

VICTORIA ASL GROUP
PRESENTS

BAGRATION

SOVIET BLITZKRIEG

RUSSIA, JUNE 1944



HAMMER OF THE GUARDS



1900-hours, Friday, 4 March, 2016
At Darren's Place

If you have a preference of side you want to play, let it be known;
Otherwise, all sides will be randomly determined.



South of BOGUSHEVSK, RUSSIA, 25 June 1944: Operation Bagration was scheduled to start on 23 June, to coincide with the three-year anniversary of Operation Barbarossa, the German invasion of the Soviet Union. The great offensive was to fall on Army Group Centre and break the front open. Stavka, the Soviet General Headquarters, recognized that the key to success was to capture the major railway junctions in Byelorussia and then press towards Minsk. Once Army Group Centre was destroyed, the Soviet juggernaut would be unstoppable. Hitler had ordered that German forces maintain a static line of defence, while also holding several fortified cities, or *Festerplatz*. The major communications and supply centres of Vitebsk, Orsha, and Mogilev all became *Festerplatz* towns. The Soviet northern hammer swung towards Minsk on 23 June with Osilovskiy Cavalry-Mechanized Group leading the way. The group's 3-y *Gvardeyskiy Mehanizirovanniy Korpus* (3rd Guards Mechanized Corps) bust through the gap at Bogushevsk and moved towards the Berezina River. The group first fought their way through scattered German remnants, penetrating past Senno and towards the Berezina River. Although the Germans threw together various improvised defensive positions and counterattacks, the rapid mechanized troops overwhelmed, or simply bypass them.



VICTORY CONDITIONS:

The Russians win at game end by accumulating ≥ 283 VP. VP = CVP (bonus for Prisoners/captured equipment NA) + EVP (for Russian units exited off the west edge on/between hexrows A-UU).

