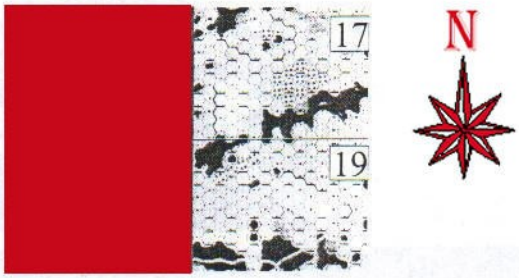
DOWN IN A HOLE

OB 1 — Operation *BAGRATION*

HOB

Battlefield Orientation:



SCENARIO	VARIABLES
EC	Moderate
Weather	Clear
Wind	No Wind at start
Terrain	Only hexrows A-P are in play, see HSR 2.

Tactical Objective:

The side controlling ≥ 5 Pillboxes/Trenches at Game End wins. The Germans must set up a MMC *IN* a Pillbox/Trench in order to control it at Game Start. A Pillbox/Trench destroyed by *ANY* means is considered Russian controlled.

Play Balance:

Russian: Add two 2-2-8 crews to the Russian OoB

German: Add two Wire and 8 AP mine factors to the German OoB

Historical Special Rules

1. Kindling is NA.
2. All Buildings are ground level only.
3. The Russians receive a Recon dr (E1.23) after the German setup.
4. No Fortifications (EXC: Mines) may set up HIP.
5. Both mapboards receive a Bombardment (C1.8) after setup.
6. The Russians receive one module of 70+mm OBA with Plentiful Ammunition (HE only) directed by an Offboard Observer (C1.63) secretly recorded prior to German setup in an east edge hex at level 3.
7. Russian 6-2-8 and their half-squads are Assault Engineers (H1.22) and Sappers (B28.8).

Historical Perspective

East of Gorki, Belorussia, 22 June 1944

The 2nd Belorussian Front opened the offensive with a "reconnaissance in force" on 22 June in order to determine whether or not the Germans would remain in the first trench line. The 33rd Army was tasked with fixing German forces in order to allow the Front's main effort, 49th Army, to penetrate on the Mogilev axis. The divisions conducting the recon in force sent out reinforced battalion sized elements strongly supported by artillery. The reinforced 70th Rifle Division attacked on the north wing of the 33rd Army, and following an intense artillery barrage, hit elements of the German 110th Infantry Division.

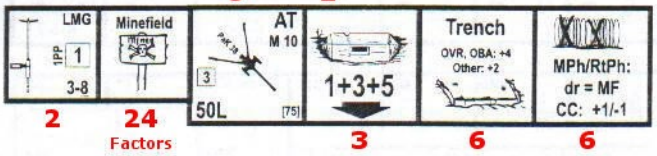
Aftermath:

The Germans had not abandoned the first trench line in this sector. Following the barrage elements of the 70th Rifle Division hit the northern regiment of the 110th Division. The intensity of the artillery fooled the Germans into believing this was the focal point of a main attack. The Russians attacked into and started penetrating the first trench line. Small, local German reserves were committed to block the penetration and were successful. The Russians suffered heavy casualties, and the Germans maintained their initial line by staying down in their holes. The Germans commented that the Russian infantry committed did not compare to the artillery employed, but they were not aware this was only a supporting effort. The 70th Rifle Division would attack again the next day, this time hitting the 255th Regiment of the German 110th ID. Once again they did not penetrate, but they tied down substantial German forces; subsequently the 49th Army was successful in penetrating German lines and advancing on Mogilev.

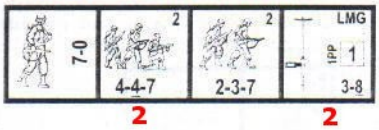
TURN 1★ 2 3 4 5 6 +7 8 END

German Sets Up First [ELR: 3] [SAN: 3] [96]

Elements of Regiment 245, Infantry Division 110 set up on/west of hexrow H

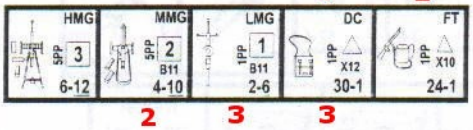


Enter on turn 7 along the west edge



Russian Moves First [ELR: 3] [SAN: 3] [131]

Elements of 70th Rifle Division and 209th Sapper-Engineer Battalion, 33rd Army enter on turn 1 along the east edge



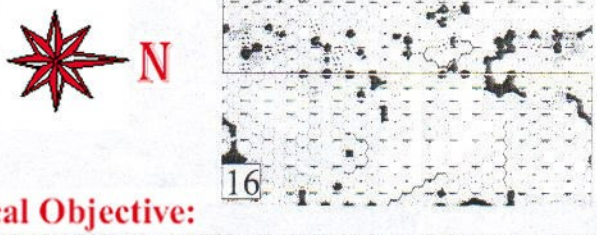
Design: Chas Smith

HORNET'S NEST

OB 2 — Operation *BAGRATION*

HOB

Battlefield Orientation:



Tactical Objective:

The Russians win at game end by accumulating ≥ 70 VP. VP = EVP of Russian units exited off the south edge + CVP earned (the bonus for prisoners/captured equipment is NA) + building/Pillbox control (each building has a VP equal to its number of ground level locations [total possible 12] and each Pillbox is worth 3 VP). A Pillbox destroyed or not setup is considered controlled by the Russians.

Play Balance:

Russian: Change the VP requirement to ≥ 63

German: Change the VP requirement to ≥ 77

SCENARIO	VARIABLES
EC	Moderate
Weather	Clear
Wind	No Wind at start
Terrain	See HSR 2.

Historical Special Rules

1. Kindling is NA.

2. Place Overlay **Hi2** in 16B1-B2 and **Hi3** in 44W9-V8.

3. Prior to German setup the Russian must secretly record two pre-registered hexes. One is for a 200+mm Rocket OBA Module, and one for a 120+mm OBA Module (HE only). At the start of the first Prep Fire Phase, place an AR and then FFE:1 for each Pre-registered hex. Neither module can be accurate, but the extent of error is halved; FRD (*the error is a minimum of one hex*). The modules are not correctable, but are otherwise resolved normally until the FFE:Cs are removed, whereupon access is permanently lost. Barrage (**E12.**) is NA.

4. The German mines are *not* exchangable.

5. The Russians receive air support on turn 1 in the form of two '44 FB with bombs. They are recalled at the end of turn 1.

6. The Russians receive one module of 120+mm OBA with Plentiful Ammunition (HE and Smoke, but only one Smoke mission is available).

7. Russian 6-2-8 and their half-squads are Assault Engineers (H1.22) and Sappers (B28.8).

8. The German player makes an Availability DR prior to the start of play for each Hornet regarding the optional AAMG (H1.41). If necessary, use another counter to represent any extra PzJgIII/IV required for play.

Historical Perspective

East of Gorki, Belorussia, 22 June 1944

The Recon in Force on 22 June did not go entirely well for 3rd Belorussian Front; however, all five forward battalions of the 5th Army were very successful. They easily cleared the first trench lines making a penetration of up to four kilometers, and Soviet forces shifted to a general offensive in the afternoon. They were successful in establishing a bridgehead on the southern side of the Svkhodrovka River, and smashing two regiments of the 299th division along with the 550th Penal Battalion. That night, Soviet engineers laid three 60-ton bridges over which armored forces would join the attack the next day.

Aftermath:

The 3rd Belorussian Front Command deemed that the German defenses were weakest in the 5th Army's Zone, and modified plans to make a major push there and capture Bogachevsk. Early on the morning of 23 June, the Soviets fired a massive artillery preparation along with air strikes in front of 5th Army; the infantry closely followed the artillery impacts. The 277th Rifle Division, reinforced with a light SPA regiment, ran into tough defenses. The 299th had built their 2nd echelon in the area of their artillery, and had strong fortifications in depth. The infantry was having difficulty breaking through, and 40 minutes later elements of the 2nd Guards Tank Brigade were committed to help create a penetration. The overall attack ran into a hornet's nest of antitank defenses, as well as Hornet TDs. The German defenses were eventually crushed, nearly eliminating the 299th as an effective fighting unit, but the strong German defense had bled the Russian forces white. Although the Soviets gained another 4+ kilometers, they did not have enough combat power to continue the offense. The 72nd Rifle Corps committed its reserve, the 215th Rifle Division, later in the day after a massive air attack and captured Bogachevsk at 2100 along with 24 German guns. The German lines were now completely ruptured in this area and elements of the Front's Cav-Mech Group were committed to exploit the success.

TURN 1★ 2 3 4 5★ 6 7 8 END

German Sets Up First [ELR: 3] [SAN: 3] [128]

Elements of Infantry Division 299 set up on/south of hexrow Q

9-1 · 8-0 · 7-0 · 4-6-7 (1) · 4-4-7 (2) · 2-2-8 · 1-2-7

4 4 4 4

HMG 4PP 3 7-16 · MMG 3PP 2 5-12 · LMG 1PP 1 3-8 · PSK 1PP X10 12-4 · AA M8 H5 [9] 3 37L(8) · MTR M11 3 81* [2-60]

2 2 3 2

ART M6 1 105 · 13 8 3 1 75L -/-/2* · 1+5+7 · 1+3+5 · Trench OVR, OBA: +4 Other: +2

2 2 8

Foxhole 5 1S OVR, OBA: +4 Other: +2 — 4

MPh/RtPh: dr = MF CC: +1/-1 — 8

Minefield 56 Factors

AT Mines 8 Factors

Enter all/some/none on turns 2, 3, 4, or 5 along the south edge

8-1 · 13 1 88LL — 5 HSR 8

Russian Moves First [ELR: 3] [SAN: 3] [163]

Elements of 277th Rifle Division, 72nd Rifle Corps enter on turn 1 along the north edge

9-1 · 8-1 · 8-0 · 6+1 · E 6-2-8 · E 4-5-8 · 1 4-4-7

3 4 11

1 2-3-7 · MMG 5PP 2 B11 4-10 · LMG 1PP 1 B11 2-6 · ATR 1PP 1-12 · dm MTR 2PP 50mm · FT 1PP X10 24-1 · DC 1PP X12 30-1

2 2 3 2 2 2

Radio 1PP 6/7/8 HSR 6 · 16 4 1 2 76L — 6

Elements of 2nd Guards Tank Brigade enter on turn 5 along the north edge

8-1 · 16 11 6 1 85L 2/4 — 5

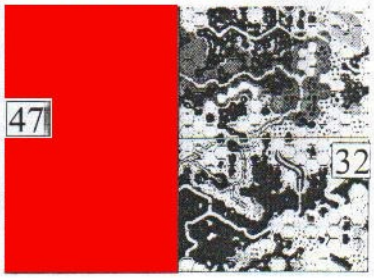
Design: Chas Smith

CLOSE QUARTERS

OB 3 — Operation *BAGRATION*

HOB

Battlefield Orientation:



SCENARIO	VARIABLES
EC	Wet
Weather	Clear
Wind	No Wind at start
Terrain	Only hexrows 47Q-GG and 32A-Q are in play, see HSR 2.

Tactical Objective:

The Russians win immediately by exiting ≥ 22 EVP of Russian units off the west edge.

Play Balance:

Russian: Change the EVP to ≥ 19

German: Change the EVP to ≥ 25

Historical Special Rules

1. Kindling is NA.

2. Place overlays as follows: **M1** (32:L1); **M2** (32:O1-P1).

3. The defender's on-map setup and the attacker's offboard setup are simultaneous and secret. Install a screen between the players or use a box top to conceal one side's setup. One side or the other may set up first as well, but a "screen" must be used to prevent observation by the other side during setup.

4. Any AFV required to make a Bog Check DR (D8.2) receives a -1 DRM (EXC: if solely due to entering a trench/wire location). Each roll for Bog Removal (D8.3) also receives a -1 drm on the colored dr.

5. Due to their expected employment against infantry, the Valentines are considered to have a HE depletion number of 9.

6. The Germans may use HIP for ≤ one squad-equivalent and any SMC/SW set up with them.

Historical Perspective

North of Rogachev, Belorussia, 24 June 1944

The 3rd Army composed the 1st Belorussian Front's "shock group", and was to lead the way in surrounding the German Bobruisk Grouping on the north flank. The 3rd Army launched its main offensive on the morning of 24 June following a massive artillery bombardment. A morning fog prevented air support, but the infantry was able to capture the first trench line by 0800. Soviets losses were severe due to the tenacious German defense, and they were forced to regroup before resuming the offensive.

Aftermath:

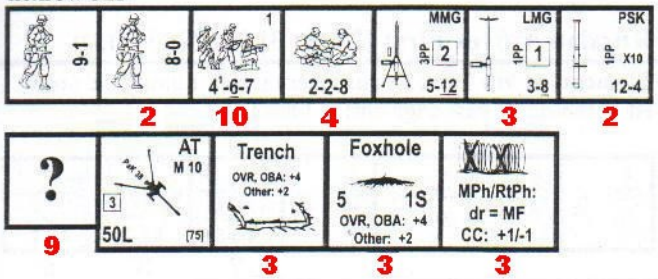
The attack resumed later in the afternoon, this time supported by the 223rd Tank Regiment. Masses of Russian infantry and tanks were agile in crossing streams, but were canalized by woods and swamps. The German defenses were stubborn, and in this terrain, engaged in bitter close quarter fighting. Over 30 Russian tanks were destroyed in this sector on 24 June. The 35th Rifle Corps was unable to make a penetration, but other Front forces in the area of Rogachev were more successful and penetrated up to 10 kilometers.

TURN

1★ 2 3 4 5 6 7 END

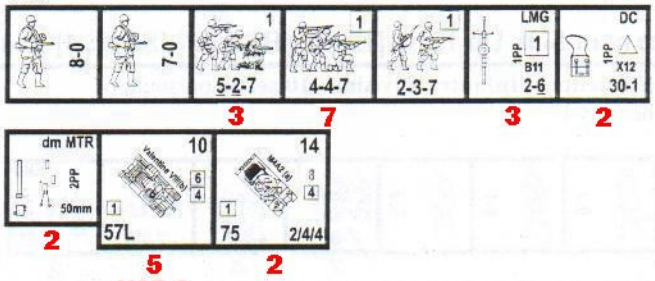
Simultaneous Setup [ELR: 3] [SAN: 3] [132]

Elements of Battalion III, Regiment 466, Infantry Division 134 set up on/west of hexrow 47B and on/west of hexrow 32F



Simultaneous Setup
Russian Moves First [ELR: 3] [SAN: 3] [73]

Reinforced elements of 35th Rifle Corps, 3rd Army enter on turn 1 or later along the east edge; all/some/none may enter per turn



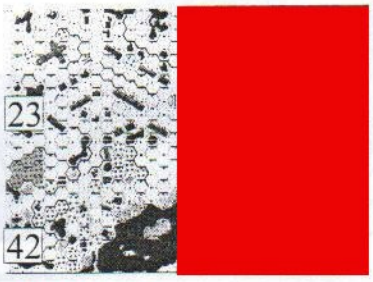
Design: Chas Smith

MOTORING TO MOGILEV

HOB

OB 4 Operation *BAGRATION*

Battlefield Orientation:



SCENARIO	VARIABLES
EC	Moderate
Weather	Clear
Wind	Mild Breeze from NE at start
Terrain	Only hexrows A-P are in play, see HSR 2.

Tactical Objective:

The Russians win at game end by having ≥ 23 EVP of Good Order units west of the river (HSR 5) and/or exited off the west edge.

Play Balance:

Russian: Change the EVP requirement to ≥ 20

German: Change the EVP requirement to ≥ 26

Historical Special Rules

1. Kindling is NA.
2. The Water Obstacle is a River. The River is Deep and flows south with a Moderate Current.
3. Russian Infantry must enter as PRC.
4. The Russian 6-2-8 and their half-squads are Assault Engineers (H1.22).
5. Russian vehicles count toward the EVP requirement only if mobile.

Historical Perspective

Chernevka, Belorussia, 24 June 1944

One of 2nd Belorussian Front's initial objectives of Operation Bagration was Mogilev. The Front's main effort to capture the city was performed by the 49th Army, which had been conducting offensive operations since 22 June, making a small penetration in the German lines. After heavy fighting on the morning of 24 June, German forces began withdrawing to prepared defensive positions on the west side of the Basia River. German covering forces and aircraft delayed forward elements of 49th Army, although most of the planes were preoccupied with Russian aircraft. Forward Detachments (FDs) were being used by the Russians, and the 42nd Rifle Division sent out a FD to seize a crossing point of the river at a different location in order to allow follow-on forces to rapidly cross the river and flank the German defenses.

Aftermath:

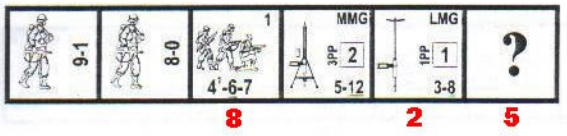
The forward detachment was organized around the 3rd Battalion, 455th Rifle Regiment, and possessed the necessary assets for full mobility. Elements of self-propelled artillery and antitank regiments, as well as a sapper company reinforced the battalion. The FD pursued withdrawing German forces, and subsequently isolated and destroyed small pockets of resistance. The FD also succeeded in seizing two bridges intact at Chernevka, creating a penetration of nearly 20 kilometers. A route was now open for exploiting Soviet forces to motor to Mogilev.

TURN

1 ★ 2 3 4 5 6 END

German Sets Up First [ELR: 3] [SAN: 3] [N/A]

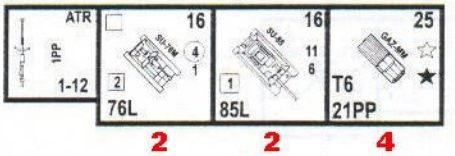
Elements of Infantry Division 337 set up between the river and the 42A5-P3 road



Set up west of the 42A5-P3 road

Russian Moves First [ELR: 4] [SAN: 3] [90]

Reinforced elements of 3rd Battalion, 455 Rifle Regiment, 42nd Rifle Division, 69th Rifle Corps enter on turn 1 or later along the east edge (HSR 3)

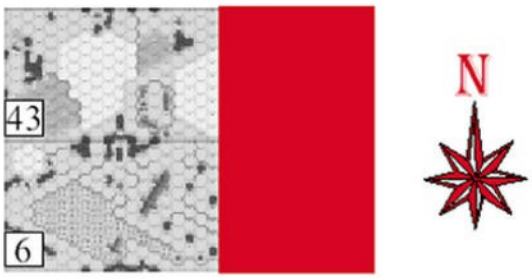


TANGLE AT TOLOCHIN

HOB

OB 5 Operation *BAGRATION*

Battlefield Orientation:



SCENARIO	VARIABLES
EC	Moderate
Weather	Clear
Wind	No Wind at start
Terrain	Only hexrows A-S are in play, see HSR 2.

