

RED BEAR

ALLIED FORCES ON THE EASTERN FRONT, JANUARY 1944 - FEBRUARY 1945

LOZA'S BREAKTHROUGH SCENARIO

Dmitriy Loza's Forward Detachment breakthrough of the German 211. *Volks grenadier division* near Kamenica towards

Komárno (on the northern bank of the Danube River in Slovakia).

FORWARD DETACHMENT

The 6th Guards Tank and 7th Guards Armies, were ordered on 4 January 1945 to attack from Kamenica towards Komárno (on the Danube), 45km northwest of Budapest, as part of actions to halt the German attacks towards Budapest to relieve the besieged city. The aim was to secure the river crossing points.

FORWARD DETACHMENT

Dmitriy Loza notes the operation was distinguished from other operations by a number of factors. The operation was conducted with no preliminary bombardment, at night, and in a heavy snow storm. For navigation the tanks of the 6th Guards Tank Army relied on the American gyrocompasses mounted in the *Emcha* M4 Sherman Lend-lease tanks to maintain direction. The 9th Guards Mechanised Corps' gyrocompasses from the *Emchas* were left in the command tanks, but all the other tanks handed theirs over to be fitted to the T-34 command tanks of the 5th Guards Tank Corps. Before this operation these navigational aids were ignored by the tankers.

A bridge was captured in December 1944 on the west bank of the Danube near Kamenica. It was from this bridgehead that the 46th Guards Tank Brigade would lead the 9th Guards Mechanised Corps attack. The spearhead of the attack was led by Kapitán Dmitriy Loza, of the 46th Tank Brigade's 1st Tank Battalion, commanding a Forward Detachment of his

tank company, two platoons of Tankodesantniki and three ZSU M17 MGMC half-tracks.

Loza's detachment was to slam into the German lines, punch a hole in depth and lead the rest of the brigade through. At 0300 hours 7 January 1945 the *Emcha* tanks and the riding infantry moved off, guided through their own minefields by sappers.

THE BATTLE

Loza's detachment smashed through the first line of enemy defence and the rest of the brigade quickly followed crushing any remaining resistance in the sector. Due to the suddenness of the attack and the terrible weather the Germans were taken completely by surprise.

The Soviets continued their assault with great haste. The snow stopped falling, but the Soviet force was well in to the German positions by then. Loza's force came on a brick-works, where some of the German artillery was located at the rear of the German positions. Once again the Germans were taken by surprise by the sudden appearance of the Soviet tanks. Loza's tanks fired on the battery, working them over with volleys of high-explosive rounds. As the Shermans went to moved on, fire from the other batteries of the German division landed amongst Loza and his men from the direction of Belá, lighting up the area with illuminating rounds.

Instead of taking on the battery in the brickworks directly, Loza swung his command around the southeast of the position and attacked the guns in Belá from the flank. Artillery continued to fall on the Soviet tanks, but Loza ordered them to disperse and to gather speed. The Shermans finally left the illuminated area and advanced on the German guns. They continued to take fire, though it was less effective because of the lack of illumination. Finally they crushed the battery under their tracks in an assault on the battery's position.

THE BATTLE CONTINUES

After a brief rest, and quick report to the brigade commander, Loza was once more on the move. A series of battles continued through the night, the Germans had alerted reserves and each village had to be stormed one-by-one. In these following battles Loza's detachment reverted to pinning down the enemy strong-points and waiting for the main body of the brigade to arrive for the assault.

SCENARIO SPECIAL RULES

LOZA IN COMMAND

As a trusted commander Loza has been put in command of the attack by his forward detachment.

Loza is the Company Command team for this battle.

NIGHT FIGHTING

Loza's attack is unusual as it took place at night, and initially during a snow storm.

Use the Night Fighting special rules on page 154 of the rulebook.

SNOW STORM

During the early phase of Loza's attack a snow storm raged. This effected the already limited visibility of the night attack.

At the beginning of the game there is a Snow Storm that has the following effects:

- All movement is reduced to 6"/15cm.
- All Night Visibility is reduced by 4"/10cm.

At the start the German defender's of turn two, roll a die.

- On a score of 5+, the Snow Storm has stopped.
- If the roll is unsuccessful, the German Defender rolls two dice at the start of the start of their turn four. If it is still snowing at the start of the German defenders next turn, they roll three dice, and so on until the Snow Storm stops on any roll of 5+.

