

MISSION 43: Green Devils' Last Stand

January 5-16, 1944: As battle was raging in the Uman Gap, Konev's 2nd Ukrainian Front launched a major assault on Wohler's 8th Army attacking the army's deep-right flank and driving on the important industrial city of Kirovograd. The plan was to encircle the German defenders with the 5th Guards Army passing south of the city and the 53rd Army to the north. The Russians made rapid progress in both sectors and surprised the German defenses that were woefully thin. For the 2nd Fallschirmjäger Division, the only German unit stationed in the area southeast of the city with just 3,200 men to defend a 21-kilometer front, they were tasked to hold the vital road crossing, the Krivoi Rog - Kirovograd highway. For the Green Devils' Pioneer Battalion stationed at Novgorodka the reckoning was at hand.

Mission Objective: The mission ends if at the end of any game turn the Russians control all buildings within two hexes of hex F7, or one side has exceeded its Casualty Differential Limit, or the Final Score is > 40.

Forces:

★ **Russian:** 1st Guards Infantry Co., *2nd and 3rd Plts.* with Sidorov and the 2nd Guards Infantry Co., *1st and 3rd Plts.* with Semenov. [24 steps]

✠ **German:** Fallschirmjäger Kp *1st Plt (5 steps)* and *3rd Plt (4 steps)* supported by *one MG section (10 steps)*

Initiative DRM: None

Casualty Differential Limit: Russian [7]; German [2]

Coordination DRM: Russian +1; German +3

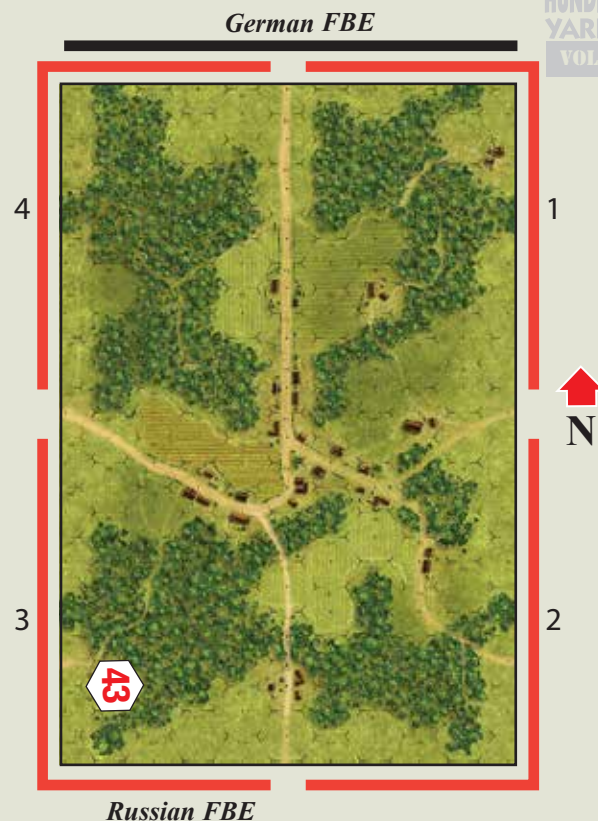
Disposition of Forces:

German: Set up first Hidden. At least three combat steps must set up as outpost in a hex at least three hexes away from hex F7. All other units set up in any hex within four hexes of F7.

Russian: Russians are the attackers and have the Initiative at start. Prior to start the Russians player makes a random die roll for each infantry company to determine which quadrant (*corner*) they will enter (*i.e., 1, 2, 3, or 4*). Once determined, all units of that company set up in any hex along that map edge.

Mission Special Rules:

- Both the German Fallschirmjäger and Russian Guards are Elite.
- No German unit may conduct an action during the first five minutes of the mission unless it observed an enemy action or if at the beginning of its action it is stacked with its platoon leader.
- A German unit may retreat/withdraw toward or into any building hex within two hexes of F7. It cannot retreat into a hex from which it was assaulted. If unable to do so, it must retreat or withdraw toward its FBE.
- Each Russian company's FBE is the same map edge on which it set up.



Victory Level:

0-30	Russian Victory
31-40	Draw
41+	German Victory

MISSION 44: Oberst Neubauer

August 15, 1944: That morning remnants of the 394th Panzer Grenadier Regiment and Panzerjäger-Abteilung 743 hunkered down in the Polish hamlet of Ponik to recuperate after conducting a successful counterattack the day before near Ogledow. Their hopes for a quiet day were dashed when elements of the 53rd Guards Tank Brigade emerged from the woods to the south, eager to avenge their losses from the day before. Although outnumbered, the Germans conducted a tenacious fighting withdrawal with the help of Oberst Neubauer's superb gunnery made quick work of some of the attacking T-34s.