Tactical Objective:

The Germans win immediately by destroying/immobilizing/UK/recalling/capturing all 9 Russian AFV, or by having ≥ 16 VP of Good Order units remaining at game end.

Play Balance:

Russian: Replace the *German* 2-2-8 crews with 1-2-7 crews

German: Replace the 2cm FlaK 38 with a 2cm FlaKvierling 38

Historical Special Rules

1. Kindling is NA.

2. Place Overlay **6** in 6O9-6O10. A continuous road exists between the following pairs of hexes: 6P2-6O3, 6P4-6O5, and 6P5-6O5.

3. The Germans are Elite for Special Ammunition purposes (C8.2).

4. No German ART Gun may set up within 3 hexes of another German ART Gun. In addition the 17cm K18 Guns lose HIP as if set up in open ground (A12.34), regardless of actual terrain occupied, if a Russian unit within 6 hexes has LOS to it.

5. One of the German 8-1 leaders is secretly designated as an Artillery Leader. He functions in all respects as a normal leader. If in the same location with any ART Gun, he raises the morale level of the manning crew by 1, and may also apply his leadership DRM to any TH DR of that Gun.

6. The Russians receive one module of 120+mm OBA with Plentiful Ammunition (HE only).

7. Russian trucks do not have an inherent driver and are considered abandoned unless carrying passengers.

8. Prior to setup the Russians may secretly designate ≤ two eligible AFV as equipped with Gyrostabilizers (D11).

Historical Perspective

Tolochin, Belorussia, 26 June 1944

The 3rd Belorussian Front had penetrated German lines north of Orsha, and committed their cavalry-mechanized group (3rd Guards Cavalry Corps and 3rd Guards Mechanized Corps). The cavalry-mechanized group made deep penetrations, capturing numerous towns. Elements of the 5th Guards Tank Army were committed to exploit the cavalry-mechanized group's success, and on 26 June attacked the key town of Tolochin in the German rear just north of the Orsha-Borisov Highway.

Aftermath:

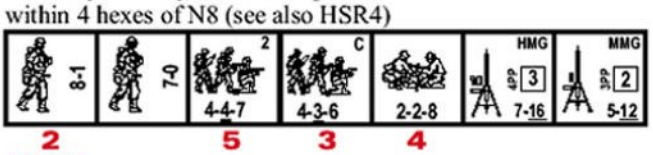
The German 4th Army Artillery commander tried to make a defense of Tolochin with any available rear area and artillery forces. At approximately 1200 over 40 Russian tanks were detected attacking toward Tolochin. To meet the threat, elements of the 501st Schwere Panzer Abteilung and Sturmgeschütz Brigade 185 were sent to bolster the defenses and counterattack if necessary. The Russian forces captured Tolochin, and Battery 1/817 was destroyed in the process. The 3rd Guards Tank Corps' drive west would continue the next day.

TURN

1★ 2 3 +4 5★ 6 7 8 END

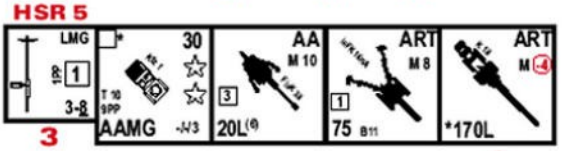
German Sets Up First [ELR: 3] [SAN: 3] [82]

Elements of 4th Army Artillery and Rear Area Troops; Army Artillery Battery 1/817 set up on board 6 and/or on board 43 within 4 hexes of N8 (see also HSR4)



2 5 3 4

HSR 5



3 2

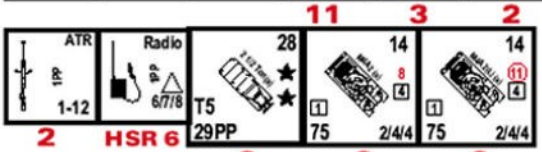
Elements of Schwere Panzer Abteilung 501 and Sturmgeschütz Brigade 185 enter on turn 4 along the south edge

2 2

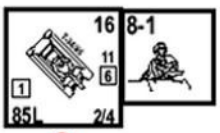
Russian Moves First [ELR: 4] [SAN: 3] [142]

Elements of 3rd Guards Tank Corps enter during turns 1, 2, or 3 along the north edge. All/some/none may enter each turn

11 3 2 3

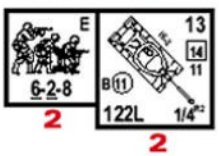


2 HSR 6 3 3 2



2

Elements of 14th Guards Heavy Tank Regiment enter on turn 5 along the north edge



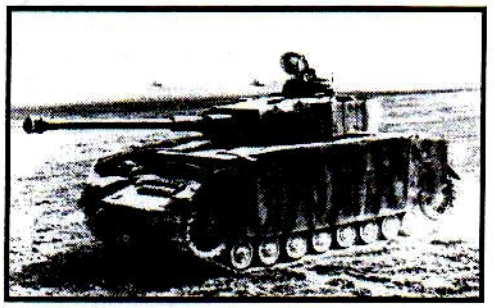
2

Design: Chas Smith

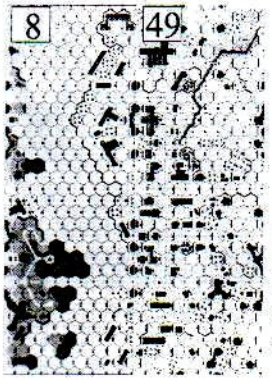
HOFFMEISTER'S CHARGE

HOB

OB 6 Operation *BAGRATION*



Battlefield Orientation:



N

Play Balance:

Russian: Replace a SU-76m with a T-34/85

German: Replace the SdKfz 10/4 with a 37 FlaK/Pz IV and add an 8-1 armor leader

SCENARIO	VARIABLES
EC	Moderate
Weather	Clear
Wind	Mild Breeze from NW at start
Terrain	River is Deep and flows south with a Moderate current, see HSR 1.

Tactical Objective:

The Germans win at game end by accumulating ≥ 18 VP. VPs are awarded for control of buildings east of the river within the area 8Y1-49Y8-49I8-8I4. Each building controlled is worth a number of points equal to the number of ground level locations it contains. (There are a total of 27 possible VP.)

Historical Special Rules

1. A stone, two-lane bridge exists from 8Q3-Q8. All board 8 buildings are wooden.

2. Bore Sighting and Kindling are NA.

3. No Quarter is in effect for both sides.

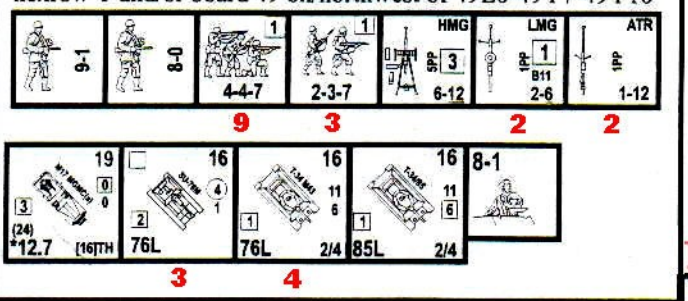
4. The Russians receive one module of 120+mm Rocket OBA and one module of 70+mm OBA. Both modules are directed by an Offboard Observer (C1.63), whose position is secretly recorded during setup on a northwest edge hex on/between 8Q10-49A1 at level 4. The observer may direct only one battery at a time. *The observer may only place a SR/FFE:1 of one module if all SR/FFEs of the other module have been removed.*

5. Starting on turn 3 the Russians receive random air support per E7.2 in the form of two '44B FB with bombs and rockets.

6. Russian crews may not voluntarily abandon AFVs; German crews may not voluntarily abandon a mobile vehicle.

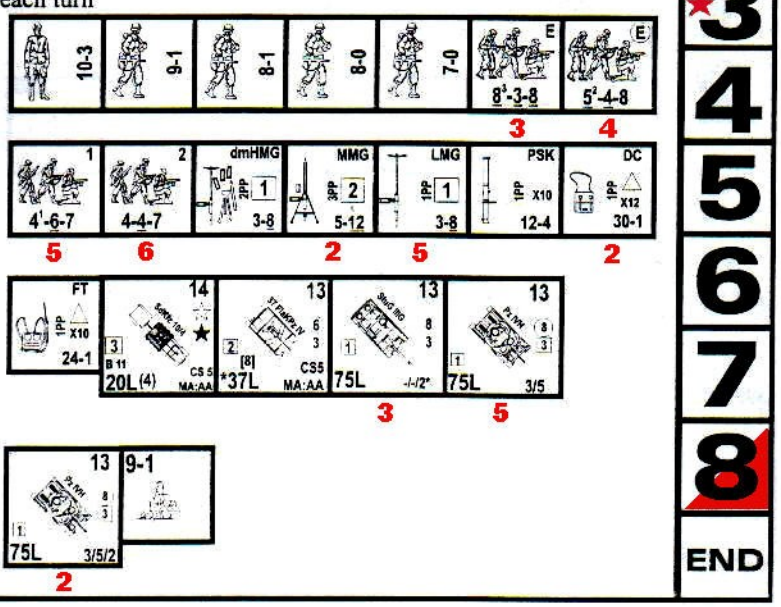
Russian Sets Up First [ELR: 3] [SAN: 3] [72]

Elements of 9th Tank Corps set up on board 8 on/north of hexrow Y and/or board 49 on/northwest of 49L0-49Y7-49Y10



German Moves First [ELR: 3] [SAN: 3] [192]

Elements of Zierhold Force, Infantry Division 383; Panzer-Grenadier Regiment 59 and Battalion II, Panzer Regiment 21, Panzer Division 20 enter on turn 1 or later along the south and/or east edges on/between 8GG3-49Q1. All/some/none may enter each turn



TURN 1 2 3 4 5 6 7 8 END

Historical Perspective

Titkova, Belorussia, 27 June 1944

The 20th Panzer Division, Army Group Center's only mobile reserve, was committed on 24 June. Initially counterattacking north of Bobruisk it was extracted and sent well south where the German command was faced with deep penetrations by the enemy 1st Tank Corps. Meanwhile the Soviet 1st Belorussian Front continued its drive to surround Bobruisk. As 3rd and 48th Armies found it difficult to break through the defender's echelons to the north of the city, the 3rd Army's command entrusted the 9th Tank corps with the task of completing the encirclement of Bobruisk on 26 June. The 20th Panzer Division was immediately ordered to disengage and rush north to Bobruisk where it was to join up with Kampfgruppe "Zierhold" of the 383rd Division and block the enemy advance southwest of the city. This mission proved impossible to complete as the Russians had destroyed the indispensable road bridge across the Prodvinka River near Glebova. The Germans were forced to cross the Berezina River to the east bank, move north to Titkova and then recross into Bobruisk.

Aftermath:

About half of the 20th Panzer Division's units had made their way to Bobruisk when on 27 June the Soviet 9th Tank Corps captured and held the vital bridges there. Caught in the trap were nearly 40,000 troops of XXXV Corps and XXXXI Panzer Corps, including portions of five Infantry Divisions. The Soviet 9th Tank Corps was relatively weak in infantry and so the snare it had cast around the Germans was none too tight and would remain loose until further elements of 3rd Army could be brought up to tighten the grip. Lt. General Hoffmeister, XXXXI Panzer Corps commander, quickly seized the opportunity and personally led an attack by elements of 383rd Infantry and 20th Panzer Division aimed at opening a route to the bridges and escape. The fighting was bitter, and both sides suffered heavily. The Russian's command of the sky and close air support proved disastrous for the enemy. Even though the desperate Germans knocked out 20 Russian tanks, they could not reach the bridges. At 1130 a renewed frantic effort gained them a railway bridge at last. Realising the ring was about to break the Russians committed 526 aircraft to bomb the railway bridge and German concentrations. At this the attack started to disintegrate. Many Germans attempted to swim across the river only to be cut down by flanking fire from the 105th Rifle Corps. Scores of dispirited landsers began to surrender. All in all this encirclement cost the Wehrmacht 10,000 KIA and 6,000 captured (including General Hoffmeister), as well as 4,000 vehicles, 400 guns, and 250 mortars destroyed or captured.

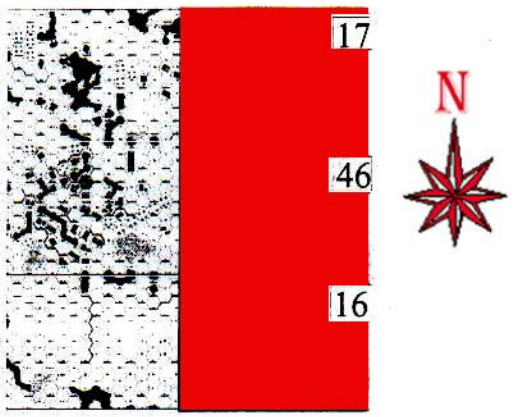
Design: Chas Smith

WHERE'S THE BEEF?

HOB

OB 7 Operation *BAGRATION*

Battlefield Orientation:



SCENARIO	VARIABLES
EC	Moderate
Weather	Clear
Wind	No Wind at start
Terrain	Only hexrows R-GG are in play.

Tactical Objective:

The Russians win at game end by earning ≥ 12 VP. VP are awarded as follows: 2 VP for each multi-hex stone building on board 46 and 2 VP for each Good Order AFV on/within the 46Y9-Y6-AA6-EE9-FF5-BB2-Y2-X3-V4-V7-Y9 road. Immobilized AFV still count as 2VP; AFV without functioning MA count as 1VP; immobilized AFV without functioning MA counts 0 VP.

Play Balance:

Russian: Replace two T-34 M43 with two T-34/85

German: The turn 5 reinforcements enter with their full MP allotment

Historical Special Rules

1. Kindling is NA.
2. Boresighting is NA.
3. Russian units are *not* Elite for special ammunition purposes.
4. Vehicle crews may not voluntarily abandon a mobile AFV.

Historical Perspective

Kostriza, Belorussia, 28 June 1944

The events of the Russian offensive forced the German high command to reposition forces from other Army Groups to try to stem the onslaught. On 25 June the 5th Panzer Division was detached from Army Group North Ukraine and ordered to move by rail to the Bobruisk area and come under control of Fourth Army. The division was forced to unload near Borisov, and the lead elements began detraining on 27 June. Meanwhile, the 5th Guards Tank Army was exploiting 3rd Belorussian Front's success and planned to encircle Minsk. The 13th Panzergrenadier Regiment was one of the first units to detrain, and was ordered to form a security line north of Borisov. The infantry companies had not recently received any replacements, and averaged few more than 35 soldiers per company; however, the troops, NCOs, and officers were very experienced. The Regiment's 2nd Battalion had just occupied positions around Kostriza on the morning of 28 June when the Russian 23rd Tank Brigade attacked.

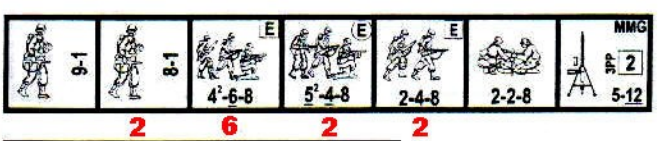
Aftermath:

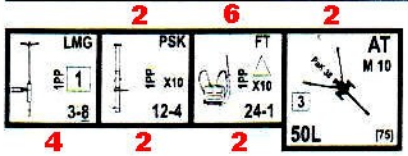
The "beef" of the division, the tanks and artillery, were delayed detraining and then were attacked by enemy air, further delaying their impact on the fighting. The German infantry was forced to defend the village with close-in anti-tank weapons (even the regimental AT units were still equipped with the 50L AT Guns), panzerfausts, panzerschrecks, and mines. The fighting went back and forth all day. Tank support finally arrived, knocking out six T-34s in the village, and Kostriza was held. An attack by 50 Russian tanks later in the day was also repulsed.

TURN 1 2 3 4 5 6 7 8 END

German Sets Up First [ELR: 3] [SAN: 3] [122]

Elements of Battalion II, Panzergrenadier Regiment 13, Panzer Division 5 set up at Ground Level on board 46

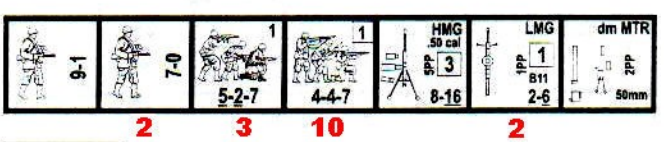




Elements of Battalion I, Panzer Regiment 31, Panzer Division 5 enter on Turn 5 along the south edge with only 5 MP remaining

Russian Moves First [ELR: 4] [SAN: 2] [91]

Elements of 23rd Tank Brigade, 29th Tank Corps, 5th Guards tank Army enter on turn 1 along the north edge



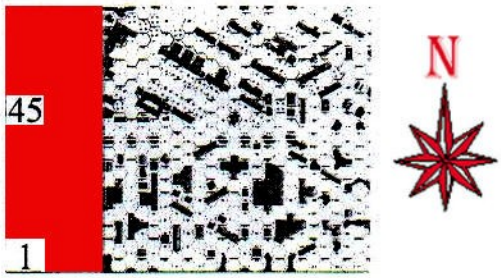
Design: Chas Smith

BLOODY BOBRUISK

OB 8 — Operation *BAGRATION*

HOB

Battlefield Orientation:



SCENARIO	VARIABLES
EC	Moderate
Weather	Clear
Wind	No Wind at start
Terrain	Only hexrows J-GG are in play.

Tactical Objective:

The Russians win at game end by controlling ≥ 6 of the 8 Board 1 multi-story (B23.23) buildings.

Play Balance:

Russian: Replace a 7-0 leader with an 8-1 and add a 6-2-8 and a FT

German: Replace the 5cm PaK 38 with a 7.5cm PaK 40 and add a PSK

Historical Special Rules

1. Kindling is NA.

2. Up to two AFVs may set up in Trenches per B27.52, and are considered Dug-In AFVs (D9.54); the Trenches and Sangars may set up on paved roads. A Gun setup in a Trench or Sangar on a paved road may utilize HIP, but loses HIP & concealment once a good order enemy unit gains LOS to its hex.

