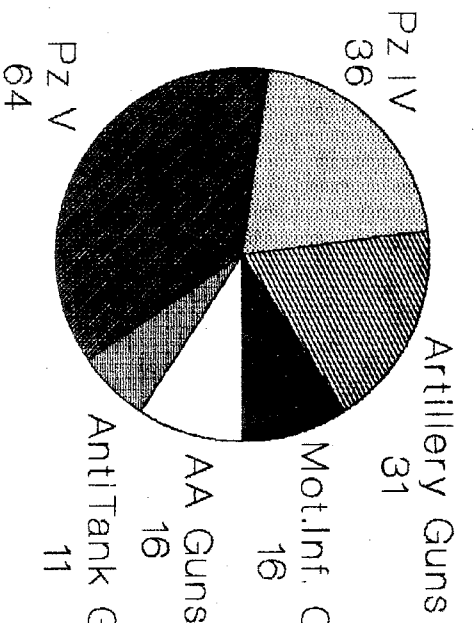
Army Group North

WEAPON STRENGTHS



WEAPON STRENGTHS

October 1, 1944





















































































































































































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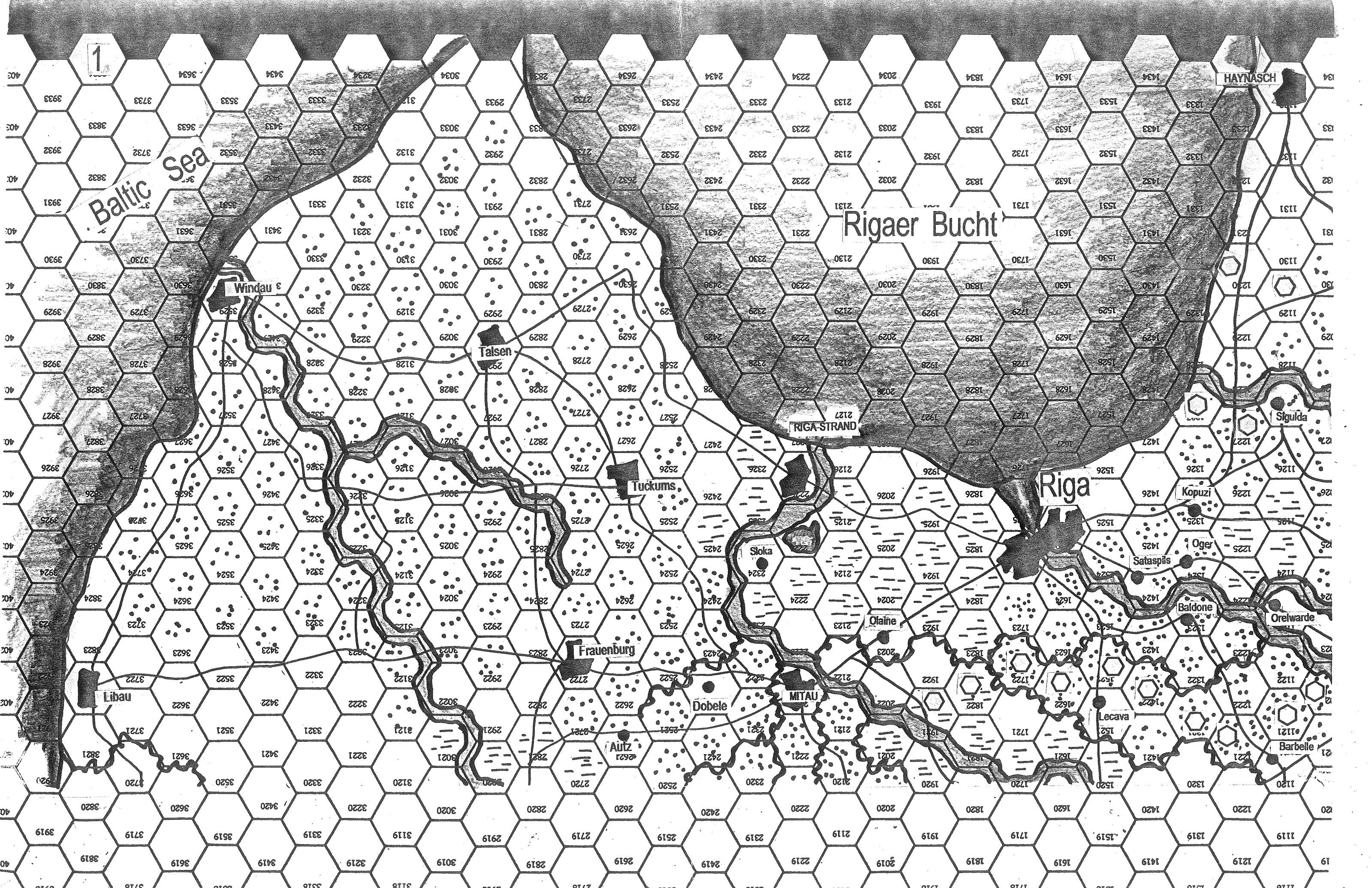
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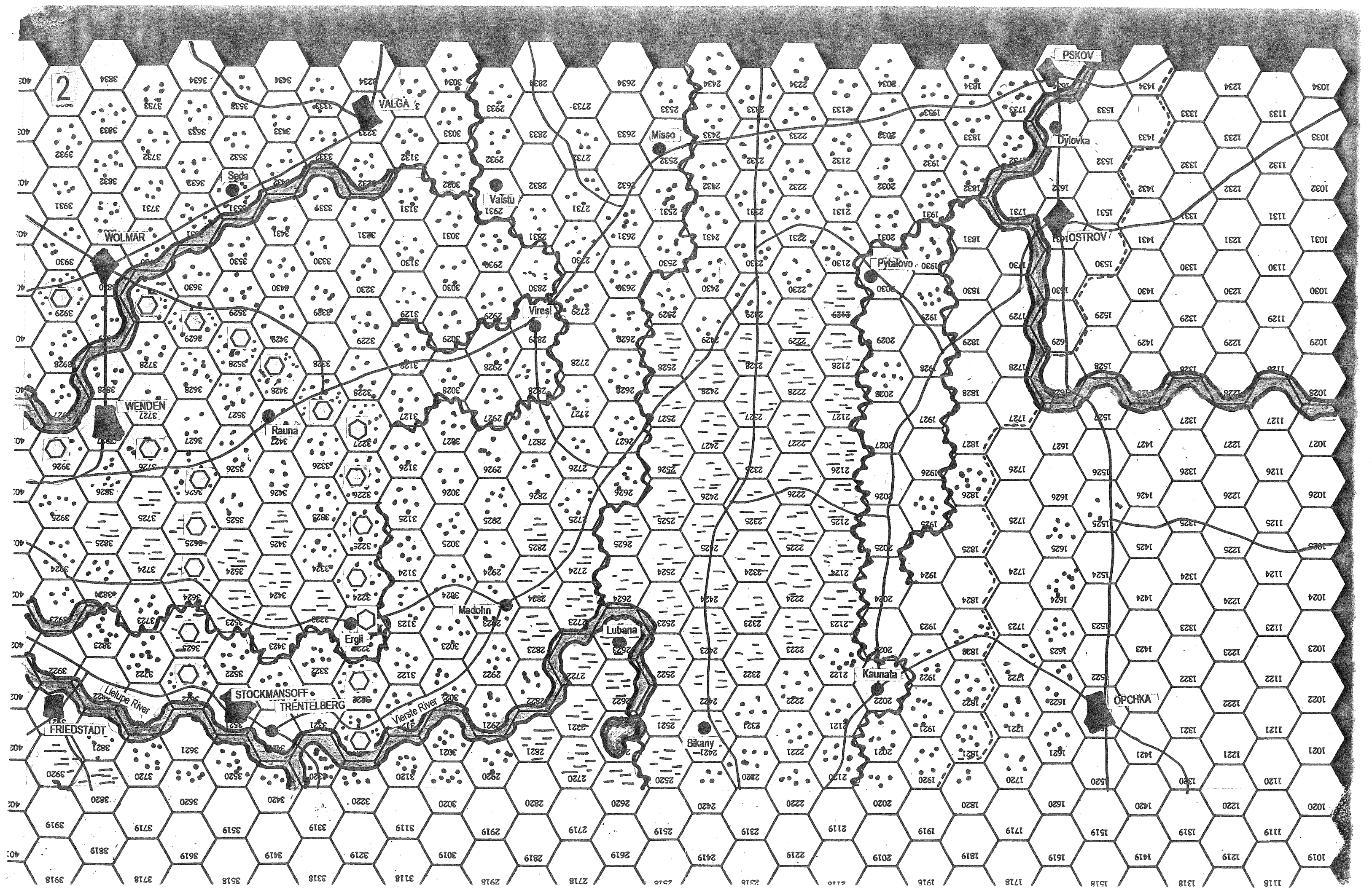
| | | | | | | | | | | | |
|--------------|--------------|--------------|--------------|----------|-----------|------------|----------|---------|------------|---------|---------|
| out supply | out supply | German Units | | | 28C/18 | 3Pzxxxx | 16xxxx | 18xxxx | 3SS C | 12SS/3P | 39P/3P |