Mission Objective: The mission ends if at the end of any game turn there are no undisrupted German non-vehicular combat units remaining in the village (*MSR 2*), or one side has exceeded its Casualty Differential Limit, or the Final Score is > 40.

Forces:

- ★ **Russian:** 1st Guards Tank Co., *2nd Plt.*, and the *1st Guards Infantry Co.* with Federov, supported by one Guards MG section. [22 steps]
- ✚ **German:** 1. Pz Gr Infantry Kp. *1st Plt.* (4 steps) and *2nd Plt.* (3 Steps) supported by one MG section and one JgdPz 38t from the *3rd Plt.*, 1. SPG Kp. [9 steps]

Initiative DRM: Russian +2

Casualty Differential Limit: Russian[8]; German [1]

Coordination DRM: Russian +2; German +3

Disposition of Forces:

German: Are the defenders and set up first Hidden in any hex north of hex row 10. In addition, German units may set up in hex F10, but if so, they cannot be Hidden.

Russian: Are the attackers, have the initiative at start, and set up off map along the southern map edge adjacent to the hexes they will enter.

Mission Special Rules:

1. Half hexes along the east and west map edges are not in play
2. The village consists of all contiguous building hexes.
3. The German selects and secretly records hex, E4, F4, or F6 as a fortified Building hex. This hex provides the defender a -3 SADRM against small arms fire and a +2 AVM when assaulted.
4. The 1. PzGr Infantry Kp., its MG section, and the Russian Guard Infantry are Elite.
5. The German JgdPz 38t is a support unit [3.2] and Elite – its gunner is the best in the battalion.

German FBE



Russian FBE

Victory Level:

- | | |
|-------|-----------------|
| 0-30 | Russian Victory |
| 31-40 | Draw |
| 41+ | German Victory |

MISSION 45: Tigers on the Prowl

October, 1943: In the Battle of the Dnieper, elements of Konev's Steppe Front were pushing into the Krivoi Rog area south of Kirovograd. A company of Russian T-34s was moving towards a refueling site when two Tigers from the 506th Heavy Panzer Battalion, led by Leutnant Graef, found the unsuspecting prey. After the opening salvo by the Tigers, the Russians quickly went into action. To Graef's surprise, instead of running, the Russians immediately turned and rushed him. As the Russians rapidly closed the distance between them, firing as they came, Graef for a brief moment wondered – had he become the prey.

Mission Objective: The mission ends if at the end of any game turn there are no remaining German or Russian tanks on the map, or one side exceeds its Casualty Differential Limit, or the die roll to end the mission is greater than five (*see MSR 4*).

Forces:

✚ **German:** 2. Tank Kp. *1st Plt. (2 Pz VIe)*. [2 steps]

★ **Russian:** *1st Guards Tank Co.* [9 steps]

Initiative DRM: German +3

Casualty Differential Limit: German [0]; Russian [3]

Disposition of Forces:

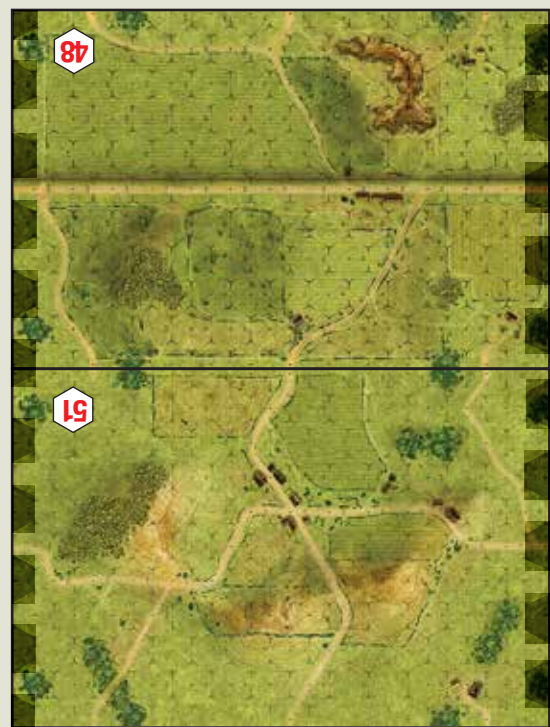
Russian: Are the defenders and set up first in motion in hexes F3 through F7 in sector 48.