3. The Germans set up as if the Russians are entering from offboard (A12.12) with the Exception that boresighting is NA.

4. The Germans may fortify (B23.9) ≤ three building locations.

5. The Germans may use HIP for ≤ one squad-equivalent and any SMC/SW set up with them.

6. The Russians receive one module of 120+mm OBA (HE and Smoke).

7. The Russians are Elite for Special Ammunition purposes (C8.2).

Historical Perspective

Bobruisk, Belorussia, 28 June 1944

On 24 June the 1st Belorussian Front attacked toward its objective - Bobruisk. Hitler, as expected, declared the city a fortress and it was subsequently surrounded. Trapped in this new "Festung" were the German XXXXI Panzer Corps, XXXV Corps, and elements of Ninth Army. Major General Hamman, the 383rd Division Commander, was appointed as the city's commandant. The 20th Panzer Division provided the backbone of the garrison, but remnants of the 6th, 35th, 36th, 45th, 134th, and 383rd Infantry Divisions, 12th AA Division, and several security battalions would fight to defend the city. The Russian assault on the city proper began on the afternoon of 27 June and they were initially beaten off.

Aftermath:

The Russians regrouped and attacked again on the morning of 28 June and bloody street fighting erupted. Tanks of the 1st Don Tank Corps supported by infantry of the 356th Rifle Division attacked into the city from the north against the positions of 20th Panzer Division. The 115th Rifle Brigade attacked from the west, and the 354th Rifle Corps from the south. The Germans had not been idle. Streets had been barricaded, wire-obstacles set up, mines laid, and buildings fortified. Tanks were dug-in at intersections to defend the main roads and antiaircraft guns provided the defenders with some badly needed artillery support. The fighting in the northern sector was extremely bloody and resulted only in minor penetrations. Men of the 20th Panzer Division alone knocked out 200 Russian tanks and SP guns on 27 and 28 June. Despite such feats the Germans were eventually forced to withdraw deeper into the city, and later that night Major General Hamman ordered a breakout of all German forces except for the 383rd, which would provide the rearguard. The attempt failed and the battle resulted in the near total destruction of the garrison and the capture of General Hamman the next day. When the fighting had died down the Soviets had destroyed or captured in excess of 350 AFVs, 2,600 guns, 2,200 mortars, and 15,900 motor vehicles in the Bobruisk area. 50,000 German corpses littered the city streets and surroundings and 23,000 men were marched off to Soviet prison camps.

TURN 1 2 3 4 5 6 7 8 9 END

German Sets Up First [ELR: 3] [SAN: 4] [179]

Reinforced elements of Panzer Division 20 set up on board 1 as per HSR 3

9-1 | 8-1 | 8-0 | 5-4-8 (E) | 4-6-7 (1) | 4-4-7 (2) | 2-2-8

2 3 8 4 4

HMG 3 7-16 | MMG 2 5-12 | LMG 1 3-8 | PSK X10 12-4 | Minefield | 1 AT Mines

2 2 5 24 Factors 6 Factors

AA M8 *20L(20) | AT M10 50L | AT M8 75L | AA M4 88L | 14 (4) 1 *T 75L 1 4/-

2

13 75L 3/5 | Trench (OVR, OBA: +4, Other: +2) | Sangar (1S or Gun OBA: +3* Other: +1*) | MPh/RtPh: dr = MF CC: +1/-1 | Roadblock

4 2 (HSR 2) 2 (HSR 2) 6 2

Russian Moves First [ELR: 3] [SAN: 3] [186]

Reinforced elements of 15th Guards Tank Brigade, 1st Guards Don Tank Corps and 356th Rifle Division set up on board 45

9-2 | 8-1 | 7-0 | 6-2-8 (E) | 4-4-7 (1) | HMG 3 6-12 | MMG 2 B11 4-10

2 5 18 2

LMG 1 B11 2-6 | ATR 1-12 | DC X12 30-1 | FT X10 24-1 | Radio 6/7/8 | 16 11 6 85L 1

3 2 2 2 see (HSR 6)

13 (14) 11 122L | 16 11 6 76L 2/4 | 16 11 6 85L 2/4 | 16 11 6 85L -/4 | 9-1

2 4 2

Design: Chas Smith

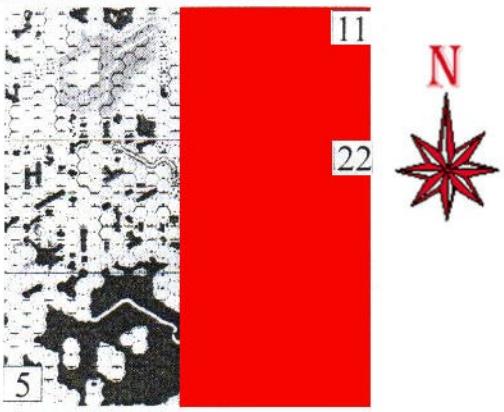
OtO 17

ORIOLA FORCE

OB 9 Operation *BAGRATION*

HOB

Battlefield Orientation:



SCENARIO	VARIABLES
EC	Moderate
Weather	Clear
Wind	No Wind at start
Terrain	Only hexrows 5 A-P and 11 & 22 R-GG are in play, see HSR 2.

Tactical Objective:

The Germans win at Game End by accumulating ≥ 16 VP. VP are awarded for control of board 22 buildings as follows: single hex = 1VP, multi-hex = 2VP (28 possible VP).

Play Balance:

Russian: Replace three German 4-4-7 with three 4-3-6

German: Replace three Russian 4-5-8 with three 4-4-7

Historical Special Rules

1. Kindling is NA.

2. The board 22 Stream is a Gully.

3. The Russians set up as if the Germans are entering from offboard (A12.12) with the Exception that Boresighting is NA. The Russians may use HIP for ≤ one MMC and any SMC/SW setup with it.

4. Each German 1-2-7 Crew must possess a PSK when setting up and may not voluntarily relinquish possession of such. A SMC may still take possession from a broken crew per A4.44.

5. The Germans automatically receive Air Support on turn 5 in the form of one DB 42 with bombs and one DB 43 (JU-87G).

6. Vehicle crews may not voluntarily abandon a mobile AFV.

Historical Perspective

Krugloye, Belorussia, 28 June 1944

The divisions of the German VI Corps could not be considered battle worthy by 26 June, as they had suffered tremendous losses during heavy combat over the preceding days. Even though the Corps had knocked out over 150 enemy tanks, it estimated another 300-400 would continue the attack. Orsha was declared a *Fester Platz*, and was already in danger of being cut off. Group Oriola, composed of battered remnants of the 299th Infantry Division reinforced with elements of the 14th Infantry Division, was commanded by Lieutenant General L. R. Graf von Oriola. Orsha fell on the morning of 27 June, and Fourth Army forces were ordered to fall back to defensive positions in order to gain time to make a defense of the Berezina River. Meanwhile, the 3rd Belorussian Front already released the exploitation forces of the 5th Guards Tank Army, and they were racing to cut off more German forces and seize crossing sites on the Berezina. On the night of 27 June, the 56th Guards Rifle Division captured the village of Krugloye, which now threatened to cut off the XXVII Corps.

Aftermath:

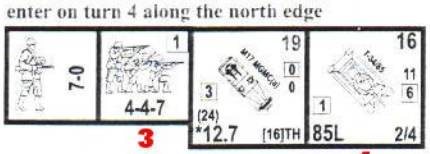
On the morning of 28 June, Group Oriola counterattacked at Krugloye in an attempt to gain time for XXVII Corps to withdraw. At about the same time, the 2nd Guards Tank Corps was attacking along the Krugloye-Ukhvala axis to seize crossing sites over the Berezina River. Oriola Force captured the village, but only briefly. At 1300, tanks of the 2nd Guards Tank Corps attacked the village from the north; an urgent call went for Stuka support. The Russians recaptured the village, but delays caused by the German attacks allowed XXVII Corps to avoid encirclement and eventually fight on the west side of the Berezina.

Russian Sets Up First [ELR: 3] [SAN: 3] [N/A]

Elements of 56th Guards Rifle Division set up on board 22 per HSR 3

8 2 10

Elements of 2nd Guards Tank Corps enter on turn 4 along the north edge



3 4

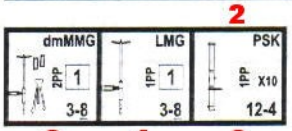
TURN

1 2 3 4★ 5+ 6 END

German Moves First [ELR: 3] [SAN: 3] [124]

Elements of Oriola Force, VI Corps, Fourth Army set up in any whole hex of board 5

2 4 10 2 HSR 4



2 4 2

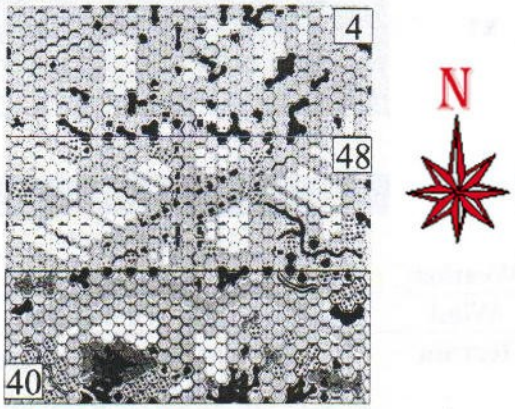
Design: Chas Smith

LAPITSCHI FIT

OB 10 — Operation *BAGRATION*

HOB

Battlefield Orientation:



SCENARIO	VARIABLES
EC	Moderate
Weather	Clear
Wind	Mild Breeze from S at start
Terrain	See HSR 2.

Tactical Objective:

The Russians win if they control ≥ 7 buildings/ rubbled buildings at game end.

Play Balance:

Russian: Replace two 4-4-7 with two 4-5-8 and add a LMG

German: Replace the SPW 251/9 with a PzIVF1

Historical Special Rules

1. Kindling is NA.
2. The River is considered a Shallow Stream (B20.42) for all purposes.
3. The Russians set up as if the Germans are entering from offboard (A12.12) with the Exception that Boresighting is NA.
4. The Germans receive one module of 100+mm OBA (HE and Smoke), directed by the PzIIIL OP tank (**HOB G1, H1.462**). A normal PzIIIL counter may be used, and during setup the German player then secretly records its identity.
5. No vehicle may set up in a building (EXC: PzIIIL OP).
6. The 81mm MTR may not set up HIP and/or emplaced.
7. Vehicle crews may not voluntarily abandon a mobile AFV.

Historical Perspective

Lapitschi, Belorussia, 30 June 1944

After the encirclement of Bobruisk was completed, the 1st Guards Don Tank Corps (minus the 15th Guards Tank Brigade) made a rapid penetration to the west. Meanwhile the 12th Panzer Division began movement by train to Ninth Army's sector on 26 June, and on 29 June had three Panzergrenadier battalions, its tank battalion, and most of the artillery in position and ready for combat operations. At 1900 hours on 29 June, the 17th Guards Tank Brigade established a bridgehead across the Svisloch River and captured the village of Lapitschi. German security units reported the penetration was repulsed, while the Russians reported that the town was held with an infantry company.

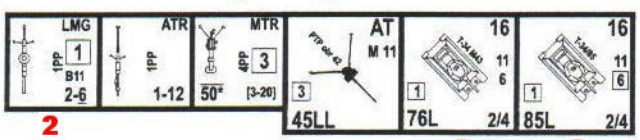
Aftermath:

From the established "bridgehead", the 17th Guards Tank Brigade attacked with strong forces the morning of the 30th. The attack struck some 12th Panzer Division forces near Talka. Without hesitation, the 12th Panzer Division launched a counterattack with the three Panzergrenadier battalions and the tank battalion. Its tank battalion, Battalion II/29th Panzer Regiment, was still equipped with some PzIV "short 75s" and PzIII "50s". The fighting was severe, but eventually the Russian forces were thrown back across the Svisloch River with tremendous losses in tanks and personnel. General Panov, the 1st Guards Tank Corps Commander, did not report the setback of this brigade. The defeat was critical, as the way was now open for the 12th Panzer Division to make a push in an attempt to relieve some of the Bobruisk elements trying to fight their way back to German lines. On 1 July the division made a linkup near Svisloch, and saved as many as 20,000 soldiers of the Bobruisk Garrison.

TURN 1 2 3 4 5 6 7 END

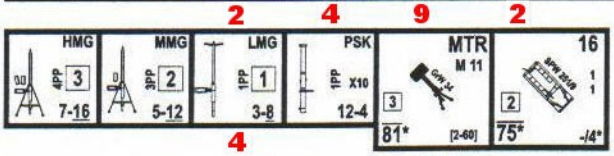
Russian Sets Up First [ELR: 3] [SAN: 3] [101]

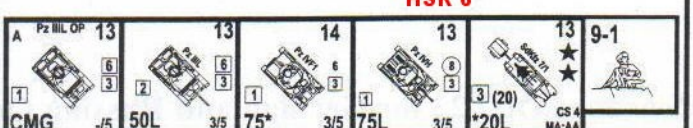
Elements of 17th Guards Tank Brigade, 1st Guards Don Tank Corps set up on boards 48 and/or 40 per HSR 3



German Moves First [ELR: 3] [SAN: 3] [158]

Elements of Panzer Division 12 set up on board 4





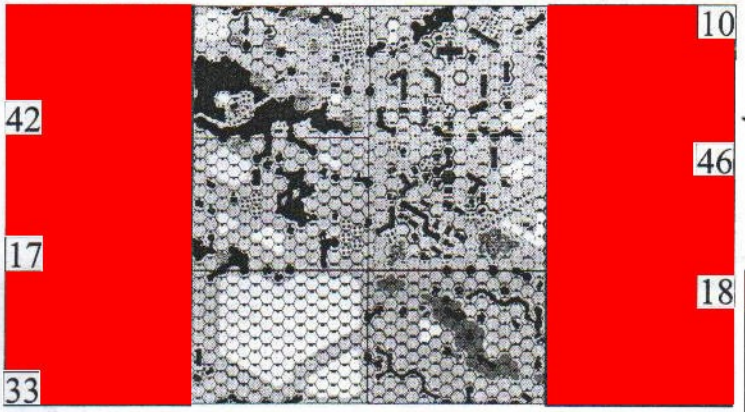
Design: Chas Smith

SHOOTOUT AT SLUTSK

HOB

OB 11 Operation *BAGRATION*

Battlefield Orientation:



SCENARIO	VARIABLES
EC	Moderate
Weather	Clear
Wind	No Wind at start
Terrain	Only hexrows R-GG are in play, see HSR 2.

Tactical Objective:

The Russians win at game end by controlling **X** board 10/46 multihex stone buildings (11 possible) as per HSR 5.

Play Balance:

Russian: Replace the Russian 9-1 with a 9-2 leader and replace two 4-4-7 with two 4-5-8

German: Replace two 4-3-6 with two 4-6-7 and add a HMG

Historical Special Rules

1. Kindling is NA.

2. Place overlays as follows: **OG5**: 42 Z2-AA2, **OG2**: 42 CC3-CC4, **OG1**: 42 BB2, **Hi5**: 18 T6-S6. The woods in 18Z8 are brush.

3. Prior to setup, make five random distance/direction DRs from each hex 10Y5 and 46Y6 (10 DRs total). If the indicated hex is a building, place appropriate rubble, and roll for falling rubble (B24.12). If the chosen hex is not a building/rubble, place a shellhole if allowed. Roll again if the same hex is selected more than once. If victory buildings are rubbled, falling rubble is considered part of the building. Any created rubble is still a building hex/location for VC purposes.

4. Place 1S Foxholes in hexes 17: FF3,FF5,FF7,FF8 and 42: DD5,EE10,FF5.

5. During setup the German player secretly records which reinforcement group he will use; this also *secretly* determines the Russian VC requirement. The German OBA for the selected group is directed by an Offboard Observer (C1.63), secretly recorded on a west edge hex at level 3 during the rally phase of German Turn 4.

6. If necessary, use any other Russian gun counter to represent the third 152 GP obr 37 (ART 152).

7. Vehicle crews may not voluntarily abandon a mobile AFV.

Historical Perspective

Slutsk, Belorussia, 30 June 1944

The First Belorussian Front's Cavalry-Mechanized Group pursued withdrawing German forces along the Bobruisk-Slutsk Highway, and by the end of 29 June forward detachments from the cavalry were approaching Slutsk. The Germans had offered weak resistance on the pursuit, but planned to hold Slutsk. The Slutsk Garrison had a strength of approximately two infantry regiments, composed of withdrawing units of the 35th and 102nd Infantry Divisions. The garrison occupied an all around defense of the approaches to the town, and shelled the Cavalry's forward detachments with artillery. The Russians decided to attack the town from three sides: 30th Cavalry Division would attack from the north, 9th Cavalry Division would attack from the south, and elements of the 1st Mechanized Corps would attack from the east. The Soviet forces grouped under the cover of darkness, with the first wave prepared to attack in dismounted order. The attack began at dawn following an artillery barrage. The initial attack forced the defenders to abandon their heavy weapons and fall back into the town, where they defended from houses.

Aftermath:

The Russians broke into the town, the infantry/cavalry from the south and tanks from the east. The battle was hard fought from house to house. The Germans committed their garrison reserve; an infantry force supported by a mixed element of self-propelled guns to counterattack at the southwest portion of Slutsk. They attacked into the town, and began to force elements of the 9th Cavalry to withdraw. A nearby heavy artillery unit from the 18th Rifle Corps was rushed to support the Russian infantry. They took up direct fire positions, knocked out several "tanks", and pounded German infantry. The German counterattack began to bog down. At the same time, elements of the 35th Motorized brigade penetrated the northwest portion, and the 3rd Guards Rifle Corps enveloped Slutsk from the south. The position became untenable for the Germans, and they began to withdraw, leaving many dead and wounded behind. Slutsk was in Russian hands by 1100.

See page OtO 23 for German and Russian OoB

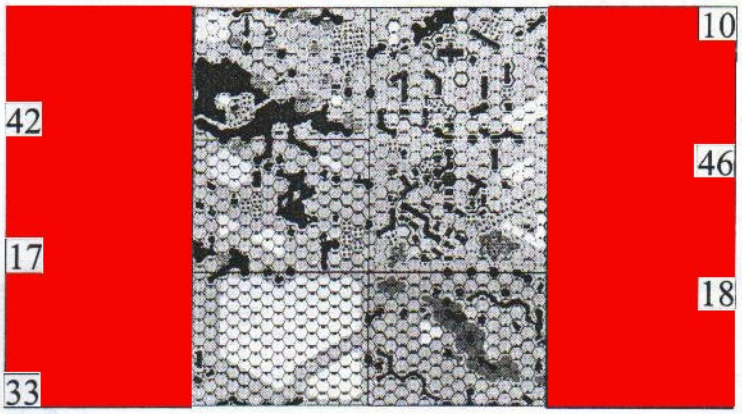
Design: Chas Smith

SHOOTOUT AT SLUTSK

HOB

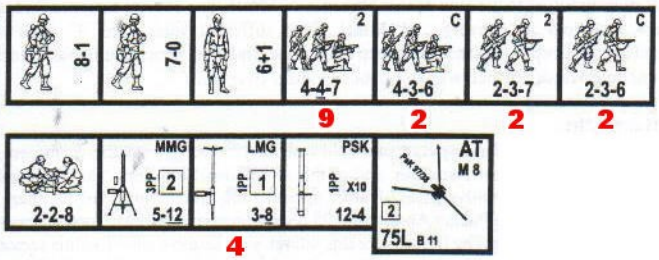
OB 11 Operation *BAGRATION*

Battlefield Orientation:



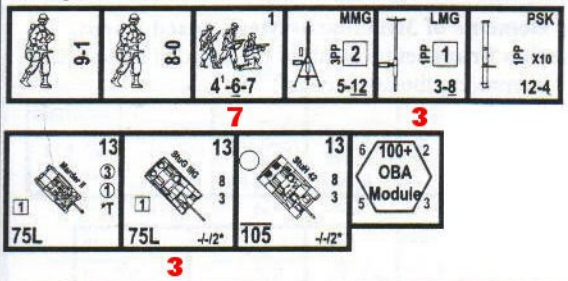
German Sets UP First [ELR: 2] [SAN: 3] [91]

Elements of Slutsk Garrison set up on boards 10 and 46

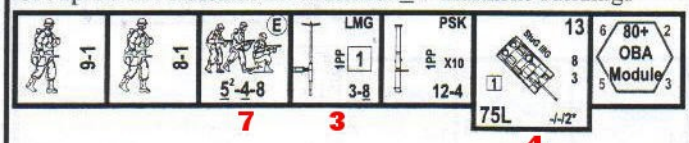


Enter Group A, B, or C on turn 4 along the west edge per HSR 5

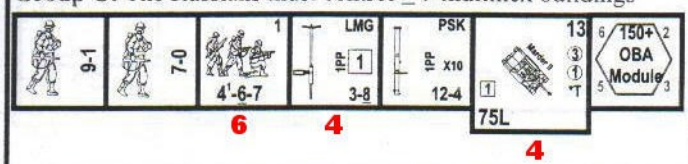
Group A: The Russians must control ≥ 8 multihex buildings



Group B: The Russians must control ≥ 7 multihex buildings



Group C: The Russians must control ≥ 9 multihex buildings



TURN

1

2

3

4

5

6

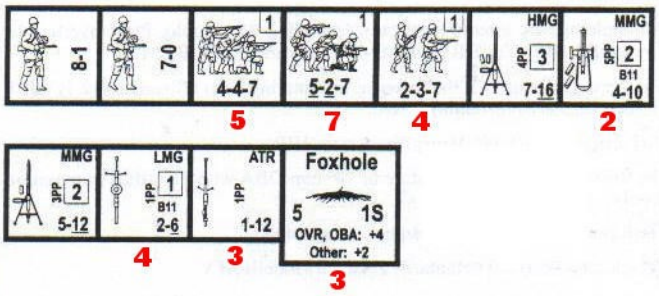
7

8

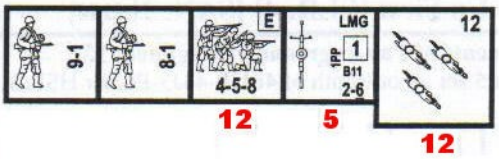
END

Russian Moves First [ELR: 4] [SAN: 2] [96]

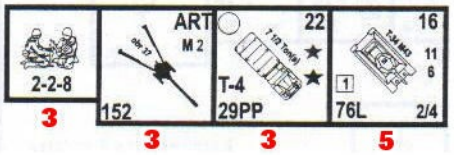
Elements of 9th Cavalry Division set up in any whole hex on/east of the board 42 GG6-R3 road on boards 42 and 17



Enter on turn 2 along the south edge



Elements of 18th Rifle Corps Artillery and 219th Tank Brigade/1st Mechanized Corps enter on turn 3 along the east edge



See page OtO 21 for HSR, Historical Perspective and Aftermath

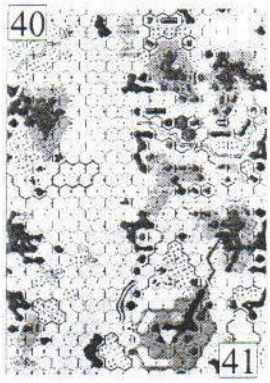
Design: Chas Smith

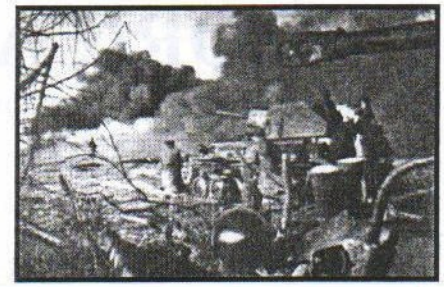
BRIDGEHEAD ON THE BEREZINA

OB 12 — Operation *BAGRATION*

HOB

Battlefield Orientation:





SCENARIO	VARIABLES
EC	Moderate
Weather	Clear
Wind	No Wind at start
Terrain	See HSR 1.

Tactical Objective:

The Russians win by exiting ≥ 24 VP of Russian units off the west edge, provided there are no Good Order German units on/ADJACENT to a hex of the 40Q2-R7-R9-Q10 road. (GPAs do NOT count as Exit VP, but their passengers do.)

Play Balance:

Russian: Change the 19th GTB entry to turn 5

German: Replace three 4-4-7 of the turn 3 reinforcements to 4-6-8

Historical Special Rules

1. The River is Deep and flows south with a Slow Current. A two-lane stone bridge exists in hexes 40Q2-Q3, which may not be rubbled by *any* means. D16.8 is *NOT* in effect for this scenario. All streams are Deep. The stream in 41W1 is considered continuously connected to the river in 40K1.

2. The Russian on-board forces must set up as passengers. The GPAs may start the game in motion, and their passengers may start the game cloaked. The German player may not inspect a Cloaked GPA unless a result is obtained on the IFT, they make an attack, or a unit exits the vehicle. No other E1.4 rules apply.

3. Once its passengers unload, a GPA is considered to NOT have an inherent driver and is considered abandoned until it is subsequently reoccupied.

4. The Germans may use HIP for ≤ one squad-equivalent and any SMC/SW set up with them.

5. The Germans automatically receive one DB42 with bombs on turn 2.

6. Starting on turn 3, the Russians receive random air support per E7.2 in the form of two '44 FB without bombs.

Historical Perspective

Near Glovino, Belorussia, 30 June 1944

After the Soviet breakthroughs during the initial stages of Operation Bagration, the 5th Panzer Division along with other forces were employed to defend the Minsk area. These forces established screen lines along the Berezina River near Borisov. SS Police Group "von Gottberg", composed of 24th and 26th SS Police Regiments, and 2nd SS Machinegun Regiment, were tasked with screening along the Berezina south of Borisov near Glovino. The 3rd Belorussian Front maintained a rapid advance and began to force crossings of the river on the 30th of June.

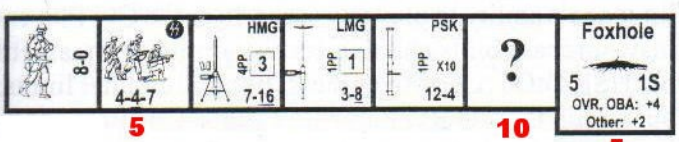
Aftermath:

The Soviets utilized amphibious units to probe for weakly defended areas and good crossing points. On the morning of 30 June a crossing was forced near Glovino, and elements of the 83rd Guards Rifle Division fought their way to west bank. The SS Policemen along with bomber groups attempted to prevent the Soviets from forming the bridgehead. It was to no avail; the Soviets dominated the sky and downed 9 German aircraft while still providing support for the troops on the ground. The bridgehead was formed and elements of the 19th Guards Tank Brigade immediately exploited the gain and continued the attack. The success of this crossing allowed Borisov to be taken from the southwest at 0300 on 1 July.

TURN 1 2 3 4 5 6 7 8 9 END

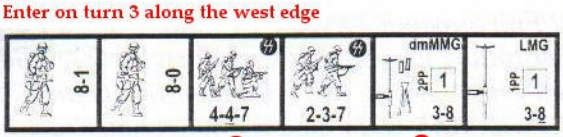
German Sets Up First [ELR: 3] [SAN: 3] [N/A]

Elements of SS Police Group "von Gottberg" set up west of the river and/or within 3 hexes of the 40Q2-3 bridge

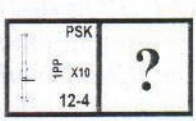


5 — 10 — 5

Enter on turn 3 along the west edge



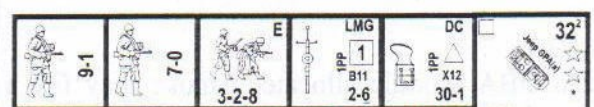
8 — 2



5

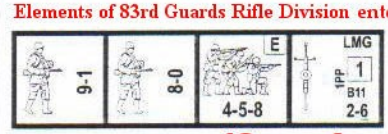
Russian Moves First [ELR: 3] [SAN: 3] [N/A]

Elements of 271st Amphibious Motor Battalion set up east of the river > 3 hexes from a bridge location (per HSR 2)



8 — 4 — 2 — 8

Elements of 83rd Guards Rifle Division enter on turn 3 along the est edge



12 — 4

Elements of 19th Guards Tank Brigade, 3rd Tank Corps enter on turn 6 along the est edge

4

OtO 27

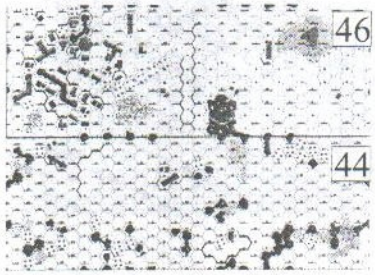
Design: Chas Smith

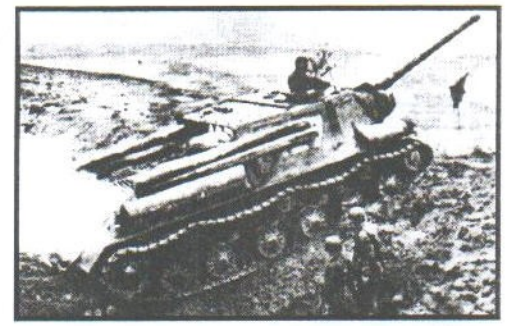
THE CAT'S LAIR

OB 13 Operation *BAGRATION*

HOB

Battlefield Orientation:





SCENARIO	VARIABLES
EC	Moderate
Weather	Clear
Wind	No Wind at start
Terrain	See HSR 2.

Tactical Objective:

The Russians win at game end by controlling buildings 46 V9, W7, CC7, EE4 *and* exiting ≥ 22 EVP of Russian Infantry and AFV off the south edge of board 46.

Play Balance:

Russian: Increase the Russian ELR to 4, and replace four 4-4-7 with four 4-5-8

German: Add a 9-1 Armor Leader to the turn 4 reinforcements and add a 4-6-8 to the German OoB

Historical Special Rules

1. Kindling is NA.

2. All Buildings are ground level only (including the church). Place overlays as follows: **RR8**: 44E5-D5, **RR12**: 44M1-L1. They are EmRR (B32.12).

3. The Germans set up as if the Russians are entering from offboard (A12.12) with the Exception that Boresighting is NA.

4. No Fortifications (EXC: Mines) may set up HIP.

5. The Russians receive one module of 70+mm OBA with Plentiful Ammunition (HE only).

6. The Russians may Deploy one squad during setup.

7. Vehicle crews may not voluntarily abandon a mobile AFV.

Historical Perspective

Radoskovichi, Belorussia, 2 July 1944

After a week of fighting, Operation Bagration had demolished the initial German defenses, and most objectives had been taken. The Russians were already committing forces to the subsequent objective of Minsk, and several armored forces were attacking to converge on Minsk from different sides. The 3rd Guards Mechanized Corps had penetrated deep to the west, and then turned south in an effort to encircle Minsk. In their way stood the 5th Panzer Division.

Aftermath:

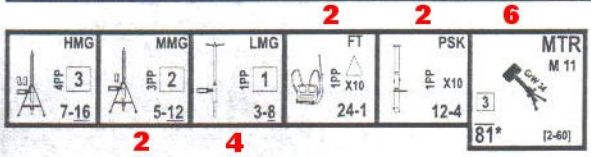
The Germans were defending Radoskovichi with the 13th Panzergrenadier Regiment, elements of 89th Pioneer Battalion, and of the 31st Panzer Regiment. The Russians attacked the positions with masses of tanks, assault guns, and infantry. The Panthers, and Tigers of Schwere Panzer Abteilung 505 operating just to the east, took a heavy toll of the Soviet armor. The fighting for this village was the most severe in this sector on 2 July. The Germans took heavy losses, but the "Cat's" prevented the Russians from entering their Lair.

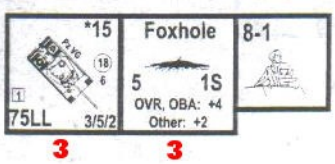
TURN

1★ 2 3 4★ 5 6 7 8 END

German Sets Up First [ELR: 4] [SAN: 2] [144]

Reinforced elements of Panzergrenadier Regiment 13, Panzer Division 5 set up on/south of 46J10-44J3-P0 per HSR 3

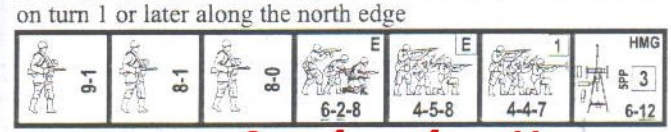


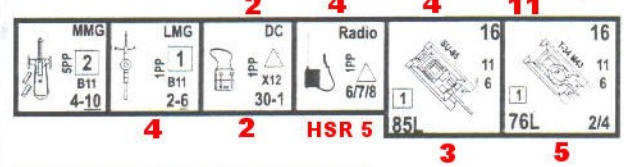


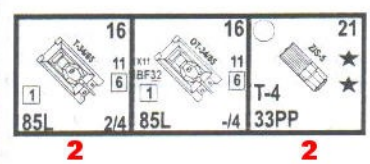
Enter on turn 4 or later along the south edge

Russian Moves First [ELR: 3] [SAN: 2] [169]

Reinforced elements of 3rd Guards Mechanized Corps, 3rd Belorussian Front set up north of the railroad and/or enter on turn 1 or later along the north edge







Enter on turn 4 or later along the north edge

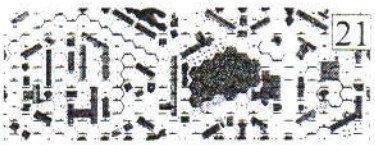
Design: Chas Smith

BERATED AT BARANOVICHI

HOB

OB 14 Operation *BAGRATION*

Battlefield Orientation:



SCENARIO	VARIABLES
EC	Moderate
Weather	Clear
Wind	Mild Breeze from NE at start
Terrain	See HSR 2.

Tactical Objective:

The Russians win immediately by controlling buildings R4, Z2, and X7.

Play Balance:

Russian: Replace the three T-34 M41 with three T-34 M43 and add one 4-4-7 to the Russian OoB

German: Change the MMC ELR to 2 and SAN to 5

Historical Special Rules

1. Kindling is NA.

2. Place rubble as follows: **Wooden:** Q2, R8, T4, U6, V6, X3; **Stone:** L8, M9, U4, V3, W1, W2. Falling Rubble (B24.12) is NA. The German 150mm gun may set up in Rubble and the factory (O5.6), even though it is a large target. Rubble hexes are considered buildings for Rout, Rally, and Ambush. Building Z2 is a factory (B23.74).

3. The Germans may use HIP for one MMC and any SMC/SW set up with it.

4. The Russians are *Elite* for special ammo (C8.2).

5. The Russians receive one module of 80+mm Battalion Mortar OBA with Plentiful Ammunition (HE only).

6. The German ELR is as follows: **SMC**= 3; **MMC**= 1

7. Vehicle crews may not voluntarily abandon a mobile AFV.

Historical Perspective

Baranovichi, Belorussia, 8 July 1944

German forces had given up positions east of Baranovichi and withdrew into the city, which they were turning into a strongpoint. The Russian 1st Mechanized Corps was ordered to pursue the enemy into the city and capture the railroad junction by 3 July while other units were ordered to capture towns around Baranovichi. The 16th Air Army conducted 824 sorties on Baranovichi during 1 and 2 July, subjecting the city to a tremendous bombardment. The advances of the 1st Mechanized Corps, which had not seized its objectives even by 5 July, was checked by the German 4th Panzer Division. However, the 65th and 48th Armies, and the 9th Tank Corps were moving into position on 5 July to attack Baranovichi. The fighting around Baranovichi was particularly intense on 6 and 7 July.

Aftermath:

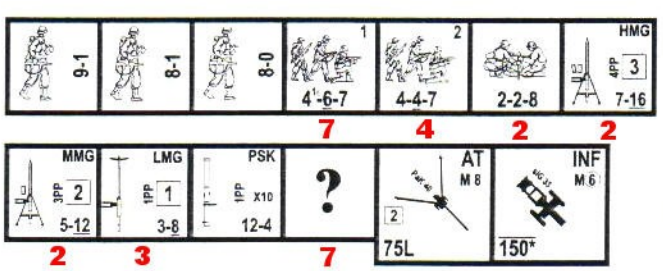
General Batov, the 65th Army Commander, had been at the front for days, and returned to the rear area on the night of 7 July to shave, clean up, and get some much-needed rest. Just as he had finished shaving, Field Marshal Zhukov showed up and berated him for not being at the front. Zhukov demanded Baranovichi be captured the next day, and 'suggested' that Batov monitor the battle from a much more forward position. The next day Russian forces attacked from various directions. Elements of the 9th Tank Corps, now under 65th Army control, attacked into the northeast sector and fought with elements of the 110th Infantry Division. Only after fierce fighting was Baranovichi captured late in the morning of 8 July, with the Germans suffering nearly 3,000 KIA and many more captured.

