

Ostfront

Turn 12

The first quarter of the game is over and things are beginning to take shape as to what is happening. I would say so far I have caused more casualties than I have taken but I have not yet broken any formations it seems like I have just chipped at a few squads, and destroyed a number of APC's. One thing I would like is to drop more smoke rounds in front of my infantry because in the previous turn they took some heavy machine gun fire and while they were not routed it caused casualties. One thing is for certain though the Marder's are running low on ammunition, with only about 8 HE and AP rounds left. Russian artillery destroys a halftrack near Otrada, a Yak bomber flies through and blows up an 88 gun, Katyusha fire hits my SS companies in Bystrik and another 88 is destroyed by artillery fire. All of these developments are critically annoying.





Turn 13

Well the artillery fire definitely killed my HQ, the dangers of leading from the front I suppose. Unit B0 is now my HQ and that squad is right on the front line, and when I load the roster, I get a big Leader is dead warning, which I have not seen before. My SS units were retreating from enemy fire, rally and head back into the action routing and causing casualties around Bystrik, my artillery is well timed to shunt the Russians out of the houses I want to assault, but casualties are mounting every squad it seems has had some damage. The APC and tank I used for scouts are dead so I plot my spotter plane to fly over next round. Most of the Soviet tanks guns are too light to defeat the armour of the Panzers with the exception of the 76mm guns, I have to watch out for those. My Panzers by Bystrik hide behind the tree lines sniping away at Russian positions. John's armoured cars are breaking into my artillery park and annoying my howitzers which in turn is irritating me. I end the turn and the Russian artillery falls and destroys a truck and causes some of my infantry to be pinned. The 152mm battery scares me if John uses that against any of my infantry groups they are finished fortunately other than the commander's APC he has been pounding dirt with it.