| out supply | out supply | 6SS/18 | 38C/18 | 50C/18 | 10C/16 | 1C/16A | 2C/16A | K/16A | 26C/3P | 9C/3P | 40P/3P |
| OUT SUPPLY | out supply | 2088/388 | 2388/388 | 2788/388 | 2888/388 | 52/12SS | 548/12ss | 551/12 | 390/40 | 252/9C | 212/9C |
| F | out supply | 752/K | 58/K | 225/K | Tol/26 | Tol/26 | 69/9C | 56/9C | 95/9C | 347/9C | 391/9C |
| F | out supply | 132/2C | 216/2C | 81/2C | 81/2C | 206/2C | 389/1C | 23/10C | 281/10 | 263/10 | 285/10 |
| F | out supply | 11SS/3SS | 2AA/K | 5P/39P | 14P/40P | Strach | Wath/26 | 1158/2C | 502/10 | 184/10 | 435/16A |
| F | out supply | 54/388 | 12P/39P | 7P/40P | 510T/40 | 232/9C | 245/26 | 505T/2C | 398/10 | 226/10 | 917/16A |
| F | out supply | 11SS/K | 4P/39P | GD/40P | 217/26 | 909/K | 202/K | 1181/K | Lauc Pz | 720/16A | 990/16 |