German: Are the attackers, have the initiative at start, and set up in motion and in any hex in sector 51.

Mission Special Rules:

1. Half hexes on the east and west map edges are not in play.
2. For this mission, all Brush hexes are treated as Woods.
3. Play begins with the activation of the German 1st Tank platoon. Each German tank must conduct a fire action when activated.
4. If at the end of any game turn the Time Lapse is > 20 minutes, the German player makes a die roll to determine whether the mission will end. If the die roll is ≤ 5, the mission ends. Otherwise, play continues.
5. All units begin play unconcealed.
6. Germans units cannot exit the map.
7. Each Russian tank is worth one Casualty Point, and each German tank is worth four Casualty Points. The Final Score = the Total Russian CP less the Total German CP.

Russian FBE



German FBE

Victory Level:

- > 1 German Victory
- 1 to 1 Draw
- < -1 Russian Victory

MISSION 46: Achtung! Russkis!

Ostrovno, Byelorussia, June 1944: With the German tactical defenses overcome in the 3rd Byelorussian Front's sector, the 39th Army was already pushing its way to the Dvina river. Hoping to catch the Germans completely by surprise and going straight for the prize, Gen. Chernyakovskiy ordered a detachment from Mechanized Group Oslikovskiy to assault and capture the German HQ located at Ostrovno. The morning of June 25th, elements of the 2nd company, 51 Jager regiment, 4th Luftwaffe Field Division and its commander General-leutnant Robert Pistorius, no longer had transportation available to withdraw men or equipment. Trapped, the unit was instructed to turn the village into a Fester Platz and fight to the end. Pistorius's men, with only two measly FlaK guns as support, faced the real threat of being overrun and captured, or annihilated by vengeful enemy.

Mission Objective: Mission ends if at the end of the game turn there are no German combat units in the village (*MSR 3*), or when either side exceeds its Casualty Differential Limit, or when the Final Score is > 45.

Forces:

- ★ **Russian:** 1st Tank Co., *1st and 2nd Plts.*, and the *2nd Infantry Co.* with Molotov, supported by one MG section. [25 steps]
- ✚ **German:** 3. Infantry Kp., *2nd Plt. (5 steps)* and *3rd Plt. (4 steps)*, supported by one 8.8cm FlaK 36, two FlaK 38s, and two LATWs. [12 steps]

Initiative DRM: Russian +1

Casualty Differential Limit: Russian [7], German [3]

Disposition of Forces:

German: All German units set up in sector 47. Two steps of non-vehicular units and one non-combat unit may set up in hex F9. All other units must set up in any building hex west of hex row 8.

Russian: Russians are the attackers, have the Initiative at start, and set up on the road in hexes running from F13 to D8 (inclusive) in sector 43. Six of the Russian squads begin play mounted and the tanks are in motion. The other three squads and MG section begin play on foot.

Mission Special Rules:

1. Only the half of sector 43 shown is in play.
2. Half hexes along the northern and southern map edges are not in play.
3. For victory purposes, the village consist of building hexes running along the road from hex D7 to H5 and hexes F4 and G5.
4. The towed Guns do not have inherent trucks (10.4.6.3) so once set up they cannot be moved. (*Their carriers were elsewhere at the time of the attack*).

German FBE



Russian FBE

Victory Level:

- 0-35 Russian Victory
- 36-45 Draw
- 46+ German Victory

MISSION 47: Denisovich's Worst Fears

August 2, 1944, Cisowka, Poland: As the Russian 3rd Tank Corps drove towards Warsaw to capture a bridgehead across the Narew River, it was attacked and cut off by a surprise Panzer counterattack led by Feldmarschall Model. The 8th Guards Tank Corps was thrown into the fight to attempt to rescue the isolated forces, their lead elements attacked a force from the 5. SS-Panzerdivision "Wiking" dug in around Ciskowa. Col. Denisovich of the 39th Guards Rifle Division nervously watched as he launched the hurried assault into the misty forests without any reconnaissance, and his worst fears were soon realized as the sounds of anti-tank guns and MG42s shattered the morning calm. The village changed hands several times in fierce fighting, but the Russians were not able to break through and rescue their encircled comrades. Model's plans to inflict the same fate on the 8th Guards were cancelled when half of his panzers were withdrawn to stem another breakthrough and the Germans shifted over to the defense.

Mission Objective: The mission ends if at the end of any game turn the Russians control all building hexes within two hexes of G6 in sector 53 and within two hexes of hex F7 in sector 43, or one side has exceeded its Casualty Differential Limit, or the Final Score is > 65.

