

Bagration Counterattack

German Objective

Counterattack north, destroy as many Soviet units as possible, secure the east-west road, and neutralize Soviet river crossing.

Forces:

2x 1500 point German companies from 5. Panzer Division or 505. Heavy Panzer Battalion.

Battlefield



Irrigation Ditches

Woods: Very difficult, Area Concealment

River: Impassable

Hills: Rough Terrain (no bog test required)

Fields: Difficult, Area concealment for infantry and man-packed guns only

Orchard: Difficult, Area Concealment

Irrigation Ditches: Difficult, provides concealment and bulletproof cover for infantry or man-packed guns

Pontoon Bridge: Rough Terrain (no bog test required)

Set-up

After Soviets deploy. Any reconnaissance platoons may deploy on table within 6" of south table edge. Remaining German forces are initially off table

Game Start

- 1) Soviet reconnaissance platoons may attempt to immediately recover from Command Confusion (see below). If successful they may make a Recon Deployment move.
- 2) German reconnaissance platoons may make Recon Deployment move
- 3) The Soviets take the first turn.

4) Remaining German forces enter on turn 1 anywhere along the south table edge

Game End

At the end of each German turn, roll a d6 and add the result to the running total of the Game Clock. When the total reaches 36, the game ends immediately.

If both companies of either side fail company morale, the game ends immediately.

Victory Points

The VP Value of a unit is its point cost / 100. A unit is routed if it fails a platoon morale test or is part of a company that fails a company morale test. An objective is under fire if the enemy can bring 10 dice or one artillery template to bear on the objective.

German Victory Points

Soviet unit destroyed or routed and below half strength	VP Value
Soviet unit below half strength or routed and above half strength	½ VP value
Each Road Objective under fire	3 VP
Each Road Objective contested	7 VP
Each Road Objective controlled	10 VP
Pontoon Bridge under fire	5 VP
Pontoon Bridge damaged	10 VP
Pontoon Bridge destroyed	20 VP

Special Rules

Off table artillery

German artillery units may be placed off table to the south. 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 is available from the start of the game. 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.

Smoke

Smoke bombardments do not need to have an enemy team as a target. Instead, any geographical feature may be used instead. The bombardment may not be targeted against open ground. If targeted against a geographical feature, range in on any score of 3+. Batteries able to fire smoke bombardments are limited to two smoke bombardments for the game.

Misidentification

Air Support may target teams within 16" of friendly troops, but doing so risks the pilots misidentifying the target and attacking friendly troops. If any friendly teams are within 16" of the team targeted by close air support, the pilot will make a misidentification if any ranging roll scores a 1. If this happens the targeted player may immediately move the template to an enemy team of the same type within 16" of the original target. The aircraft is successfully ranged in on the new target with the die roll that scored the 1. If no eligible target is available, the aircraft abort the attack run. Attacks against targets greater than 16" from any friendly team are not affected.

Pontoon Bridge

The pontoon bridge may be attacked and destroyed. Because of the lower elevation of the river, stands must be within 16" in order to target the pontoon bridge (including spotting for bombardments). The base score needed to hit or range in on the bridge is a 5+. A firepower test must be made for each successful hit. Because the river absorbs most of the force of artillery near misses, re-roll successful firepower tests for all bombardments. The bridge is damaged by a successful firepower test and destroyed if it takes three damaged results. The Pontoon Bridge is Clear Terrain if undamaged or Difficult Terrain if damaged. If crossing a damaged bridge, vehicles must roll 2d6 and score greater than their front armor rating. Add +2 to the front armor for this die roll if the bridge has been damaged twice. If this roll is failed, the bridge suffers an additional damage result as above. Any vehicle on the bridge when it is destroyed is also destroyed. In the (unlikely) event that pioneer teams are able to reach the bridge, a pioneer platoon may mine the bridge by having teams unpinned and stationary in contact with the bridge for the turn. Instead of shooting make a skill test for each team. For each successful test, the bridge is damaged.

Bagration Counterattack

Soviet Objective

Defeat the German counterattack. Destroy as many of attacking units as possible. Secure the road and keep the pontoon bridge open and able to handle traffic.

Forces:

2x 1500 point battalions. Each must be fully mechanized or motorized. Infantry may be assigned to ride aboard a tank company that is part of their battalion.

