LODZ MINI-CAMPAIGN

INTRODUCTION:

This mini-campaign has been designed to allow players to explore operational aspects of maneuvering large formations in central Poland to try to recreate some of the fog of war and the chaotic nature of the Lodz battles. To this end, the Lodz Mini-Campaign is designed to be played with double-blind movement and as such, requires the services of a referee to make the most of the game. In general, players may retreat before battle if deemed advantageous; and an alternative resolution system is proposed when a table top battle is not convenient.

SITUATION:

The campaign covers the 20 day time period from November 10, 1914. There are 10 campaign turns, each representing two days. Units moved on the campaign map represent Infantry Corps or Cavalry Divisions. Elements of three Russian armies (1st, 2nd, & 5th) are opposed by the German Ninth Army

ORDER OF BATTLE:

For play on the table top, these forces are *bathtubbed*, so a division is represented by a battalion-level formation with Corps headquarters represented by a regimental headquarters. A campaign specific order of battle for the *bathtubbed* force is shown below. During play, the players (or referee) should keep track of stands permanently lost. No other book-keeping is needed.

Table 1 – At Start Forces

German Ninth Army	Russian 1st Army	Russian 2nd Army	Russian 5th Army
I Reserve Corps: 1 RID & 36 RID	5th Siberian Corps: 50 DI & 79 DI	1st Corps: 22 DI & 24 DI	None
XX Corps: 37 ID & 41 ID	6th Siberian Corps: 13 DI & 14 DI	2nd Corps: 26 DI & 43 DI	
XXV Reserve Corps: 49 RID & 50 RID 6th Cavalry Division 9th Cavalry Division	Cossack Cavalry Division	4th Corps: 30 DI & 40 DI	

INITIAL DEPLOYMENTS:

German Forces
The three infantry corps are deployed in Wloclawwek, and the two cavalry divisions are deployed in Becchtj.

Russian 1st Army
5th Siberian Corps is deployed in Kowal
6th Siberian Corps is deployed in Gostynin
The Cossack Cavalry Division is deployed in Chodecz

Russian 2nd Army
1st & 4th Corps are deployed in Lask
2nd Corps is deployed in Leczyca.

Russian 5th Army
None

REINFORCEMENTS: If an enemy unit occupies an area where friendly reinforcements are scheduled to arrive, the receiving player may choose to either (1) enter at the designated area, causing a battle, or (2) enter on an adjacent or nearby area without a battle. The referee should assist the moving player with entry choices.

German Forces

Unit	Turn	Entry Location
XI Corps: 22 ID & 38 ID	2	Chozen
XVII Corps: 35 ID & 36 ID	2	Przedecz
1st Cavalry Division	2	Klodawa
3rd Cavalry Division	2	Klodawa
Posen Landwehr Division	3	Chozen
3rd Guard Division	3	Klodawa
5th Cavalry Division	4	Szadek
7th Cavalry Division	4	Zdunska Wola
8th Cavalry Division	4	Widawa
Thorn Landwehr Division	5	Wloclawwek
Breslau Landwehr Division	5	Zdunska Wola
1 ID	7	Wloclawwek
48 RID	7	Zdunska Wola

Russian 1st Army

Unit	Turn	Entry Location
6th Corps: 4 DI & 16 DI	3	Plock or Wyczograd
6 Cavalry Division	3	Plock or Wyczograd
1st Turkestan Corp: 1st, 2nd Turkestan DI	4	Plock or Wyczograd
11th Siberian DI	4	Plock or Wyczograd

Russian 2nd Army

Unit	Turn	Entry Location
23rd Corps: 3rd Gd & 2 DI	3	Poddebice
2nd Siberian DI	3	Zygry
1st Cavalry Division	4	Zygry
8th Cavalry Division	5	Zygry
14th Cavalry Division	5	Zygry

Russian 5th Army

Unit	Turn	Entry Location
5th Cavalry Division	3	Mzurki
5th Corps: 7 DI & 10 DI	4	Piotrkow
19th Corps: 17 DI & 38 DI	4	Piotrkow
Turkestan Cavalry Division	4	Piotrkow
1st Siberian Corps: 1 DI & 2 DI	5	Piotrkow

UNIT COMPOSITIION (Bathtubed):

German Forces

German Infantry Division (bathtubbed)

Infantry Battalion (Experienced, Morale: 9)	
Headquarters	1 command stand (Bn HQ)
4 infantry companies each with	1 command infantry stand 3 infantry stands
Artillery battery	1 command infantry stand 1 77mm field gun 1 gun crew (ds) 1 limber
Artillery battery	1 command infantry stand 1 105mm howitzer 1 gun crew (ds) 1 limber
Notes: (1) Reserve divisions do not have the howitzer battery present; it is replaced with a second field gun battery. (2) Landwehr divisions do not have any artillery present.	

