

## NEW SCENARIOS FOR LOST BATTLES

By  
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Back in 1970-71, when James Dunnigan was designing the game Lost Battles, he created six scenarios for it, as he said in a later interview. However, there was only room on the mapsheet for four of the scenarios. Dunnigan stated that he intended to publish the other two scenarios in a later publication (probably *Moves* magazine) but that the game's declining popularity apparently squashed that idea. He did say that one of the scenarios was a Prokhorovka type situation though. I searched through the various wargaming publications of the time period in hopes that perhaps, that he did indeed publish them. But alas, none could be found and I gave up on that quest. However, there has been a renewed interest in the game, as seen by the new counters and even a completely redone counter sheet that has been posted on the Internet. The recent posting of new variant mapsheets, created by Anton Vorchek, has greatly expanded the playability of the game. The time has finally come to create some new scenarios for the game.

The following new scenarios besides using the regular counters and rules from the game, also use the variant counters and rules from my previous article, and the Anton Vorchek's variant mapsheets. In all of them the following general rules are followed:

1. All mapsheets use letters for direction, not compass directions. Thus, A means towards the top of the mapsheet, B means to the right side of the mapsheet, C means towards the bottom of the mapsheet, and D means towards the left side of the mapsheet.
2. If the Russian player has the 1943 Mixed Artillery Brigade and/or the Reconnaissance Regiment in his order of battle, he may break them down into their respective sub-units before the start of the game. However, he cannot recombine the sub-units or break down the original units during the game.

### Scenario No. 5 Russian River Crossing

**Game Length:** 12 Game-Turns.

Variant Map E is used in this scenario. The Russians set up on the B side of the river that runs through the middle of the mapsheet except on the bottom-right corner of the map where the river swings around to the right (B) side of the map, in which case they set up on the A side of the river. The Germans set up on the D side of the river, except on the bottom right corner of the map where they set up on the C side of the river. Both sides must deploy units along the river so that each river hexside is covered either by units or their zones of control. The lake in the middle of the mapsheet is impassable to both sides and its shoreline does not have to be covered. The road bridge over the river has been blown up, no movement across the river while moving along the road.

Germans set up first, Russians move first.

**Source of Supply:** Russian – B side of the map. German – D side of the map.

#### Orders of Battle:

**Russian:** At the beginning, within three hexes of the B side of the river.  
6 Rifle Regiments  
4 76mm Artillery Battalions

2 Rifle Brigades	2 45mm Anti-Tank Battalions
2 122mm Artillery Battalions	2 Rifle Division Headquarters
At the beginning, on the B side of the river, at least two hexes from the river.	
4 Tank Brigades	2 Medium Gun Brigades
2 Medium Tank Regiments	1 203mm Heavy Howitzer Brigade
2 KV Heavy Tank Regiments	3 132mm Rocket Launcher Brigades
1 152mm (SU) Assault Gun Regiment	1 122mm Artillery Battalion
1 122mm (SU) Assault Gun Regiment	2 76mm Artillery Battalions
1 85mm (SU) Assault Gun Regiment	1 45mm Anti-Tank Battalion
1 76mm (SU) Assault Gun Regiment	3 Mobile Engineer Battalions
1 Reconnaissance Regiment	1 Engineer Battalion
1 Motorized Rifle Brigade	1 Mobile Corps Headquarters
3 Guards Rifle Regiments	1 Rifle Division Headquarters
1 Mixed Artillery Brigade	8 Mobile Supply Units
2 Howitzer Brigades	

**German:** At the beginning, within three hexes of the D side of the river.

14 Infantry Battalions	2 Engineer Battalions
6 105mm Artillery Battalions	2 Division Headquarters
2 150mm Artillery Battalions	15 Forts
2 Anti-Tank Battalion (6 Defense)	

At Galos: 1 Anti-Aircraft Battalion

At Bakunin: 1 Infantry Battalion  
1 Assault Gun Battalion

At Ogarev: 1 Infantry Battalion  
1 Assault Gun Battalion

At least ten hexes away from the river on the D side of the river.

1 Infantry Battalion	1 Division Headquarters
1 105mm Artillery Battalion	1 Mobile Supply

**Reinforcements:** Before units are deployed, German player must choose their reinforcement option, using the table below, where units enter at various Game-Turns and locations.

	Entrance Side	Group Number		
		1	2	3
Option I	A	Turn 2	Turn 4	Turn 5
Option II	D	Turn 4	Turn 5	Turn 7
Option III	C	Turn 5	Turn 3	Turn 7

(Units entering on the A side of the map enter on the D side of the river.)