| Bridge blown | Bridge blown | Bridge blown | Bridge blown | | | | | | | | |
| 24/1C | 87/1C | 290/1C | 12LW/28 | 121/28 | 591/18 | Riga Str | Libau | 590xx | DIS 2 | | |
| 16A | 329/10 | 218/50C | HOE/28 | 54/18A | SchauIn | Birzen | Tilsit | 201xx | DIS 2 | | |
| 16A | 126/50 | 83/38C | 300/28 | 657/18 | Mitau | Ponewich | 122xx | DIS 1 | DIS 2 | | |
| 16A | 93/50c | 15SS/6SS | 21/28C | 748/18 | Tuckum | Bauska | 227xx | DIS 2 | OUT SUPPLY | | |
| 32/38C | 21LW/38 | 19SS/6SS | 30/28C | 55/18A | Riga | Memel | 207 | DIS 1 | OUT SUPPLY | | |
| 912/1C | 667/50C | 1011/38 | 563/28 | 519/18A | MS | OUT SUPPLY | DIS 1 | DIS 1 | OUT SUPPLY | | |
| 1193/1C | 393/50 | 161/6SS | 652/18 | 13/18A | GAME TURN | MS | MS | DIS 1 | OUT SUPPLY | | |
| 263/50 | 1290/50 | 031/6SS | OUT SUPPLY | 79/18A | MS | MS | MS | MS | MS | | |

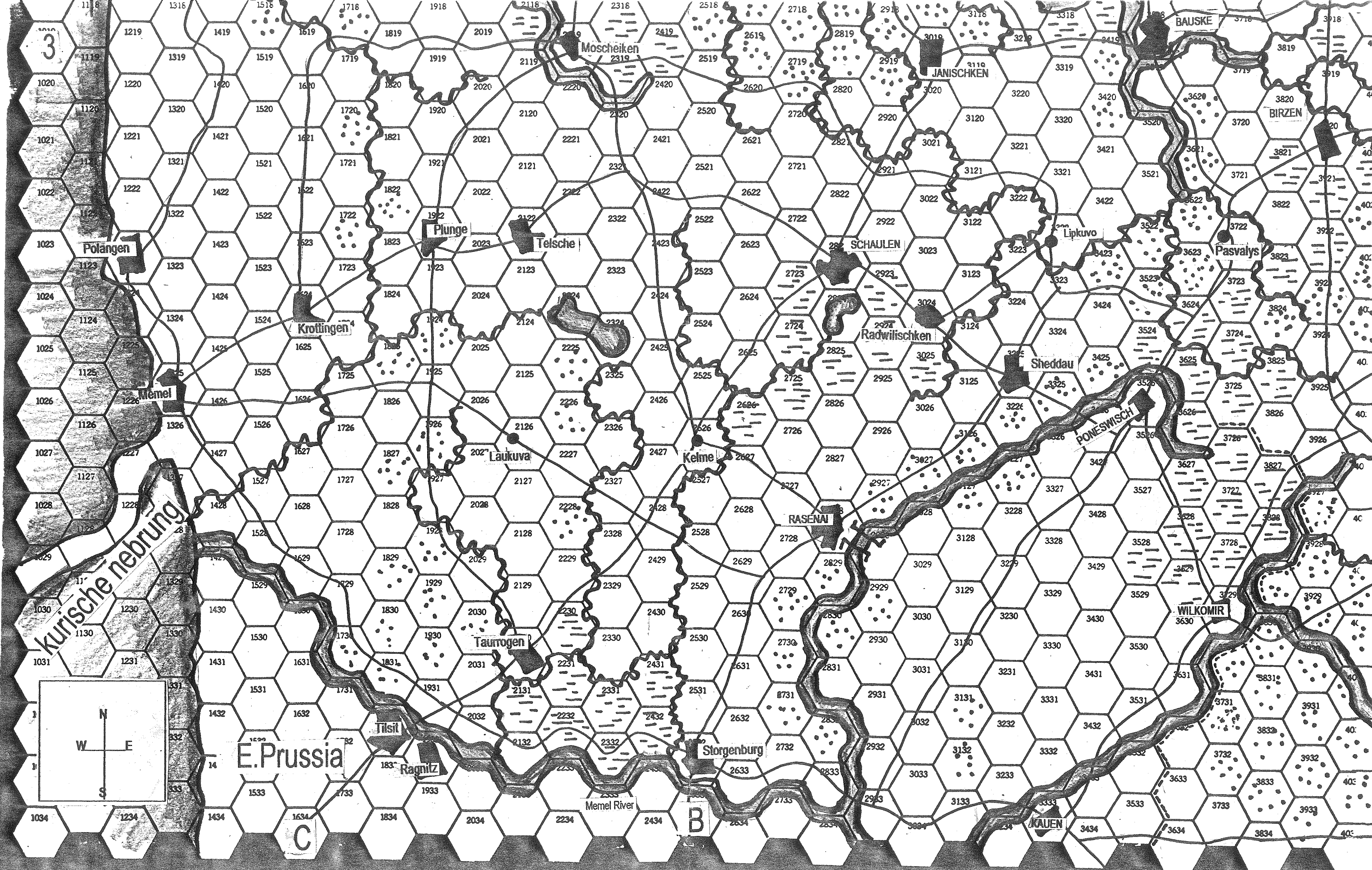
RUSSIAN

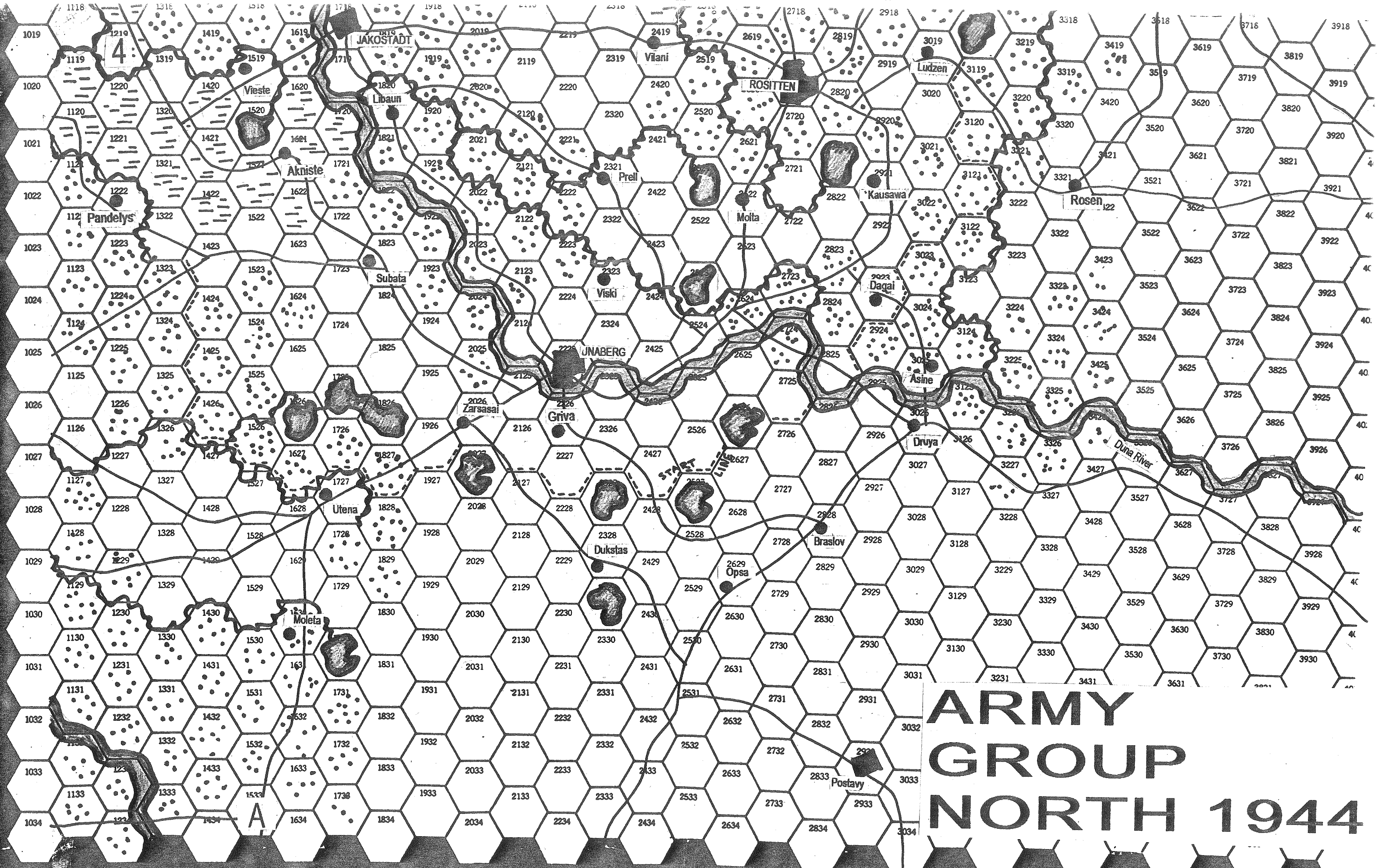
| | | | | | | | | | |
|--|---|---|---|---|---|--|---|---|---|
| 42xxxx  | 43xxxx  | 1Sxxxx  | 54xxxx  | 10Gxxxx  | 3Sxxxx  | 5GTA  | 39xxxx  | 6Gxxxx  | 4Sxxxx  |
| 3GTkC  | 3GMC  | 19TkC  | 5GTkC  | 1TkC  | 29TkC  | 8GMC  | 2Gxxxx  | 51xxxx  | 22xxxx  |
| 7/3GM  | 8/3GM  | 9/3GM  | 12G/39  | 19G/39  | 24/2G  | 315/2G  | 347/2G  | 267/51  | 346/51  |
| 26/3GT  | 202/19T  | 145/39  | 282/39  | 251/39  | 87/2G  | 87/2G  | 257/51  | 33G/51  | 216/51  |
| 1TkC  | 5GTC  | 156/39  | 91G/39  | 3/2G  | 126/2G  | 77/51  | 204/51  | 91/51  | 51/6G  |