Forces:

✚ **German:** 1. Wiking SS Infantry Kp., *1st Plt.* supported by two PaK 40 AT Guns, three MG section, one LATW, and one StuG IIIG from the 1st Plt., 1st SPG Kp, and one 8cm Mtr. section. [12 steps].

★ **Russian:** *1st Guards Infantry Co.* with Sidorov, supported by two MG sections, and the 2nd Guards Tank Co., *1st Plt.* and *3rd Plt.* (2 Tanks). [25 steps].

Initiative DRM: Russian +2

Casualty Differential Limit: Russian [8]; German [1]

Disposition of Forces:

German: The German player places eight German Concealment markers in Sector 53 and 12 in Sector 43. These concealment markers must be placed in cover terrain, no more than two in each hex, and cannot be fired on. The German forces (*except for the Leader and LATW; see MSR 5*) are not set on the map but are placed in a cup. One squad is deployed, and its two sections are placed in the cup instead. Units are then drawn from the cup when discovered per *MSR 1*.

Russian: Are the attackers, have the initiative at start, and enter play in any hex along the Russian FBE.

Mission Special Rules:

1. **Disclosing German Units:** After any call for reaction by the enemy player, the German player may make a die roll for any German Concealment marker that is in LOS of an enemy unit. He must make a die roll for any hex containing German Concealment marker within two hexes and LOS of an enemy unit, or at the moment one is entered by an enemy unit. If the die roll is ≤ 5 , the German Concealment marker is removed from the hex and replaced with a concealed German unit drawn at random from the cup. This die roll is reduced by two if there is a German unit within two hexes. Otherwise, the German Concealment marker is removed, and no unit is placed in the hex. Unknown units (including any IPs) when discovered are placed in their hex concealed. Once placed on the map, the disclosed units may conduct actions normally in reaction to enemy actions. Any remaining German Concealment markers are removed from play once all of the German units have been discovered. The placement of Disclosed units on the map — whether voluntarily or involuntarily —



will strip Concealment from any enemy unit that met the criteria for Concealment Loss [4.3.1] during the opposing player's Activation or Reaction Segment, immediately prior to their call for Reaction, i.e., retroactively.

2. The Russian units cannot fire against any German Concealment markers that have not been disclosed via MSR 1.

3. The Path running from G2 to K2 in sector 53 is treated as road. In addition, hex J6 in sector 53 contains a road connecting the road in hex I6 in sector 53 to the road in hex K7 in sector 43.

4. Ground conditions are wet. Each time a vehicle enters a hex that is not a road hex it must make a die roll. If the die roll is > 4 the vehicle becomes Shocked (i.e., mired in the mud).

5. The German platoon leader and the LATW are placed with the first non-vehicular unit discovered in sector 53.

6. The Russian Guards Infantry and all German non-vehicular units are Elite.

7. The German PaK 40 AT Guns receive a beneficial ATDRM if they fire during the reaction in which they are discovered. In addition, they receive an AVM of +1 when assaulted.

8. The German 8cm mortars recover on a die roll ≤ 2 .

9. The Scatter Diagram in sector 43 is used for all scatter die rolls.

Victory Level:

0-55	Russian Victory
56-65	Draw
66+	German Victory

MISSION 48: The Rail Station

August 1944: The 3rd Panzer Division detrained at Kielce in southern Poland with the mission to stop the advance of Russian forces that had broken through the German lines during the collapse of Army Group Center, and to assist the withdrawing German formations in building up a new defense line near the upper Vistula. A small tank force from the 2nd Battalion, 6th Panzer Regiment, supported by a pair of new JgdPz 38t Hetzer tank destroyers from Panzerjäger-Abteilung 743, was assigned to attack a Russian armored spearhead from the 52nd Guards Tank Brigade that had stopped to regroup at a rail station near Ogledow. Hauptmann Fiel split his force for a pincer attack and as the Russian tankers finished their breakfast, they were stunned to see Fiel's panzers emerge from the morning mist. The Russians were slow to react, allowing the Germans to inflict significant casualties. As the battle raged, a reconnaissance plane reported the approach of a strong relief force from the 53rd Guards Tank Brigade. Fiel decided discretion was the better part of valor, disengaged his force, and pulled back to a defensive position on the road to Kielce. Though the Germans retreated, they accomplished their mission and this segment of the Russian advance into Poland was stopped for the time being.

