EPILEPSY WARNING

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights for long periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure.

If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game.

Parental guidance is always suggested when children are using a computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game, turn it off immediately and consult your doctor before playing again.

PRECAUTIONS DURING USE:

- Do not sit too close to the monitor.
- Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Take care that there is sufficient lighting in the room.
- Be sure to take a break of 10-15 minutes every hour.

USE OF THIS PRODUCT IS SUBJECT TO ACCEPTANCE OF THE SINGLE USE SOFTWARE LICENSE AGREEMENT
<table>
<thead>
<tr>
<th>Scenario</th>
<th>Dates</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>1: Op Mars 1942 Red God of War</td>
<td>24 November 1942 – 8 February 1943</td>
<td>4</td>
</tr>
<tr>
<td>2: Courland Pocket 44</td>
<td>5 October 1944 – 3 January 1945</td>
<td>7</td>
</tr>
<tr>
<td>3: Operation Konrad</td>
<td>31 December – 24 February 1945</td>
<td>10</td>
</tr>
<tr>
<td>4: Liberation of Leningrad 44</td>
<td>13 January – 19 April 1944</td>
<td>14</td>
</tr>
<tr>
<td>5: Smolensk 1941</td>
<td>10 July – 17 September 1941</td>
<td>19</td>
</tr>
<tr>
<td>6: Moscow 1941-42</td>
<td>30 September 1941 – 20 April 1942</td>
<td>21</td>
</tr>
<tr>
<td>7: Operation Bagration</td>
<td>22 June – 23 August 1944</td>
<td>23</td>
</tr>
<tr>
<td>8: Vistula to Berlin 1945</td>
<td>12 January – 7 June 1945</td>
<td>24</td>
</tr>
<tr>
<td>9: Winter 42-43</td>
<td>19 November 1942– 31 March 1943</td>
<td>31</td>
</tr>
<tr>
<td>10: Stalingrad to Berlin Campaign</td>
<td>19 November 1942 – 16 May 1945</td>
<td>35</td>
</tr>
<tr>
<td>11: 1941-45 Campaign—Sudden Death</td>
<td>22 June 1941 – 4 July 1945</td>
<td>36</td>
</tr>
<tr>
<td>Credits</td>
<td></td>
<td>37</td>
</tr>
</tbody>
</table>
SCENARIO NOTES

Gary Grigsby's War in the East: Lost Battles includes eleven new scenarios for use with the Gary Grigsby's War in the East game. These scenarios were designed by Trey Marshall, John Duquette, John Young and Wayne Close, and this manual includes their historical and player notes for the scenarios.

SCENARIO 1: OP MARS 1942 RED GOD OF WAR
(24 NOVEMBER 1942 – 8 FEBRUARY 1943)

Designer: John Young
Scenario Size: Small
Turns: 11

HISTORICAL BACKGROUND

Much controversy surrounds Operation MARS: the Soviet attempt to encircle the German 9th Army in the Rzhev salient in November and December 1942. Discussion centers on whether Op MARS was merely a diversionary attack for Operation URANUS (the encirclement of the German 6th Army at Stalingrad) or as is proposed by the US historian David Glantz: it was originally envisaged as the pre-eminent offensive but then airbrushed from history due to its lack of success. The fact that more tanks and men were committed to Op MARS than Op URANUS and that it was commanded by Gen Zhukov would seem to lend some credence to this hypothesis.

Zhukov's plan was in essence very simple: to launch attacks against all sides of the Rzhev salient but with the main attacks at the salient's base. This would pinch off the salient completing the encirclement of Model's 9th Army. Just like the plan in the South for Op SATURN to follow Op URANUS: a subsequent offensive Op JUPITER was planned to defeat the German 3rd Panzer Army and capture Vyazma before exploiting further towards Smolensk; hopefully defeating all of Army Group Centre.
After a number of delays the offensive started on 25th November 1942. The 20th Army attacking near Sychevka, the 41st Army attacking near Belyi, 22nd Army attacking along the Luchesa Valley and the 39th Army attacking in the North (See Map).