Battlefield



Irrigation Ditches

Woods: Very difficult, Area Concealment

River: Impassable

Hills: Rough Terrain (no bog test required)

Fields: Difficult, Area concealment for infantry and man-packed guns only

Orchard: Difficult, Area Concealment

Irrigation Ditches: Difficult, provides concealment and bulletproof cover for infantry or man-packed guns

Pontoon Bridge: Rough Terrain (no bog test required)

Set-up

Deploy first. Assign a card to each company/platoon in the two battalions (HQ platoons get a separate card). If an infantry unit is assigned to ride on tanks or as part of a transport platoon, the infantry and tank units are deployed together using one card. Start the deployment by drawing a card and deploying that platoon on the east-west road at the crossroad. All stands must stat mounted in appropriate transport and you must leave at least a 1" gap between vehicles on the road. Continue drawing cards and deploying units on the road. One battalion deploys west of the first platoon and the other east of the first platoon (i.e. units from the two battalions cannot be interspersed on the road). When there is no longer space to deploy the next unit on the road, that unit and any

remaining units of that battalion are placed in reserve. Place the remaining cards aside to determine the order of entry for reserves.

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- 2) German reconnaissance platoons may make Recon Deployment move
- 3) The Soviets take the first turn.
- 4) Remaining German forces enter on turn 1 anywhere along the south table edge

Game End

At the end of each German turn, roll a d6 and add the result to the running total of the Game Clock. When the total reaches 36, the game ends immediately.

If both companies of either side fail company morale, the game ends immediately.

Victory Points

The VP Value of a unit is its point cost / 100. A unit is routed if it fails a platoon morale test or is part of a company that fails a company morale test. An objective is under fire if the enemy can bring 10 dice or one artillery template to bear on the objective.

Soviet Victory Points

German unit destroyed or routed and below half strength	VP Value
German unit below half strength or routed and above half strength	½ VP value
Each Road Objective controlled and not under fire	7 VP
Each Road Objective controlled but not under fire	5VP
Each Road Objective contested	2 VP
Pontoon Bridge undamaged and not under fire	15 VP
Pontoon Bridge undamaged but under fire	7 VP
Pontoon Bridge damaged but operational	3 VP

Special Rules

Air Support

Air Support becomes available when the VVS has been apprised of the counterattack and can vector ground attack aircraft to the scene. In order to make air support available, the Soviet players must allocate two successful reserve rolls (these do not have to be on the same turn). Once these two dice have been allocated, the Soviets will receive Priority Air Support by rocket-armed Sturmovik IL-2 3Ms.

Off table artillery

Soviet artillery units that are not deployed on the road and begin in reserve may be deployed off table to the east or 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 in reserve may be activated whenever it becomes available as a reinforcement and becomes available to fire bombardments in the next Soviet turn.

Misidentification

Air Support may target teams within 16" of friendly troops, but doing so risks the pilots misidentifying the target and attacking friendly troops. If any friendly teams are within 16" of the team targeted by close air support, the pilot will make a misidentification if any ranging roll scores a 1. If this happens the targeted player may immediately move the template to an enemy team of the same type within 16" of the original target. The aircraft is successfully ranged in on the new target with the die roll that scored the 1. If no eligible target is available, the aircraft abort the attack run. Attacks against targets greater than 16" from any friendly team are not affected.

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been damaged twice. If this roll is failed, the bridge suffers an additional damage result as above. Any vehicle on the bridge when it is destroyed is also destroyed. In the (unlikely) event that pioneer teams are able to reach the bridge, a pioneer platoon may mine the bridge by having teams unpinned and stationary in contact with the bridge for the turn. Instead of shooting make a skill test for each team. For each successful test, the bridge is damaged.

Reserves

After all units able to deploy on the road have deployed, the remaining Soviet units are placed in reserve. There will be one battalion closest to the east edge and one battalion closest to the west edge and each battalion's reserves will enter from their respective edges on the road. The Soviets roll 1 die starting on turn 2 and add an additional die on every even numbered turn. For each five or six that is rolled, a reserve platoon becomes available. Draw a card from those remaining after set-up to determine which unit enters next.

Command Confusion

At the start of the game, the Soviet commanders are receiving conflicting reports about German movements and the chain of command is in disarray. All Soviet units starting on the table begin the game Confused. At the start of each turn, each Soviet unit may make a skill test to remove their Confused marker. If the unit has LOS to a German unit, the player may re-roll the test if failed. If the unit's company HQ platoon is not on table, the player must re-roll a successful test (these two conditions will cancel each other if both apply). A unit that removes its confused marker may maneuver normally. A unit that remains confused cannot move off of the road and may not fire at any enemy > 16" away. If any Soviet unit is fired on, that unit immediately replaces its confused marker with a pinned marker.