Group 1: 1 Reconnaissance Battalion  
3 Motorized Infantry Battalions  
1 Mobile Engineer Battalion  
1 Headquarters Unit

Group 2: 1 Panzer IV Battalion  
 1 Medium Tank Destroyer Battalion  
 3 Motorized Infantry Battalions  
 1 Headquarters Unit

Group 3: 1 Assault Gun Battalion  
 1 105mm Mobile Artillery Battalion  
 1 Mobile Supply

**Victory Conditions:** Before either side deploys its units, the Russian player must choose one of following objectives. These choices dictate the Victory Conditions for both sides.

- A – Occupy both Bakunin and Nechaev, out of enemy Zones of Control and in supply.
- B – Occupy Golos, Voline, and Makhno, out of enemy Zones of Control and in supply.
- C – Occupy Ogarev, out of enemy Zones of Control and in supply.
- D – Move units off of the D side of the mapsheet and keep at least one of the exit hexes in supply.

<b>German</b>	<b>Marginal</b>	<b>Tactical</b>	<b>Decisive</b>
A, B, or C	Cut Russian supply to the objective for at least two turns after they achieve it.	Same as Marginal but for at least three turns.	Same as Marginal but for at least five turns.
D	Destroy at least 150 Russian points.	Destroy at least 250 Russian points.	Destroy at least 350 Russian points.
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<b>Russian</b>			
A, B, or C	Achieve on Turn 9 and hold uninterrupted to the end of the game.	Same as Marginal but on Turn 6.	Same as Marginal but on Turn 5.
D	Exit at least 100 Russian points off the board.	Exit at least 200 Russian points off the board.	Exit at least 300 Russian points off the board.

**Scenario No. 6 Russian Breakthrough and Pursuit**

**Game Length:** 20 Game Turns

Variant map D is used in this scenario. Germans set up on the A side of the German Front Line (Scenario 4), Russians set up on the C side. Both sides must deploy units along the entire German Front Line (Scenario 4) so that each hexside is covered by either the actual unit or their zones of control. Units moving along roads may cross rivers using road movement (the bridges are intact).

Germans deploy first, Russians move first.

**Source of Supply:** Russian – C side of the map. German – A side of the map.

**Orders of Battle:**

**Russian:** Deploy anywhere between the German Front Line (Scenario 4) and map edge C.

9 Rifle Regiments	4 76mm (SU) Assault Gun Regiments
3 Guards Rifle Regiments	1 76mm Light Artillery Brigade
4 Rifle Brigades	1 Medium Gun Brigade
4 122mm Artillery Battalions	1 203mm Heavy Howitzer Brigade
8 76mm Artillery Battalions	1 120mm Heavy Mortar Brigade
3 45mm Anti-Tank Battalions	1 Mobile Division Headquarters
1 57mm Anti-Tank Battalion	3 Rifle Division Headquarters
4 Engineer Battalions	1 Guards Rifle Division Headquarters
2 JS Heavy Tank Regiments	8 Mobile Supply Units

**Reinforcements:** Enter on Game-Turn 5, anywhere along map edge C.

1 Guards Tank Brigade	3 Mechanized Rifle Brigades
2 Medium Tank Regiments	9 Cavalry Regiments
1 85mm (SU) Assault Gun Regiment	2 Mixed Artillery Brigades
1 122mm (JSU) Assault Gun Regiment	2 Mobile Engineer Battalions
1 152mm (SU) Assault Gun Regiment	2 Mobile Corps Headquarters
1 Reconnaissance Regiment	

**German:** At the beginning, anywhere on the map between the German Front Line (Scenario 4) and the Railway running across the map from D side to B side.

14 1944 Infantry Battalions	2 Engineer Battalions
2 Anti-Tank Battalions (Inf)	1 Long Range Artillery Battalion
1 Assault Gun Battalion	1 Rocket Launcher Battalion
1 Anti-Aircraft Battalion	2 Division Headquarters
6 105mm Artillery Battalions	2 Mobile Supply Units
2 150mm Artillery Battalions	15 Forts

**Reinforcements:**

Enter on Side D of map on the A side of the Railway on Game Turn 4.

1 Medium Tank Destroyer Battalion	1 Headquarters Unit (10 Movement)
1 1944 Motorized Infantry Battalion	1 Mobile Supply Unit
1 Mobile 105mm Artillery Battalion	

Enter on B side of map on the A side of the Railway on Game Turn 5.

1 Panzer V Battalion	1 Rocket Launcher Battalion
1 1944 Motorized Infantry Battalion	1 Headquarters Unit (10 Movement)
1 Anti-Tank Battalion (Mobile)	1 Mobile Supply Unit
1 Anti-Aircraft Battalion	

**Victory Conditions:**

At the end of the Movement Phase, the Russian player must have a continuous line of units or controlled hexes across the map from side B to side D, or he forfeits the game.

