

ADVANCED LOST BATTLES

By
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Lost Battles was a magazine game that came out all the way back in 1971. It was in *Strategy & Tactics* #28. Though initially popular, it quickly lost favor with players as they found it limiting, and in some cases, confusing. Although it struggled to stay on the game rating chart in *Strategy & Tactics* magazine, after 1974 it disappeared off the list. As more games were released by SPI, Lost Battles was regulated to sitting on the shelf collecting dust. Now that the game is fifty years of age, I thought that the game deserved another look. Looking at its history, there was not much written on it, only some minor reviews in various gaming magazines. SPI did supply some errata for the game but that is all. I'm sure that if the game proved to be popular, SPI would have redone the game in the mid-70s like they did with several others. As it is, I have taken the task of expanding the game using ideas that I have been considering over the past few years.

Further Errata for Lost Battles

Some errata that did not make the list, though it should of.

MOVEMENT PHASES

M: Should Read: Non-motorized units (i.e., units with a Movement Allowance of seven or less), including all types of heavy artillery units, may always move a minimum of one hex if in supply, even if the movement cost exceeds that unit's Movement Allowance.

ARTILLERY SUPPLY

F: Artillery Supply

Last sentence should read: Artillery Supply Units have no Attack Strength and no Zone of Control. They do have a Combat Defense Strength of 1.

FORTIFICATIONS

Movement into fortifications cost three Movement Points, not two. (The Terrain Effects Chart is correct, the rules are not.)

AIR STRIKE

(Optional Rule)

Air Strikes made against units in hexes containing a road subtract two from the die roll on the Combat Results Table. Town hexes on the road negate this die roll subtraction. Fortifications also negate the die roll subtraction for those unit inside them. (Units are presumed to be strung out along the road or have their sub-units in congested groups alongside, thus making them easier to attack. Note this cancels out the previous errata about the 0 and -1 result on the CRT.)

VICTORY CONDITIONS

An artillery unit's Fire Strength is used to determine its point value.

SCENARIO #2

The German at start forces set up anywhere on the map behind their front line.

COUNTER CORRECTIONS

The following counters should have the listed corrections. Note that the later print runs of this game had the corrections already applied to the counters in question.

German Pz V Battalion should have an RMS Factor of 1.

German Mobile HQ should have an RMS Factor of 1.

Russian 45mm Anti-Tank Battalion should have an RMS Factor of 0.

Russian Guards Division HQ should have an RMS Factor of 1.

Russian 112mm Artillery Battalions should be 122mm Artillery Battalions.

New Rules

TIME PERIODS

Lost Battles is supposed to cover from 1942 through 1944. Yet the counters in the game really only cover the critical period from July 1943 to June 1944, about the same time as that covered by Panzerblitz. While the game shows different operational situations, the time period during which they occurred should also be taken into effect as it will determine what counters and unit organizations will be available to use in them. For that purpose, I propose that there be three generic time periods;

Early: May 1942 to June 1943

Middle: July 1943 to June 1944

Late: July to December 1944

(A) When playing a situation, before setting it up one player rolls a die to see which time period is in effect. Use the following table when rolling.

Die Roll	Result
1-2	Early
3-5	Middle
6	Late

(B) The result applies to the type of counters that can be used or substituted in a given situation.

NEW COUNTERS

These new counters expand the choices and varieties of formations that can be assembled for the scenarios. Note that most can only be used during certain time periods, while others can be used in every period. The regular counters that come with the game can be used in every time period, with one exception listed below. Each counter value is listed as follows:

Counter – Combat Strength, Anti-Armor Attack Strength, Anti-Armor Defense Strength/Movement Allowance, (RMS), (Time period available)

(A) German Counters:

1944 Infantry Battalion 2 – 2 – 3 / 3 (0) Late Period

1944 Motorized Infantry Battalion 3 – 3 – 4 / 10 (1) Late Period

1944 Panzergrenadier Battalion 4 – 4 – 5 / 9 (1) Late Period

Pz III Battalion 4 – 5 – 13 / 8 (1) Early Period

Pz IVE Battalion 5 – 6 – 12 / 8 (1) Early Period
Pz VIe Battalion 5 – 8 – 18 / 8 (1) Middle and Late Period
Pz VIb Battalion 5 – 11 – 22 / 8 (1) Late Period
Medium Tank Destroyer Battalion 4 – 6 – 9 / 8 (1) Middle and Late Period
Heavy Tank Destroyer Battalion 5 – 11 – 22 / 8 (1) Middle and Late Period
1942 Mobile Anti-Tank Battalion 5 – 5 – 10 / 9 (1) Early Period

(B) Russian Counters:

1942 Rifle Regiment 5 – 4 – 4 / 3 (0) Early Period
1942 Guards Rifle Regiment 6 – 5 – 5 / 3 (0) Early Period
1942 Tank Brigade 6 – 6 – 12 / 8 (2) Early Period
1942 Motorized Rifle Brigade 6 – 5 – 5 / 10 (2) Early Period
1942 Mechanized Rifle Brigade 9 – 8 – 9 / 9 (4) Early Period
1942 Mixed Artillery Brigade 12 – 4 – 8 / 10 (1) Early Period
1943 Mixed Artillery Brigade 14 – 5 – 9 / 10 (1) Middle and Late Periods
Engineer Battalion (Rifle Div) 1 – 1 – 1 / 3 (0) All Periods
Motorcycle Battalion 1 – 1 – 1 / 12 (0) All Periods
Armored Car Battalion 2 – 2 – 2 / 10 (0) All Periods
120mm Mortar Regiment 5 – 2 / 10 (2) All Periods
132mm Rocket Battalion 4 – 2 / 9 (0) All Periods
132mm Rocket Regiment 12 – 2 / 9 (2) All Periods
Anti-Aircraft Regiment 3 – 3 – 4 / 10 (0) All Periods
45mm Mobile Anti-Tank Battalion 1 – 1 – 1 / 10 (0) All Periods
57mm Anti-Tank Battalion 1 – 2 – 1 / 3 (0) Middle and Late Periods
57mm Mobile Anti-Tank Battalion 1 – 2 – 1 / 10 (0) Middle and Late Periods
76mm Anti-Tank Regiment 3 – 3 – 5 / 10 (2) Middle and Late Periods
85mm Anti-Tank Battalion 2 – 2 – 3 / 10 (0) Middle and Late Periods
76mm Assault Gun Regiment 2 – 2 – 3 / 8 (0) Middle and Late Periods
100mm Assault Gun Regiment 3 – 4 – 5 / 8 (0) Late Period
122mm (SU) Assault Gun Regiment 3 – 3 – 5 / 9 Middle and Late Periods
122mm (JSU) Assault Gun Regiment 3 – 4 – 6 / 8 (0) Late Period
Medium Tank Regiment 4 – 4 – 4 / 9 (1) All Periods
KV Heavy Tank Regiment 2 – 2 – 6 / 8 (0) All Periods
JS Heavy Tank Regiment 3 – 4 – 7 / 8 (0) Late Period
Mobile Division Headquarters 1 – 1 – 1 / 10 (1) All Periods

(C) Note that the 1943 Mixed Artillery Brigade already exists on the counter sheet.

(D) All counters, both regular ones on the counter sheet and those new ones listed above, are described in the accompanying article “*The Unit Counters of Lost Battles*”, which include the periods in which each counter can be used.

UNIT BREAKDOWN

There are two counters in the original counter set that did not exist in real life. These are the Russian Reconnaissance Regiment and 1943 Mixed Artillery Brigade counters. They were created by James Dunnigan as substitutes for the support units in the tank, mechanized and cavalry corps due to lack of space on the counter sheet. When ever these units are listed in the order of battle for a scenario, the

Russian player has the option of either using the original units as is, or breaking them down into their component units and using them instead. The units break down as follows:

1943 Mixed Artillery Brigade = 1 120mm Mortar Regiment, 1 132mm Rocket Battalion,
1 76mm Anti-Tank Regiment, 1 45mm Mobile Anti-tank Battalion
Reconnaissance Regiment = 1 Armored Car Battalion, 1 Motorcycle Battalion

(A) The breakdown is done before the beginning of the scenario, it can not occur during the scenario. The Russian player is not required to break down his units, nor does he have to break down all of them. He can break down some of them and keep the others intact.

(B) These units may only be broken down when they are part of a tank, mechanized, or cavalry corps in the scenario set up. If they are listed with other formations or by themselves, then they can not be broken down. (They represent special independent units.)

(C) The 1942 Mixed Artillery Brigade can not be broken down. (The support units in the 1942 tank, mechanized, and cavalry corps were not standardized and were variable from unit to unit. The 1942 Mixed Artillery Brigade is thus, a generic unit representing this situation.)

(D) In 1944 Guards formations, replace the 45mm Mobile Anti-Tank Battalion with a 57mm Mobile Anti-Tank Battalion.

Large Formation Compositions

The original rules gave a brief chart on the major formations for each side. What I am presenting here is a more complete listing of all the major formations. Note that not all units in the expanded counter list are used in these formations nor are these formations are not written in stone, rather they should be considered a base for players to work with as they take out and/or add in various units from the expanded counter list. This is done for recreating the specific order of battle for a particular large formation or to experiment with your own ideas. Also note that the years given for each formation correspond to the equivalent time period (1942 – Early Period, 1943 – Middle Period, etc.).

(A) German

1942 Infantry Division – 9 Infantry Battalions
3 105mm Artillery Battalions
1 150mm Artillery Battalion
1 Engineer Battalion
1 1942 Mobile Anti-Tank Battalion
1 Infantry Division Headquarters
1942 Motorized Infantry Division – 6 Motorized Infantry Battalions
2 Motorized 105mm Artillery Battalions
1 Motorized 150mm Artillery Battalion
1 Assault Gun Battalion
1 Reconnaissance Battalion
1 Motorized Engineer Battalion
1 Anti-Aircraft Battalion
1 1942 Mobile Anti-Tank Battalion

- 1 Mobile Headquarters
- 1942 SS Motorized Infantry Division – 6 Motorized Infantry Battalions
 - 2 Motorized 105mm Artillery Battalions
 - 1 Motorized 150mm Artillery Battalion
 - 1 Pz IVe Panzer Battalion
 - 1 Reconnaissance Battalion
 - 1 Motorized Engineer Battalion
 - 1 Anti-Aircraft Battalion
 - 1 1942 Mobile Anti-Tank Battalion
 - 1 Mobile Headquarters
- 1942 Panzer Division – 3 Motorized Infantry Battalions
 - 1 Armored Infantry Battalion
 - 1 Pz III Panzer Battalion
 - 1 Pz IVe Panzer Battalion
 - 1 Assault Gun Battalion
 - 2 Motorized 105mm Artillery Battalion
 - 1 Motorized 150mm Artillery Battalion
 - 1 Reconnaissance Battalion
 - 1 Motorized Engineer Battalion
 - 1 Anti-Aircraft Battalion
 - 1 1942 Mobile Anti-Tank Battalion
 - 1 Mobile Headquarters
- 1942-44 Independent Artillery Regiment – 2 Motorized 105mm Artillery Battalions
 - 1 Motorized 150mm Artillery Battalion
 - or
 - 1 Motorized 105mm Artillery Battalion
 - 1 Motorized 150mm Artillery Battalion
 - 1 Long Range Heavy Artillery Battalion
 - or
 - 1 Motorized 105mm Artillery Battalion
 - 1 Motorized 150mm Artillery Battalion
 - 1 Mixed Artillery Battalion

(Independent Artillery Regiments usually had three artillery battalions in different configurations. The ones listed here were the most common.)