TURN RECORD CHART

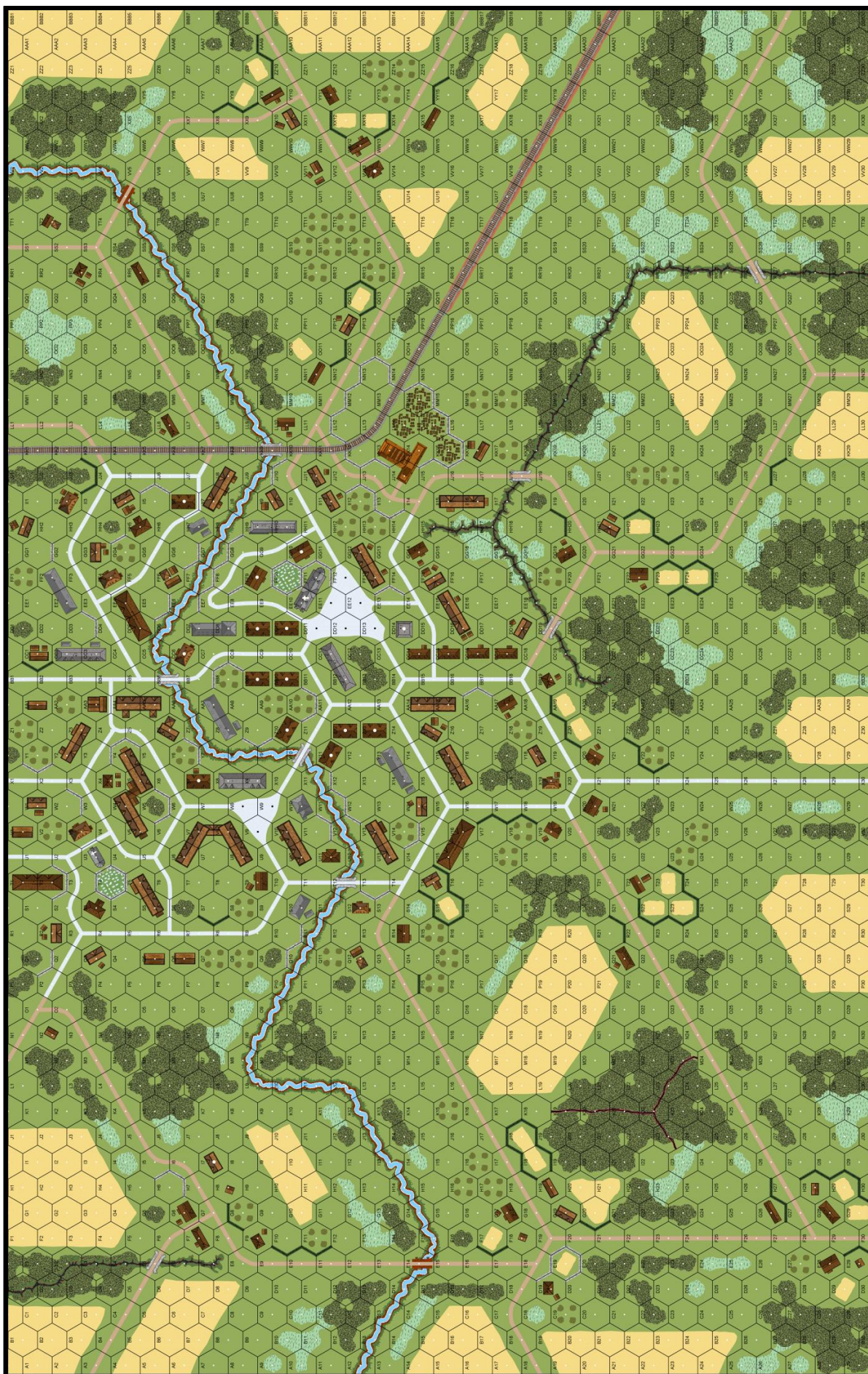
<div> <div> <div></div> <div>GERMAN Sets Up First</div> </div> <div> <div></div> <div>SOVIET Moves First</div> </div> </div>	<div> <div>★</div> <div>1</div> <div>①</div> </div>	<div> <div>2</div> <div>②</div> </div>	<div> <div>★</div> <div>3</div> <div>④</div> </div>	<div> <div>4</div> <div>⑥</div> </div>	<div> <div>★</div> <div>5</div> <div>①</div> </div>	<div> <div>6</div> <div>②</div> </div>	<div> <div>7</div> <div>④</div> </div>	<div> <div>8</div> <div>⑥</div> </div>	<div> <div>9</div> </div>	<div> <div>10</div> </div>	<div> <div>END</div> </div>
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SPECIAL RULES:

- EC are Moist with No Wind at the Start. The River is Deep (B21.122) with a Slow Current (B21.121) to the north; the E14 & UU6 bridges are Wood (B6.42), all others bridges are Stone. The (KK0-PP15) Railroad is GLRR (B32.11) and the (QQ15-BBB21) Railroad is an EmRR (B32.12). There is a Steeple (B31.2) in hexes U3 & EE10. Hexes with a Black Centre Dot (EX. V9) are treated as City Boulevard (B7.1) hexes. Building (JJ14) is a Factory (B23.74); and Lumberyards (EX. KK15) hexes are in effect (B23.211).
- Each side may make two Self-Rally attempts (A10.6). Crew Survival is NA (D5.6).
- OBA Battery Access is never lost permanently due to drawing two red chits (C1.21). If a red chit is drawn, when attempting Battery Access, the red chit is returned to the Draw Pile and an additional Red Chit is added.
- Use two sniper counters initial setup ≥ 20 hexes apart. When a side's SAN is rolled, randomly determine which sniper is activated. Each side's SAN may never < 2 ; any action which would reduce a side's SAN to < 2 , instead pins that side's sniper.
- A truck that initial accompanies a gun is designated as a Prime Mover. A Prime Mover may only transport the gun crew with the remainder of its PP is taken up by ammunition and equipment. If a Prime Mover is destroyed, its gun is immediately under Low Ammo.
- All Trucks (EXC. Prime Movers) are immediately recalled if they have no passengers.
- The German 8-3/8-3-8 MMC are Assault Engineers (H1.22) with Sapper Capabilities (H1.23). German SMC, 4-6-8/2-4-8, and 4-6-7/2-4-7 MMC have an ELR of 3, while 4-4-7/2-3-7 and 4-3-6/2-3-6 MMC have an ELR of 2.
- The German Radio represents one-module of 105mm Battalion OBA (HE & Smoke).
- The Germans setup/enter as follows:
 - Strongpoint (No. 1-3):** For each strongpoint (SPt) the German player must designate a centre point hex (CPx) (each SPt CPx must be ≥ 12 hexes from each other) and all elements of that SPt must setup ≤ 6 hexes from this CPx. Each SPt must have two MG Nests. Each MG Nest consists of: 1x HMG, 1x 1-2-7, 1x Pillbox, and 2x Trenches; each Trench/Pillbox must setup so that it is accessible to ≥ 1 Trench counters. Each HMG with 1-2-7 must setup in a Pillbox (the HMG can be removed from the Pillbox, but only as a LMG – mark it with a Scrounged counter). The German may add one Dummy Minefield counter to his OB for every 24 Known Minefield factors (B28.45) he sets up. In addition, he may make a Secret dr (halved, FRD) and receives an additional number of Dummy Mine counters equal to the result.
 - Luftwaffe Flak Guns:** each gun and crew must setup in a Sanger (F8.), and
 - Kompanies (1-3):** Each unit may setup (in suitable terrain) entrenched in a foxhole. Each kompanie may make a dr (halved, FRU) receiving 1S Foxholes equal to the result. Each kompanie may make a secret dr (halved, FRU) and setup squad-equivalents (and any SWSMC stacked with it) using HIP equal to the result. In addition, the German must make a DR+6 for each kompanie, receiving "?" equal to the result.
 - Divisional Support:** enters on a reinforcement dr; starting on Turn 1 (and each turn until they enter) the German player must make a dr; if the dr \leq the circled number listed

on the Turn Record Chart, he must enter five of his Divisional Support platoons along the west map edge;

- Divisional Support:** enter on a reinforcement dr; starting on Turn 5 (and each turn until they enter) the German player must make a dr; if the dr \leq the circled number listed on the Turn Record Chart, he must enter his remaining Divisional Support platoons along the west map edge.
- Russian 6-2-8/3-2-8 MMC have underline morale (A1.23) and are Assault Engineers (H1.22) with Sapper Capabilities (B24.7, B28.8).
 - A DC maybe used to "Breach" a Wire/Minefield location; if successfully placed, the DC attack is resolved as Area Fire vs. the Wire/Minefield location (with normal TEM applying to the attack) during the AFPh. The DC will "Breach" the Wire/Minefield location with a NMC or better, and eliminates the Wire/Minefield on a KIA, on the IFT; using the same Original IFT DR, the DC will also attack any units in the same hex with full TEM. If the Wire/Minefield location is "Breached" place a Trail Break (B24.74) counter across any two hexside of the Attacker's choice.
 - The Russian player may use a T-34M43 counter to represent the T-34/ATO-42, making a side note of its ID letter, and then replacing it after it uses its Bow mounted flamethrower with either Lone Canuck Publishing's/Heat of Battle's T-34/ATO-42 vehicle counters, or marking it with Disable BMG and making a note that the vehicle is armed with a Bow mounted flamethrower.
 - Russian radios represent: one-module of 76mm OBA (HE & Smoke) and one-module 122mm OBA (HE & Smoke).
 - The Russians enter as follows:
 - One company from each Gvardeyskiy Strelkovy Batalon and three companies from his Corps Support are to enter on Turn 1 on any hex along the east map edge;
 - One company from each Gvardeyskiy Strelkovy Batalon and six companies from his Corps Support are to enter on Turn 3 on any hex along the east map edge; and
 - One company from each Gvardeyskiy Strelkovy Batalon and three companies from his Corps Support are to enter on Turn 5 on any hex along the east map edge.
 - Russians have 3x fire missions of 82mm Rocket OBA (HE Only) (C1.9). Each mission has a pre-registered hex that must be recorded prior to the German setup. For each module's only Fire Mission that automatically occurs during the PFPh of Turn 1, no Radio Contact or Battery Access is necessary. Disregarding any concealed units, place an AR counter on the pre-registered hex, roll for Direction and extent of Error (halved, FRU); the FFE:1/2/C is resolved normally with no correct is possible.
 - Russians receive Air Support (E7.). At the beginning of each Russian Turn, the Russian side makes a DR: on a wdr (1) receives 1944 FB with bombs, on a wdr (2) receives 1944 FB with MG Only, and on a wdr (3-6) No Air Support is received; on the cdr (halved, FRU) is equal to the number FB received. Each FB is automatically recalled at the end of the next German player turn.





Elements of 1068.Grenadier (Walküre) Regiment, Kampfgruppe Metz sets up on hex on numbered ≤ 24 (see SSR 7-9);

Strongpoint No.1:

1-2-7 2	HMG 3 4PP 7-16 2	Dummy Minefield ?	Minefield 48 factors
2+3+5 2	TRENCH OVR/OBA +4 OTHER +2 4	WIRE MPh/RtPh dr = MF CC: +1/-1 12	

Strongpoint No.2:

1-2-7 2	HMG 3 4PP 7-16 2	Dummy Minefield ?	Minefield 48 factors
2+3+5 2	TRENCH OVR/OBA +4 OTHER +2 4	WIRE MPh/RtPh dr = MF CC: +1/-1 12	

Strongpoint No.3:

1-2-7 2	HMG 3 4PP 7-16 2	Dummy Minefield ?	Minefield 48 factors
2+3+5 2	TRENCH OVR/OBA +4 OTHER +2 4	WIRE MPh/RtPh dr = MF CC: +1/-1 12	

Kompanie 1

HQ Platoon 1:

2-3-7 4	9-1 4	Psk X10 12-4 1PP
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Platoon 2:

4-4-7 3	8-0 1PP	LMG 1 3-8
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Platoon 3:

4-4-7 2	LMG 1 1PP 3-8
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Platoon 4:

4-4-7 2	LMG 1 1PP 3-8
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Platoon 5:

2-2-8 2	MTR GrW 34 [3] 81* [2-60] M11 2
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Kompanie 2

HQ Platoon 1:

2-3-7 4	9-1 4	Psk X10 12-4 1PP
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Platoon 2:

4-4-7 3	8-0 1PP	LMG 1 3-8
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Platoon 3:

4-4-7 3	LMG 1 1PP 3-8
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Platoon 4:

2-3-7 2	HMG 3 4PP 7-16 2
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Platoon 5:

2-2-8 2	MTR GrW 34 [3] 81* [2-60] M11 2
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Kompanie 3

HQ Platoon 1:

2-3-7 4	9-1 4	MMG 2 3PP 5-12	Psk X10 12-4 1PP
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Platoon 2:

4-4-7 3	8-0 1PP	LMG 1 3-8
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Platoon 3:

4-4-7 2	LMG 1 1PP 3-8
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Platoon 4:

2-3-7 2	HMG 3 4PP 7-16 2
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Platoon 5:

2-2-8 2	MTR GrW 34 [3] 81* [2-60] M11 2
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Elements Luftwaffe II.Flak-Korps sets up on any hex in the setup area:

2-2-8 3	AA [3] Flakvierling 38 *20L [20] 3	SANGER 1S or Gun OBA +3 OTHER +1 3
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2-2-8 3	AA [3] Flak 43 37L [12] M8 3	SANGER 1S or Gun OBA +3 OTHER +1 3
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2-2-8 2	AA [2] Flak18 o.36 A574/3 M4 88L 2	SANGER 1S or Gun OBA +3 OTHER +1 2
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ROADBLOCK dr/2 (FRU)

DIVISIONAL SUPPORT

Platoon 1:

8-3-8 3	9-2 1PP	FT X10 24-1 1PP	DC X12 30-1 1PP	Opel 6700 28 ★ T7 2
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Platoon 2:

4-6-7 3	8-1 1PP	LMG 1 3-8	Psk X10 12-4 1PP	Opel 6700 28 ★ T7 2
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Platoon 3:

RADIO 8 1PP 105mm	[ELR: 3/2] (SAN: 4)
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Platoon 4:

4-6-7 3	8-1 1PP	LMG 1 3-8	Opel 6700 28 ★ T7 2
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Platoon 5:

4-6-7 3	8-0 1PP	LMG 1 3-8	Psk X10 12-4 1PP	Opel 6700 28 ★ T7 2
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Platoon 6:

4-6-7 2	2-4-7 2	MMG (dm) [1] 3-8 2PP	Opel 6700 28 ★ T7 2
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Platoon 7:

9-2 1	Pz VG 75LL 3/5/2 15 3
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Platoon 8:

2-2-8 2	AT [2] Pak 40 75L M 8 21PP 2	Opel 6700 28 ★ T7 2
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Platoon 9:

2-2-8 2	AT [2] Pak 40 75L M 8 21PP 2	Opel 6700 28 ★ T7 2
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Platoon 10:


8-1 1	StuG III G 75L 8 3 -1/2 13 3
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Elements of the 16-ya Gvardeyskiy Strelkovy Korpus enters on Turn 1 along the east edge (See SSR 10-16):

Gvardeyskiy Strelkovy Batalon No. 1



Company No.1:

 4-5-8 9	 2-4-8 2	 Kapitan 9-2	 1 LMG 2-6 B11 1PP	 2 MMG 4-10 B11 5PP
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Company No.2:

 4-5-8 9	 2-4-8 2	 Starshina 8-1	 1 LMG 2-6 B11 1PP	 2 MMG 4-10 B11 5PP
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Company No. 3:

 2-2-8 3	 3 HMG 6-12 5PP
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Gvardeyskiy Strelkovy Batalon No. 2

Company No.1:

 4-5-8 9	 2-4-8 2	 Lejtenant 9-1	 2 MMG 4-10 B11 5PP
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Company No.2:







 4-5-8 6	 Starshina 8-1	 1 LMG 2-6 B11 1PP
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Company No. 3:




 4-5-8 6	 Serzhant 8-0	 1 LMG 2-6 B11 1PP
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Gvardeyskiy Strelkovy Batalon No. 3

Company No.1:

 4-5-8 2	 2-2-8 10	 Lejtenant 9-1	 PTRD 1941 1-12 1PP	 3 HMG 6-12 5PP	 MTR obr 37 82* [3-78] M11 4
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Company No.2:


 4-5-8 6	 Starshina 8-1	 1 LMG 2-6 B11 1PP
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Company No. 3:

 4-5-8 6	 Serzhant 8-0	 1 LMG 2-6 B11 1PP
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Gvardeyskiy Strelkovy Batalon No. 4

Company No.1:

 4-5-8 6	 2-4-8 2	 Lejtenant 9-1	 2 MMG 4-10 B11 5PP
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Company No.2:

 4-5-8 6	 Starshina 8-1	 1 LMG 2-6 B11 1PP
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Company No. 3:

 4-5-8 6	 Serzhant 8-0	 1 LMG 2-6 B11 1PP
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[ELR: 3]

(SAN: 2)

CORPS SUPPORT


Company No.1:

 6-2-8 6	 Major 10-2	 Serzhant 8-0	 FT 24-1 X10 1PP	 DC 30-1 X12 1PP
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Co. No.2:

 Radio 6/7/8 1PP 122mm
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Co. No.3:

 Radio 6/7/8 1PP 76mm

Company No.4:

 2-2-8 4	 PP obr 27 76* M 8 21PP	 GAZ-MM 25 T8
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Co. No.5:

 SU-85 11 6 85L 4
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Co. No.6:

 T34 M43 11 6 76L 5
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Co. No.7:

 T34 M43 11 6 76L 5
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Co. No.8:

 T34 M43 11 6 76L 5
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Co. No.9

 T-34/ATO-42 11 6 76L BF32 -/4 5
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Co. No.10

 ISU-152 14 11 152 3

Co. No. 11

 ISU-152 14 11 152 3

Co. No. 12

 ISU-122 14 11 122L 4
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OBA

82mm HE Rocket SSR 14

OBA

82mm HE Rocket SSR 14

OBA

82mm HE Rocket SSR 14

 FB 1944 1 12 8ML 150 SSR 15
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