



WG3: ATTACK ON THE FRONTIER

Source: Wargamer #10
Last Revision: WG #14

Balance: -
of Playings: 1

Situation: Near Memel, Lithuania, 22 June, 1941: the soldiers of the 30th Division crossed the border of Soviet controlled Lithuania at 0300 hours. Achieving the surprise necessary for success of the operation, the Germans managed to come within the frontier guards defenses before being discovered. Surprise however, was not enough. As daylight broke, the adversaries saw each other through the haze of battle.

Board Configuration:



Balance:

North



★ Add one 1+3+5 pillbox to Russian Frontier Unit A

⊕ Increase the number of turns to 12

Victory Conditions: The German player must accumulate 30 Victory Points through the elimination of Russian units and/or by exiting his own units off the east edge of the mapboard.

Turn Record Chart:

★ RUSSIAN sets up first (98)	1	2	3	4	5	6	7	8	9	10	11	END
⊕ GERMAN moves first (172)												

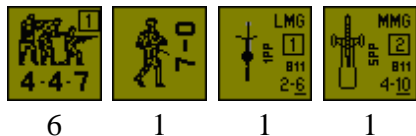
Special Rules:

1. EC is dry. There is no wind at start.
2. The stream is shallow.
3. German 9-1 leader and 8-3-8 squads have Assault Engineer capabilities.
4. Russian player may use HIP for two squads and any SMC/SWs in the same location with them. Two stone building locations may be fortified.

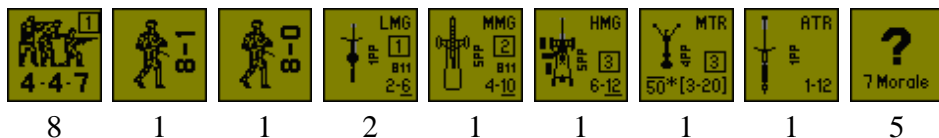


RUSSIAN ELR: 2 SAN: 5

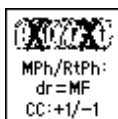
Russian Frontier Unit A: set up between row X and R inclusive.



Russian Frontier Unit B: set up between row Q and D inclusive.



Set up anywhere behind row X inclusive.

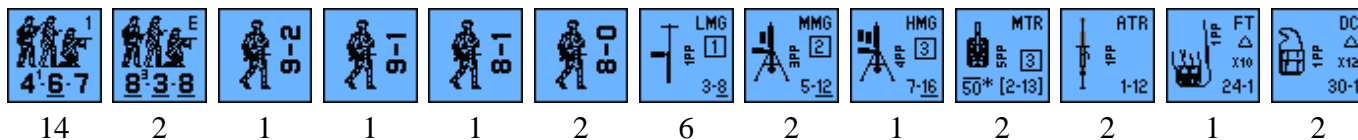


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GERMAN ELR: 3 SAN: 2

Elements of the 30th Division: Set up between row AA and FF inclusive.



AFTERMATH: Despite having achieved surprise, the Germans encountered stubborn resistance from the Soviet Frontier Unit. The German troops found their newest opponents were first rate riflemen who were excellent at setting ambushes. While the 30th Division achieved its objectives for the day, it did so at a higher cost in men than expected.

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