DELAYING ACTION

WESTERN LITHUANIA, the end of October, 1944: After failing to halt the onslaught of Bagramyan’s 1st Baltic Front, scattered units of the Gross Deutschland Division were ordered to fall back to the northwest and regroup. One evening during the course of this retreat some three hundred of its men were surprised by a cautiously advancing Russian infantry regiment. After a short firefight the Russians decided to dig in for the night and initiated their attack at dawn by advancing a column of tanks from a just arriving armored unit. The Germans however, seeing the tanks, immediately withdrew, leaving only a small delaying force to cover their rear.

VICTORY CONDITIONS
To win the Russian player must exit all seven tanks off the North edge road. Each German unit eliminated counts as a tank successfully moved off the board. Germans win by avoiding the Russian victory conditions.

Board Configuration

SPECIAL RULES:
D.1 There is no road movement bonus for any unit.
D.2 Treat wheatfields as open ground.
D.3 Hexes E8 and U8 are marsh (75) hexes; U8 does not contain woods.

AFTERMATH The delaying force set up three ambush points and straight into them rumbled the tank column, without supporting Infantry. Each ambush group knocked out several tanks but there was never any doubt as to the ultimate outcome of the encounter, as each was successively and literally overrun and wiped out. (A few terror-stricken survivors were shortly thereafter rescued by a counterattack led by two S.S. armored regiments against the Russian flank, which inflicted heavy losses and recaptured the immediate area for a few days, after which the retreat was resumed.)

TURN RECORD CHART

<table>
<thead>
<tr>
<th>German sets up first</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>END</th>
</tr>
</thead>
<tbody>
<tr>
<td>Russian moves first</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Elements of the GROSS DEUTSCHLAND PANZERGRENADIER DIVISION; set up north of hexrow AA using Hidden Initial Placement (42). During the Advance Phase they may maintain this status if the hexside they cross touches a woods or building symbol (note hex changes on scrap paper):

Elements of the 5th GUARDS TANK ARMY; enter via south edge road on turn 1: