

## **Breakout at Borizov**

### **Soviet Briefing:**

#### **Orders**

You have successfully crossed the Bereshina River north of Borizov. Push west and outflank the German 5<sup>th</sup> Panzer Division to the south at Borizov. Maintain open lines of communication for resupply in order to permit continued advances toward Minsk.

#### **Forces**

Elements of 29<sup>th</sup> Tank Corp, 5<sup>th</sup> Guards Tank Army  
2x 1750 point Medium Tank Battalions  
Priority Air Support - Sturmoviks

#### **Set-up**

Soviet forces may deploy within 12" of the east edge or move onto the table from the east edge.  
Reconnaissance platoons may make a reconnaissance deployment as normal. . Soviets have the first turn.

#### **Objective**

Cross the table to the west, moving as many forces as possible beyond the halfway line and off the west table edge. Secure lines of communication to allow a truck supply convoy to reach the furthest units for resupply.

#### **Game Length**

Starting on turn 11, roll a d6 at the end of each German turn. If the score is  $\geq$  the turn -10 (i.e. 1 on turn 11, 2 on turn 12, etc.) the game ends on the next turn or when everyone has to go home.

#### **Victory Points**

The VP Value of all Soviet units is the unit's point cost /100 (round off). If the unit is below half strength, it's VP Value is  $\frac{1}{2}$  the starting value (round down).

Soviets Score points for advancing units.

Each Soviet unit past the Blue Line (halfway down table length) scores VP equal to  $\frac{1}{2}$  its current VP Value (round down).

Each Soviet unit that exits off of the west table edge scores VP equal to its current VP value.

For each Soviet unit resupplied (see below), score VP equal to  $\frac{1}{2}$  its current VP value.

#### **Victory Level**

Score 25 more VP than Germans – Crushing victory. You'll be in Minsk in a couple of days.

Score 11-24 more VP than Germans – Major victory. The way forward is open, but your unit is weakening

Score 6-10 more VP than Germans – Minor Victory. The Germans have been defeated, but will likely regroup tomorrow.

Score 0-5 more VP than Germans – Stalemate. You have been stopped, but the Germans are weaker and tomorrow's attack will surely push through.

## Scenario Special Rules

### Off table Artillery

Soviet artillery units may be placed off table to the east. These platoons have the range to cover the entire table. This includes only artillery and rocket batteries. Mortars and infantry guns must deploy on table as usual.

### Secure the flanks

The Soviets can attempt to secure their flanks by driving platoons off of the south table edge. If a platoon exits the south edge, that entry area becomes contested. In order to bring troops onto the table at that point, German commanders must roll a d6 and score greater than the VP Value of the platoon that exited off the table in that area (use the platoons VP Value at the time they exited). If failed, that reserve has been delayed and cannot enter the table on that card.

### Sweep and Clear

An unpinned reconnaissance or infantry unit may attempt to sweep and clear an area instead of shooting or conducting other reconnaissance functions during a turn. All concealing terrain within 4" of regular infantry or 8" of reconnaissance troops is swept and found to be free of ambushing enemy units. The concealing terrain is marked and no ambushing enemy units may be deployed in that terrain for the remainder of the game.

### Resupply Convoy

Beginning on Soviet turn 6, the Soviet players may choose to bring their resupply convoy onto the table at any time. The convoy is 6 trucks that move as independent teams. If a truck moves into command distance of a Soviet platoon that is beyond the Blue Line, that platoon may resupply by spending one turn stationary with truck in command distance. If a platoon has exited from the west table edge, that platoon may be resupplied by moving a truck off the west table edge. Resupplied platoons receive additional VP.

### Continuous Air Support

The Soviet forces begin the game with Priority Air Support of IL-2 3M Sturmoviks armed with rockets and cannons. If the Germans draw the marked Joker while drawing cards for reserves, the Soviet Dice Pool for air support is replenished to seven dice. In addition, constant Soviet air coverage has forced German units into hiding. All German ambushing units must be placed in concealing terrain (i.e. the usual option to deploy those units on the open > 16" away is not available). Air support may be directed at off table artillery.

### Partisans

Soviet partisans operating in the German rear areas caused considerable havoc on operations during Bagration. If the Germans draw the unmarked Joker while drawing cards for reserves, the Soviet commanders have made contact with partisan units and may choose any one of the 3 options below:

- 1) *Receive intelligence.* The local partisan commander provides detailed information regarding German dispositions. The German players must immediately deploy all platoons still held in ambush
- 2) *Interdict reinforcements.* A partisan force has established blocking positions and is fighting to prevent German reserves from reaching the battle. Choose any German reserve deployment area and treat that area as if a platoon of VP Value 2 has exited that area using the Secure the Flanks rule above
- 3) *Partisan ambush.* The Soviets receive a single partisan platoon to deploy in ambush during their next turn. This platoon consists of a command SMG team, six SMG teams, 2 pioneer SMG teams and a Maxim HMG team. The platoon is Confident Conscripts and does not count for VP or morale purposes.