German Corps HQ (bathtubbed)

Regimental HQ (Experienced, Morale: 9)	
Headquarters	1 command stand (Regt HQ) 2 MG stands
Reconnaissance element	2 patrol stands (recon) 2 recon cavalry stands
Artillery battery (within Reserve Corps this battery has a 77mm field gun)	1 command infantry stand 1 150mm howitzer 1 gun crew (ds) 1 limber

German Cavalry Division (bathtubbed)

Cavalry Regiment (Experienced, Morale: 9)	
Headquarters	1 command cavalry stand (Regt HQ)
4 cavalry squadrons each with	1 command cavalry stand 1 cavalry stand 2 recon cavalry stands
Jager Company (Veteran, Morale: 9)	1 command infantry stand 3 infantry stands 1 MG stand

Russian Forces

Russian Infantry Division (bathtubbed)

Infantry Battalion (Trained, Morale: 8; Guard divisions are Regular, Morale: 9	
Headquarters	1 command stand (Bn HQ)
4 infantry companies each with	1 command infantry stand 3 infantry stands
Artillery battery (Regular, Morale:8)	1 command infantry stand 1 76mm field gun 1 gun crew (ds) 1 limber

Russian Corps HQ (bathtubbed)

Regimental HQ (Trained, Morale: 8)	
Headquarters	1 command stand (Regt HQ) 1 MG stand
Reconnaissance element	2 patrol stands (recon)
Artillery battery (Regular, Morale:8)	1 command infantry stand 1 122mm howitzer 1 gun crew (ds) 1 limber

Russian Cavalry Division (bathtubbed)

Cavalry Regiment (Trained, Morale: 8)	
Headquarters	1 command cavalry stand (Regt HQ)
6 cavalry squadrons each with	1 command cavalry stand 1 cavalry stand 2 recon cavalry stands

CAMPAIGN MAP: The campaign map represents portions of central Poland in the vicinity of Lodz. The map is divided into areas over which the campaign is fought.   Unit move from area to area. There are no stacking limits for an individual area, any number of units may occupy a single area.

CAMPAIGN OBJECTIVES:
To win one side must meet more victory conditions than the other. If both sides attain the same number of victory conditions, the game is a draw. There are three victory conditions:

(1) Terrain objectives:

German: Control 6 of the 9 star areas on the map. Lodz must be one of the six.

Russian: Control 5 of the 9 star areas on the map. Lodz must be one of the five.

(2) Troops: Simply count the losses of personnel stands. Troops out of supply at the end of the campaign are counted as lost.

German: Inflict 50 percent more troop losses than taken.

Russian: Inflict more troop losses than taken.

(3) Material: Simply count lost guns or howitzers. To achieve, each side must inflict more losses than taken. Guns out of supply at the end of the game are counted as lost.

Historical result: Indecisive. The Germans failed to defeat the Russians, but did halt the Russian invasion of Silesia.

SUPPLY: Keeping your troops in supply is of critical importance in the game.

Each side must trace supply to a friendly flagged area. A supply line must be traced by the most direct (i.e. shortest) route via railroad (RR) across the map. Russians may trace supply cross-county, not more than two areas to a RR; the Germans - three areas to a RR. A cross-country supply line is blocked if it passes through an enemy occupied area or rough terrain (i.e., woods or marsh). In addition, <u>corps size</u> formations block supply in adjacent areas. An otherwise blocked area, which is not woods or marsh, may be unblocked if occupied by a friendly unit. Units in forest or marsh areas do not interdict supply in adjacent areas.

Out of supply forces will fight on the table top with *limited ammunition.* Units out of supply for more than one campaign turn will have a -2 to their morale.

CAMPAIGN MOVEMENT:

Normal movement: Units (Corps or Cavalry Divisions) on the map may move two areas per turn. Unless restricted by movement choices, each army may move two units on the map per campaign turn

- Entering a forest or marsh area halts movement for the turn.

- On the turn leaving a forest or marsh area, a unit may not move more than one area.

- Units may not leave a battle area and enter a new battle on the same campaign turn.

Railroad movement: Movement using RR occurs off map and units may not make rail moves on the map during the campaign.

SCOUTING:

The campaign should be played double-blind. Neither side should be aware of the location of enemy forces, except as result of scouting. The location and general type of force (i.e., number of divisions and type) will be known for areas adjacent to occupied areas. Enemy forces within the same area will trigger a battle, and forces will be deployed on the table top.

BEFORE THE BATTLE:

Either side may choose to retreat before being committed to battle. A unit's retreat may not start a second battle. If retreating is not an option, you must fight.