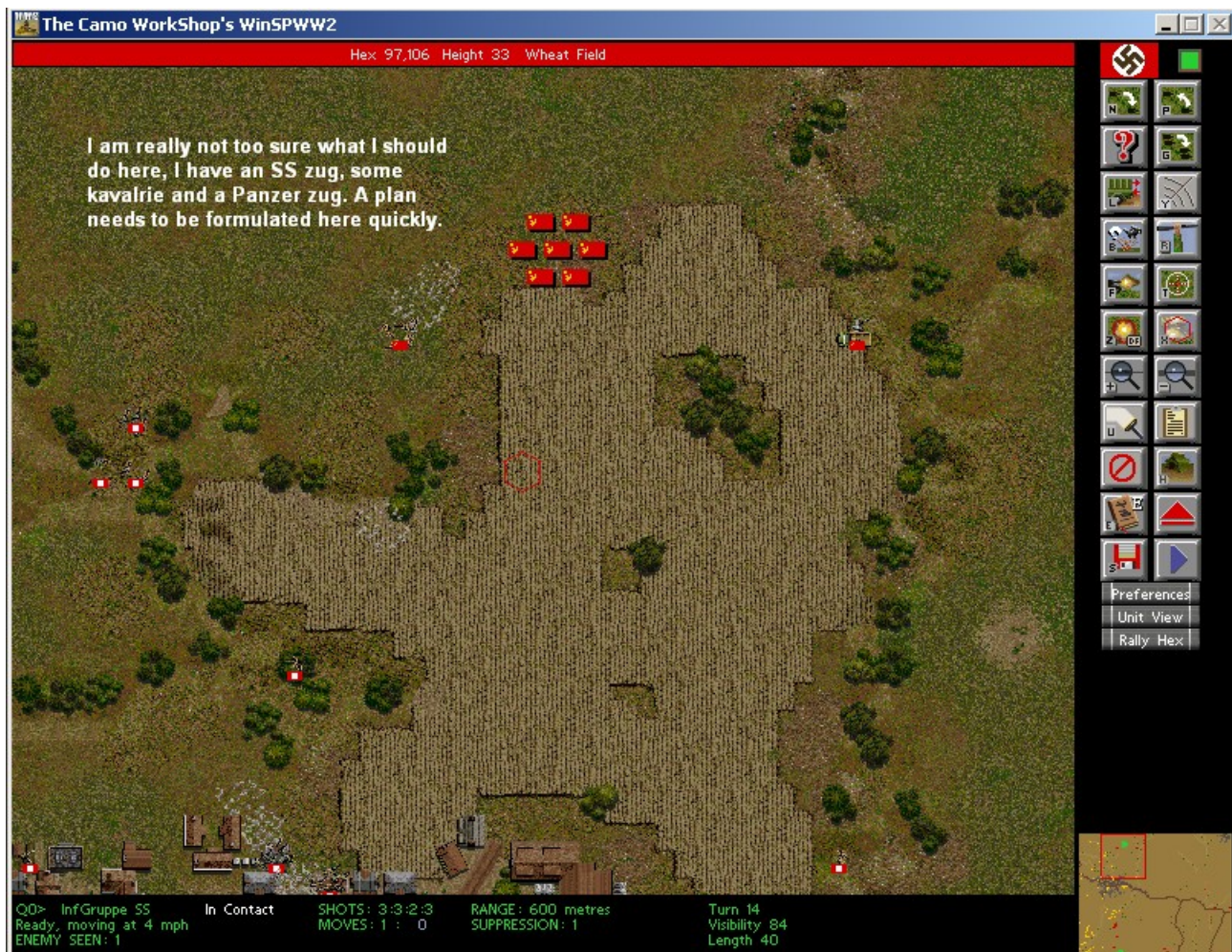




Turn 14

The assault on Bystrik continues with my infantry assaulting house after house, clearing Russians out as they go. The Marder fire doesn't destroy any of the halftracks supporting the Soviet infantry which does not help and they are running low on ammunition, I really wish that I had some anti tank rifles to help button or damage those halftracks. An 85mm gun by Bykowo fires on my Panzer zug, I fire at it with my Tigers near Otrada near shoot at it and through a freak shot manage to kill it, which astounds me since its nearly 4000 meters away. I decide to try and re-crew some of my guns.





