

Breakthrough at Orsha

Soviet Briefing

Objective – Seize the German front line positions and open as wide a gap as possible for exploitation by the Soviet armored forces.

Game set-up

Pre-game

1. Germans 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. German players will place fortifications on the map.
2. Soviet Commanders may attach any of the supporting units to a specific battalion. If assigned, that unit is part of that battalion for the remainder of the game. See the Soviet special rules below.
3. Soviet commanders assign HQ attachments (highlighted in yellow) to any units in the battalion if desired. The teams of the flamethrower platoon (highlighted in blue) must be attached to any Urdany or SMG

Game

1. Germans deploy all on-table platoons
2. Soviet player place Wave 1-4 platoons in the deployment areas indicated.
Wave 1 - PT-34 mineroller company
Wave 2 - IS-2 Company
Wave 3 – Sapper Company
Wave 4 – ISU-152 Company
3. Place German independent teams and PaKfront platoon on table
4. conduct Preliminary Bombardment against all German platoons on table
5. Begin Turn 1 – remaining Soviet forces move onto the table from the east table edge on turn 1 or any subsequent turn

Ending the game

The game ends if both German companies fail company morale, 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.

<u>Number of adjacent objectives controlled by Soviets</u>	<u>Victory Level</u>
5-6	Stunning Soviet Victory
4	Major Soviet Victory
3	Minor Soviet Victory
2	Minor German Victory
1	Major German Victory
0	Stunning German Victory

Order of Battle

Special Assault Group

2 nd Company, 517 th Tank Regiment (Confident Trained)	Command PT-34 4x PT-34
3 rd Company, 63 rd Guards Heavy Tank Regt.	Command IS-2 4x IS-2
1 st Company, 4 th Guards Sapper Battalion	Command Pioneer Rifle team 15x Pioneer Rifle teams
2 nd Company, 142 nd Guards Hvy. Assault Gun Regt.	Command ISU-152 4x ISU-152
5th Company, 517 th Tank Regiment (Confident Trained)	Command OT-34 4x OT-34
4 th Company, 220 th Assault Gun Regiment (Confident Trained)	Command SU-76M 4x SU-76M

21st Guards Rifle Regiment

	HQ Company	CO Rifle team, XO Rifle team
1 st Urdany Battalion	HQ Company	CO Rifle team, XO Rifle team, Battalion Komissar team 2x 45mm obr 1942 ATG teams 4x PTRD ATR teams 5x Pioneer rifle teams
	1 st Urdany Company	CO Rifle/MG team 2x HMG teams 8x Rifle/MG teams 4x SMG teams
	2 nd Urdany Company	CO Rifle/MG team 2x HMG teams 8x Rifle/MG teams 4x SMG teams
	Mortar Compnay	CO Rifle team Observer rifle team 6x 82-BM-41 mortar team
2 nd Urdany Battalion	HQ Company	CO Rifle team, XO Rifle team, Battalion Komissar team 2x 45mm obr 1942 ATG teams 4x PTRD ATR teams 5x Pioneer rifle teams
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	2 nd Urdany Company	CO Rifle/MG team 2x HMG teams 8x Rifle/MG teams 4x SMG teams
	Mortar Compnay	CO Rifle team Observer rifle team 6x 82-BM-41 mortar team
1 st SMG Company		CO SMG team 12x SMG teams
Heavy Mortar Company		CO Rifle team Observer rifle team 6x 120-PM-38 mortar team
Scout Platoon (Fearless Veteran, Recce)		CO SMG team 4x SMG teams
Platoon, 5 th Guards Chemical Battalion		8x Flamethrower teams

Unless otherwise noted, all Soviet Units are **Fearless Trained**

Scenario Special Rules

Regimental Command

The Regimental CO and XO are Higher Command teams. If they join any platoon, that platoon may re-roll failed motivation tests. In addition, either the CO or XO team may take over for a battalion commander that has been killed by moving into command distance of any combat platoon of the battalion. Finally, if the Regimental CO is within 6" of a battalion commander, the battalion commander may re-roll failed battalion morale tests.

Chain of Command

Prior to the game, the Soviet commander may assign units to the command of either of the two assault battalions. Units assigned to those battalions are counted as part of the battalion for the game. The battalion CO and XO may only affect units of their own battalion (motivation re-rolls, assigning new commanders), including attached units. All unattached units are under the direct control of the Regimental HQ and under the command of the Regimental XO and CO only.

Regimental Morale

The willingness of high command to continue to press the attack is reflected in the Regimental morale. Morale for the regiment is computed exactly as normal morale, but only includes the following companies: the Guards Heavy Tank company, the Guards Heavy Assault Gun Company, the Sapper Company, the four Urdany Rifle companies, and the SMG company. If at the beginning of any Soviet turn more of these companies have been destroyed than are on table, the Soviets fall back and the game ends. Each of the two Urdany Strelkovy Battalions must also check battalion morale as normal. Any units lost as result of a failed battalion morale are considered destroyed for purposes of Regimental morale.

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.