Mission Objective: The mission ends if at the end of any game turn there are no Russian non-shocked tanks in buildings within four hexes of F5 in sector 44, or one side has exceeded its Casualty Differential Limit, or the Final Score is > 45.

Forces:

★ **Russian:** *1st Guards Tank Co.*, [9 steps]

✚ **German:** 1. Tank Kp., *2nd and 3rd Tank Plts.*, and 1. SPG Kp., *3rd Plt.* (2 JgdPz 38t). [10 steps].

Initiative DRM: German +2

Casualty Differential Limit: German [2]; Russian [7]

Coordination DRM: German +2

Disposition of Forces:

Russian: Set up first within four hexes of hex F5 in sector 44.

German: The Germans are the attackers and have the Initiative at start. The German 2nd Plt. and the two Jgd Pz 38ts enter play anywhere along the southern edge of sector 48. For the units of the 3rd Tank Plt., the German player makes a die roll. If the die roll is odd, they enter play anywhere along the east edge of sector 45. If the die roll is even, they enter play anywhere along the west edge of sector 52.

Mission Special Rules:

1. All forest hexes are woods.
2. The Jgd Pz 38ts are attached to, and activate with, the 1. Tank Kp.

Victory Level:

0-35	German Victory
36-45	Draw
46+	Russian Victory



MISSION 49: Partisan Sweep

September 25, 1943: Shortly after the German retreat to the Wotan Line west of the Dnepr River, German Security Units were tasked with conducting sweeps of the west bank of the River area to find and eliminate Partisan cells. However, before that operation occurred, the Russians dropped three brigades of airborne troops, most of whom were green paras, about 10 miles west of the river on the night of the 25th. A heavy haze, following a rain, contributed to a disastrous drop with a widespread scattering of troops. The surviving paras joined with partisans in company and smaller-sized groups to fend off German sweeps in a frantic effort to get to friendly lines. This mission focuses on the fight in the Bukrin Bend area between a Security unit of the 72nd Inf. Div. and remnants of airborne troops who joined with the partisans.

Mission Objective: The mission ends the end of any game turn in which there are no longer any Russian units on the map, or one side has exceeded its Casualty Differential Limit, or if at the end of any game the Time Lapse is > 60 minutes and the German player's die roll to end the mission is > 5.

Forces:

★ **Russian:** *1st Guards Infantry Co.* (16 steps) with Federov, supported by one Guards MG section and the 3rd Infantry Co., 3rd Plt. (4 steps). [21 steps]

✚ **German:** *3. Infantry Kp.*, supported by two PSW 222L, two SdKfz 10/4, five SPW 251/1 HTs and five MG sections. [32 steps]

Initiative DRM: German +3 (See MSR 3)

Casualty Differential Limit: German [3]; Russian [6]

Coordination DRM: German +1

Disposition of Forces:

Russian: The Russians set up first Hidden in any building or forest hex > four hexes from any map edge. No more than eight steps of combat units can set up in any one sector. Only the MG section can setup in an IP.

German: The Germans are the attackers. Once the Russian units are set up, the five German MG sections set up in a bridge hex or within one hex of a river hex. All other units may enter play in any map edge hex.

Mission Special Rules:

1. Hex K1 in sector 20 is a River hex and hexes K13 in sector 20 and A1 in sector 49, respectively are Marsh hexes.
2. The Russian 1st Guards Infantry Company is not Elite.
3. The German player automatically has initiative until the first Russian unit is revealed. Once the first Russian has been revealed, both players roll for initiative normally.
4. The 1st squad (*with ID of 1*), from two different platoons has an inherent AT Rifle with an ATV of -1, range of 5, but no SAV. The Russian player must pre-designate the two squads.
5. The Partisans, represented by the 3rd Plt. of the 3rd Infantry Co., are always in command.
6. In this mission, a Hidden unit is only revealed involuntarily [20.9.2]. During step 5 of the Clean Up Phase, a Russian unit that has been revealed previously may become Hidden again, provided it is farther than two hexes away and not in LOS of any enemy unit. A Hidden unit cannot conduct an action until it is revealed. Once revealed, it can conduct actions normally.
7. Units from either Force may withdraw or retreat toward, and exit from, any map edge. Each hex entered must be farther from the hex from which they withdrew or retreated. In this mission, Withdrawals and Retreats into or a River, Marsh, or Forest hex are limited to three hexes.
8. Time Lapse is not used when calculating the Final Score in this mission. The Final Score is equal to the Casualty Points listed (+/-) in the Casualty Box at mission end (*Example: It would equal -9 Casualty Points if the Casualty marker was in the defender's 3 Box at mission end*). One MOP is added to the Final Score for every two Russian combat steps (*rounded down*) that exits the map and that remain unconcealed at mission end.
9. If the Russian player suffers a Panic Result (*see Fate Table*), the units in the hex selected by the opposing player remain in their current hex, are marked as Regrouping, and as having conducted an action.