TURN

1★ 2 3 4 5 6 7 8 END

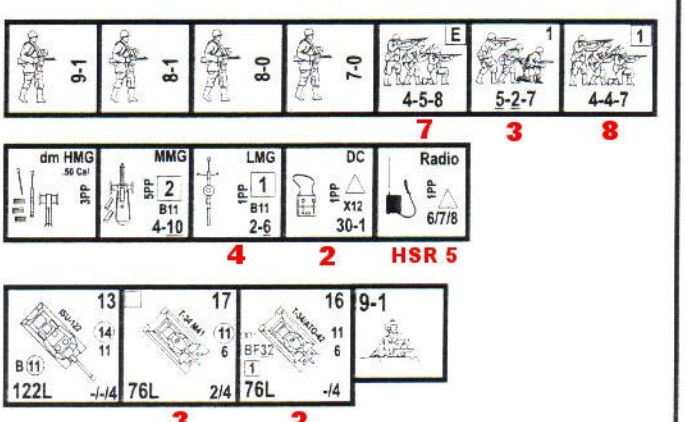
German Sets Up First [ELR: (HSR 6)] [SAN: 4] [114]

Elements of Infantry Division 110 set up on/south of hexrow I



Russian Moves First [ELR: 3] [SAN: 3] [154]

Elements of 9th Tank Corps enter on turn 1 along the north edge and/or the east edge north of hexrow J



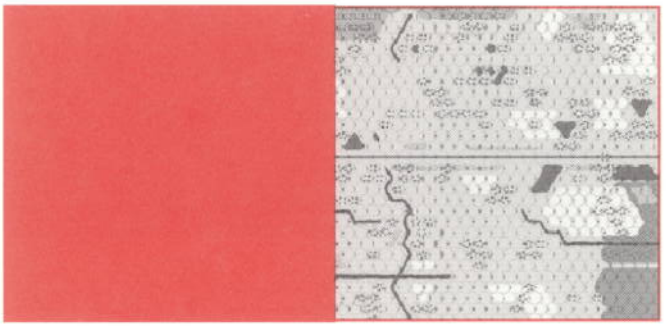
Design: Chas Smith

FUNNEL OF DEATH

OtO 1 *Onslaught to Orsha*

HOB

Battlefield Orientation:



SCENARIO	VARIABLES
EC	Wet
Weather	Overcast
Wind	No Wind at start
Terrain	Only hexes numbered ≥ 27 are in play

Tactical Objective:

The **Russians** win at game end by accumulating ≥ 140 VP.
VP = CVP (Bonus for Prisoners/Captured Equipment NA) + EVP for Russian units exited off the west edge.

Play Balance:

Russian: Change the VC to ≥ 126 VP
German: Change the VC to ≥ 154 VP

Historical Special Rules

1. All **OtO HSR** are in play. At the start of turn 4 the weather automatically becomes clear. Both sides may attempt to self-rally ≤ two MMC per Friendly Rally Phase in accordance with the ASOP.

2. Prior to all setup, the Russian player secretly records 5 pre-registered hexes for a bombardment as per OtO Russian RG note ***m.*** [EXC: hexes > 42 are immune to the bombardment]; ≥ 2 must be south of the railroad, and ≥ 2 must be north of the railroad.

3. First, but after HSR 2, the Germans may set up as if all of the attackers are entering from off board (A12.12), with the Exception that only 4 SW/MG-Cupolas and four 5/8" counters may bore-sight. The Germans may use HIP for ≤ two squad-equivalents and any SMC/SW set up with them. Then the Russians set up per HSR5, after which all German fortifications and guns not in concealment terrain [EXC: Mines] are placed on board. After the Germans place the fortifications on board, Russian forces entering on turn 1 are set up off board. Now conduct the bombardment with the pre-registered hexes.

4. The Germans receive two, 1-hex wide by 8-hex long minefields on a hexgrain (or alternate hexgrain) in their setup area. The strength of each hex in the minefield is 3AT/8AP.

5. The Russians may set up ≤ 15 OoB counters in hexes numbered > 42. Weapons specified as (dm) may be assembled, but not emplaced, if set up with this force.

6. Russian 6-2-8s and their half-squads are Assault Engineers (H1.22) and Sappers (B28.8).

7. The Russians receive the following OBA modules, each directed by its own Offboard Observer (C1.63; total of 4) secretly recorded at the time of setup on east edge hexes at level 2, all with Plentiful Ammunition: 70+mm (HE and Smoke); 120+mm (HE and Smoke); 150+mm (HE only); and 200+mm Rocket. The Russians also receive one Counter Battery Module (**OtO 7**).The Germans receive the following OBA modules: 100+mm (HE and Smoke); 150+mm (HE and Smoke); and 120+mm (HE and Smoke). The two German radios can control any of the modules, but each may have contact with only one battery at a time. Contact may not be attempted with a battery if that battery currently has a SR/FFE on board and is directed by another radio.

8. The Russians receive four '44 FB with bombs (two are equipped with PTAB; **OtO 6.6**) on turn 1. They can conduct attacks regardless of the weather conditions (*In addition to the **HSR OtO 5** Overcast Sighting TC DRM, the aircraft pays an additional +1 DRM for each TH and MG IFT roll during Rain.*). All four FBs are recalled at the end of turn 1. Starting on turn 5, both sides receive random air support (E7.2). The Russians receive two groups, each making their own entry dr. **Group 1:** Two FB43 without bombs; **Group 2:** Two FB44A with bombs and rockets. The Germans receive one DB42 with bombs, one DB43, and one FB44 without bombs. Each makes its own entry roll; the FB incurs a +1 entry dr modifier. An aircraft is Recalled after the third enemy player turn after its arrival (i.e., a German aircraft that is rolled for and arrives on turn 5 can attack in the Russian 6th, 7th, and 8th player turn before being automatically recalled).

9. Starting on turn 4, the Germans make a dr to determine if their reinforcements arrive. If the dr is ≤ to the circled number on the turn chart, they must enter that turn.

See page OtO 3 for German and Russian OoB

Historical Perspective

South of the Minsk-Moscow Highway, Belorussia 23 June 1944

The 11th Guards Army had a clear objective: Clear the Moscow-Minsk Highway surroundings from Smolensk to Orsha in order to allow follow-on mechanized forces to destroy German forces around Orsha. The highway area had seen much fighting in the winter of 1943-44 and was heavily fortified by the Germans with dense trench and minefield systems. Army Group Center's most powerful infantry division, 78th Sturm Division, had been assigned to hold them. German intelligence noticed the build-up of Soviet artillery and ammunition opposite this sector, and the German command did its best to bolster the defenses to meet the potential enemy onslaught. The 78th Sturm Divison was reinforced with Nebelwerfer Battalion 5, a heavy tank destroyer battalion, Assault Gun Battalion 189, Army Antiaircraft Battalion 293, and additional artillery. It had over 100 artillery pieces, 30 StuGs, 18 Nashorns, 25 Marders and a variety of guns at its disposal. The 11th Guards Army planned to attack with five divisions on the first day, three of which were heavily reinforced to penetrate the tough defenses on both sides of the key highway. The 16th Guards Rifle Division ran headlong into the 195th Regiment of the 78th Division.

Aftermath:

At 0500 hours a massive artillery preparation commenced. Unhindered by an early morning rain, the 1st Air Army flew hundreds of sorties, pounding the German positions as well as the 78th Divison HQ. The Luftwaffe tried to hit back but 52 German aircraft were shot down during the 65 sorties they flew. Following in the wake of the artillery barrage came specially organized assault teams formed to tackle the strong positions on the relatively flat and open terrain. A company of PT-34 mine rollers of the 148th Tank Regiment led the way with heavy tanks of the 63rd Guards Tank Regiment 150 meters behind. Another 200 meters behind came heavily armed assault engineers of the 2nd Guards Assault Engineer Sapper Brigade and heavy assault guns, followed in turn by masses of infantry accompanied by flame-thrower tanks of the 517th Tank Regiment and SU-76s. This massive force started to attack the foe around 0900 hours. As the Soviets struggled to get past the foremost defenses, a German reserve from the 189th Assault Gun Battalion was committed from its assembly area to the Northwest to help stop the onslaught. The Russians finally began to penetrate the defensive works, but even with more troops pouring into battle they were unable to achieve a breakthrough. They took horrendous losses as they entered the "funnel of death" on this first day of the operation; all for the gain of only a few hundred meters of ground.

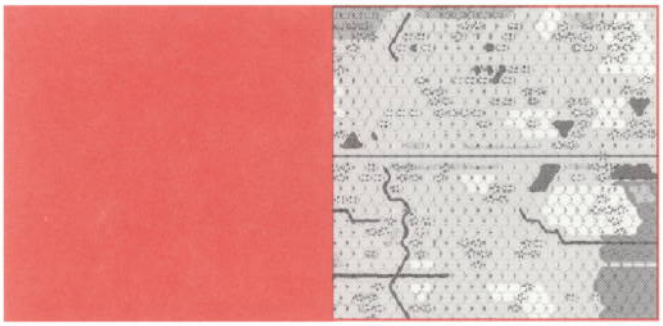
Design: Chas Smith

FUNNEL OF DEATH

OtO 1 *Onslaught to Orsha*

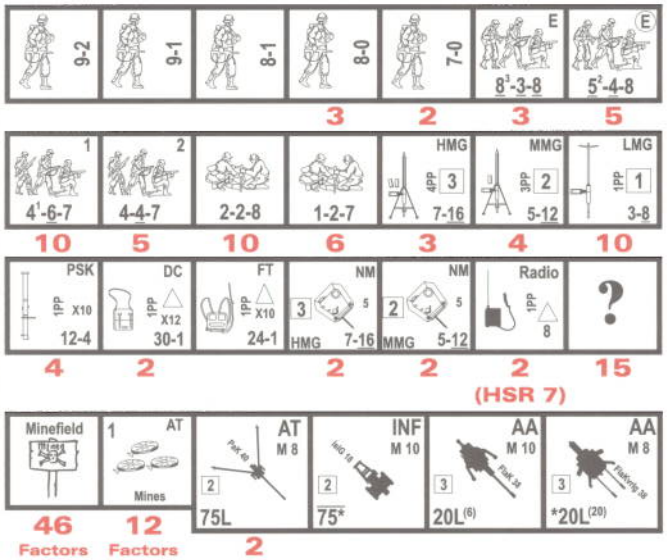
HOB

Battlefield Orientation:



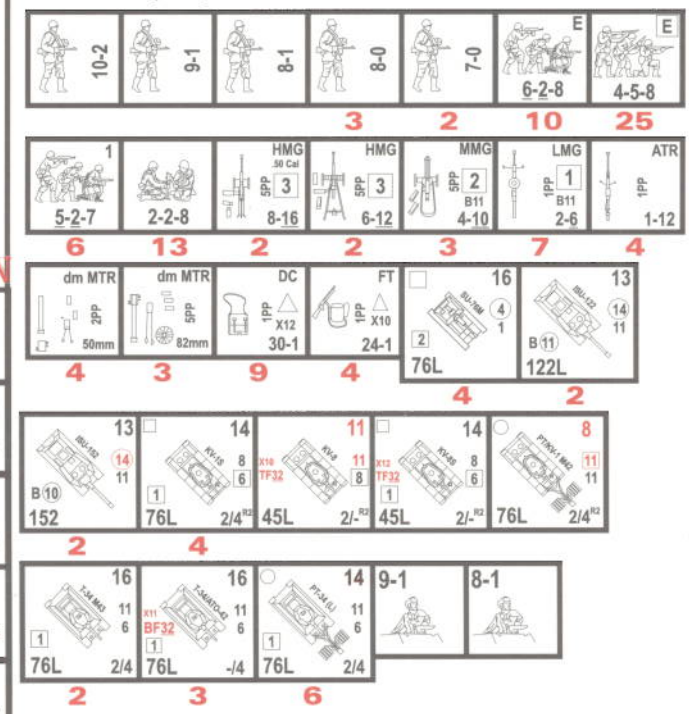
German Sets Up First [ELR: 3] [SAN: 3] [370]

Reinforced elements of Regiment 195, Sturm Division 78, XXVII Corps, 4th Army set up in hexes numbered < 42



Russian Moves First [ELR: 4] [SAN: 2] [515]

Reinforced elements of 16th Guards Rifle Division, 36th Guards Rifle Corps, 11th Guards Army enter on turn 1 or later along the east edge. All, some, or none may enter per turn, or setup as per HSR 5



TURN
1
2
3
2 4
5 5+
6 6+
7
8
9
END

See page OtO 1 for HSR, Historical Perspective and Aftermath

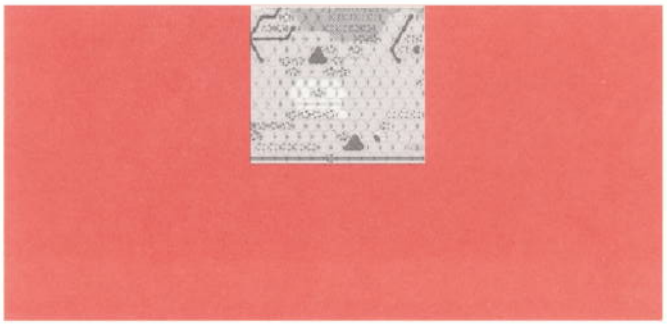
Design: Chas Smith

BUNKER BURNING

HOB

OtO 2 *Onslaught to Orsha*

Battlefield Orientation:



SCENARIO	VARIABLES
EC	Wet
Weather	Clear
Wind	No Wind at start
Terrain	Only hexes 21-33 and rows P-DD are in play, see HSR 3.

Tactical Objective:

The Russians win at game end by controlling both Pillboxes. (A Pillbox destroyed by any means is considered Russian controlled).

Play Balance:

Russian: Decrease the German SAN to 4 and delete the 1-2-7

German: Add a 2-4-7 and 4 x "?" to the German OoB

Historical Special Rules

1. All **OtO HSR** are in play [EXC: The StuG may NOT set up in a Trench].

2. Pillboxes/MG-Cupolas must set up > 2 hexes from one another, and must set up with LOS *(from within the Pillbox/MG-Cupola)* to an eligible Russian setup hex.

3. Before setup, make six random distance/direction DR from hex V27. For the first 2 DRs, place wrecks (on a subsequent dr 1-3 the wreck is burnt out; 4-6 it is burning); roll again if the same hex is selected more than once. For the 4 remaining DRs place shell holes if allowed; roll again if the same hex is selected more than once.

4. No German fortifications [EXC: Mines] may set up HIP.

5. The Germans may use HIP for ≤ one squad-equivalent and any SMC/SW set up with them.

6. The Germans receive one module of 80+mm Battalion Mortar OBA with Scarce Ammunition (HE and Smoke). The observer may use HIP.

7. The Russians receive one module of 80+mm OBA with Plentiful Ammunition (HE and Smoke) directed by an Off board Observer (C1.63) at level 2 in a hex on the east edge of the playing area secretly recorded *during* setup. The first card draw is automatically black; remove one from the draw pile.

8. The Russian 6-2-8s and their half-squads are Assault Engineers (H1.22). The Russians may secretly designate ≤ three squad-equivalents as Sappers (B28.8). Contrary to A25.2, Russian squads may deploy normally.

Historical Perspective

South of the Minsk-Moscow Highway, Belorussia 23 June 1944

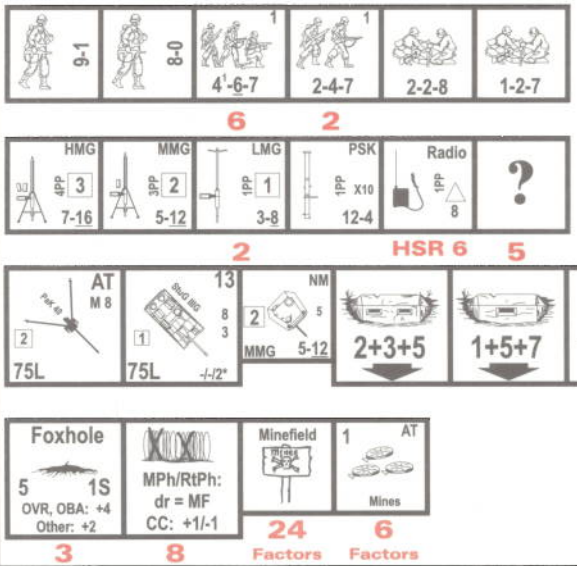
The 11th Guards Army had a clear objective - clear the Moscow-Minsk Highway surroundings from Smolensk to Orsha in order to allow follow-on mechanized forces to destroy German forces around Orsha. The 16th Guards Rifle Division was to attack and penetrate the German lines south of the highway. The highway area had seen much fighting in the winter of 1943-44 and was heavily fortified by the Germans with dense trench and minefield systems. In the morning hours the 16th Guards Rifle Division attacked into the teeth of the defenders and was stopped short by the intense fire and cunningly laid fortifications.

Aftermath:

Most of the Russian forces did not see much success on the morning of 23 June; however, several small penetrations did occur. At these points assault teams rushed forward to continue the attack, but the overwhelming Russian firepower was not enough to break the defenses. The German positions were mutually supporting and could not be isolated. The attackers continued to be slowed by the obstacles and fortifications in depth, and were attrited by intense fire. These small penetrations soon lost their momentum, and any gain was contained by the Germans.

German Sets Up First [ELR: 3] [SAN: 5] [N/A]

Reinforced elements of Regiment 195, Sturm Division 78, XXVII Corps, 4th Army set up in hexes numbered < 28

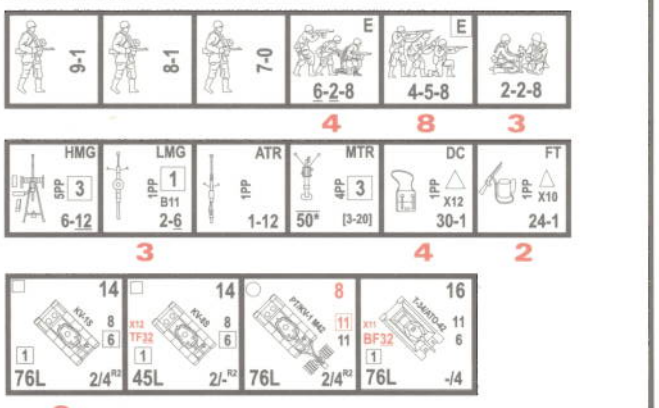


TURN

1 2 3 4 5 6 END

Russian Moves First [ELR: 4] [SAN: 3] [154]

Reinforced elements of 16th Guards Rifle Division, 36th Guards Rifle Corps, 11th Guards Army set up in hexes numbered > 27



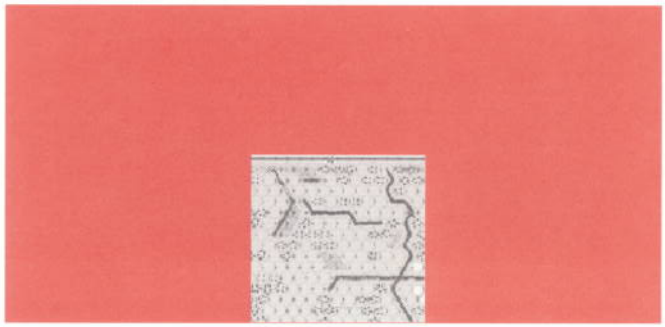
Design: Chas Smith

FIRE FROM THE HOLE

HOB

OtO 3 *Onslaught to Orsha*

Battlefield Orientation:



N

SCENARIO	VARIABLES
EC	Wet
Weather	Clear
Wind	No Wind at start
Terrain	Only hexes 19-34 and rows A-O are in play, see HSR 2 & 3.