In all areas the Soviets met fierce resistance and suffered heavily. The 9th Army had already defended their positions in the Rzhev Salient for almost a year. They knew the ground very well and had not only constructed significant defenses but also improved the internal communications to allow rapid reinforcement. The Germans also had significant Panzer reserves which they could use. Where the Soviets did make progress at the base of the salient their penetrations were pinched off at the base and eliminated. By 15th December the Soviet forces were exhausted and the offensive was called off.

**PLAY TIPS**

The Soviet player should first seek to encircle the 9th Army in the Salient before launching Op Jupiter towards Vyasma. It will be hard going. The German player should follow Model’s tactics
but committing just enough reserves to halt the Soviet attacks before launching your own counterattacks if or when the moment is right.

**DESIGNER’S NOTES**

This scenario provides a comparison to Op URANUS and hints at what might have been had the Germans thought more carefully about their strategy at Stalingrad. The Soviets do not have the advantage of launching their initial attacks against the poorer quality Axis Allies and in addition the Germans have readily available Panzer reserves to counter Soviet penetrations.

The scenario includes the attack on Velikiye Luki (which is the subject of the WitE Tutorial) and runs for 12 turns to allow Op JUPITER to be launched by the Soviets if things go better than history. The scenario seeks to recreate the historical lay down of the forces at the start of Op MARS but for balance some units have been moved to allow the Soviets the opportunity to create Corps.

During testing it became readily apparent that making any progress as the Soviets is a real challenge. If playing against the Soviet AI it is strongly recommended that you set the difficulty level to at least Challenging and preferably Hard.

**RECOMMENDED READING**


SCENARIO 2: COURLAND POCKET 44
(5 OCTOBER 1944 – 3 JANUARY 1945)

Designer: Trey Marshall
Scenario Size: Small
AI Recommendation: Do not have the AI play the Axis side.
Turns: 13

HISTORICAL BACKGROUND

When the Soviets launched Operation Bagration on the 22nd of June 1944, Army Group North was entrenched along the fortified Panther Line beginning at Narva and running south to Pskov and then southeast to Vitebsk. Army Group North’s flank linked up with the 3rd Panzer Army, assigned to Army Group Center, with its position anchored at Vitebsk. The Soviet offensive almost annihilated the 3rd Panzer Army and left a ragged hole on the Army Group’s North’s right flank. Army Group North was ordered to stay in place while numerous divisions were withdrawn and ordered south to shore up the widening gap.

In early July, the German counterattacks to plug the huge gap were not successful and the Soviet Baltic Fronts began attacking Army Group North’s weakened Panther Line. With another dangerous gap forming between 16th and 18th Army and with encirclement threatening, Hitler gave the order to begin withdrawing on the 22nd of July. The intervention of two reinforcing panzer corps (XXXX and XXXIX) prevented the Soviet 5th Guards Tank Army from blocking Army Group’s North withdrawal along the Daugava River. Throughout
August and mid-September, Army Detachment Narva and Army Group North conducted their withdrawal towards Riga.

On the 24th of September, the 1st Baltic Front halted its attack to the north and northeast against Riga and shifted its assault to the west. By the 27th, Army Group North had successfully withdrawn into its ‘Segewold’ positions in the Latvian Courland region in which it was expected to defend. 3rd Panzer Army was positioned to defend the region of Tilsit-Memel-Liepaja and the Army Group’s vital overland line of communications to Prussia. It was expected to defend 200km of front with five worn out divisions. The weak 3rd Panzer Army prompted Army Group North to request the withdrawal out of Latvia. At the beginning of the month of October, desperately needed Army Group North units were ordered to withdraw out of the Baltics and to report to Army Group Center. An already fragile army group was getting weaker by the day as the buildup of fresh forces in the 1st Baltic Front in front of the 3rd Panzer Army’s position continued.