TABLE TOP TERRAIN:

The battlefield for table top battles should be at least 5 feet by 6 feet in plan. Terrain for table top battles may be deployed using the Test of Battle system, deployed by the referee, agreed on by the players, and/or may be based on historical mapping. The website:

http://lazarus.elte.hu/hun/digkonyv/topo/3felmeres.htm

provides detailed scale mapping information for terrain in the campaign area.

- One campaign turn corresponds to 12 turns on the table top. The last turn of the battle should be determined based on the Test of Battle system.

FORTIFICATIONS:

A moving unit may spend its movement to entrench. For each campaign turn entrenched the unit receive 12 entrenchments on the game table. Units not entrenched may be emplaced. Any artillery commander or pure command stand which is entrenched may be treated as a command observation stand. To the extent practical, all guns should be set up on the game table.

POST-BATTLE RESOLUTION

The referee should determine the objectives for each miniatures battle. Battle objectives are typically in terms of terrain, troop casualties, and guns lost. The side achieving more objectives than the other wins the battle and holds the area on the terrain map. The losing side retreats or is forced back an area on the campaign map. If a draw, the battle may continue into the next campaign turn. Hits should be regrouped after the battle. Stands permanently lost should be recorded against future campaign action.

In the unlikely event a unit must retreat from a battle and any retreat would start another battle, the retreating unit would surrender.

ALTERNATIVE BATTLE RESOLUTION:

At times it may be inconvenient to resolve a battle with miniatures. When this happens, an alternative system for battle resolution is provided. You could if desired, play the entire campaign this way.

Step 1, Attack Rolls – Each side rolls d6s based on the following table. Sixes hit for infantry stands, 5 or 6 hits for artillery, and 4-6 for heavy artillery (120mm and larger).

Stand type	Dice & Hits
Pure Command or Patrol stand	None
MG, Infantry or Command Infantry	1d6 per stand; hits on a 6
Artillery battery	1d6 per battery hits on 5-6, heavies hit on 4-6
Cavalry	1d6 per two stands (round up); hits on a 6

Step 2, Defense Rolls – For each hit, roll a hit effect d6. Hits on Germans have no effect on a die roll of 4-6; hits on Russians have no effect on a die roll of 5-6. If entrenched or fortifications are available give a +1 on the effect roll. So, for example, entrenched Russians would have no effect on a 4-6. Similarly, troops low on ammunition would give a bonus (+1) to their opponents.

Step 3, Results – Each remaining hit corresponds to the loss of a stand for the campaign. These hits are not regrouped. The side taking the most hits loses the battle. If a tie, continue into the next campaign turn. Perhaps, reinforcements will make the battle more attractive to fight in miniature.

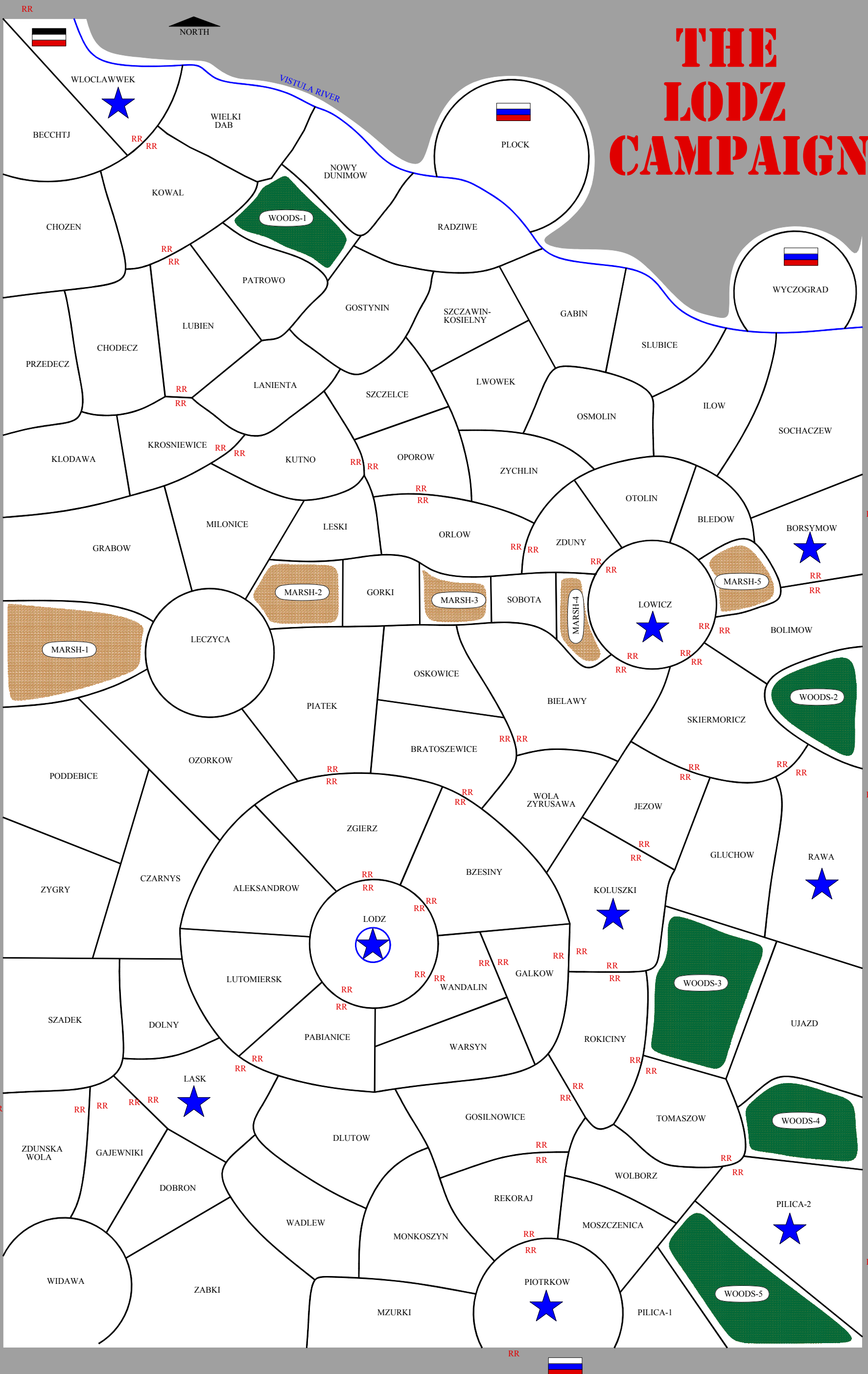**Example:** A German Corps of two divisions faces a Russian Cavalry Division.

