



South of BOGUSHEVSK, RUSSIA, 25 June 1944: The Soviet northern hammer swung towards Minsk on 23 June with Osilovskiy Cavalry-Mechanized Group leading the way. The group's 3-y *Gvardeyskiy Mechanizirovanniy Korpus* (3rd Guards Mechanized Corps) aggressively probed the German line for weak spots and rather than waiting for strong following forces, these reconnaissance units fought their way through scattered German remnants, forcing several penetration near Senno on-route to the Berezina River. Although the Germans threw together various improvised defensive positions and counterattacks, the rapid mechanized troops overwhelmed, or simply bypass them.

MAP CONFIGURATION

(Only hexrows CC-NN and hexes numbered ≥ 15 are playable)



VICTORY CONDITIONS:

The Russian wins immediately by exiting four T-34s off the west edge

TURN RECORD CHART

GERMAN Sets Up First	★	1	2	3	4	5	6	END
★ RUSSIAN Moves First								

SPECIAL RULES:

1. See JAVA 6 Special Rules: 1, 7(Strongpoint), and 9.
2. The Germans may setup dr (halved, FRD) MMC (and any SW/SMC stacked with it) using HIP.
3. Germans may (in suitable terrain) setup in foxholes; in addition, the Germans may add dr (halved, FRU) 1S foxholes to OB.

Elements 16-ya Gvardeyskiy Strelkovy Korpus enters as PRC on Turn 1 along the east edge:

4-5-8
3

2-4-8

8-1

2-6
1PP

4-10
5PP

11
6
2/4
76L
7

[ELR: 3]

(SAN: 2) ★

Forward Outpost of the 1068.Grenadier (Walküre) Regiment, Kampfgruppe Metz sets up on hex on numbered ≤ 24:

4-4-7
4

2-3-7
2

1-2-7
2

8-1

7-0

3-8
4PP

7-16
1PP

12-4
1PP

dr+6

?

24 factors

2+3+5
2

OVR/OBA +4
OTHER +2
4

[ELR: 3/2]

(SAN: 2)