- 1942-44 Nebelwerfer Regiment – 3 Rocket Launcher Battalions
- 1943 Infantry Division – 7 Infantry Battalions
 - 3 105mm Artillery Battalions
 - 1 150mm Artillery Battalion
 - 1 Engineer Battalion
 - 1 Mobile Anti-Tank Battalion
 - 1 Infantry Division Headquarters
- 1943 PanzerGrenadier Division – 6 Motorized Infantry Battalions
 - 2 Motorized 105mm Artillery Battalions
 - 1 Motorized 155mm Artillery Battalion
 - 1 Assault Gun Battalion
 - 1 Reconnaissance Battalion
 - 1 Motorized Engineer Battalion
 - 1 Anti-Aircraft Battalion
 - 1 Mobile Anti-Tank Battalion

1 Mobile Headquarters

1943 Panzer Division – 3 Motorized Infantry Battalions

- 1 PanzerGrenadier Battalion
- 1 Pz IV Panzer Battalion
- 1 Pz V Panzer Battalion
- 1 Motorized 105mm Artillery Battalion
- 1 Motorized 150mm Artillery Battalion
- 1 Mechanized Mixed Artillery Battalion
- 1 Reconnaissance Battalion
- 1 Motorized Engineer Battalion
- 1 Anti-Aircraft Battalion
- 1 Mobile Anti-Tank Battalion
- 1 Mobile Headquarters

1943 SS Panzer Division – 5 Motorized Infantry Battalions

- 1 Panzergrenadier Battalion
- 1 SS Pz IV Panzer Battalion
- 1 SS Pz V Panzer Battalion
- 1 Assault Gun Battalion
- 2 Motorized 105mm Artillery Battalion
- 1 Motorized 150mm Artillery Battalion
- 1 Mechanized Mixed Artillery Battalion
- 1 Reconnaissance Battalion
- 1 Motorized Engineer Battalion
- 1 Anti-Aircraft Battalion
- 1 Mobile Anti-Tank Battalion
- 1 Mobile Headquarters

1944 Infantry Division – 7 1944 Infantry Battalions

- 3 105mm Artillery Battalions
- 1 150mm Artillery Battalion
- 1 Engineer Battalion
- 1 Mobile Anti-Tank Battalion
- 1 Infantry Division Headquarters

1944 Panzergrenadier Division – 6 1944 Motorized Infantry Battalions

- 2 Motorized 105mm Artillery Battalions
- 1 Motorized 150mm Artillery Battalion
- 1 Assault Gun Battalion
- 1 Reconnaissance Battalion
- 1 Motorized Engineer Battalion
- 1 Anti-Aircraft Battalion
- 1 Mobile Anti-Tank Battalion
- 1 Mobile Headquarters

1944 Panzer Division – 3 1944 Motorized Infantry Battalions

- 1 1944 Panzergrenadier Battalions
- 1 Pz IV Panzer Battalion
- 1 Pz V Panzer Battalion
- 1 Assault Gun Battalion
- 1 Motorized 105mm Artillery Battalion
- 1 Motorized 150mm Artillery Battalion
- 1 Mechanized Mixed Artillery Battalion

- 1 Reconnaissance Battalion
- 1 Motorized Engineer Battalion
- 1 Anti-Aircraft Battalion
- 1 Mobile Anti-Tank Battalion
- 1 Mobile Headquarters
- 1944 SS Panzer Division – 4 1944 Motorized Infantry Battalions
 - 2 1944 Panzergrenadier Battalions
 - 1 SS Pz IV Panzer Battalion
 - 1 SS Pz V Panzer Battalion
 - 1 Medium Tank-Destroyer Battalion
 - 2 Motorized 105mm Artillery Battalions
 - 1 Motorized 150mm Artillery Battalion
 - 1 Mechanized Mixed Artillery Battalion
 - 1 Reconnaissance Battalion
 - 1 Motorized Engineer Battalion
 - 1 Anti-Aircraft Battalion
 - 1 Mobile Anti-Tank Battalion
 - 1 Mobile Headquarters