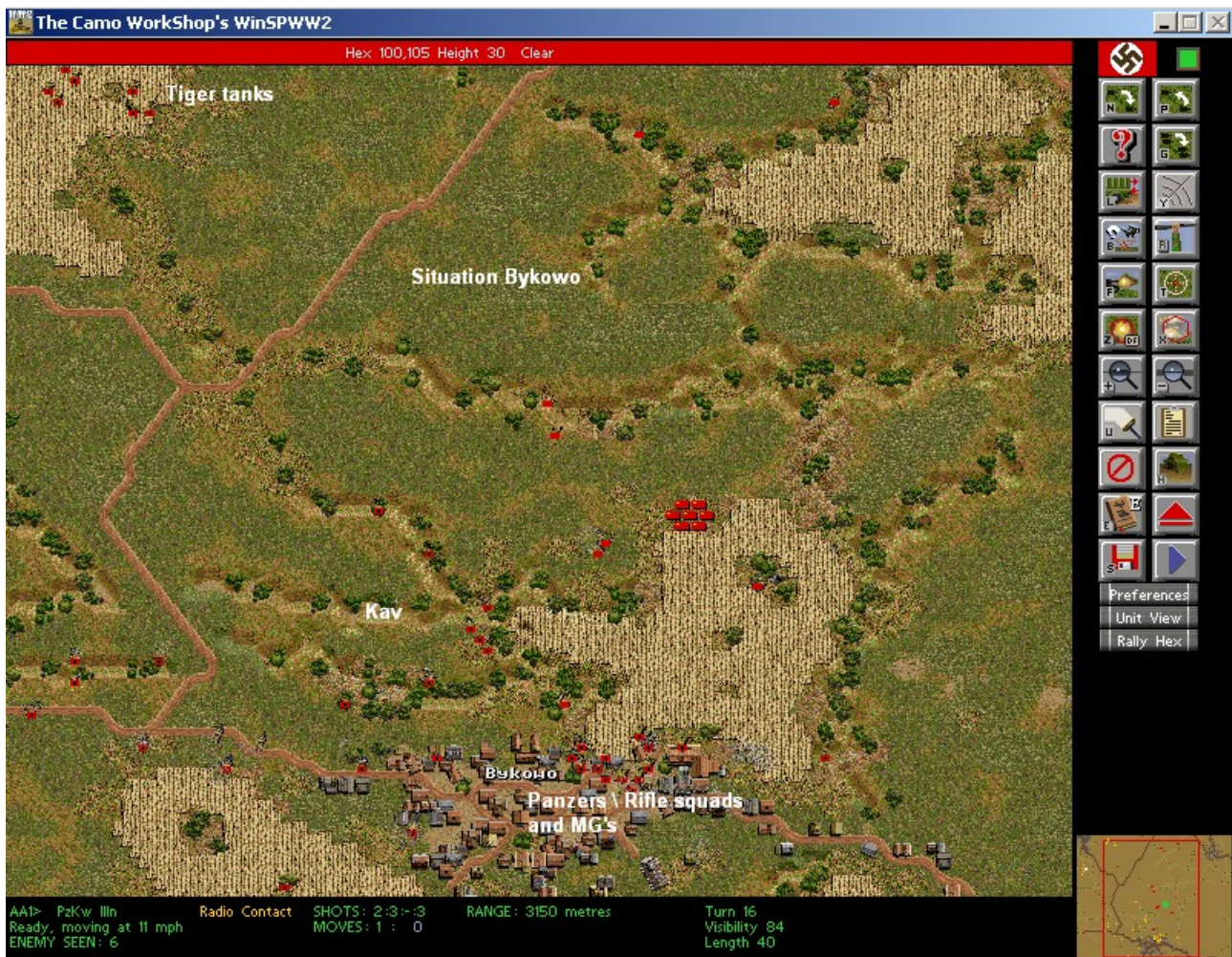
Turn 15

The assault on Bystrik keeps going, and I begin to set up a plan to assault the objectives near Bykowo. With that 85mm gun out of the way I can use my tanks directly which will be good since I only have the bare minimum in infantry to kill the ground pounders. At Bystrik I move my SP guns and tanks around the tree line to support the assault since Russian tanks and SP guns have decided to come out and play. The Tigers at Otrada move up it seems like nothing powerful is standing in their way so attacking seems like a good idea. Not much to report in this turn, nothing dies except for a light tank that killed one of my Marders, the other Marder kills it but is running critically low on ammunition now down to six rounds. I really wish I had some AT rifles to at least keep John a bit more hesitant, he is using his halftracks to good effect, with really heavy MG fire pouring out of them. As for me, I have no machine guns in Bystrik, they are half way over the map providing fire support in Bykowo.



Turn 16

Heavy machinegun fire rakes my squads around Bystrik, but still I manage to push forward and keep up the pressure. North of Bystrik my SS rifle company is moving in position assaulting the Russian mechanised troops that disembarked there earlier in the game. More than 30 minutes of 'real time' has passed and after 15 rounds of continuous fire the howitzers are running low on ammunition, with only a few rounds left. This means I have to rely on the mortars to win the fire fight, so far John's artillery has been relatively ineffectual. The situation at Bykowo is moving along speedily, my 3 squads have been joined by 3 machineguns and my Kav has rallied in support. My tanks are going to sneak slowly forward with the infantry supporting them, hopefully I can shake John hard enough to feel like it is a major attack and force him to withdraw a bit. I end the turn and Russian artillery does its worst, hitting not much of anything, but a Yak fighter blows the gun off a Marder and immobilises it.



Turn 17

Bystrik is house to house fighting, with my forces heavily engaged in close range fighting, to be honest I have never had fighting this intense in a game before, most time the fight is more of a skirmish, but it seems like John is pouring everything he has on this side of the map into the fight, just like me. The woods north of Bystrik seem to be clear of Russians so I hope some of my flank is clear. My halftracks and tanks are nearly in position to give supporting fire to the infantry in Bystrik. I use my 3 squads aggressively above Bykovo with my tanks to rout two Soviet squads and keep up the advance in that area. The good news is that a number of my 88 guns crews have rallied, I have recreated them and I am moving them into position. My Tigers and their escorts have come under some fire, nothing serious, 45mm and 76mm which is a little more worrying, by I think I can weather it. My plan is to make a wedge in the Russian lines and contest the objectives by Bykovo. I think that based on my performance if I can grab 2 out of the 3 flags I can pull out a minor victory.

Turn 18

I forgot to take a screenshot for the last turn but nothing really happened in that turn. During the Russian turn I take quite a lot of fire from heavy machineguns, tanks, assault guns, artillery and the kitchen sink in the woods north of Bystrik, the SS motor company there has pushed out the Russians in the woods but the Russian tanks are dominating the field, to survive not being shot up piecemeal I am going to take cover in the crops at the front of the trees and try to edge forward under the cover of smoke. The troops in Bystrik

are edging closer and closer trying to fight their way into a good position. The Russian tanks are about 300m away and provide accurate devastating fire on my units until the armour arrives to deal with them, in retrospect the armour should have followed more closely, but its too late for that. Russian artillery hits nothing very important, but the heavy artillery the Russians have is used on buttoning up the Tigers, if I were John I would have used them on the infantry in the town, but instead he sent an airstrike which destroyed nothing and was struck my AA fire on its egress and Katyusha fire which hit nothing of importances thankfully.



Turn 19

The fight around Bystrik continues, even though I am surrounded my assaults keep getting through, the squads at the front eject 2 more squads from the houses surrounding them. The panzers are rushing into position and I hope the rocket fire I am pouring into this area will pay off and immobilise or stun some of the Russian tanks. At Otrada I am moving into position to make my assault now for the crossroads since I think I have to give up on the middle flags, I had 2 tank immobilisations and the Russian artillery fire has made moving the meagre forces I had very hard.





Turn 20

Having not played in a while, I found myself forgetting exactly what I was going to try and achieve this turn. In essence I decide to rally any units fleeing and use smoke. Any plots I have are placed on known Russian positions and I will attempt to make a more descive move in the next turn. Half way now, and I still think it is too close to call as to who has the advantage here. I would say since the majority of the Russian armour is still intact at Bystrik and my Panzer's are not in a position to strike yet it seems unlikely that I am going to be able to assault his positions quickly. It will come down to the last 10 turns I think. Russian artillery and airstrikes prove painful as an 88 is destroyed as well as some halftracks.