1st Baltic Front launched its offensive against the 3rd Panzer Army in force on the 5th of October and cracks began to form immediately even with the heavy German resistance. Again, the 3rd Panzer Army collapsed and Army Group North was encircled, as the 1st Baltic Front nearly captured Liepaja. 16th and 18th Armies had to readjust to prevent being rolled up along the Baltic coast from the south. Riga was abandoned without a fight as the Germans withdrew across the Daugava River. On the 10th, 3rd Panzer Army was re-assigned to Army Group Center and Memel was encircled. A weak attack was launched from the Tilsit bridgehead to try and link back up with Army Group North. Spearheaded by the Hermann Goring Panzer Corps, this offensive was halted on the 18th and Tilsit was evacuated. Army Group North was now on its own.

Fresh from its re-encirclement of Army Group North, the Soviets launched renewed attacks against the bottled up army group in expectation of a final death blow, but the attacks made no gains. For the next four and a half months, the Soviets would launch vicious attacks, rest and refit, and then launch more attacks. They never gained any significant territory. From October 1944 to January 1945, the Soviets started withdrawing more and more forces from the ring around the Courland pocket to support its drive on Germany. In January, Army Group North was renamed to Army Group Courland. In March, the attacks almost completely stopped with the Soviets being content to let the Germans manage their own virtual prisoner of war camp. Army Group North’s purpose was simply to tie up as many troops as possible. When V-E day came,
Army Group Courland had the distinction and honor of being the only intact army group in the German armed forces.

**GERMAN PLAYER STRATEGY**

The Germans start this scenario severely overbalanced due to its withdrawal from Estonia on the eastern flank. The Soviet 1st Baltic Front is most likely going to cleave the 3rd Panzer Army from Army Group North and threaten the western coastal ports. You will have to move substantial forces away from Riga and to the western flank in order to protect your vital ports. 3rd Panzer Army’s main responsibility will be the protection of Memel. Time is on your side in this scenario as more and more Soviet forces will begin to withdraw from the scenario. Try to delay the Soviets from capturing victory locations for as long as you can and it is of vital importance that you build up rear lines in case you get into an untenable position.

**SOVIET PLAYER STRATEGY**

The Soviets have a tough proposition in this scenario as its strength begins to dwindle when STAVKA begins withdrawing your most powerful formations quickly. This means that your first couple of moves have to be the most successful. With the Germans overloaded around Riga, you
can almost cut straight through to the Baltic Coast. You will want to deprive the Germans of their vital ports as quickly as possible and if the German player doesn’t commit enough forces to the weak western flank, you may have a shot at a quick breakthrough.

DESIGNER’S NOTES
I chose this scenario because of the unique history of Army Group North in the autumn of 1944 and into 1945 in that an entire army group held its own when isolated from the rest of the German Army. It was the only army group that surrendered as an intact command. Ferdinand Schorner was known as a ruthless commander but his techniques were sound and the German and Baltic state defenders (under the VI SS Corps) fought a tremendous defensive effort until the war’s conclusion as the Soviets attempted at least seven major offensives against the pocket without any major successes.

SCENARIO 3: OPERATION KONRAD
(31 DECEMBER — 24 FEBRUARY 1945)

Designer: Wayne Close¹
Scenario Size: Small
AI Recommendation: Do not have the AI play the Axis side.
Turns: 8

HISTORICAL BACKGROUND
The summer Soviet offensives in 1944 had created one disaster after another for Army Group South in Romania. The German 6th Army was destroyed again while the 8th Army was sent reeling into the Carpathian Mountains in Hungary while the Romanian Army completely collapsed. The Romanian complete surrender to the Soviets quickly followed in late August 1944 including the vital strategic oil reserves located in Ploesti.

The Germans rallied their battered divisions and sent strong armored reserves while the Hungarian Army was quickly mobilized to defend its country. A nervous Hungarian government attempted to parlay with the Soviets but were stopped coldly by the German forces in Budapest through a military coup. The Hungarian Armies were smashed numerous times throughout

¹ Special thanks to Rich Bartosik for his help on the scenario, and Trey Marshall for his historical notes.
October in Eastern Hungary despite successful German operational victories at Oradea, Debrecen, and Nyirgyhaza.

