

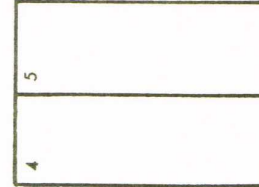
COUNTERATTACK ON THE VISTULA

Scenario 109



NEAR WOLA CHODKOWSKA, POLAND, August 6, 1944: As the Russian 8th Guards Army was expanding its bridgehead on the Vistula, they met with stiff German resistance. Using the Hermann Goering Division, which had just been brought up from Warsaw as a lead, the Germans mounted a number of counterattacks in an effort to eliminate the Russian bridgehead. After six repeated German attacks failed to achieve the needed breakthrough, a seventh assault supported by Tiger tanks forced the situation to its inconclusive end.

Board Configuration



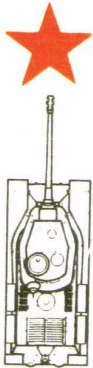
VICTORY CONDITIONS

The German player wins by being the last to occupy building 4P6 and both bridge hexes 5Y8 and 5Z9 without losing 8 squads. AFVs destroyed with crew count as two squads lost; without crew they equal a one squad loss. The Russian wins by avoiding the German victory conditions.

TURN RECORD CHART

| | | | | | | | | | | |
|-------------------------|---|---|---|-----|---|---|---|---|---|-----|
| ★ Russian sets up first | 1 | 2 | 3 | ★ 4 | 5 | 6 | 7 | 8 | 9 | END |
| ⊕ German moves first | | | | | | | | | | |

Elements of the 220th Rifle Regiment, 79th Division set up anywhere on boards 4 and/or 5 east of row N inclusive:



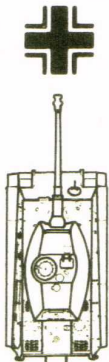
| | | | | | | | | | | | |
|-------|-------|--------------------|--------------------|--------------------|---|-------------|--------------|----------------|-------|-------------------------|----------|
| 6-2-8 | 4-4-7 | 9-1 LI Infantry | 8-1 LI Infantry | 8-0 LI Infantry | 3 | ATM X10- | 6-12 B11+ | ATR 12 B11+ | 2-3-7 | AT 57LL [®] | Entrench |
| 4 | 7 | | | | 4 | 4 | | 2 | | | 2 |

Enter turn 4 or later on any east edge hex north of 5G6 or north edge east of 5Y1 inclusive:



3

Elements of the Hermann Goering Division enter on turn 1 on any west edge hex(es) of boards 4 and/or 5:



| | | | | | | | | | | |
|-------|--------------------|------------------|------------------|-------------------|-----------|---------------|--------------|--------------|------------------------------|------|
| 4-6-8 | 9-2 LI Infantry | 9-1 Sgt. Kato | 7-0 Call Call | LMG 2-8 B12 | '44a 3 | 8 4 X9+ | 24 1S/7PP | 21 1S/7PP | 18 4-5 -1/-4 1S/5PP | 88LL |
| 8 | | | | 5 | 4 | | 3 | 2 | 2 | 2 |

SPECIAL RULES

- 109.1 Use rule 90 (Captured Equipment) & 85.6 for the panzerfausts issued to the Russian player.
- 109.2 Russian tanks may use only 1/2 of their MPs during their turn of entry.
- 109.3 Entrenchments may not be initially placed or constructed later on a gully hex.
- 109.4 The woods in hexes 5W9, 5X8, and 5Z8 are considered Open Ground.
- 109.5 Building 4P6 is a stone building.
- 109.6 ATRs may not immobilize a King Tiger.

AFTERMATH: With the last attack the German tanks moved right up to the Russian positions and fired at point blank range. With few heavy anti-tank weapons available, the Russians countered with grenade bundles, mines and captured panzerfausts left behind previously by retreating German troops. Soon the Guardsmen found they were no match for the combined arms assault and called for support which arrived in the form of heavy JS tanks. By the end of the day the Germans had finally been stopped but with each side suffering heavy losses.