Tactical Objective:

The Russians win at game end by accumulating ≥ 25 VP.
VP = CVP (Bonus for Prisoners/Captured Equipment NA) + EVP for Russian units exited off the west edge.

Play Balance:

Russian: Change the VC to ≥ 22 VP
German: Change the VC to ≥ 28 VP

Historical Special Rules

1. All **OtO HSR** are in play.

2. Prior to setup, make six random distance/direction DR from hex H27. For the first DR place a burning wreck. For the remaining 5 DRs place shell holes if allowed; roll again if the same hex is selected more than once.

3. The Germans may use HIP for ≤ one squad-equivalent and any SMC/SW set up with them. For purposes of HIP and concealment during setup, shell holes are considered concealment terrain.

4. No German fortifications (EXC: Mines) may set up HIP.

5. The Russian 6-2-8s and their half-squads are Assault Engineers (H1.22). The Russian player may secretly designate ≤ 3 Russian squads as Sappers prior to setup (B28.8).

6. Russian AFVs may start the game in motion. Inherent crews may not voluntarily abandon an AFV.

Historical Perspective

South of the Minsk-Moscow Highway, Belorussia 23 June 1944

The 11th Guards Army had a clear objective - clear the Moscow-Minsk Highway surroundings from Smolensk to Orsha in order to allow follow-on mechanized forces to destroy German forces around Orsha. The 16th Guards Rifle Division was to attack and penetrate the German lines south of the highway. The highway area had seen much fighting in the winter of 1943-44 and was heavily fortified by the Germans with dense trench and minefield systems. In the morning hours the 16th Guards Rifle Division attacked into the teeth of the defenders and was stopped short by the intense fire and cunningly laid fortifications.

Aftermath:

The 16th Guards Rifle Division met with very little success on the morning of the 23rd, but did achieve some minor penetrations by mid-day. As some Russian armor worked their bloody path past the foremost fortifications, German grenadiers who had been lurking in shell holes, extracted a heavy toll with Panzerfausts and Panzerschrecks. With tanks bursting into flames and the infantry being pinned down by unrelenting German fire, the Russian attack was completely repulsed.

German Sets Up First [ELR: 3] [SAN: 5] [144]

Reinforced elements of Regiment 195, Sturm Division 78, XXVII Corps, 4th Army set up west of the O31-A33 Gully

9-1 | 8-1 | 7-0 | 8[3]-3-8 E | 5[2]-4-8 E | 4[1]-6-7 1 | 4-4-7 2
2 | 2 | 4 | 2

2-4-7 1 | 2-2-8 | MMG 3PP 2 5-12 | LMG 1PP 1 3-8 | PSK 1PP X10 12-4 | ? | Minefield
2 | 3 | 2 | 3 | 3 | 8 | 20 Factors

1 AT Mines 6 Factors | AA M 8 3 *20L(20) | 2+3+5 | 1+3+5 | Trench OVR, OBA: +4 Other: +2 7

A-T Ditch 3 | Foxhole 5 1S OVR, OBA: +4 Other: +2 2 | MPh/RtPh: dr = MF CC: +1/-1 4

TURN

1 2 3 4 5 6 END

Russian Moves First [ELR: 4] [SAN: 3] [137]

Reinforced elements of 16th Guards Rifle Division, 36th Guards Rifle Corps, 11th Guards Army set up in/east of the O31-A33 gully

8-1 | 8-0 | 7-0 | 6-2-8 E | 4-5-8 E | 4-4-7 1 | LMG 1PP 1 B11 2-6
2 | 9 | 2 | 3

FT 1PP X10 24-1 | DC 1PP X12 30-1 2 | 13 14 11 B 10 152 | 14 11 8 6 1 76L 2/4[R2] | 14 11 6 1 76L 2/4 | 16 11 6 1 76L -/4
2 | 2

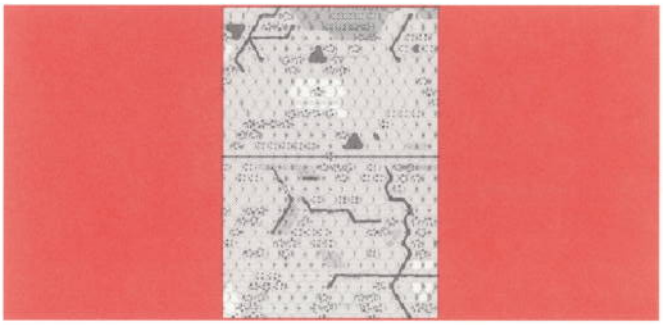
Design: Chas Smith

THE ORSHA PLAIN

OtO 4 *Onslaught to Orsha*

HOB

Battlefield Orientation:



Tactical Objective:

The Russians win at game end by controlling ≥ 3 Pillboxes and earning ≥ 46 EVP of Good Order Russian units exited off the west edge ***or*** by controlling 4 Pillboxes and earning ≥ 40 EVP. (A destroyed Pillbox is considered Russian controlled.)

SCENARIO	VARIABLES
EC	Wet
Weather	Clear
Wind	No Wind at start
Terrain	Only hexes numbered 19-34 are in play, see HSR 2.

Play Balance:

Russian: Change the EVP to 43/37 and add a 8-0 to the Russian OoB

German: Change the EVP to 49/43 and add a LMG to the German OoB

Historical Special Rules

1. All **OtO HSR** are in play [EXC: The StuG may NOT set up in a Trench].

2. Prior to setup, make six random distance/direction DR from hex H27. For the first DR place a burning wreck. For the remaining 5 DRs place shell holes if allowed. Then make six random distance/direction DR from hex V27. For the first 2 DRs place a wreck (make subsequent dr: 1-3, burnt out wreck; 4-6 burning wreck). For the 4 remaining DRs place shell holes if allowed. Roll again if the same hex is selected more than once for a wreck or shellhole location.

3. Pillboxes/MG-Cupolas must set up > 2 hexes from one another.

4. The Germans receive one module of 80+mm OBA (HE and Smoke) directed by an Offboard Observer (C1.63) at level 2 in a hex on the west edge of the playing area secretly recorded during setup.

5. The Russians receive the following OBA modules, each directed by its own Offboard Observer (C1.63; total of 2) secretly recorded during setup on east edge hexes at level 2, with Plentiful Ammunition: 70+mm (HE and Smoke); 80+mm (HE and Smoke).

6. No German fortifications (EXC: Mines) may set up HIP.

7. The Germans may use HIP for ≤ two squad-equivalent and any SMC/SW set up with them. For purposes of HIP and concealment during setup, shell holes are considered concealment terrain.

8. The Russian 6-2-8s and their half-squads are Assault Engineers (H1.22). The Russians may secretly designate ≤ six squads as Sappers (B28.8).

9. Russian AFVs may start the game in motion. Inherent crews may not voluntarily abandon an AFV.

Historical Perspective

South of the Minsk-Moscow Highway, Belorussia 23 June 1944

The 11th Guards Army had a clear objective: Clear the Moscow-Minsk Highway area from Smolensk to Orsha in order to allow follow-on mechanized forces to destroy German forces around Orsha. The 16th Guards Rifle Division was to attack and penetrate the German lines south of the highway. The highway area had seen much fighting in the winter of 1943-44 and was heavily fortified by the Germans with dense trench and minefield systems. In the morning hours the 16th Guards Rifle Division attacked into the teeth of the defenders and was stopped short by the intense fire and cunningly laid fortifications.

Aftermath:

The 16th Guards Rifle Division met with very little success on the morning of the 23rd, but did achieve some minor penetrations by mid-day. At these points assault teams rushed forward to continue the attack, but the overwhelming Russian firepower was not enough to break the defenses. Even as some Russian armor worked their bloody path past the foremost fortifications, German grenadiers who had been lurking in shell holes, extracted a heavy toll with Panzerfausts and Panzerschrecks. With tanks bursting into flames and the infantry being pinned down by unrelenting German fire, the Russian attack was completely repulsed.

See page OtO 7 for German and Russian OoB

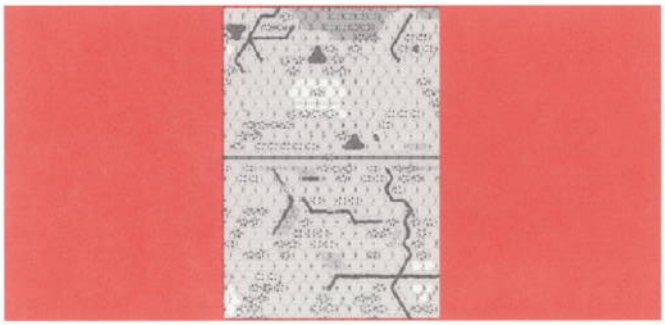
Design: Chas Smith

THE ORSHA PLAIN

OtO 4 *Onslaught to Orsha*

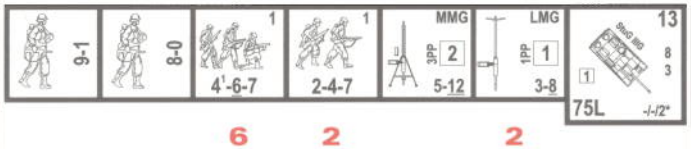
HOB

Battlefield Orientation:



German Sets Up First [ELR: 3] [SAN: 5] [225]

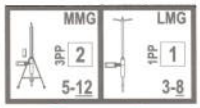
Reinforced elements of Regiment 195, Sturm Division 78, XXVII Corps, 4th Army set up in hexes numbered < 28 on/north of the railroad



6 2 2

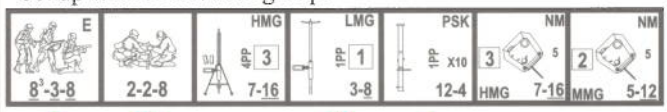
Set up south of the railroad and west of the O31-A33 Gully

2 3 3 2

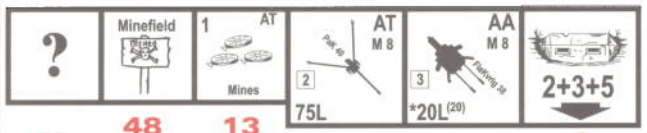


2 3

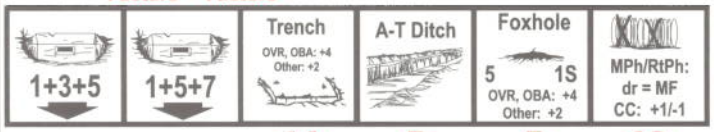
Set up with either/both groups



2 5 2 4



16 48 Factors 13 Factors 2



14 5 5 12

TURN

1 2 3 4 5 6 END

Russian Moves First [ELR: 4] [SAN: 3] [313]

Reinforced elements of 16th Guards Rifle Division, 36th Guards Rifle Corps, 11th Guards Army set up in hexes numbered > 27 on/north of the railroad

3 8 2 2

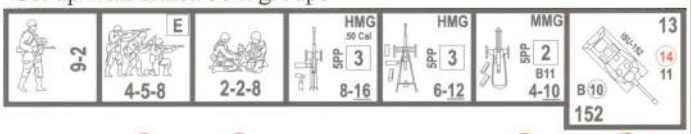
3

Set up in/east of the O31-A33 Gully, south of the railroad

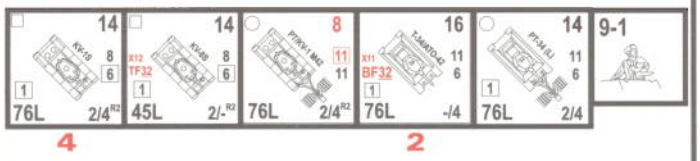
2 9 2 3

2

Set up with either/both groups



2 3 2 2



4 2

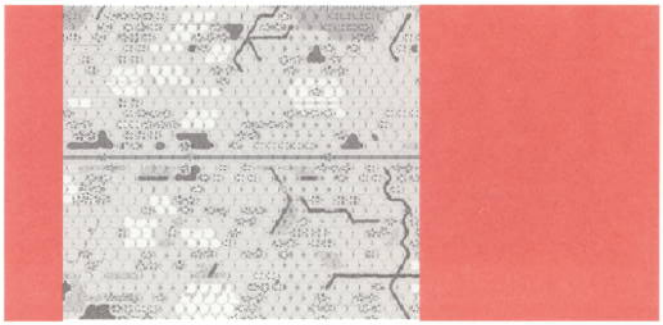
See page OtO 5 for HSR, Historical Perspective and Aftermath

Design: Chas Smith

ANOTHER BLOODY MORNING HOB

OtO 5 *Onslaught to Orsha*

Battlefield Orientation:



N

Tactical Objective:

The Russians win at game end by accumulating ≥ 10 VP.
2 VP each are awarded for the control of hexes DD13, Z15, I14, A12 (8 possible VP); 1 VP for each destroyed MG-Cupola and each controlled Pillbox (8 possible VP). A Pillbox destroyed by any means is considered controlled by the Russians.

SCENARIO	VARIABLES
EC	Moist
Weather	Clear
Wind	No Wind at start
Terrain	Only hexes numbered 6-34 are in play, see HSR 2.

Play Balance:

Russian: Change the VC to ≥ 9 VP
German: Change the VC to ≥ 11 VP

Historical Special Rules

1. All **OtO HSR** are in play.

2. Prior to setup, make six random distance/direction DRs from each hex G24, N24, W24 (18 DRs total). For each set of rolls: place a burnt out wreck in the first two selected hexes; roll again if the same hex is selected more than once. In the remaining four selected hexes place shell holes if allowed; roll again if the same hex is selected more than once. If a building hex is selected, it is instead rubbled.

3. Pillboxes/MG-Cupolas must set up > 2 hexes from one another, and may NOT set up with a CA facing northwest or southwest.

4. The Germans receive one, 1-hex wide by 8-hex long minefield, that sets up on a hexrow (hexgrain) on/between hexes numbered 12-23. The strength of each minefield hex is 3AT/8AP.

5. No fortifications (EXC: Mines) may set up HIP. The Germans may use HIP for ≤ one squad-equivalent and any SMC/SW set up with them.

6. Guns manned by German crews and vehicles in Trenches may set up in hexes numbered 6-23.

7. The Russians receive the following OBA modules, each directed by its own Offboard Observer (C1.63; total of 2) secretly recorded during their setup on east edge hexes at level 2: 70+mm (HE and Smoke); 80+mm (HE and Smoke). Each battery has a Pre-registered hex (C1.73), and the first access draw for each module is automatically black; remove one black chit from each draw pile.

8. The Germans receive one module of 120+mm OBA (HE and Smoke).

9. The Russians automatically receive air support (E7.2) on turn 3 in the form of two '44A FBs with bombs and rockets. They are automatically recalled at the end of turn 5.

Historical Perspective

South of the Minsk-Moscow Highway, Belorussia 24 June 1944
The previous day's fighting along the highway had brought only negligible gains for the Russians. The two divisions attacking north of the highway had fared slightly better, but resulted in a shift of the Front's exploitation force to their zone. Even though events farther north were proving to be more promising and the Front's exploitation force was being shifted, the attack would continue in order to maintain pressure on the German line and possibly still force a penetration. The 16th Guards Rifle Division was not granted as much artillery support as before, but much of the German artillery in zone had been silenced by counter-battery fire anyway. The Russian side had much fewer aircraft available for close ground support missions than the day before, but with air superiority they went virtually unopposed.

Aftermath:
The initial moments of the renewed attack on the 24th removed any doubt, as every meter of ground would have to be bought with high casualties. This was to be "another bloody morning"! The Germans continued to mount a stubborn defense with surprising firepower, but although the Russians had suffered heavy casualties the previous day, so had the Germans. Their forces wore down as the day progressed and eventually they started to withdraw. The heavy losses combined with the news of Russian penetrations farther north made their position untenable. The Soviets could finally reduce the fortified strongpoints at hand but it had certainly been no "lightning breakthrough".