(B) Russians

- 1942 Rifle Division – 3 1942 Rifle Regiments
 - 2 76mm Artillery Battalions
 - 1 122mm Artillery Battalion
 - 1 45mm Anti-Tank Battalion
 - 1 Rifle Division Headquarters
- 1942 Guards Rifle Division – 3 1942 Guards Rifle Regiments
 - 2 76mm Artillery Battalions
 - 1 122mm Artillery Battalion
 - 1 45mm Anti-Tank Battalion
 - 1 Guards Rifle Division Headquarters
- 1942-44 Cavalry Division – 3 Cavalry Regiments
 - 1 120mm Heavy Mortar Regiment
 - 1 Mobile Division Headquarters
- (This is a Cavalry Division configured for an independent mission.)
- 1942 Tank Corps – 3 1942 Tank Brigades
 - 1 1942 Motorized Rifle Brigade
 - 1 1942 Mixed Artillery Brigade
 - 1 Reconnaissance Regiment
 - 1 Mobile Corps Headquarters
- 1942 Mechanized Corps – 3 1942 Mechanized Rifle Brigades
 - 1 1942 Tank Brigade
 - 1 1942 Mixed Artillery Brigade
 - 1 Reconnaissance Regiment
 - 1 Mobile Corps Headquarters
- 1942 Cavalry Corps – 9 Cavalry Regiments
 - 1 Medium Tank Regiment
 - 1 1942 Mixed Artillery Brigade

1 Mobile Corps Headquarters

(The Cavalry Corps had three Cavalry Divisions. The Cavalry Division Headquarters and 120mm Heavy Mortar Regiments not present as these are much reduced when the divisions are in the corps.)

1943 Rifle Division – 3 Rifle Regiments

2 76mm Artillery Battalions

1 122mm Artillery Battalion

1 45mm Anti-Tank Battalion

1 Rifle Division Headquarters

1943 Guards Rifle Division – 3 Guards Rifle Regiments

2 76mm Artillery Battalions

1 122mm Artillery Battalion

1 Engineer Battalion

1 45mm Anti-Tank Battalion

1 Rifle Division Headquarters

1943-44 Artillery Division – 1 Heavy Mortar Brigade

1 76mm Light Artillery Brigade

1 Medium Gun Artillery Brigade

1 Heavy Howitzer Artillery Brigade

1 Mobile Division Headquarters

(This was the standard Artillery Division configuration, but frequently they would have additional brigades assigned or attached, including the 203mm Heavy Howitzer Brigade.)

1943 Tank Corps – 3 Tank Brigades

1 Motorized Rifle Brigade

1 1943 Mixed Artillery Brigade

1 76mm Assault Gun Regiment

1 122mm (SU) Assault Gun Regiment

1 Motorized Engineer Battalion

1 Reconnaissance Regiment

1 Mobile Corps Headquarters

1943 Mechanized Corps – 3 Mechanized Rifle Brigades

1 Tank Brigade

1 1943 Mixed Artillery Brigade

1 76mm Assault Gun Regiment

1 122mm (SU) Assault Gun Regiment

1 Motorized Engineer Battalion

1 Reconnaissance Regiment

1 Mobile Corps Headquarters

1943 Cavalry Corps – 9 Cavalry Regiments

2 Medium Tank Regiments

1 1943 Mixed Artillery Brigade

1 Motorized Engineer Battalion

1 Mobile Corps Headquarters

1944 Rifle Division – 3 Rifle Regiments

2 76mm Artillery Battalions

1 122mm Artillery Battalion

1 76mm Assault Gun Regiment

1 Engineer Battalion

1 45mm Anti-Tank Battalion

1 Rifle Division Headquarters

1944 Guards Rifle Division – 3 Guards Rifle Regiments
 2 76mm Artillery Battalions
 1 122mm Artillery Battalion
 1 76mm Assault Gun Regiment
 1 Engineer Battalion
 1 57mm Anti-Tank Battalion
 1 Guards Rifle Division Headquarters

1944 Tank Corps – 3 Tank Brigades
 1 Motorized Rifle Brigade
 1 1943 Mixed Artillery Brigade
 1 85mm Assault Gun Regiment
 1 152mm Assault Gun Regiment
 1 Reconnaissance Regiment
 1 Motorized Engineer Battalion
 1 Mobile Corps Headquarters

