

# PRUSSIAN PANIC

BP/MICHICON '88 SCENARIO B3



**Allenstein, East Prussia, 21 January 1945:** During the Soviet offensive into East Prussia, the 2nd Byelorussian Front struck north from Poland. Its goal: the Baltic and the isolation of all German forces in East Prussia. The city of Allenstein lay along the Front's axis of advance. On January 21, elements of 3rd Guards Cavalry burst into the city, panicking the population, who had little idea the Soviets were so near.

**BOARD CONFIGURATION:**

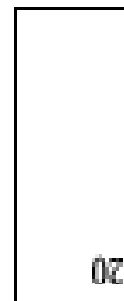


**BALANCE:**

N

German: The Soviets must exist 30 VP's worth of units to win.

Soviet: Substitute a 10-3 Leader for the 10-2 in the OB.



**VICTORY CONDITIONS:** The Soviets must exist 25 VP's worth of units off the north edge of the mapboard OR control two multi-hex buildings north of hexrow Q at game's end to win. The German wins by avoiding a Soviet win.

## TURN RECORD CHART

GERMAN Sets Up First	1 ★	2 †	3 †	4	5	6	7	8	END
SOVIET Moves First									

**†** Allenstein Volksturm [ELR: 2] set up per SSR 1: {SAN: 5}

Group 1: 8-0, E 2 5-12, 7-0, E 1 3-8

Group 2: 8-0, E 1 3-8, E 2 12-4, ?

Group 3: 8-0, E 1 3-8, E 2 12-4, ?

Group 4: 1 to 10

Elements of Gross Deutschland Corps, [ELR: 4] enter on Turn 2 on north edge.

Elements of Gross Deutschland Corps, [ELR: 4] enter on Turn 3 on north edge.

**★** Elements of 3rd Guards Cavalry Corps, [ELR: 4] enter on turn 1 anywhere on south board edge: {SAN: 2}

## SPECIAL RULES:

- German forces at start must begin game set up one group per building in any of the following buildings: CC7, Z3, U3, O9, M6, K2. Group 4 may consist of from 1 to 10 "?" counters; exact number is up to the German player. The German player sets up his onboard forces CONCEALED before the Soviet player may examine the map. All German set-up forces have ELR 2; all reinforcements have ELR 4.
- EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect. All Soviet forces have Winter Camouflage (E3.711), as do all Gross Deutschland forces. Kindling fires is NA.
- No German weapons may bore sight.

- All Interrogation rules (E2) are in effect. The Soviet is the attacker. The territory is considered hostile to the attacker.
- Treat Rowhouse U8-X6 as one multi-hex building for victory purposes.

**AFTERMATH:** The cavalry stormed through the town, pushing aside the Volksturm and coming close to breaking out to the north. Desperate counterattacks by ad hoc groups of the Gross Deutschland Corps managed to drive the Guards back into the southern part of town. The effort was for naught, however, as the Germans evacuated Allenstein the following day.