



**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) raced westward fighting its 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.

## MAP CONFIGURATION

(Only hexrows RR-BBB and hexes numbered ≤ 17 are playable)



## VICTORY CONDITIONS:

The Russian wins immediately at the end of any turn by controlling the UU14 bridge.

## TURN RECORD CHART

GERMAN Sets Up First	★ 1	★ 2	★ 3	4	5	6	7	8	END
★ RUSSIAN Moves First	1	2	3 <sup>①</sup>	4 <sup>②</sup>	5 <sup>④</sup>	6 <sup>⑥</sup>			

## SPECIAL RULES:

- See JAVA 6 Special Rules: 1, 7, 9 (Strongpoint), 10, and 11.
- 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 along the east edge on the turn indicated:

### TURN 1:

4-5-8	2-4-8	9-1	2-6	4-10
9			3	

### TURN 2:

4-5-8	2-4-8	2-2-8	8-0	2-6	4-10	6-12
6		3	2	2		3

### TURN 3:

6-2-8	8-1	24-1	30-1	76L
3			3	3

[ELR: 3]

(SAN: 2)

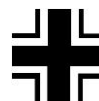


**Elements 1068.Grenadier (Walküre) Regiment, Kampfgruppe Metz** sets up on hex numbered ≤ 13:

4-4-7	2-3-7	2-2-8	8-1	3-8	7-16	12-4	7 Morale	81*
6	4	2		2	2	2	dr+6	2

[ELR: 3/2]

(SAN: 3)



1-2-7	7-16	48 factors	2	4	12
2	2	?	2	4	12

**Reinforcements** enter along the west edge on a dr ≤ the circled number on the turn record chart.

4-6-7	2-3-7	8-1	3-8	3-8	12-4
3	2			2	