| 35/3GM  |  | 89/1Tk  | 28/19Tk  | 5GTC  | 2/2G  | 10GA  | 67A  | 29TkC  | 6GA  |
| 42/3GM  | 3/3GT  | 117/1T  | 79/19T  | 5GTC  | 10GA  | 67A  | 29TkC  | 29TkC  | 6GA  |
| 18/3GT  | 19/3GT  | 159/1T  | 101/19  | 5GTC  | 10GA  | 67A  | 29TkC  | 29TkC  | 6GA  |
| 52/6G  | 67/6G  | 71/6G  | 43G/22  | 21G/3S  | 71G/10  | 182/10G  | 1SH  | 1SH  | 1SH  |
| 89/6G  | 90G/6G  | 14/4Sh  | 308/22  | 28/3Sh  | 249/10  | 150/10  | 54A  | 1SH  | 1SH  |
| 44/4Sh  | 100/4S  | 4Sh  | 45/22  | 46G/3S  | 8/10G  | 200/10  | 54A  | 1SH  | 8GMC  |
| 4Sh  | 4Sh  | 4Sh  | 26/22  | 257/3S  | 7/10G  | 54A  | 54A  | 1SH  | 8GMC  |
| 4Sh  | 182/22  | 208/22  | 325/22  | 379/3S  | 391/3S  | 54A  | 54A  | 1SH  | 8GMC  |
| 10GdA  | 21/1B  | 67A  | 8GMC  | 1SHA  | 1B  | 1B  | 20/1B  | 3G/42  | 42A  |