Victory Level:

- ≤ -5 German Victory
- 4 to 0 Draw
- 1+ Russian Victory

German FBE



Russian FBE

MISSION 50: Recon in Force

June, 1944: The Russian's began reconnaissance in force in Byelorussia, with company-sized raids into the German defensive positions all along the front. These were conducted to identify weaknesses in the German Main Line of Defense. One of these reconnaissance missions was carried out by elements of the 72nd Rifle Division and the 153rd Tank Brigade of the 3rd Byelorussian Front. During the early morning hours of June 22nd, the Russians began probing the German line south of the Vitebsk Bulge near Vysochany. This sector was defended by remnants of the 206th Infantry Division, 3rd Panzer Army, with orders to hold at all cost. Although the attack was anticipated, the ferocity of the Russian attack surprised the Germans. The forward positions, instructed to hold at all cost, had no choice but hold as long as they could.

Mission Objective: The mission ends if at the end of any game turn the Russians control all building hexes within two hexes of H6 in sector 44 and hexes D7 and E7 in sector 51, or one side has exceeded its Casualty Differential Limit, or the Final Score is > 50.

Forces:

✚ **German:** 1. Infantry Kp., *1st Plt.* (4 steps) and *3rd Plt.* (4 steps), supported by one PaK 40 AT Gun, one IG 75, two MG sections, one LATW, one StuG IIIG from the 1st Plt., 1st SPG Kp., and one 8cm Mortar section. [13 steps].

★ **Russian:** 4th Tank Co., *2nd Plt* (2 T-70 Tanks), 1st SPG Co., *1st Plt.*, 1st Infantry Co., *1st Plt.* and *3rd Plt.* with Dmitriev, and 3rd Infantry Co., *2nd Plt.* and *3rd Plt.* with Luckyanov. The two infantry companies are supported by two MG sections. Reinforcements: 2nd Tank Co., *2nd Plt.*, [34 steps].

Initiative DRM: Russian +2

Casualty Differential Limit: Russian [10]; Germans [2]

Coordination DRM: Russian +1; German +1

Disposition of Forces:

German: Are the defenders and set up first Hidden. One infantry platoon sets up within two hexes of hex H6 in sector 44, the other platoon within two hexes of hex E7 in sector 51. At least one combat step must set up in hex F5 and hex F6 in sector 44. Remaining units may set up in either sector within the three set-up areas noted above.

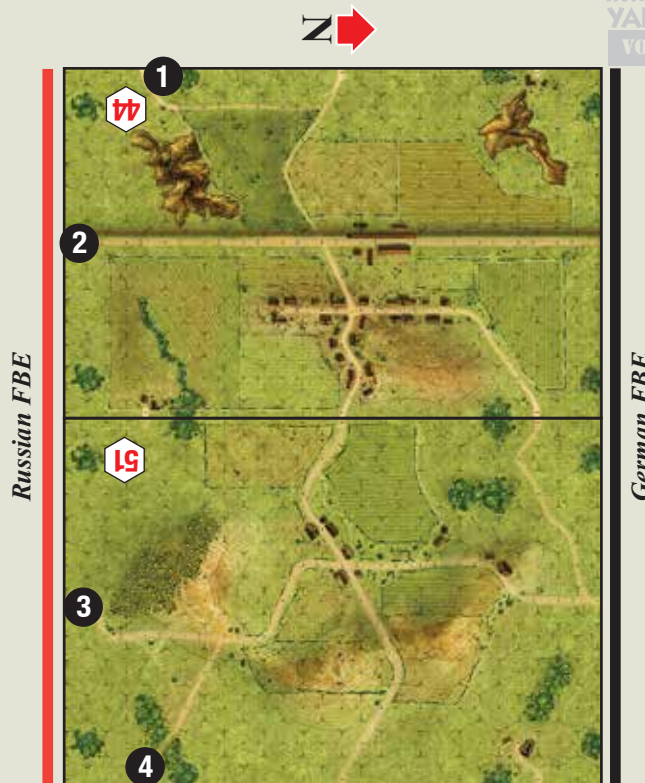
Russian: Are the attackers, have the Initiative at start, and set up unconcealed in the first four hexes in one or more of the four roads noted by the black circle with the white number. The two infantry companies cannot set up on the same road. One T-70 tank sets up stacked with the lead unit of the 1st Infantry Co, and the other with the lead unit of the 3rd Infantry Co. All vehicles begin play in motion. No more than four combat steps are allowed per hex. Prior to start, the Russian player records the road on which his reinforcements will enter play. The reinforcements are available during any game turn after the first.