## **Breakout at Borizov**

### **German Briefing:**

#### **Orders**

Soviet elements of the 5<sup>th</sup> Guards Tank Army have crossed the Bereshina river north of the division's main position at Borizov. Establish blocking positions with minimal force possible to stop the Soviet advance before the Borizov position can be outflanked while avoiding excess losses.

#### **Forces**

Elements of 5<sup>th</sup> Panzer Division and 505<sup>th</sup> Heavy Tank Battalion

2x 1750 point Panzer, Panzergrenadier, Panzerpioneer, Aufklarungs, or Heer Heavy Panzer companies.

#### **Set-up**

Soviet forces will enter from the east. The German players will begin with a pool of VP and will pay a VP cost for each unit deployed. See Victory Points below for the VP cost for deploying units. Once the Germans have decided on their initial units, deploy any on-table defenses in prepared position anywhere at least 24" from the east table edge. Remaining units may enter as reserves. Soviets have the first turn.

#### **Objective**

Stop the Soviet advance to the west with minimum use of force and minimum losses..

#### **Game Length**

Starting on turn 11, roll a d6 at the end of each German turn. If the score is  $\geq$  the turn -10 (i.e. 1 on turn 11, 2 on turn 12, etc.) the game ends on the next turn or when everyone has to go home.

#### **Victory Points**

The VP Value of all German units is the unit's point cost /100 (round off). In the case of a kampfgroupe or combat attachments, estimate the final value of the unit including the attached elements.

The Germans begins with a pool of 50 VP and pay VP costs for deploying or losing a unit.

Deploying a unit on-table to begin the game:  $\frac{1}{2}$  VP Value

Deploying a unit in ambush to begin the game: VP Value

Surcharge for number of units deployed to begin game

(independent teams pay VP cost above but do not count

as units for this surcharge. Only one company HQ may

begin the game on table)

1 unit: 1 VP

2 units: 2 VP

3 units: 4 VP

4 units: 8 VP

5 units: 16 VP

Deploying a unit from reserve:  $\frac{1}{2}$  VP Value

Unit below half strength or above half strength and routed due to company morale failure:  $\frac{1}{2}$  VP Value

Unit destroyed, or below half strength and routed: VP value

#### **Victory Level**

Score 25 more VP than Soviets – Crushing victory. A counterattack now can recapture the Bereshina.

Score 11-24 more VP than Germans – Major victory. The Soviet drive has been crushed, but a counterattack is still dangerous

Score 6-10 more VP than Germans – Minor Victory. The Soviets have been defeated, but will likely regroup and attack again tomorrow.

Score 0-5 more VP than Germans – Stalemate. You have stopped them today, but you are weaker and tomorrow's attack will likely push through.

## Scenario Special Rules

### Off table Artillery

German artillery units may be placed off table to the west. These platoons have the range to cover the entire table. This includes only artillery and rocket batteries. Mortars and infantry guns must deploy on table as usual. Artillery deployed off table and available from the start of the game counts as an on-table platoon and pays the appropriate cost. If included in the reserve pool, an artillery battery may be placed off table when available for the usual reserve VP cost and becomes available in the following turn. Soviet air support may target off-table artillery. Roll to range in as normal. All off table guns are assumed to be dug in and sufficiently dispersed that an air attack may target only a single team in the platoon. Gun teams are in the open while staff and command teams are considered concealed.

### Continuous Air Support

The Soviet air forces have complete control of the skies and constant Soviet air coverage has forced German units into hiding. All German ambushing units must be placed in concealing terrain (i.e. the usual option to deploy those units on the open > 16" away is not available).

### Reserves

All platoons not originally deployed on table are divided into three pools – King, Queen, and Jack. Each turn the German players draw three cards from a standard card deck to determine if reserves are available.

- If the card drawn is a face card, the German players may choose to bring in one reserve platoon from the appropriate pool, paying the appropriate VP cost. The suite of the card determines the areas that the platoon may enter the table (see map). The Germans may choose to ignore a face card, but that card is discarded and cannot be held for use later.
- If the card drawn is a number card  $\geq$  to the current turn number then no reserve is available for that card.
- If the card drawn is a number card  $<$  than the current turn number, discard it and draw a replacement.
- If a Joker is drawn, hand it to the Soviets...

### Company morale

A company does not have to begin rolling for company morale until half or more of its platoons have been committed to the table. From that point on in the game, determine company morale status as normal (platoons destroyed vs. platoons on table). If one company fails company morale, the other company is unaffected and the game continues as normal.

German VP used		Soviet VP gained	
Initial Deployment	50VP	Units over the Blue Line	
# platoons on table			
Reserves deployed			
		Units exiting west edge	
Units Below Half			
		Units resupplied	
Units Destroyed			