The German player will roll 16 infantry dice per division. Add two artillery dice and two infantry dice for the divisional artillery. The Corps HQ & artillery will add three infantry dice (2 MG's + 1

command infantry) and 1 heavy artillery die. The German rolls 39 infantry dice, 4 artillery dice, and 1 heavy artillery die. With near average luck, gets 8 hits, and the Russian, saves 3, resulting in 5 stands lost for the cavalry division.

The Russians will roll 2 dice per squadron for 12 dice. Again, with near average luck, the Russian gets 2 hits, and the German saves 1, resulting in one infantry stand lost.

The moral of this example: Cavalry should not fight infantry; refuse battle and retreat before becoming engaged. Extending the example, as a rule-of-thumb, the Russians need a numerical advantage to beat the Germans on the table top.

THE LODZ CAMPAIGN

NORTH

VISTULA RIVER

RR

WLOCLAWWEK

BECCHTJ

WIELKI DAB

NOWY DUNIMOW

PLOCK

RADZIWE

WYCZOGRAD

KOWAL

CHOZEN

WOODS-1

PATROWO

GOSTYNIN

SZCZAWIN-KOSIELNY

GABIN

SLUBICE

LUBIEN

CHODECZ

PRZEDECZ

LANIENTA

SZCZELCE

LWOWEK

OSMOLIN

ILOW

SOCHACZEW

KLODAWA

KROSNIEWICE

KUTNO

OPOROW

ZYCHLIN

OTOLIN

BLEDOW

BORSYMOW

MILONICE

LESKI

ORLOW

ZDUNY

MARSH-5

GRABOW

MARSH-2

GORKI

MARSH-3

SOBOTA

MARSH-4

LOWICZ

BOLIMOW

MARSH-1

LECZYCA

OSKOWICE

BIELAWY

SKIERMORICZ

WOODS-2

PIATEK

BRATOSZEWICE

WOLA ZYRUSAWA

JEZOW

GLUCHOW

RAWA

PODDEBICE

OZORKOW

ZGIERZ

BZESINY

KOLUSZKI

ZYGRY

CZARNYS

ALEKSANDROW

LODZ

GALKOW

ROKICINY

WOODS-3

UJAZD

SZADEK

DOLNY

LUTOMIERSK

WANDALIN

WARSYN

TOMASZOW

WOODS-4

LASK

PABIANICE

GOSILNOWICE

WOLBORZ

ZDUNSKA WOLA

GAJEWNIKI

DLUTOW

REKORAJ

MOSZCZENICA

PILICA-2

AFTER TURN 4

DOBRON

WADLEW

MONKOSZYN

PIOTRKOW

WOODS-5

WIDAWA

ZABKI

MZURKI

PILICA-1