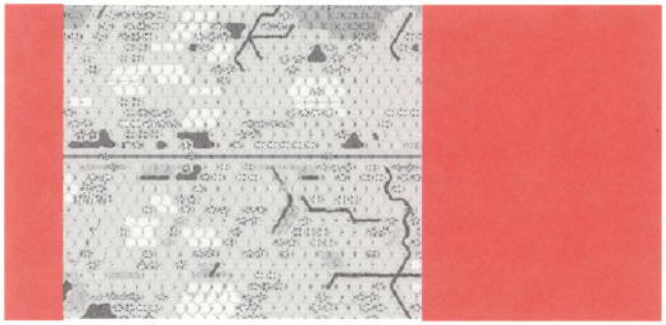
See page OtO 11 for German and Russian OoB

Design: Chas Smith

ANOTHER BLOODY MORNING HOB

OtO 5 *Onslaught to Orsha*

Battlefield Orientation:



German Sets Up First [ELR: 2] [SAN: 3] [320]

Reinforced elements of Regiment 195, Sturm Division 78, XXVII Corps, 4th Army set up in hexes 12-23 (HSR 6)

9-1 | 8-1 | 8-0 | 7-0 | 8[3]-3-8 | 5[2]-4-8 | 4[1]-6-7
2 | 3 | 2 | 2 | 4 | 11

4-4-7 | 2-2-8 | 1-2-7 | HMG 4PP 3 7-16 | MMG 3PP 2 5-12 | LMG 1PP 1 3-8 | PSK 1PP X10 12-4
6 | 7 | 4 | 3 | 3 | 8 | 2

NM 3 5 HMG 7-16 | NM 2 5 MMG 5-12 | Radio 1PP 8 | ? | Minefield | 1 AT Mines
2 | see HSR 8 | 12 | 24 Factors | 6 Factors

AT M 8 2 75L | INF M 10 2 75* | AA M 10 3 20L(6) | AA M 4 2 88L A5[1]/4[1]/3* | MTR M 11 3 81* [2-60]
2 | 2

14 B 11 20L(4) CS 5 MA:AA | 13 (20) *20L CS 4 MA:AA | 13 75L | 13 88LL | 13 8 3 75L -/-/2*
2 | 2

13 105 -/-/2* | 2+3+5 | 1+5+7 | 1+3+5 | Trench OVR, OBA: +4 Other: +2
2 | 2 | 20

A-T Ditch | Foxhole 5 1S OVR, OBA: +4 Other: +2 | MPh/RtPh: dr = MF CC: +1/-1
5 | 6 | 12

TURN 1 2 ★3 4 5 6 7 8 END

Russian Moves First [ELR: 3] [SAN: 3] [419]

Reinforced elements of 16th Guards Rifle Division, 36th Guards Rifle Corps, 11th Guards Army set up in hexes numbered > 24

10-2 | 9-1 | 8-1 | 8-0 | 7-0 | 6+1 | 6-2-8
2 | 5

E 4-5-8 | 1 5-2-7 | 1 4-4-7 | 2-2-8 | HMG .50 Cal 5PP 3 8-16 | HMG 5PP 3 6-12 | MMG 5PP 2 B11 4-10
16 | 5 | 10 | 13 | 2 | 2 | 4

LMG 1PP 1 B11 2-6 | ATR 1PP 1-12 | dm MTR 2PP 50mm | DC 1PP X12 30-1 | FT 1PP X10 24-1 | INF M 8 2 76*
8 | 4 | 4 | 5

AT M 11 3 45L | 16 2 76L | 13 B 11 122L | 13 B 10 152 | 14 8 6 1 76L 2/4[R2]
2 | 3 | 2

16 X11 BF32 1 76L -/4 | 14 11 6 1 76L 2/4 | Foxhole 5 1S OVR, OBA: +4 Other: +2 | 9-1
2 | 2 | 10

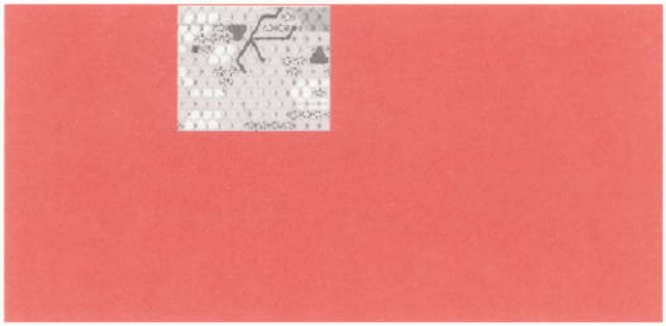
See page OtO 10 for HSR, Historical Perspective and Aftermath

SPARKPLUG

OtO 6 *Onslaught to Orsha*

HOB

Battlefield Orientation:



N

Tactical Objective:

The Russians win immediately when both MG-Cupolas are Eliminated by any means.

Play Balance:

Russian: Increase the game length to 6.5 turns

German: Delete a 4-4-7 and LMG from the Russian OoB

SCENARIO	VARIABLES
EC	Moist
Weather	Clear
Wind	No Wind at start
Terrain	Only hexes 15-25 and rows Q-DD are in play, see HSR 2.

Historical Special Rules

1. All **OtO HSR** are in play.

2. Prior to setup, make six random distance/direction DR from hex W20. For the first 3 DRs place burning wrecks; roll again if the same hex is selected more than once. For the 3 remaining DRs place shell holes if allowed; roll again if the same hex is selected more than once.

3. Pillboxes/MG-Cupolas must set up > 2 hexes from one another, and must set up with LOS *(from within the Pillbox/MG-Cupola)* to an eligible Russian setup hex.

4. No German units or fortifications (EXC: Mines) may set up HIP. The Gun may still set up Emplaced.

5. Russian 6-2-8s and their half-squads are Assault Engineers (H1.22). All other Russian MMC are considered Assault Engineers for CCV purposes only.

Historical Perspective

South of the Minsk-Moscow Highway, Belorussia 24 June 1944

After the lack of success on the first day, the 3rd Belorussian Front had shifted its focus farther north to where substantial penetrations had been made. Even so, the divisions along the highway continued the assault on the 24th to keep pressure on the enemy. Losses had been heavy on both sides the previous day and the Germans were very aware of the developments to the north.

Aftermath:

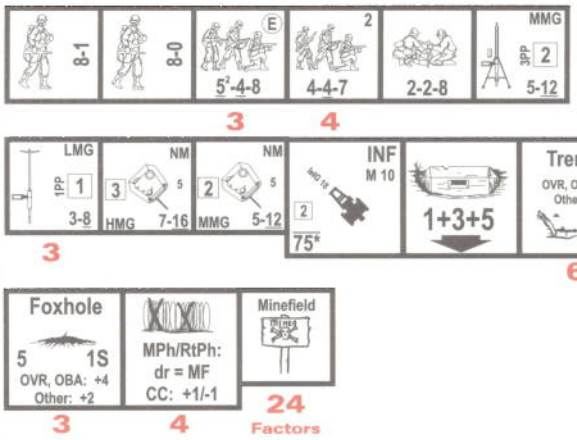
Russian infantry assault teams, now being able to make their way right into the defense system, began attacking individual German strongpoints. These consisted of Wire, Mines, Trenches, and Pillboxes. Specially constructed turrets housing machine-guns provided awesome firepower raking the advancing Russian infantry. The assault teams managed to capture and neutralize several of these positions which soon got the Soviet attack under way again.

TURN

1 2 3 4 5 6 END

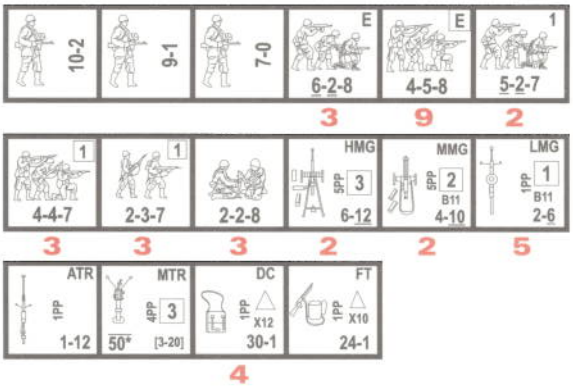
German Sets Up First [ELR: 2] [SAN: 5] [N/A]

Reinforced elements of Regiment 195, Sturm Division 78, XXVII Corps, 4th Army set up in hexes numbered < 21



Russian Moves First [ELR: 3] [SAN: 4] [197]

Reinforced elements of 16th Guards Rifle Division, 36th Guards Rifle Corps, 11th Guards Army set up in hexes numbered > 22

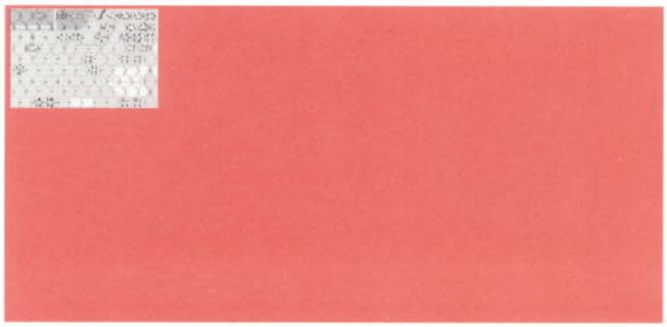


FALLING LIKE DOMINOS

HOB

OtO 7 *Onslaught to Orsha*

Battlefield Orientation:



Tactical Objective:

The Russians win at game end by accomplishing two of the following three objectives: Control/Eliminate the 88L AA Gun; Control/Destroy the Pillbox; Control hex CC5. A Gun/Pillbox destroyed by any means counts toward the Russian VC requirement.

Play Balance:

Russian: Add a SU-76m to the Russian OoB

German: Replace two 4-4-7 with two 5-4-8

SCENARIO	VARIABLES
EC	Moist
Weather	Overcast
Wind	No Wind at start
Terrain	Only hexes 1-12 and rows U-DD are in play, see HSR 2.

Historical Special Rules

1. All **OtO HSR** are in play.
2. Place wooden rubble in CC5.
3. No German units or fortifications [EXC: Mines] may set up HIP. The Gun may still set up Emplaced.
4. The German 88L may NOT set up in the Pillbox, and repairs on a dr of 1 or 2.
5. The Russians may secretly designate ≤ two squad-equivalents as Sappers (B28.8).

Historical Perspective

South of the Minsk-Moscow Highway, Belorussia 24 June 1944

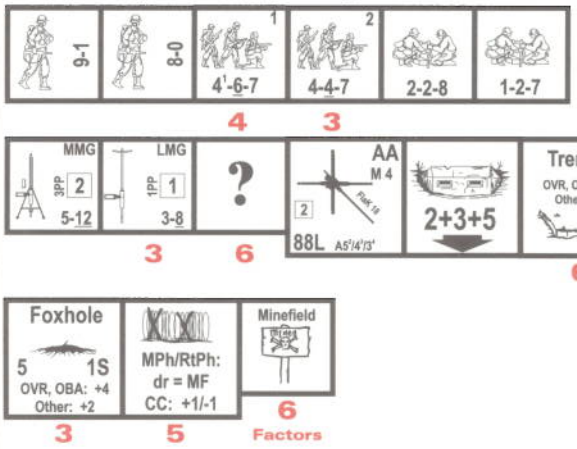
The bloody battle along the Smolensk-Minsk Railroad continued throughout the 24th. The onslaught of the 16th Guards Rifle Division and breakthroughs by other Russian forces farther north began to put tremendous pressure on the worn down Germans. Some of them began to withdraw to another defensive belt, but significant forces remained in order to delay the Russian advance.

Aftermath:

The Germans had not yet given up and stubbornly clung to their remaining positions. The Russians were battered but now faced an enemy in an ever thinning out fortification network. Still the German strongpoints and heavy weapons emplacements had to be taken one by one. The Germans put up a tough fight and the Soviets continued to pay a high price for each piece of terrain, but finally the positions started "falling like dominos" before the Russian onslaught.

German Sets Up First [ELR: 2] [SAN: 3] [N/A]

Reinforced elements of Regiment 195, Sturm Division 78, XXVII Corps, 4th Army set up west of DD10-Y8-U10

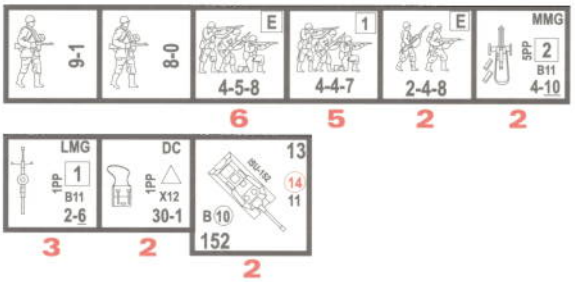


TURN

1 2 3 4 5 6 END

Russian Moves First [ELR: 3] [SAN: 3] [111]

Reinforced elements of 16th Guards Rifle Division, 36th Guards Rifle Corps, 11th Guards Army set up east of DD10-Y8-U10



Design: Chas Smith

TOOTH AND NAIL

OtO 8 *Onslaught to Orsha*

HOB

Battlefield Orientation:

N

SCENARIO	VARIABLES
EC	Moist
Weather	Overcast
Wind	No Wind at start
Terrain	Only hexes 1-22 and rows A-Q are in play, see HSR 2.

Tactical Objective:

The Russians win at game end if the number of Good Order German MMC is reduced to ≤ 2.

Play Balance:

Russian: Change the VC to ≤ 4

German: Change the VC to 0

Historical Special Rules

1. All **OtO HSR** are in play.

2. Prior to setup, make four random distance/direction DRs from each hex K9 and G10 (8 DRs total). Place shell holes in each selected hex if allowed; roll again if the same hex is selected more than once. After German setup, make one random distance/direction DR (the distance is halved, FRD) from each hex K14 and G13 (2 DRs total) and place a burning wreck.

3. The Pillboxes may not set up with CAs facing northwest or southwest.

4. No German units or fortifications (EXC: Mines) may set up HIP. The Guns may still set up Emplaced.

5. The Russians receive random air support (E7.2) in the form of one '44 FB with bombs; if not received already, it automatically arrives on turn 6. It may attack during any one-player turn, after which it is immediately Recalled. *If Rain has prevented the FB from conducting an attack, it may do so on turn 7 regardless of weather conditions.In addition to the* ***HSR OtO 5*** *Overcast Sighting TC DRM, the aircraft pays an additional +1 DRM for each TH and MG IFT roll during Rain.*

6. The Russians receive one module of 80+mm Battalion Mortar OBA with Plentiful Ammunition (HE and Smoke).

7. The Russian 45LL AT/76* INF Gun may NOT set up HIP or emplaced.

8. The Russians may secretly designate ≤ three squads as Sappers (B28.8).

Historical Perspective

South of the Minsk-Moscow Highway, Belorussia 24 June 1944

The 16th Guards Rifle division finally made some headway on the morning of the 24th and as the day wore on the German defenses started to wear down. Noticing this the Russians redoubled their efforts and allowed the foe no rest. Being in danger of getting cut off by a major penetration to their north, the Germans began withdrawing to another trench system farther west.

Aftermath:

Even though the German command had decided to withdraw, a considerable force remained in position to fight a tough rearguard action. However, much of the German artillery had been destroyed or was being withdrawn. What heavy equipment remained did so for lack of transportation. The Russians continued their attack, fighting "tooth and nail" and committing any and all available forces to the destruction of the German units and positions. After heavy fighting they achieved what they had set out to do and were able to advance some distance late in the afternoon. The victory was a Pyrrhic one at best. In two days of fighting they had suffered thousands of casualties and had lost a significant number of AFVs; all for only two kilometers of real estate that the Germans withdrew from anyway due to events in another sector.

TURN

1 2 3 4 5 6 7 END

German Sets Up First [ELR: 2] [SAN: 3] [169]

Reinforced elements of Regiment 195, Sturm Division 78, XXVII Corps, 4th Army set up in hexes numbered < 14

9-1 | 8-1 | 8-0 | 5'-4-8 (E) | 4'-6-7 (1) | 4-4-7 (2) | 4-3-6 (C)

2 3 4 5 3

2-2-8 | HMG 4PP 3 7-16 | MMG 3PP 2 5-12 | LMG 1PP 1 3-8 | PSK 1PP X10 12-4 | ? | Minefield

5 2 6 17 18 Factors

1 AT Mines | INF M6 150* | AT M8 75L | AA M8 *20L(20) | MTR M11 81* [2-60]

4 Factors 2

3+3+5 | 2+3+5 | Trench OVR, OBA: +4 Other: +2 | Foxhole 5 1S OVR, OBA: +4 Other: +2 | MPh/RtPh: dr = MF CC: +1/-1

10 6 8

Russian Moves First [ELR: 3] [SAN: 3] [208]

Reinforced elements of 16th Guards Rifle Division, 36th Guards Rifle Corps, 11th Guards Army set up in hexes numbered > 13

9-1 | 8-1 | 8-0 | 7-0 | 4-5-8 (E) | 5-2-7 (1) | 4-4-7 (1)

10 3 5

4-2-6 (C) | 2-2-8 | HMG 5PP 3 6-12 | MMG 5PP 2 B11 4-10 | LMG 1PP 1 B11 2-6 | LMG 1PP 1 3-8 | ATR 1PP 1-12

3 5 2 5 2

MTR 4PP 3 50* [3-20] | DC 1PP X12 30-1 | Radio 1PP 6/7/8 | AT M11 45LL | INF M8 76* | 16 SU-76M 4 1 76L

2 2 see HSR 6 2

13 B11 122L | 14 1 76L | 16 X11 BF32 1 76L -/4 | 9-1

2 2 2

Design: Chas Smith

ONSLAUGHT TO ORSHA HISTORICAL SPECIAL RULES - OtO HSR

Unless noted otherwise, all OtO HSR below apply to all **OtO** Scenarios-both CG and non-CG type, but not for **OB** Scenarios.

OtO1. TERRAIN.
The Railroad is an embankment RR (B32.12). The Railroad is NOT considered a paved road for purposes of setting up fortifications. Orchard hexes are treated as woods for rout and rally purposes. All buildings are fortified (B23.9). The K33 bridge initially has a 25 ton limit (B6.42). If the bridge is collapsed/destroyed, the gully Location is then worth 1 LVP. All Marsh hexes are considered Mudflats (B16.7).

OtO2. VEHICLES.
Vehicles may *set up* in Trenches per (B27.52), provided a wreck does not already exist IN the Trench. Vehicles set up in Trenches are also considered small targets (regardless of actual target size) and may exit the trench only via reverse movement (NOTE: expends ½ of MP allotment to do so [EXC: all MPs if moving into a woods or building hex; roll for Bog; D8.2]) into one of the two hexes making up the rear VCA, regardless of actual MP cost. A vehicle/wreck in a trench does not provide a hindrance or TEM. Vehicles set up in Trenches are considered to be in +1 TEM when undergoing a bombardment (C1.82). Non-captured mobile vehicles may NOT be voluntarily abandoned.

OtO3. MINES.
OoB given/Purchased mines may NOT be used to increase factors in a HSR given/Purchased multi hex minefield (hex), however they may be used to extend an existing Minefield. Mines may NOT be exchanged (B28.5; B28.9).

OtO4. OBA.
A Russian OBA Module allocated Smoke may fire a maximum of one *smoke mission* during a scenario (and CG scenario). If capable, a radio may be freely exchanged for a Field Phone during setup (C1.23). Barrage (**E12.**) is NA.

OtO5. AIR SUPPORT.
All aircraft are capable of conducting air attacks normally during Overcast conditions. A Sighting TC conducted during Overcast receives an additional +2 DRM. Air Support may be available during Rain, but remains offboard and is immune to AA fire until weather conditions permit entry (i.e. Overcast or Clear).

OtO6. OFF-MAP ROADS.
Even if not in play, all hexes on the map are still in effect for off-map movement purposes. Any road that exits off-map is considered to extend beyond that map edge either along the same lettered hexrow, or in hexes of the same coordinate, for the purposes of **A2.51**. Each other terrain in the off-map setup area is considered Open Ground regardless of printed Terrain [EXC: Half-Hexes; A2.51].

OtO7. FIRES.
Kindling attempts (B25.11) are NA.

OtO8. CELLARS.
No building on the OtO map is considered to have a cellar, and thus AFVs have no chance of falling into one.

OtO9. BURNT-OUT WRECKS.
A Burnt-Out Wreck cannot be Scrounged, set Ablaze, or removed from play as per D10.4. A Burnt-out Wreck is a LOS Hindrance exactly like a normal wreck.

OtO10. FORTIFICATIONS.
All Fortifications must be set up, either in view or recorded as HIP (as appropriate), or control of such is forfeited to the opposing side at game end.