There are two sets of Victory Conditions. The first measures the Game-Turn in which the first Russian

unit crosses the continuous river running from side B to side D on the map. (Tributaries running off of the main river do not count in this case.) The second set measures the Game-Turn in which the first Russian unit exits the A side of the map.

	<b>Marginal Victory</b>	<b>Tactical Victory</b>	<b>Decisive Victory</b>
<b>RIVER</b>			
<b>German</b>	Turn 9	Turn 10	Turn 11 or after
<b>Russian</b>	Turn 8	Turn 7	Turn 6 or before
<b>SIDE A</b>			
<b>German</b>	Turn 18	Turn 19	Turn 20 or not at all
<b>Russian</b>	Turn 17	Turn 16	Turn 15 or before

Award one point for each Marginal Victory, two points for each Tactical Victory, and three points for each Decisive Victory, and compare the points totals at the end of the game to determine the final victor.

### **Scenario No. 7 German Armored Offensive**

**Game Length:** 10 Game-turns

Variant map B is used in this scenario. Both sides set up and move their units within the area between the railway that runs across the map from B side to the D side, and the German Front Line (Scenario 4). (These limits represent the operational boundaries for both sides.) Units from either side may not move onto railway hexes. Russian units that are set up in their respective areas on the map at the beginning of the game, may not move out of their respective set-up areas until the Game-Turn after the first German unit moves adjacent to any Russian unit within each area.

Russians set up first, German move first.

**Source of Supply:** Russian – D side of the map. Germans – B side of the map.

#### **Orders of Battle:**

**Russian:** At the beginning, anywhere on the map in an area between six to eight hexes from side B.

6 Rifle Regiments	1 120mm Heavy Mortar Brigade
2 Rifle Brigades	1 132mm Rocket Regiment
4 76mm Artillery Battalions	1 76mm Anti-Tank Regiment
2 122mm Artillery Battalions	2 Mobile Supply Units
2 45mm Anti-Tank Battalions (6 Defense)	2 Rifle Division Headquarters
1 Medium Tank Regiment	9 Forts
1 KV Heavy Tank Regiment	

At the beginning, anywhere on the map in an area between eleven and thirteen hexes from side B.

3 Rifle Regiments	1 Howitzer Brigade
3 Rifle Brigades	1 Medium Gun Brigade
2 76mm Artillery Battalions	1 203mm Heavy Howitzer Brigade
1 122mm Artillery Battalion	1 Rifle Division Headquarters
1 45mm Anti-Tank Battalion (6 Defense)	1 Mobile Division Headquarters

1 Tank Brigade  
1 76mm Anti-Tank Brigade  
1 Anti-Aircraft Regiment

3 Mobile Supply Units  
9 Forts

At the beginning, anywhere on the map in an area between sixteen to eighteen hexes from side B.

3 Guards Rifle Regiments  
2 76mm Artillery Battalions  
1 122mm Artillery Battalion  
1 57mm Anti-Tank Battalion  
1 76mm (SU) Assault Gun Regiment

1 76mm Light Artillery Brigade  
1 Guards Rifle Division Headquarters  
1 Mobile Supply Unit  
9 Forts

**Reinforcements:**

Enter on side D of the map on Game-Turn 6

6 Tank Brigades  
2 122mm (SU) Assault Gun Regiments  
2 152mm (SU) Assault gun Regiments  
2 Reconnaissance Regiments  
2 Motorized Rifle Brigades  
2 85mm Anti-Tank Battalions

2 Anti-Aircraft Regiments  
2 Mixed Artillery Brigades  
2 Mobile Engineer Battalions  
2 Mobile Corps Headquarters  
6 Mobile Supply Units

Russians also receive 20 Air Combat points on Game-Turn 6, which they can use on any remaining turns in the game.

**German:** Enter on side B of map on Game-Turn 1.

4 Panzer IV Battalions  
1 Panzer VIe Battalion  
1 Heavy Tank Destroyer Battalion  
2 Assault Gun Battalions  
2 Reconnaissance Battalions  
6 Motorized Infantry Battalions  
2 Panzergrenadier Battalions  
2 Anti-Tank Battalions (10 Defense)  
2 Anti-Aircraft Battalions

2 Mobile Engineer Battalions  
3 Motorized 105mm Artillery Battalions  
3 Motorized 150mm Artillery Battalions  
2 Mechanized Mixed Artillery Battalions  
1 Long-Range Heavy Artillery Battalion  
3 Rocket Launcher Battalions  
2 Mobile Headquarters Units  
12 Mobile Supply Units

**Reinforcements:**

Enter on side B of the map on Game-Turn 4.