Mission Special Rules:

1. There is no Russian Activation Phase in the first game turn. Instead, the mission begins with the German Reaction Segment. Any German unit with LOS to a Russian unit may react as if it had observed the unit conduct an action – including reaction fire.

2. The German StuG IIIG is considered a support weapon for this mission and will activate with the units of the German 1. Infantry Kp

3. German units may withdraw or retreat either toward their FBE, or toward or into any hex within two hexes of hex H6 in sector 44, or hex E7 in sector 51 provided the hex is not controlled by the Russians.



Victory Level:

0-40	Russian Victory
41-50	Draw
51+	German Victory

MISSION 51: Sich beeilen! Entladen! Entladen!

West of the Cherkassy Pocket, February, 1944: A train carrying badly needed supplies and two Tigers from the 503rd Heavy Pz Bn. arrives by rail, south of the pocket near Tal'noye, to help in the relief of German corps trapped by 1st and 2nd Ukrainian Fronts following the fall 1943 offensive that broke the Dnepr River line. Caught in the process of detraining by a sudden attack, the Germans are desperately trying to unload the vehicles while trying to fend off the oncoming Russian attack. Although the Tigers were still loaded, their crews did their best to buy time for the trucks carrying critical supplies to unload.

Mission Objective: The mission ends if at the end of any game turn there are no remaining German vehicles on the map, or one side has exceeded its Casualty Differential Limit, or the Final Score is > 40.

Forces:

★ **Russian:** *2nd Guards Tank Co.* and the *3rd Guards Infantry Co.* with Balakin. [27 steps]

⚔ **German:** *2nd Tank Co.* (2 Pz VIe), and the 3. Kp., *2nd and 3rd Infantry Plts.* supported by one MG section, two LATWs, and eight Trucks. [15 steps]

Initiative DRM: None

Casualty Differential Limit: Russian [8]; German [2]

Coordination DRM: Russian +1

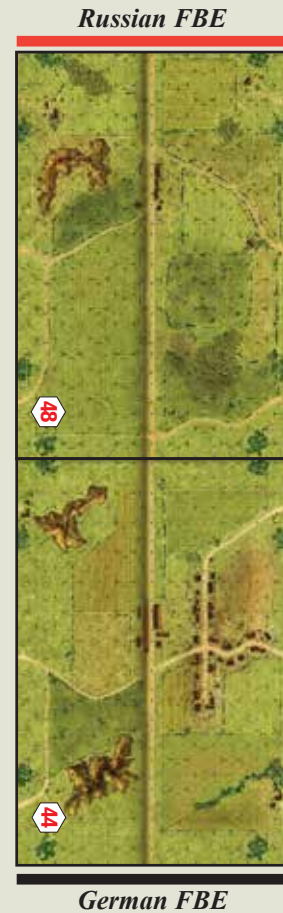
Disposition of Forces:

German: All German units set up first in sector 44 with one Pz VIe and one truck in hex F4 and another Pz VIe and truck in F7, and two trucks each in hexes F5, F6, and F8. One infantry section sets up in hex F0 and another in hex J4. All other units set up in building hexes within one hex of hex H6. The two Pz VIe and trucks begin play loaded on flatcars (players can use American Concealment markers or any other marker to represent railcars). Both of the Pz VIe frontal hex is defined as the hex side facing west and cannot be changed until unloaded.

Russian: The Russians are the attackers and have the initiative at start. All tanks set up in motion in road hexes F0 through F5 in sector. 48. All infantry and the leader begin play as Riders (*see MSR 1*).

