

Kustrin Corridor
22nd March, 1945
(Eastern Germany)

A Rapid Fire 2 scenario V1.2.1 (11/4/07)
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Background

As the Third Reich teetered on the brink of collapse, the Soviet 5th Shock Army surged across the open plains towards Seelow. An ad-hoc Panzer kampfguppe was deployed to stop the thrust either side of the Kustrin-Berlin highway. The Soviets attacked with some artillery and air support but with no reconnaissance or effective infantry support.

The Wargame Scenario

The game is played on a 10' X 6' table. The game length is 10 moves starting with German turn 1. *Elevations* affect movement and block LOS. All *buildings* start intact. *Woods* are open.

Points are awarded for destroying enemy forces as follows:

Tiger I/JS II/aircraft= 12 pts; Panther/T34/85 = 10 pts; T34/76 = 8 pts; AT gun/scout car = 4 pts; figure = 1 pt.

In addition, the Germans receive 10pts at the end of each move that there are not at least 2 Soviet tanks within 24" of the German edge of the table.

The Soviets receive 75 pts if at the end of the game they have at least 2 tanks within 12" of the German edge of the table. To achieve a victory, a side must accumulate at least 150 pts with a margin of not less than 20 pts. Any other outcome is a draw.

Sources

Scenario SC-2 "Blood from Stones" - Axis and Allies

Small Unit Actions during the German Campaign in Russia - US Department of Army Pamphlet, July 1953 - Warfield Books

Soviet Order of Battle - all regular elements of 5th Shock Army

Force HQ 3 figures, White Scout car with HMG [turn 3]

220th Tank Brigade

HQ	T34/76 (76mm), JS II (122mm)^ [turn 2]
1 st Battalion	2 x T34/85 (85mm)^, T34/76 (76mm) [turn 1]
2 nd Battalion	as per 1 st battalion [turn 1]
3 rd Battalion	as per 1 st Battalion [turn 2]

20th Tank Brigade as per 220th Tank Brigade

^ AT ranges = short 12", medium 36", long 60" HE = 6 X 10"

[off-board artillery]

2 x artillery batteries each 2 x 122mm with 2 figure OP, jeep [turn 1]

[air support - preordered turn 4]

Petlyakov PE-2 dive bomber 2 x medium bombs, heavy bomb [turn 4]

Soviet forces enter as per the order of battle. The 220th Tank Brigade enters at least 12" north of the BERLIN-KUSTRIN highway and the 20th Tank Brigade at least 12" to the south of the BERLIN-KUSTRIN highway.

Soviet artillery may only fire smoke in turns 1 and 2 and after that only HE. Permitted targets for smoke are any element in the open or any element in cover which has previously fired. Force HQ enters anywhere from the Soviet side of the table.

The Soviet aircraft operates over the table for 3 consecutive turns. If the Force HQ is destroyed, the aircraft cannot operate over the table. Permitted targets are any buildings or ruins and any elements in the open. If a selected target for IDF or aircraft is within 12" of friendly forces, throw a D6: 1 or 2 means the nearest friendly element is attacked instead.

Soviet tanks cannot advance towards enemy lines in their turn unless, at the end of the turn, all tanks in the relevant HQ or battalion will be within 12" of all other (non-destroyed) tanks in the HQ or battalion. Soviet tanks test by battalion or HQ.

German Order of Battle - all regular
Adhoc kampfguppe

[on board]

HQ	1 x Reconnaissance Panther (observes at +6")
1 st company	2 x Panthers (75mm)^
2 nd company	as per 1 st Company
3 rd company	3 x Tiger II (88mm)^
4 th company	as per 3 rd company

Composite battalion, 25th Panzer Grenadier Battalion

HQ	CO + 3 figures, P/schrecke
1 st , 2 nd & 3 rd companies	each 8 figures, P/faust
4 th (HW) company	3 figures, MMG, 3 figures, Pak 40 (75mm) AT gun

^ AT ranges = short 12", medium 36", long 60" HE = 6 X 10"

German forces start on table. The infantry battalion is deployed in GOLZOW with its integral AT gun dug-in hard cover within 6". 1st and 2nd tank companies are deployed south of the BERLIN-KUSTRIN highway and 3rd and 4th tank companies (with the HQ) to the north of the highway. German tanks test by company or HQ.

Scenario Map
(deployment and arrivals)

