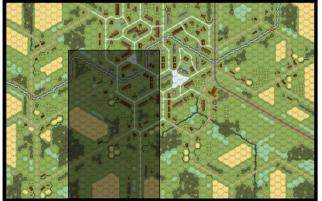
JAVA 6e DOOR KNOCKER



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) busted through the gap at Bogushevsk and then 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.

MAP CONFIGURATION

(Only hexrows L-AA and hexes numbered <u>></u> 7 are playable)





VICTORY CONDITIONS:

The Russian wins immediately by exiting 3 AFV west edge, or at game end by controlling > one bridge over the river.

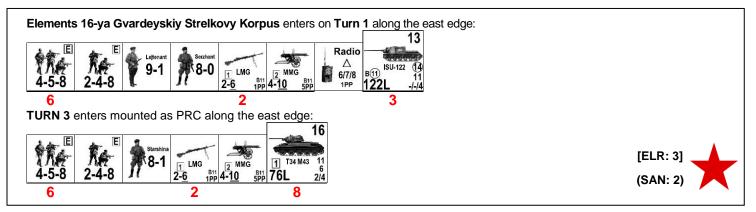
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TURN RECORD CHART

GERMAN Sets Up First	*1	2	★3 [#] 4₂	F	^	7	0	
★ RUSSIAN Moves First				4 ₂	\mathbf{J}_{4}	b_{6}		ŏ

SPECIAL RULES:

 See JAVA 6 Special Rules: 1, 5, 6, 7, 10, and 12.
The Germans may setup dr (halved, FRD) MMC (and any SW/ SMC stacked with it) using HIP. **3.** Germans may setup (in suitable terrain) in foxholes; in addition, the German makes a dr (halved, FRU) and receives 1S foxholes equal to the result.



Elements 1068. Grenadier (Walküre) Regiment, Kampfgruppe Metz sets up on hex numbered < 23:

