

V1.0

**Suggested First Turn Actions**  
**in**  
**Battle for Germany**  
Simulations Publications, Inc  
Published 1975

The following tables depict suggested moves & attacks on game turn one for the West German and Soviet forces in the historical deployment scenario. The moves and attacks are based on the original SPI game initial deployments. Vassal differs somewhat, especially on the Soviet side. Where different, I relied on the original game rules for deployments.

The West Germans are required by rule to make two attacks on the first turn. Rather than recreate the useless Ardennes offensive, the attacks listed below may destroy up to three US units that are already surrounded. If successful, the Westwall fortifications may hold several more turns than historically occurred.

I derived these actions after playing Battle for Germany several times and decided to record them to speed-up play on game turn one. I transcribed the data from my 30+ year old handwritten notes. I also referenced the original game rules and the Vassal module to verify the information.

There may be a better strategy for the first turn, but I find these moves & attacks work reasonably well. If you have an alternate set of moves & attacks for the first turn, or you find any errors in the tables, please let me know.

Cheers!

John Hertz

## Game Turn 1

### West German Moves

German Unit	Starting Hex	Ending Hex
90 Infantry 2-3-4	1606	1506
64 Infantry 2-3-4	1606	1707
82* Infantry 4-5-5	1806	1707
13SS Infantry 6-7-6	1806	1805
85 Infantry 2-4-4	1805	1806
80 Infantry 4-5-5	1805	1905
1SS Panzer 8-6-8	2005	2305
2SS Panzer 8-6-8	2005	1805
47 Panzer 6-5-6	1905	1806
66 Infantry 4-5-5	1906	1905
58 Panzer 5-3-6	1905	2105

\*In the original SPI game, this unit is the 68 Infantry. The Vassal module has the 82 Infantry.

### West German Attacks

Attack #1 (1:1 Odds, 18 attack vs 16 defense)

German Attacking Units	US Attacked Unit	Attacked Hex
2SS Panzer 8-6-8		
47 Panzer 6-5-6	15 US Inf 4-8-6	1706 Broken Terrain
82 Infantry 4-5-5		

Attack #2 (1:1 Odds, 31 attack vs 28 defend)

German Attacking Units	US Unit Attacked	Attacked Hex
12SS Panzer 6-5-8		
1SS Panzer 8-6-8		
74 Infantry 5-6-5	19 US 6-6-7 & 13 US 4-8-6	2204 Broken Terrain
81 Infantry 4-5-5		
58 Panzer 5-3-6		
67 Infantry 3-5-4		

The Soviet unit deployments in Vassal vary somewhat from the original SPI game. The moves & attacks below are based on the original SPI unit names and hex locations. If using Vassal, the units will have to be re-positioned to match the original game locations before starting the game. Where different, I noted in the moves table. However, I did not note the differences in the attacks table – I ran out of patience and time.

## Soviet Moves

Soviet or Allied Unit	Starting Hex	Ending Hex
4 Yugo 5-6-4	0224	0223
2 Yugo 5-6-4	0325	0424
Bulg 2-5-4	*1123	1023
3 UKR 8-20-3	1220	1222
**5 GDS Inf 7-7-4	1926	1925
1 Pol 3-4-4	2724	2925
5 GD Tank 6-4-6	2824	3025

\*Vassal location is 1524, which seems incorrect. Original game is 1123.

\*\*Vassal name is 1 GD Inf. Original game name is 5 GDS Inf.

## Soviet/Allied Attacks

Attack #1 (1:1 Odds, 22 attack vs 22 defend)

Soviet Attacking Units	East German Units Attacked	Attacked Hex
3 BR 8-20-3		
6 GDS 7-7-4	39 Pz 7-5-8 & 26 Inf 4-6-4	3224 Broken Terrain
10 GDS 7-7-4		

Attack #2 (1:1 Odds, 10 attack vs 8 defend)

Soviet Attacking Units	East German Units Attacked	Attacked Hex
4 Yugo 5-6-4		
2 Yugo 5-6-4	34 Inf 3-4-4	0324 Broken Terrain

Attack #3 (4:1 Odds, 13 attack vs 3 defend)

Soviet Attacking Units	East German Units Attacked	Attacked Hex
1 GDS Tank 6-4-6		
8 GDS 7-7-4	8 Inf 2-3-4	2525 ClearTerrain

Attack #4 (1:1 Odds, 14 attack vs 12 defend)

<b>Soviet Attacking Units</b>	<b>East German Units Attacked</b>	<b>Attacked Hex</b>
2 Tank 6-4-6		
1 BR -8-20-3	23 Inf 3-3-4 & 20 Inf 2-3-4	2623 ClearTerrain / River

Attack #5 (2:1 Odds, 26 attack vs 12 defend)

<b>Soviet Attacking Units</b>	<b>East German Units Attacked</b>	<b>Attacked Hex</b>
1 GDS 7-7-4		
3 GDS 7-7-4	56 PzG 4-3-5 & 46 Pz 4-3-5	2424 ClearTerrain / River
3 GDS Tank 6-4-6		
4 Tank 6-4-6		

Attack #6 (3:1 Odds, 24 attack vs 8 defend)

<b>Soviet Attacking Units</b>	<b>East German Units Attacked</b>	<b>Attacked Hex</b>
1 Pol 3-4-4		
2 BR 8-20-3	6 Inf 3-5-4 & 27 Inf 2-3-4	3024 ClearTerrain
5 GDS Tank 6-4-6		
11 GDS 7-7-4		