

Turn 21

The third quarter of the game is often quite tough. In my case I have no reserves to commit anymore and I really need to push as hard as I can in a co-ordinated fashion. In this regard the smoke plots I put down have been an excellent move, since I can move my tanks and infantry nice and close to the Russian positions in Bystrik, the Tigers are nearly in position in the north. Russian artillery is tough to face but does not destroy much. I forgot to take a picture.

Turn 22

This turn I decide to keep pushing the offensive. At the crossroads this means aggressively using those Tiger tanks to weather the Soviet fire and push forward. I think I have enough of a threat there to make John think there is a major attack coming that way. If I had a company of SS or even just a couple of platoons then the centre would be in a much better position as it stands, I am using the 2 tanks that aren't immobilised to make a charge with the 3 squads I have deployed there. At Bystrik the smoke provides me with a valuable breathing room to move forward.



Turn 23

This turn I move everything forward again, the infantry do some heavy fighting but I don't gain much ground. The panzers move forward, and one takes a beating from a Kv-1 and retreats. I do manage to destroy a t-34 and a t-70. The assault moves on.



Turn 24

This turn I wipe out a rifle squad, kill two t-70's near Bystrik. The heavy panzers continue to roll forward hopefully ready to destroy some tanks when they appear.



Turn 25

My HQ and its support squads assault two squads hidden in some woods and after taking some heavy casualties break them. The assaults continue.





Turn 26

I lose 3 tanks moving forward on Bystrik, I kill several squads in the centre and blast away at the crossroads in the north.



Turn 27

Trying to capitalise on some of my successes and avoid failure as much as possible.









Turn 28

Its like Im grinding my way forward. Everytime progress seems apparent I then lose a squad or some tanks.



Turn 29

The lack of reserves has really hurt me, everything is committed and what I would do for a fresh company of tanks and infantry! However I don't but I have learned some very valuable things from this quarter of the game. Firstly heavy tanks make a fantastic ram to clear out tough areas. Secondly rocket artillery is deadly because of the top attack factor.







Turn 30

Russian artillery is deadly and accurate. It rains down on all my positions with Katyusha fire being the worst. The 76.2mm guns decimate my squads caught in the open and it seems every time I try to push forward heavy Russian artillery blunts my moves. My own guns are nearly out of ammunition and I only have 2 ammo carriers, it is a sorry state of affairs but my rocket launchers keep firing, my goal now is to shift fire and try and blow up some of the Russian Stalin Organs. The objectives near Bystrik are littered with craters, that part of the map is just one giant artillery duel..

The last quarter of the game begins.