| 10GdA  | 67A  | 6GA  | 8GMC  | 22A  | 27/2B  | 4G/1B  | 63G/42  | 2/42  | 2B  |
| 10GdA  | 67A  | 6GA  | 22A  | 3SH  | 5G/1B  | 3G/1B  | 64/42  | 288/42  | 2B  |

| | | | | | |
|--|--|---|----------|---------------|----------|
| 67A  I xx | 179/43  II xx | 56/43  I xx | DIS 1 | OUT SUPPLY | DIS 1 |
| 67A  III xx | 306/43  II xx | 252/43  I xx | DIS 2 | OUT SUPPLY | DIS 2 |
| 67A  II xx | 357/43  I xx | MS | DIS 1 | OUT SUPPLY | DIS 1 |
| 67A  I xx | 156/43  II xx | MS | DIS 2 | OUT SUPPLY | DIS 2 |
| 67A  I xx | 235/43  I xx | MS | DIS 1 | OUT SUPPLY | DIS 1 |
| 67A  II xx | 334/43  II xx | MS | DIS 2 | OUT SUPPLY | DIS 2 |
| 67A  II xx | 145/43  II xx | MS | DIS 1 | OUT SUPPLY | DIS 1 |
| 67A  II xx | 209/43  I xx | MS | DIS 2 | OUT SUPPLY | DIS 2 |









ARMY GROUP NORTH 1944