On the 29th of October, 2nd Ukrainian Front under General Malinovsky struck the 3rd Hungarian Army. The Hungarians were routed as the LVII Panzer Corps fought to hold the line. The Soviets had advanced thirty miles within days with mechanized forces moving into 6th Army's rear and the 6th Army began retreating towards Budapest. The III and LVII Panzer Corps only managed to halt the Soviets briefly a few scant miles outside Budapest. The 8th and 22nd SS Cavalry Divisions were deployed around Budapest to bolster the defenses, as a costly city battle raged with savage fighting reminiscent of Stalingrad a couple of years earlier.

During the first week of November, Timoshenko's 3rd Ukrainian Front entered Hungary from the south, fresh from its liberation of Belgrade. Defending southern Hungary fell to the 2nd Panzer Army which was ironic because this army had no tanks and was tasked with defending the crucial Hungarian oilfields at Nagykanisza. The Soviets renewed their offensive on November 11th and by December 8th had captured Vac and Estergom on the Danube just north of Budapest. The 3rd Ukrainian Front kept pounding the Balaton- Lake Velencze Line and it was clear that the Soviets were attempting to envelope Budapest from the north and south. Friessner tried to block the penetrations with his panzer reserves but the divisions were worn out and were unable to check the Soviet advances.

Friessner asked to withdraw from Budapest but Hitler declared it a fortress city to be held to the last man. Hitler assumed operational control of the battle from Berlin and ordered renewed armored attacks by the III Panzer Corps between Lake Balaton and Velecze which were unsuccessful. The Soviet 46th Army and 6th Guards Tank Army linked up at Estergom
on Christmas Eve, surrounding Budapest. IX SS Corps and I Hungarian Corps were the main elements encircled at Budapest and tasked to defend the fortress. They were comprised of the 8th and 22nd SS Cavalry Divisions, Feldernhalle Panzergrenadier Division, 13th Panzer Division, Hungarian 1st Armored, 10th and 12th Infantry Divisions and other various units. These elements had been fighting bloody engagements within the city since the 10th of November.

On the 30th, IX SS Corps in Budapest reported its situation as critical. Collapse was imminent as brutal fighting within Budapest continued. SS General Pfeffer-Wildenbruch, commander IX SS Corps, ordered a breakout without orders, to begin on 11 February, but few Germans managed to make it back to their lines as they scattered and were destroyed by the Soviets. The battle ended, it earned the honor of being the “Stalingrad of the SS.” These elements had been fighting bloody engagements within the city since the 10th of November.

The Soviets thought they could capture Budapest in a matter of a few days but the Axis defenders were making the Soviets pay for every city block and tied up over 250k Soviet troops. The German defensive lines within the city slowly shrank but the Soviets were taking enormous casualties. To relieve the city, Hitler ordered the IV SS Panzer Corps (3rd and 5th SS Panzer Divisions) to Hungary to spearhead the relief attempt.

Early on New Year’s day, the IV SS Panzer Corps and Group Pape (6th and 8th Panzer Divisions) struck near Estergom under Operation Konrad and achieved a local breakthrough. III Panzer and I Cavalry Corps launched a diversionary attack near Szekesfehervar further to the south. Malinovsky quickly deployed his reserves and checked the III Panzer and I Cavalry Corps but the IV SS Panzer Corps was not stopped. However, a decisive breakthrough by the Germans was not achieved. By the 3rd of January, Malinovsky hurled the 1st and 7th Guards Mechanized, 5th Guards Cavalry, and 21st Rifle Corps to halt the SS advance. By the 8th of January, the Germans were stopped cold just 15 miles from the outskirts of Budapest. IV SS Panzer Corps was pulled out of the line and re-assembled at Gran.