1944 Mechanized Corps – 3 Mechanized Rifle Brigades
 1 Tank Brigade
 1 1943 Mixed Artillery Brigade
 1 85mm Assault Gun Regiment
 1 152mm Assault Gun Regiment
 1 Reconnaissance Regiment
 1 Motorized Engineer Battalion
 1 Mobile Corps Headquarters

1944 Cavalry Corps – 9 Cavalry Regiments
 2 Medium Tank Regiments
 1 1943 Mixed Artillery Brigade
 1 85mm Assault Gun Regiment
 1 Motorized Engineer Battalion
 1 Mobile Corps Headquarters

1944 Guards Tank Corps – 3 Guards Tank Brigades
 1 Motorized Rifle Brigade
 1 1943 Mixed Artillery Brigade
 1 122mm (JSU) Assault Gun Regiment
 1 152mm Assault Gun Regiment
 1 Reconnaissance Regiment
 1 Motorized Engineer Battalion
 1 Mobile Corps Headquarters

1944 Guards Mechanized Corps – 3 Mechanized Rifle Brigades
 1 Guards Tank Brigade
 1 1943 Mixed Artillery Brigade
 1 122mm (JSU) Assault Gun Regiment
 1 152mm Assault Gun Regiment
 1 Reconnaissance Regiment
 1 Motorized Engineer Battalion
 1 Mobile Corps Headquarters

1944 Tank Destroyer Brigade – 3 100mm Assault Gun Regiments
 or
 3 122mm (JSU) Assault Gun Regiments
 (A late period formation designed to fight the German Tiger Tank Battalions.)

Scenarios

The game, in the scenario notes, encourages one to experiment with their own scenarios on other types of operations or with their own set up for the scenarios that are in the game. As I have introduced new counters and time periods into the game, I also include system to vary the units in the given scenarios. First, check to see which time period is in effect. This will determine which counters are available to use in the scenario. Next, looking at the scenario lists below, find the total unit point value of each group in the chosen scenario for both sides. These will be the maximum amount of unit points worth of units you can put in each group on the board. You can put whatever unit(s) you like in each group, providing the total unit points in each group is not exceeded. Remember that a unit's point value is its Combat Strength. Artillery Supply counters have a point value of 1 and each Air Combat Point has a value of 1 point.

Scenario #1

Russian Group within three hexes of the Front Line – 42 points
Russian Group more than three hexes from the Front Line – 395 points
German Group beginning anywhere on map – 88 points
German Group in Golos – 3 points
German Group in Kropotkin – 2 points
German Group at least ten hexes from the Front Line – 11 points
German Group in Bakunin – 2 points
German Reinforcement Group #1 – 21 points
German Reinforcement Group #2 – 27 points
German Reinforcement Group #3 – 11 points

Scenario #2

Russian Group beginning anywhere on the map – 83 points
Russian Group beginning within three hexes of Bakunin – 37 points
Russian Turn 2 Reinforcements – 27 points
Russian Turn 3 Reinforcements – 4 points
Russian Turn 4 Reinforcements – 51 points
Russian Turn 6 Reinforcements – 16 points
German Group beginning anywhere on the map – 104 points
German Reinforcements – 53 points

Scenario #3

Russian Group – 135 points
German Group – 53 points

Scenario #4

Russian Group – 249 points
German Group – 86 points (includes 20 Air Combat Points)

Another possibility is to switch the sides in the scenario. For example, in Scenario #1 could now be a German Tank Offensive, something certainly possible in a massive scale in 1942, and in a more limited scale in 1943 and 44. The Germans would be the attackers using the Russian set up, and the Russians would be the defenders using the German set up. Both sides would use the point values of the different

groups to choose which units they will put in each group. Of course, both sides will have to take each others printed victory conditions and supply sources in the scenario as their own. Now the original four scenarios in the game have become eight, and when you throw in the effects of the time period being used, there are now twenty-four different possible scenarios in the game.

Conclusion

Lost Battles was a diamond in the ruff deserving to be more than just a magazine game. Now with the rules in this article, this aim has been achieved. It is my hope that this game, and others from its time, find a new lease on life, despite their age.