

SHATTERING THE LINE



SCENARIO BB6



VICTORY CONDITIONS: The Russians win at game end if they have exited ≥ 34 Exit VP off the west edge of board 22 and have amassed more Casualty VP than the Germans.

SEELOW, GERMANY, 16 April 1945: Anticipating an all-out assault by the Soviet First Byelorussian Front out of the Kustrin bridgehead, General Busse's Ninth Army pulled back on the eve of the attack, and the Soviet's massive pre-assault artillery effort fell on empty positions. The Ninth Army had dug in atop the Seelow heights, blocking the main Kustrin-Berlin road, and from there inflicted terrible punishment on the attacking Russians. The Soviet advance was first slowed, then halted, by the stiff German defense at Seelow. The Russians attempted a series of savage flank attacks in hopes of shattering the Seelow line. The 112th Rifle Regiment was at the fore of one such flank attack.

BOARD CONFIGURATION:

HANDICAPS:

- R3: Use R2, and replace the 9-1 leader in the German setup force with a 9-2.
 R2: Use R1, and in the VC, add "2 to 7" between "...amassed" and "more...."
 R1: In the VC, change "2 34" to "2 38".



22	
	28

- G1: Remove one 248, one PSK, and one SPW 250/1 from the German reinforcements.
 G2: Use G1, and No Quarter is not in effect for either side.
 G3: Use G2, and increase the game length to 8 Turns.

TURN RECORD CHART

GERMAN Sets Up First [127]	1	2	3	4	5	6	7	END
RUSSIAN Moves First [222]								



Elements of the 20th Panzergrenadier Division [ELR: 2] set up on board(s) 22/32 on/west of any board 32 hexes numbered ≤ 2 : (SAN: 4)



4-4-7	4-3-6	2-2-8	9-1	8-1	8-0	7-0	7-16	5-12	3-8	?
12	7								3	16

75L	5	3

Response elements of the 697th Grenadier Regiment [ELR:4] enter on turn 4 along the west edge of board 22; all Personnel must enter as Passengers:

2-4-8	9-2	3-8	12-4	18
3			2	3



Advance elements of the 112th Rifle Regiment, 57th Infantry Division, 8th Guards Army [ELR: 4] set up on board 32 in hexes numbered ≥ 6 : (SAN: 2)

4-5-8	4-4-7	9-1	8-0	7-0	6-12	4-10	2-6	1-12
10	16		2		3	4	3	

Support detachment from the 44th Field Regiment enter Turn 2 along the east edge of board 32:

76L	8-1
4	

SPECIAL RULES:

- EC are Wet with a Mild Breeze from the northeast at start. Hexside 22K1-32W1 is a stream hexside [EXC: for LOS/LOF purposes, this hexside is considered a stream hexside for LOS/LOF between 22K1 and 32W1 only].
- Buildings 22H4 and 22W8 are Factories (B23.74). Kindling Attempts are NA.
- Prior to setup, each player may place up to three rubble counters of the appropriate type at the ground Level of any board 22 building hexes; players alternate placing one rubble counter at a time, with the Germans placing first.
- The Germans suffer from Ammunition Shortage (A19.131). The German AT Gun may Bore Sight.
- No Quarter is in effect for both sides.

AFTERMATH: After carefully advancing through the woods surrounding the outskirts of Seelow, the Russians were hit by a surprise attack from determined German troops sheltered in several abandoned buildings. Pinned by well coordinated machine-gun fire, the Russian attack stalled until a section of T34s rolled up and shattered the German defense. The Russians pressed on, encountering weak, scattered resistance from the remaining German defenders. Street by street the hardened Russian veterans methodically cleaned out strongpoints that contained poorly trained German soldiers, many of them young boys and old men. Although a well placed shot from a crack German anti-tank unit struck and destroyed a T34, it was too late to be of any consequence. After another week of sporadic fighting, the Seelow line crumbled.