On the 10th of January, the IV SS Panzer Corps started its second relief attempt from Gran and towards Vac under Konrad II. On the 12th, it captured Pilisszenkereszt and was within 14 miles of Budapest. The next day, to the IV SS Panzer Corp’s disbelief, they were withdrawn from the offensive under Hitler’s orders who did not believe the operation could be a success.
Hitler devised a new plan that far exceeded the original goal of relieving Budapest but had now transformed into a double envelopment attack to encircle and destroy the Soviet forces west of Budapest. As part of Operation Konrad III, the IV SS Panzer Corps was redeployed again to the northern tip of Lake Balaton, and along with the III Panzer Corps smashed the Soviets on the 18th of January. Dunapentele on the Danube was taken on the 19th, only a dozen miles from Budapest. The garrison in Budapest could have broken out, but Hitler refused and demanded the recapture of the city. Marshal Tolbukhin requested to withdraw to the east bank of the Danube, but was denied by Stalin. IV SS Panzer Corps, depleted, spent, and down to less than thirty tanks, was stalled.

The Soviets began new attacks against IV SS Panzer Corps on the 27th and the Germans were forced to retreat. Although demonstrating impressive offensives this late in the war, the Germans had nothing to show for their efforts except high casualties and worn out divisions. Army Group South suffered around 35k casualties during the Konrad offensives. The 3rd SS, 5th SS, and 1st Panzer Divisions all together had barely thirty functioning tanks, and fuel and ammunition reserves were desperately diminished.

On the 30th, IX SS Corps in Budapest reported its situation as critical. Collapse was imminent as brutal fighting within Budapest continued. SS General Pfeffer-Wildenbruch, commander IX SS Corps, ordered a breakout without orders, to begin on 11 February, but few Germans managed to make it back to their lines as they scattered and were destroyed by the Soviets. The battle ended and it earned the honor of being the “Stalingrad of the SS.”

**PLAY TIPS**

The Axis player must hold Budapest for the duration of the game. Until a resupply corridor is opened to Budapest, the Axis player must fly enough supplies to the airfield adjacent to Budapest to keep the garrison in Airhead supply. Launch an offensive toward Budapest to try to link up with the garrison, while also making it difficult for the Soviets to destroy the Budapest garrison. Protect the Budapest airfield as long as possible. If the opportunity presents itself, grab other objectives near Budapest, but remember the goal is to secure a lifeline to Budapest
The Soviet player needs to focus on reactivating Rifle Corps and bringing forces to Budapest to prevent the Axis from creating a supply line to Budapest. When possible, reduce the number of hexes controlled by the Budapest garrison and seize the airfield hex. Once the position is stabilized, focus on capturing Budapest.

**DESIGNER’S NOTES**

Historically, as the airfield was captured, the Budapest garrison lived off stockpiles in the city and some resupply provided by gliders. As we do not have glider resupply rules, we decided to simulate this with an airfield unit and some transports, along with some stockpiles placed in the city at the start of the game. By using the airhead supply rules, the Axis player is able to keep the garrison from being isolated. In order to simulate the surprise caused by the Axis counter-offensive, many of the Soviet units were placed in static mode. This allowed us to slow the Soviet response until the Soviet player is able to amass enough APs to reactivate a large portion of these units. These are cases of using the tools available to create the desired effects.

**SCENARIO 4: LIBERATION OF LENINGRAD 44**

(13 JANUARY – 19 APRIL 1944)

Designer: Trey Marshall
Scenario Size: Medium
Turns: 14

**HISTORICAL BACKGROUND**

The blockade of Leningrad had been lifted almost exactly a year before during Operation Iskra which opened up a thin land corridor to Leningrad on 18 January 1943. This operation ended a German blockade of the city which had persisted for over two years since the city was surrounded on 8 September 1941. Although the future purpose planned by the Nazis was unknown, it was clear that the Germans were planning on eliminating the population. During the siege, over 1.5 million Soviet citizens and soldiers lost their lives with over an additional million civilians evacuated from the city. The liberation of Leningrad became one of Stavka’s most important strategic objectives in 1944.

The Germans, on the other hand, had significant issues all over Europe which included mounting attritional losses of irreplaceable heavy weapons. In addition, its ability to motorize was declining rapidly at a time when oil, aircraft, and armored vehicle production was peaking,