OtO 11. COUNTER LIMITS & OPTIONAL ARMAMENT
It is recommended that players own multiple sets of the base system and/or the various Historical Modules to have the proper counter density. However, this does not limit one's ability to play any scenario or the CG. Players may purchase units and thus receive optional armament per HSR OtO 2/CG8, regardless of actual counter limits, but within the CG RG Purchase Limits. Counters not in the original counter mix may be substituted by other counters [*i.e. The German player could purchase and receive at Full Strength 2 x RG V1 resulting in 6 x PzJg III/IV. After rolling for optional armament (OtO 2/CG8) he ends up with 4 x PzJg III/IV without AAMG and 2 x PzJg III/IVwith AAMG. In the original counter mix he finds 3 x PzJg III/IV without AAMG and 1x PzJg III/IV with AAAMG. He could substitute the remaining units with a PzJg I (no AAMG) and a Marder III(t)H (with AAMG), or any other counter combination that works*].

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Onslaught to Orsha - The Death of Army Group Center

HOB

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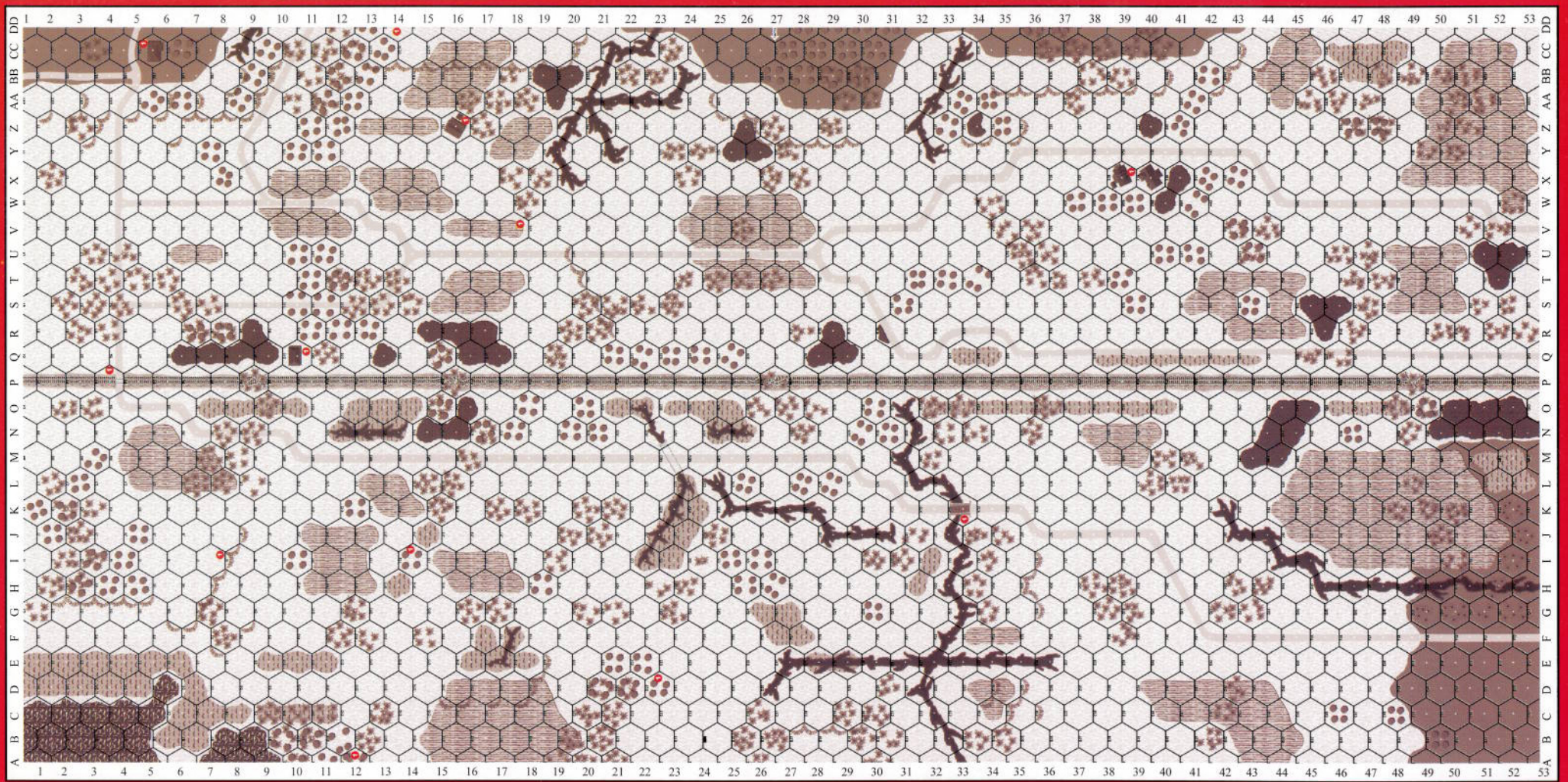

Onslaught to Orsha - The Death of Army Group Center

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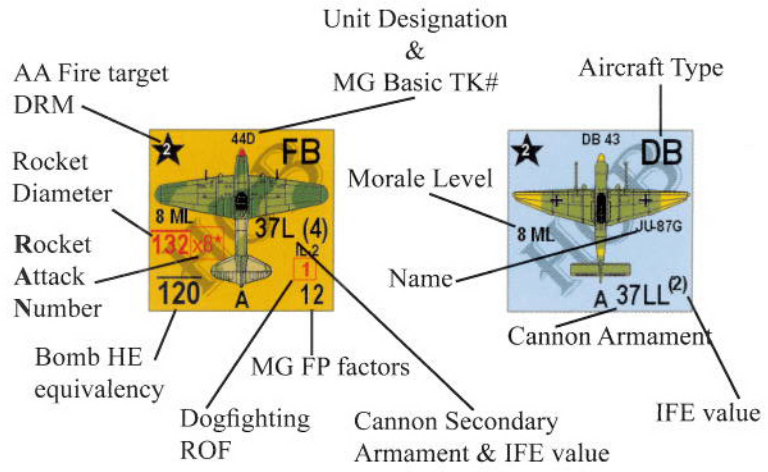
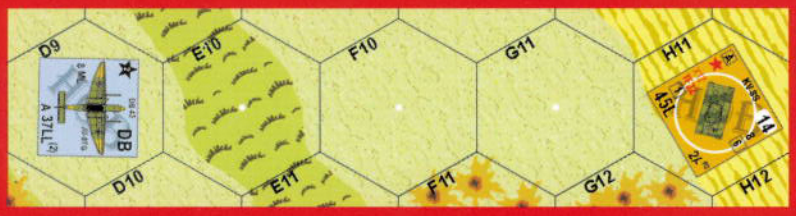
OtO AIRCRAFT COUNTER EXAMPLE





OtO SIGHTING TC DRM

DRM	Condition
+X	SMOKE Hindrance DRM as per E.6
+3	Target is in building/woods/rubble/orchard (in season)
+1	Target is in brush/grain/marsh/crag/graveyard
+1	Target is within four hexes of non-HIP vehicle/MMC friendly to and in LOS of the aircraft
+1	Mist/Dust/Heat Haze (regardless of Aerial Range)
-1	Target is vehicular, or boat in water
-1	Target has entered a new hex/used VBM/been in Motion during this Player Turn *
-1	Target is part of a Convoy or Column
-1	Target has been attacked by a friendly plane during this Player Turn
-2	Target is not entirely concealed/HIP
DB43 only	
+2	Non-Vehicle Target
Onslaught to Orsha only	
+2	During Overcast weather **
***	During Rain ***

* Dashing or movement totally inside a building/trench/pillbox is not applicable
** During Overcast conditions aircraft may operate on the mapboard, but with a +2 DRM to any Sighting TC.
***Air Support may be available during Rain, but remains offboard and is imune to AA fire until weather conditions permit entry (i.e. Overcast or Clear)

OtO6.33 ROCKET TH DRM

These DRM apply in addition to the normal aerial TH DRM

-1	ATT
+2	ITT
+3	VTT

OtO6.1 STORMOVIK MODEL TABLE

Model must be determined after Purchase

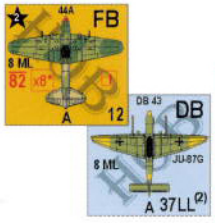
DR	Model
2	FB44C
3	FB44D
4-5	FB44B
6-7	FB44 §
8-10	FB44A
11	FB43
12	FB42A

§ Use FB44A without rockets

After Model is determined make a subsequent dr (per aircraft) for PTAB (OtO6.6) availability. On a dr 1-2 the Stormovik(s) is PTAB equiped, otherwise the Stormovik is HE equiped.
NOTE: All Stormovik have an *automatic* bomb load of either HE or PTAB; contrary to E7.21 no second dr is necessary.

OtO DOGFIGHT DR SUMMARY

Final DR ≤ 4	Eliminates target
Final DR 5	Damages target
Final DR ≥ 10	Target has Recall option
Original 11*	vs. Stuka/Stormovik w/Rear MG: Rear Gunner
	*cdr 6 Aircraft Eliminated
	*cdr 5 Aircraft Damaged



DRM	Cause
+1	Firer is Stuka
+1	Firer has rockets
+1	Firer has bombs
+1	Firer is Damaged
-1	Target is Damaged
-1	Target is not a FB
-1	Target has bombs
-1	Target has rockets

OtO6.62 PTAB EFFECTS

dr	EFFECT
1-2	***Solid Hit*** - use105mm HEAT Table/ basic TK# 15
3-4	***Hit*** - use 75mm HEAT Table/basic TK# 13
5-6	***Near Miss*** - use basic TK# 7
	vs. Infantry/non AFV - target use 12 FP column

OtO6.61 PTAB ATTACK DRM

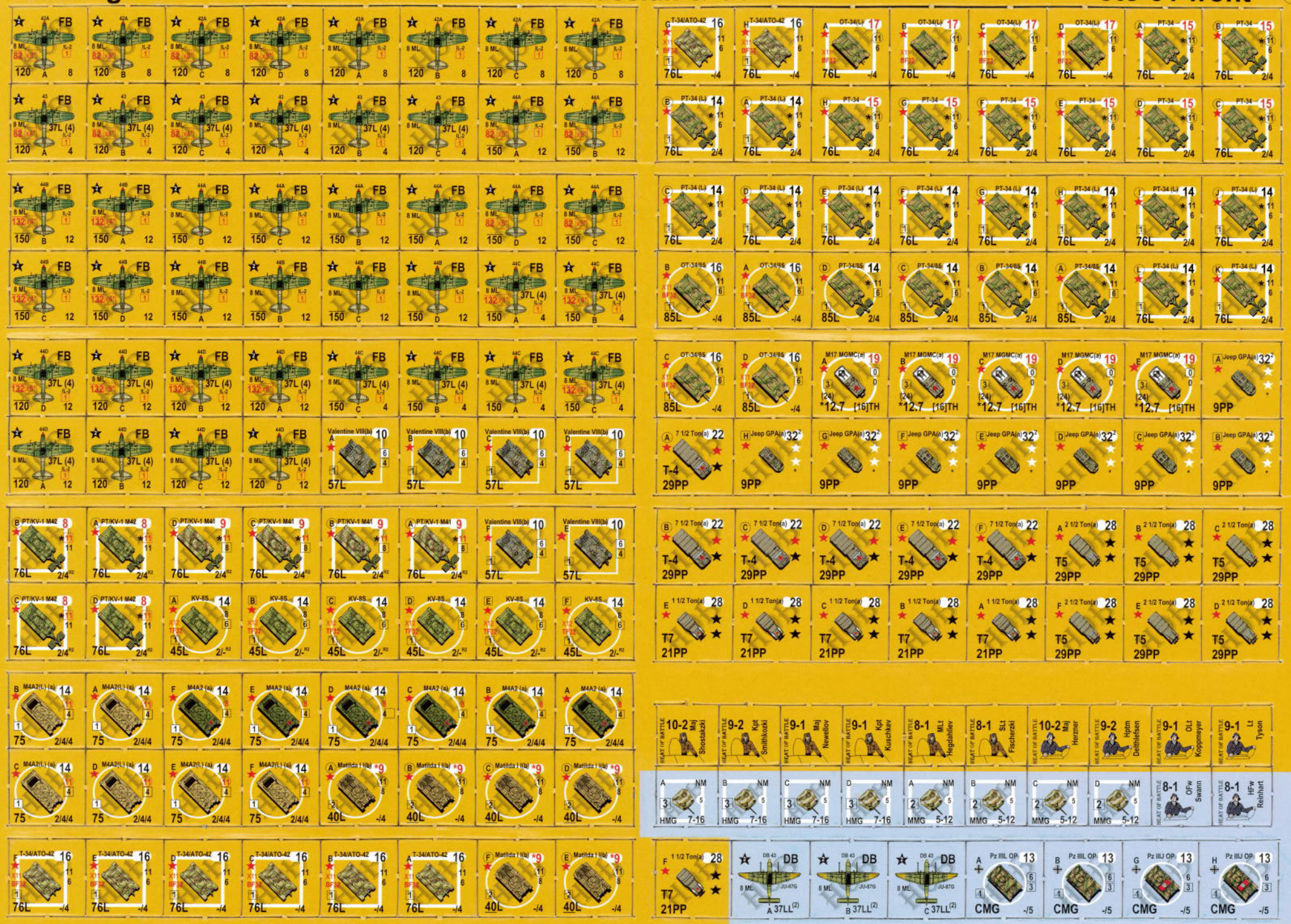
DRM	Cause
+3	Woods
+2	Orchards
+1*	Crag/Shellhole*
+4	Trench/Foxhole
+2	Crew manning non-emplaced Gun
+2	CE AFV Crew
0	Open ground

All other terrain has its normal TEM doubled (i.e. Stone Building +6)
* NA to AFV

Onslaught to Orsha

5/5-inch Russian & German

oto-01-front



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HOB

Onslaught to Orsha CG RG Purchase Record

On Track to Orsha **Side:** _____ **Sheet#:** _____

CG Date	RG ID	Group Type	# Purch	# Rem	Strength (Full/Depl)	#Units received	SW received	Leader	Notes

Onslaught to Orsha CG Roster

Player: _____

On Track to Orsha **Side:** _____ **Sheet#:** _____

CG Date	CPP Start	CPP Repl	CPP Total	ELR	SAN	Weather	Purchased RG (ID, CCP)	CPP Spent	CPP Left	LVP	CVP	Scenario Winner
23 AM						*Overcast Wet*						
23 PM												
24 AM												
24 PM												
CG END												

FORTIFICATIONS

MINES			HIP			MISC. FORTIFICATIONS			*RECON Locations*
Hex	Type	Str.	Unit	Loc	CA	Hex	Type	CA/other	
									23 AM
									23 PM
									24 AM
									24 PM
									CVP TALLY BOX
									23 AM _____
									23 PM _____
									24 AM _____
									24 PM _____
									Total

HOB

Onslaught to Orsha

Smolensk-Minsk Railroad, Belorussia, 23. - 24. June 1944

HOB
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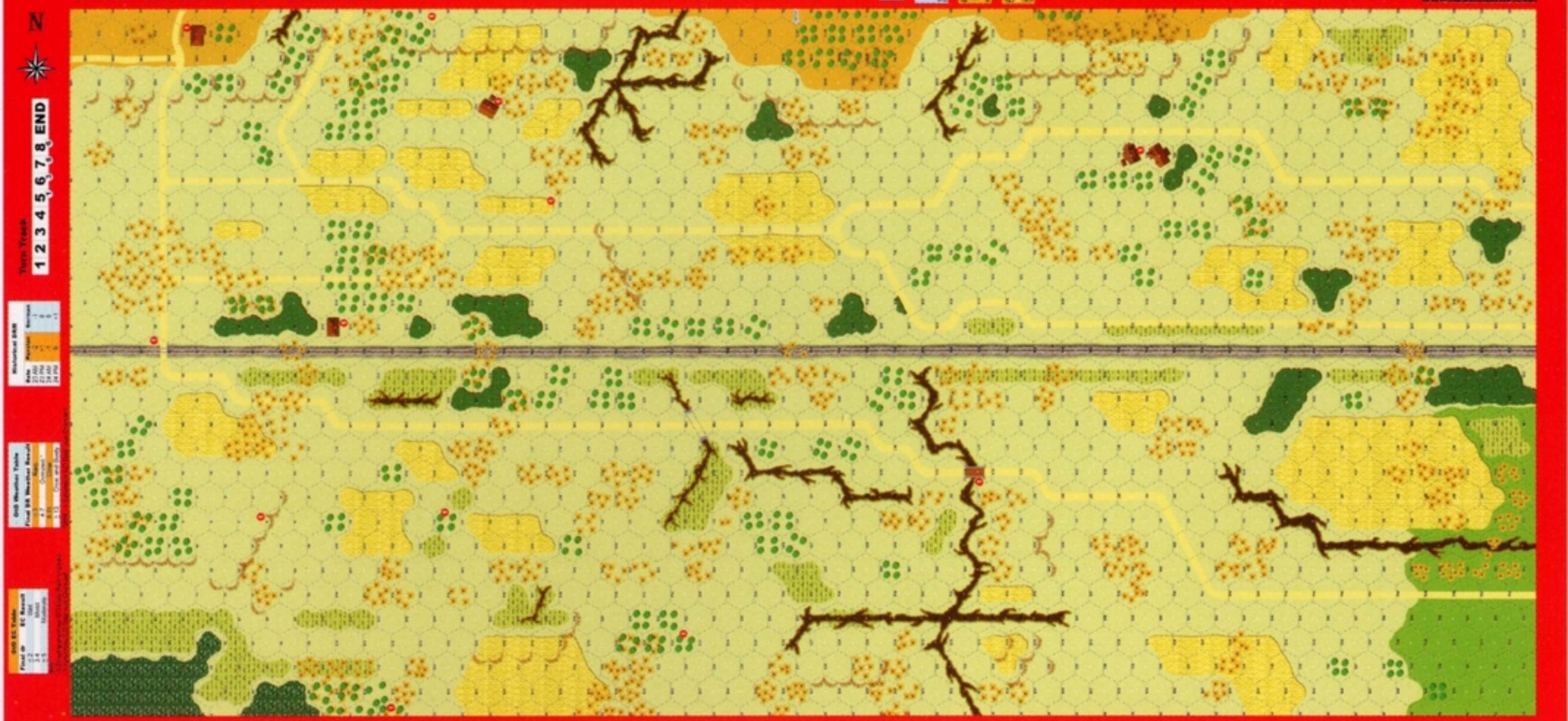

CVP Track 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25

VP Track 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

EVP Track 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25