

VI4 LAST TRAIN TO LODZ

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HISTORICAL ACCOUNT

LOCATION: Lodz, Poland

DATE: 17 January 1945

COMMENTARY: The advancing Soviet armies had now crossed the Vistula River. Zhukov ordered the 2nd Guards Tank army to exploit the breach in the German defences and to pass through Poland towards the borders of the Reich. In response to this manoeuvre, Hitler ordered the deployment of Panzer Korps Grossdeutschland to stem the Soviet onslaught.

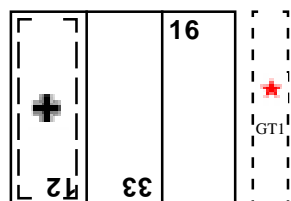
The speed of the Soviet advance prevented the effective deployment of Grossdeutschland many units being caught in the process of detraining. The Soviet armour taking advantage of this inflicting heavy losses on the defenders. In spite of a valiant defence the Soviet offensive was not impeded and they were one significant step closer to the borders of the Reich



TURN RECORD CHART

+	GERMAN Sets Up First	1*	2	3	4	5	6	7	END
*	RUSSIAN Moves First								

THE BATTLEFIELD AND CONDITIONS



A Ground Level RR (B32.1) exists in hexes 211-M4-O5-Q5-S6. Units crossing a GLRR hexside may do so at the road rate instead (and could claim Road Bonus, Road Movement rate and the -2 Manhandling DRM). Dash is NA thru these hexes. All gullies are Wadis (F5.)

EC are Wet with No Wind at start.

VICTORY CONDITIONS

The Soviet Player must exit 9 AFVs and 7 CVP of Infantry off the west edge of map board 12.

SCENARIO SPECIFIC RULES:

- 1 Repair dr are mandatory for Malfunctioned MA.
- 2 Battlefield Integrity is NA.

Elements Panzer Korps Grossdeutschland set up on any whole hex of mapboard 12. Guns and SW may use Bore Sighting.

Balance: add a PzKpfw VG to the German OB, set up in 12M4.

ELR: 4
SAN: 3

AFV's must set up 1 per hex on mapboard 12 in hexes S6, R5, Q5, P4, O5 and N4 with a VCA facing south on a No Move counter to reflect their being entrained on flatbed railroad cars. Whilst on a No Move counter they may fire and perform any other activities apart from expending any MP or changing their VCA. At the start of each of his player turns the German player may make a dr/2 (FRU). This is the number of German AFV that may move off the railway flatbed trucks in that turn. This costs 1/4 of MP (FRU) of each such AFV but includes the Start MP. Any stall/mechanical reliability DR is made as usual as the AFV starts to move.

Elements 2nd Guards Tank Army enter on the east edge of mapboard 16 with all infantry mounted as riders, having expended half of their MP (FRD). They are considered Elite for Ammunition Depletion (C8.2).

Balance: add a 9-1 Armour Leader to the Soviet OB.

ELR: 4
SAN: 3