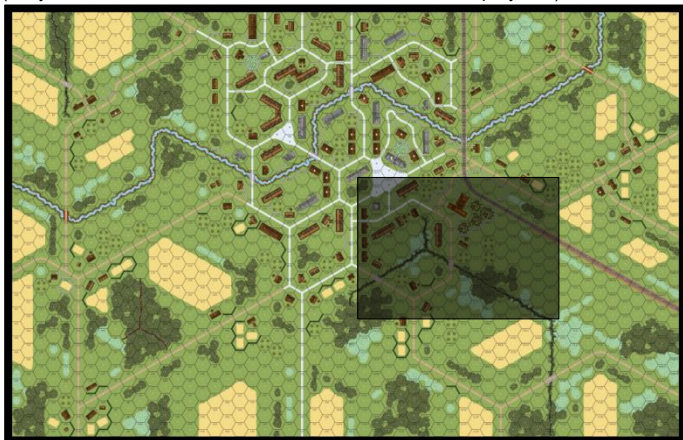




South of BOGUSHEVSK, RUSSIA, 25 June 1944: The Soviet northern hammer swung towards Minsk on 23 June with Osilovskiy Cavalry-Mechanized Group leading the way. The group's 3-y *Gvardeyskiy Mechanizirovanniy Korpus* (3rd Guards Mechanized Corps), led by heavy assault guns, bashed their way through the German defences and moved towards 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-RR and hexes numbered 12-21 are playable)



VICTORY CONDITIONS:

The Russian wins immediately if they exit three AFV off the south edge of the map **or** at game end if there are no unbroken German MMC fully inside the BB15-EE14-II14-GG20-BB18 road network.

TURN RECORD CHART

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

SPECIAL RULES:

- See JAVA 6 Special Rules: 1, 7, and 9.
- The Germans may setup dr (halved, FRD) MMC (and any SW/SMC stacked with it) using HIP.
- 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 on turn indicated along the north edge:

TURN 1:

4-5-8 6	2-4-8 2	9-1	8-0	2-6 1PP	4-10 5PP	11 6 2/4 76L
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TURN 3:

152 3	11 6 2/4 13
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[ELR: 3]

(SAN: 2)



Forward Outpost of the 1068.Grenadier (Walküre) Regiment, Kampfgruppe Metz sets up on/south hexrow MM:

4-4-7 6	2-3-7 2	8-1 2	7-0	3-8 1PP	12-4 1PP	7 Morale dr+6	
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1-2-7 2	7-16 4PP			2+3+5 2	48 factors 4	12 12
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[ELR: 3/2]

(SAN: 3)

