

## Breakthrough at Orsha

### German Briefing

**Objective** – hold your positions and prevent a major rupture in line.

### Order of Battle

#### Defending Forces

II / 14. Regiment, 78<sup>th</sup> Sturmdivision

3. Sturmkompanie	HQ Platoon	CO SMG panzerfaust, XO SMG panzerfaust 3x Panzershreck teams Sniper
	1. Platoon	CO SMG panzerfaust 6x MG panzerfaust teams
	2. Platoon	CO SMG panzerfaust 6x MG panzerfaust teams
	3. Platoon	CO SMG panzerfaust 6x MG panzerfaust teams
	4. Platoon	CO SMG panzerfaust 2x HMG teams Observer rifle team 2x GW34 8cm mortar teams
5. Platoon	CO SMG panzerfaust 2x PaK40 7.5 cm ATG	
4. Sturmkompanie	1. Platoon	CO SMG panzerfaust 4x HMG teams
	3. Platoon	CO SMG panzerfaust 3x PaK40 7.5 cm ATG
13. Kompanie	2. Platoon	CO SMG panzerfaust 2x 7.5 cm leIG
2. Batterie, I / 178. Artillerie Regiment		Observer Rifle team 3x leFH18 10.5 cm howitzer (off table)

#### Reserve forces

2. Platoon, 3. Kompanie, 178. Pioneer Battalion	CO SMG panzerfaust 9x Pioneer Rifle teams (may exchange up to 3 teams with flamethrower teams)
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#### Counter Attack Force

189. Sturmgeschützabteilung

2. Batterie	HQ Platoon	CO StuGIII G Begleit Assault Rifle team
	1. Platoon	CO StuG III G 2x StuG III G 3x Begleit Assault Rifle teams
	2. Platoon	CO StuG III G 2x StuG III G 3x Begleit Assault Rifle teams
	3. Platoon	CO StuG III G 2x StuG III G 3x Begleit Assault Rifle teams
1. Platoon, I. Kompanie, 519. Schwere Panzerjäger Abteilung		Command Hornisse 2x Hornisse

All German forces are **Confident Veteran**

## Fortifications

- 14.5 sections of trenches
- 7 gun pits
- 10 sections of barbed wire entanglements
- 10 sections of minefields
- 4x 28cm sWG41 static rocket launchers in open bunkers
- 2x Bunker with PaK40 7.5 cm ATG
  
- 2x Bunker with HMG  
OR
- 4x Open bunker with HMG
  
- Artillery OP – the Germans may choose to replace the observer for the artillery battery with an Artillery Observation Post Bunker. Treat this as a normal bunker, except the bunker is unarmed. The occupants may still fight in assaults as normal.

## Game set-up

### Pre-game

1. German players mark on map which terrain features in German deployment area or No man's land will be razed. These terrain features become difficult terrain which does not offer concealment, cover, or block LOS.
2. German players place fortifications on map. Wire and mines may be placed in No-man's land if desired. All other fortifications must be placed in the German deployment area.
3. German players decide on combat attachments and formation of a Kampfgruppe. All teams in grey may make combat attachments to the Sturm platoons of 3. Sturmkompanie. The Panzerschreck teams highlighted in yellow may be attached to any platoon of 3. Sturmkompanie or 4. Sturmkompanie. A Kampfgruppe led by the XO may be formed from any teams in 3. Sturmkompanie or 4. Sturmkompanie.

### Game

1. Germans deploy all on-table platoons
2. Soviet player place Wave 1-4 platoons
3. Place German independent teams and PaKfront platoon on table
4. conduct Preliminary Bombardment against all German platoons on table
5. Begin Turn 1

## Ending the game

The game ends if both German companies fail company or the Soviet regiment fails morale or at the end of the allotted time (~11:00 PM).

## Victory Conditions

Victory is determined by the number of adjacent objectives controlled by the Soviet players at the end of the game.

If both German companies fail company morale, the Soviets capture all remaining objectives.

If the Soviet Regiment fails morale, any objectives not within 4" of a Soviet unit revert to German control.

Number of adjacent objectives controlled by Soviets

5-6  
4  
3  
2  
1  
0

Victory Level

Stunning Soviet Victory  
Major Soviet Victory  
Minor Soviet Victory  
Minor German Victory  
Major German Victory  
Stunning German Victory

## **Scenario Special Rules**

### **Reserves**

German players may begin testing for availability of reserves starting on turn 3. Add one die each turn. The reserve Pioneer platoon becomes available on a 5-6. Platoons of the Counterattack Force are only available on a reserve die roll of 6. All German reserves enter anywhere on the west table edge. The German players may decide to combine the Begleit riders into a platoon, but must decide before any of the StuG platoons move onto the table.

### **Pre-registered fire**

The Germans may choose up to three geographical points on the table as aiming points for pre-registered fire for their artillery battery. The location of these points must be clearly noted prior to the game. A German observer with LOS to one of the preregistered points may range-in mortar fire on that point instead of an enemy team. Ranging attempts on pre-registered points will succeed on a 2+. The observer may only use the pre-registered points if the team does not move from its starting position.

### **Terrain Notes**

Marshes are Very Difficult. Any vehicle bogged in the marsh may not free itself and may only be towed free.

Wooded areas are Difficult area terrain.

Any wooded areas or buildings razed by the Germans are considered Difficult terrain but do not block LOS or provide cover or concealment.