

# LOZA'S BREAKTHROUGH SCENARIO

Dmitriy Loza's Forward Detachment breakthrough of the German 211. *Volksgrenadierdivision* near Kamenica towards Komárno (on the northern bank of the Danube River in Slovakia).

The 6<sup>th</sup> Guards Tank and 7<sup>th</sup> 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 6<sup>th</sup> Guards Tank Army relied on the American gyrocompasses mounted in the *Emcha* M4 Sherman Lend-lease tanks to maintain direction. The 9<sup>th</sup> 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 5<sup>th</sup> 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 46<sup>th</sup> Guards Tank Brigade would lead the 9<sup>th</sup> Guards Mechanised Corps attack. The spearhead of the attack was led by Kapitan Dmitriy Loza, of the 46<sup>th</sup> Tank Brigade's 1<sup>st</sup> 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 brickworks, 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

## NIGHT FIGHTING

Use the Night Fighting special rules on pages 82 to 83 of *Berlin: Soviet*.

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

## SNOW STORM

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

- All Tactical movement is reduced to 6"/15cm, all Dash movement is reduced to Terrain Dash.
- All Night Visibility is reduced by 4"/10cm.

At the start of the German Defender's 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.

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

# LOZA'S BREAKTHROUGH SCENARIO



Loza's Forward Detachment must push through the German lines, squash any resistance and open the way for the rest of the brigade to push on towards the Danube River.

The Germans' newly raised Volksgrenadiers must hold the sector and halt any Soviet probes towards their secure river crossings.

## SPECIAL RULES

- Night Fighting
- Snow Storm
- Delayed Reserves (Soviet Attacker)

## SETTING UP

1. Set up terrain using the map as your guide.
2. Place the two objectives as identified on the map.

## DEPLOYMENT

3. The German Defender then deploys their Infantry Force within 4"/10cm on the Soviet side of the long table centre line and within 8"/20cm of their side of the long table centre line (as marked on map).
4. The Soviet Attacker deploys their Forward Detachment Units at least 16"/40cm from the long table centre line and holds rest of his Force in Delayed Reserves.
5. The German Defender then deploys their Artillery forces in German Artillery at least 16"/40cm from the table long table centre line and within 12"/30cm of either side table edge.
6. All Infantry and Gun Teams start the game in Foxholes.

## WHO GOES FIRST

The Soviet Attacker has the first turn.

## WINNING THE GAME

- The Soviet Attacker wins if they end their turn Holding an Objective.
- The German Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of the Objectives.

## TERRAIN

While the attack started during a snow storm, it does not count as Difficult Terrain as the snow is yet to build up in sufficient levels. See the Snow Storm special rule on page 1 for other effects.

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

# SCENARIO FORCES



## 9<sup>YA</sup> GVARDEYSKIY MECHANIZIROVANNIY KORPUS

46<sup>YA</sup> TANKOVY BRIGADA,  
1<sup>YA</sup> TANKOVY BATALON

Kapitan Dmitriy Loza

1<sup>ya</sup> Rota Tankovaya

Tankodesantniki Rota

2<sup>ya</sup> Rota Tankovaya

Tankodesantniki Rota

## M4 SHERMAN 76MM TANK BATTALION

SEE PAGES 28 TO 29 OF BERLIN: SOVIET

M4 Sherman (76mm) Tank Battalion HQ  
1x M4 Sherman (76mm)

Dmitriy Loza Command Card

ZSU M17 Anti-aircraft Platoon  
3x ZSU M17 (Quad .50 cal MGs)

M4 Sherman (76mm) Tank Company  
9x M4 Sherman (76mm)

Hero SMG Company  
7x PPSH SMG teams, 1x Komissar team

### DELAYED RESERVES

M4 Sherman (76mm) Tank Company  
10x M4 Sherman (76mm)

Hero SMG Company  
7x PPSH SMG teams, 1x Komissar team



## 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

## VOLKSGRENADIER COMPANY

SEE PAGES 76 TO 79, AND 93 OF BULGE: GERMAN

Volksgrenadier Company HQ  
2x StG44 assault rifle team with Panzerfaust

Volksgrenadier Assault Platoon  
7x StG44 assault rifle team with MG42 & Panzerfaust  
1x sMG34 HMG team

Volksgrenadier Assault Platoon  
7x StG44 assault rifle team with MG42 & Panzerfaust

Volksgrenadier Rifle Platoon with Panzerfaust  
7x MG42 & K98 rifle team

Volksgrenadier 7.5cm Tank-hunter Platoon  
3x 7.5cm gun

Volksgrenadier Company HQ  
2x StG44 assault rifle team with Panzerfaust

Volksgrenadier Assault Platoon  
7x StG44 assault rifle team with MG42 & Panzerfaust  
1x sMG34 HMG team

Volksgrenadier Assault Platoon  
7x StG44 assault rifle team with MG42 & Panzerfaust

Volksgrenadier Rifle Platoon  
7x MG42 & K98 rifle team with Panzerfaust

### ARTILLERY

Volks Artillery Battery (4x 10.5cm howitzer)

Volks Artillery Battery (4x 10.5cm howitzer)