The turn the Snow Storm ends, the Snow Storm special rules above are no longer in effect for the remainder of the game.

Guards Captain Dmitriy Loza's Sherman tanks in Vienna in 1945. By this time he commander the 1st Battalion.

The *Loza's Breathrough* scenario uses the **Loza in Command**, **Night Fighting**, **Snow Storm** and **Delayed Reserves** special rules.

YOUR ORDERS

SOVIET

You must push through the enemy lines, squash any resistance and open the way for the rest of your brigade to push on towards the Danube River.

GERMAN

Your newly raised Volksgrenadiers must hold your sector and halt any Soviet probes towards your secure river crossings.

PREPARING FOR BATTLE

1. Set up terrain using the map as your guide.
2. Place the two objectives as identified on the map.
3. The German defender then deploys their infantry forces in German Infantry Deployment Area.
5. The Soviet player deploys their Forward Detachment units in the Soviet Deployment Area and holds rest of his forces in Delayed Reserves.
6. The German defender then deploys their Artillery forces in German Artillery Deployment Area.
7. Both players now place their Independent teams in their deployment zones starting with the German defending player.

BEGINNING THE BATTLE

1. The Soviet player has the first turn.

ENDING THE GAME

The battle ends when either:

- The Soviet player holds either one of the objectives at the beginning of their turn, or
- The German player begins a turn after turn 6 with no Soviet teams within 16"/40cm of either objective.

DECIDING WHO WON

The Soviet player wins if they hold one or more of the objectives at the beginning of a turn, or forces the Germans to leave the field of battle.

Otherwise the German player wins.

TERRAIN

While the attacked started during a snow storm, its does not count as Difficult Going as the snow is yet to build up in sufficient levels. See the Snow Storm special rule for other effects.

There were a number of woods in the area and these follow all the normal rules for woods.



SCENARIO FORCES



9^{YA} GVARDEYSKIY MECHANIZIROVANNIY KORPUS

46^{YA} TANKKOVY BRIGADA,
1^{YA} TANKOVY BATALON

Kapitan Dmitriy Loza

1^{ya} Rota Tankovaya

Tankodesantniki Rota

2^{ya} Rota Tankovaya

Tankodesantniki Rota

INOMAROCHNIKIY TANKOVY BATALON

(FEARLESS TRAINED) PAGES 138 TO 141 RED BEAR

Inomarochnikiy Tankovy Batalon HQ
Battalion Command M4 76mm (M4A2 Sherman) tank

Anti-aircraft Platoon
w/3 ZSU M17 MGMC self-propelled guns

Inomarochnikiy Tankovy Company
w/9 M4 76mm (M4A2 Sherman) tanks
and 9 Tankodesantniki SMG teams

DELAYED RESERVES

Inomarochnikiy Tankovy Company
w/10 M4 76mm (M4A2 Sherman) tanks
and 10 Tankodesantniki SMG teams



211. VOLKS- GRENADIERDIVISION, 306. GRENADIERREGIMENT

1. Grenadierkompanie, Hauptmann

1. Grenadier Zug

2. Grenadier Zug

3. Grenadier Zug

PaK Zug

2. Grenadierkompanie, Hauptmann

1. Grenadier Zug

2. Grenadier Zug

3. Grenadier Zug

Artillerie Batterie

Artillerie Batterie

GRENADIERKOMPANIE

PAGES 26 TO 31 GREY WOLF (BUT RATED CONFIDENT
TRAINED)

Grenadierkompanie HQ w/Panzerschreck team

Grenadier Platoon w/3 Grenadier Squads,
Command Panzerfaust SMG team

Grenadier Platoon w/3 Grenadier Squads,
Command Panzerfaust SMG team

Grenadier Platoon w/3 Grenadier Squads,
Command Panzerfaust SMG team

Grenadier Anti-tank Platoon w/3 7.5cm PaK guns

Grenadierkompanie HQ w/Panzerschreck team

Grenadier Platoon w/3 Grenadier Squads,
Command Panzerfaust SMG team

Grenadier Platoon w/3 Grenadier Squads,
Command Panzerfaust SMG team

Grenadier Platoon w/3 Grenadier Squads,
Command Panzerfaust SMG team

ARTILLERY

Artillery Battery w/4 10.5cm leFH18 howitzers

Artillery Battery w/4 10.5cm leFH18 howitzers

For the purpose of this scenario the German force counts as one Company under the command of the 1. Grenadierkompanie for the purpose of Company Morale Checks.