6 Motorized Infantry Battalions  
1 Assault Gun Battalion  
1 Reconnaissance Battalion  
1 Anti-Tank Battalion (10 Defense)  
1 Mobile Engineer Battalion

1 Anti-Aircraft Battalion  
2 Motorized 105mm Artillery Battalions  
1 Motorized 150mm Artillery Battalion  
1 Mobile Headquarters Unit  
3 Mobile Supply Units

Enter on side B of the map on Game-Turn 6.

10 Mobile Supply Units

The Germans also receive 20 Air Combat points on Game-Turn 1, which they can use in Game-Turns 1 through 5.

**Victory Conditions:**

Before either side deploys its units, the German player must choose from the victory options listed below, which victory conditions he is playing for.

<b>German</b>	<b>Marginal</b>	<b>Tactical</b>	<b>Decisive</b>
<b>Option A</b>	Occupy Truda outside of enemy zones of control and in supply at the end of the game.	Marginal plus occupy Orgarev under the same conditions.	Tactical plus occupy the three-hex hill mass on the D side of the map under the same conditions.
<b>Option B</b>	Exit 80 German points off of the D side of the map by the end of the game.	Exit 160 German points off.	Exit 240 German points off.
<b>Option C</b>	Destroy 120 Russian points.	Destroy 240 Russian points.	Destroy 360 Russian points.
<b>Russian (all options)</b>	Destroy 80 German points.	Destroy 160 German points.	Destroy 240 German points.

**Commentary:**

In creating new scenarios, I found that I had to use the original ones for my basis and then expand or change from there. I kept the time of the scenarios within the July 1943 to June 1944 time period.

**Scenario 5: Russian River Crossing.** I based this scenario on the Russian crossing of the Dnepr River in September of 1943. The Russians would create multiple bridgeheads along the river and then assault out of one of them. The trick was into fooling the Germans as to which bridgehead the assault was coming from. By having multiple objectives to defend the Germans were just too weak to defend them all, so they would concentrate against the most likely bridgehead for an assault to come out of. The Russians would pretend to build up their forces in one bridgehead to make it look as the most likely, but then assault out of another by quickly shifting their mobile forces to it, which in the case of this scenario, I used Shock Army as the Russian force. Scenario 1 was the basis for this scenario. Anton Vorchek had two of his variant mapsheets with long rivers on them which were perfect for simulating this type of operation, of which I used one of them.

**Scenario 6: Russian Breakthrough and Pursuit.** I based this scenario on the opening moves of Operation Bagration in June 1944. The Russians are attacking with reinforced Rifle Divisions and a Cavalry-Mechanized Group as the exploitive force. The Germans cannot afford to try and hold the front line, but must retreat and get across the river in their rear and hold along that. This means that they should have their engineers set up along the river to provide crossings. When the Russians come up with their engineers to set up their crossings the Germans should vigorously counterattack them to prevent them from accomplishing their mission. Scenario 4 was the basis for this scenario. I used the other of Anton Vorchek's river mapsheets for this scenario.

**Scenario 7: German Armored Offensive.** I based this scenario on the German northern pincer of the

Kursk Campaign in July of 1943. The Germans are attacking a three-layered Russian defense with a Panzer Corps, reinforced with a Tiger battalion and a heavy anti-tank battalion (the Ferdinands) The Russians have three defensive lines manned by infantry and artillery, plus a powerful armored force that is counter attacking later in the scenario. The Germans have a limited time of ten Game-Turns to achieve their objectives, whichever set that they choose. Scenario 2 was the basis for this scenario. Again, I used another of Anton's mapsheets for this scenario. This may have not been what Dunnigan had envisioned for his Prokhorovka scenario, but at least it is from Operation Citadel.

### **Errata:**

There was an error in Scenario 2, in the Russian Victory Conditions that was never listed in any published errata list. This error appeared in the initial print-run of the game that came out in the magazine, but in the subsequent reprints of the game, the error was corrected. In the original print-run the Russians had to destroy 60 German points worth of units for a Marginal Victory, 120 points for a Tactical Victory, and 180 points for a Decisive Victory. These were corrected, in all subsequent reprints, to 60 points for a Marginal Victory, 90 points for a Tactical Victory, and 120 points for a Decisive Victory.

### **Conclusion:**

It is my hope that these new scenarios encourage others to create more new scenarios for themselves. Lost Battles may be an old game, 54 years as of this writing, but it still has some life in it, and it is up to us gamers to ensure that it is nurtured so as to maintain its viability as simulation.