Mission Special Rules:

- For the Russian Activation Phase in game turn 1, all Russian vehicles are considered to have conducted a maneuver action ending their maneuver in the hexes specified in the Russian set up. Play begins with the German Reaction Segment.
- Railcars loaded with vehicles extend along the tracks from hex F4 to F8. (*Players can use American Concealment markers to represent the railcars*). A unit beneath a railcar is considered on the ground and those on top of the railcar as loaded. Railcars, excluding those in hexes containing buildings, provide a -1 TEM to defending non-vehicular units. A unit in a RR hex cannot be Concealed unless the RR hex contains a building or IP.
- Loaded Vehicles:** There is no LOS to or from any vehicle loaded on a Railcar if that LOS passes through any hex-side (*but not a vertex*) between two Railcars. Vehicles loaded on Railcars are never considered Hull Down. Loaded vehicles are destroyed when forced to retreat.
- Unloading Vehicles:** A German non-vehicular combat unit may attempt to unload one vehicle per game turn when activated, or in reaction (*regardless of whether it observed an enemy action*), provided it is in the hex with the vehicle at the beginning of its action and it is not in or under Assault. The unloading attempt for both the vehicle



and the combat unit counts as their action for that game turn. To unload, the German player makes a die roll. A truck is unloaded if assisted by a squad and the die roll is ≤ 4, and ≤ 3 if assisted by an infantry section. A Pz VIe is unloaded on a die roll of one regardless of whether the unit assisting the unloading is a squad or section. If unloaded, the vehicle is considered then to be stationary on the road and is placed beneath the American Concealment marker (i.e., railcar). In the game turn following when a truck unloads, it must expend all of its MPs in an attempt to exit the map from either F13 or K7 in sector 44.

5. Vehicles on the road adjacent to the rail line do not block LOS when firing along the same road but are hindrances instead.

6. The Russian Guards Infantry Co. is Elite.

7. The Russian player receives three MOP for each Pz VIe and two MOP for each truck destroyed. The German player receives two MOP for each Pz VIe and truck exited.

Victory Level:

- 0-30 Russian Victory
- 31-40 Draw
- 41+ German Victory

MISSION 52: The Last Bridge

June 29, 1944: The 5th Guards Tank Army and infantry from the 11th Guards Army attacked down the main road to Minsk, intending to cross the Berezina River to trap the remains of the German Fourth Army east of the river. Units of the 5th Panzer Division were assigned to hold bridges over the Berezina long enough to enable elements of the encircled Fourth Army to escape to the west. Hauptmann Benoit led a small Kampfgruppe from the 31st Panzer Regiment across the bridge at Borisov with orders to hold a perimeter long enough to allow retreating forces to escape. As the sun rose, the sounds of Russian artillery and tanks greeted the exhausted Panzertruppe while panicked elements of the Fourth Army fled west towards Minsk. The 31st Panzer Regiment held long enough to allow much of the Fourth Army to escape before the bridge at Borisov was blown on June 30th.

Mission Objective: The mission ends if at the end of any game turn all remaining German leaders and combat units (*excluding the out of fuel Panther*) are west of the river and the last bridge has been destroyed (MSR 4), or one side has exceeded its Casualty Differential Limit, or at the end of any game-turn the Final Score is > 55.

Forces:

★ **Russian at start:** 2nd Infantry Co., **1st Plt. and 2nd Plt.** (4 steps) with Molotov, supported by two 76mm AT Guns, three MG sections, one 82 mm mortar platoon, and the Russian leader Krupin (*see MSR 7*). **Reinforcements:** 2nd Tank Co., **1st Plt.**, and 2nd SPG Co., **2nd Plt.** [21 steps]

✚ **German:** 1. Panzer Kp., **1st Plt. (2 Pz V) and 2nd Plt. (3 Pz IVs)**, and one Command Tank (CO), and the **1.Pz Gr. Infantry Kp. (Elite, 15 steps)**, supported by one MG section, one LATW, and one 8cm mortar section. [22 steps].

Initiative DRM: German +1

Casualty Differential Limit: German [4]; Russian [8]

Coordination DRM: German +3

Disposition of Forces:

Russian: The Russians set up first. The 1st infantry platoon, two MG sections, one 76mm AT Gun, and the inherent FO (*see MSR 7*) setup in sector 52. The 2nd infantry platoon, its CO, one MG section, and one 76mm AT Gun set up *Hidden* east of hex row H in sector 51 and within four hexes of hex D7. The Russian leader Krupin is set up in an IP in G10 in sector 52. **Reinforcements:** The Russian player makes a die roll at the beginning of any game turn the Time Lapse is ≥ 20 minutes. If the die roll is ≤ 5 , these reinforcements enter play anywhere along the eastern map edge.

German: The Germans are the attackers and have the initiative on the first game turn. **Force A:** One Pz V sets up in any hex west of the bridge and cannot cross to the east side of the river. The other Pz V sets up in hex C8 in sector 45 (*see MSR 8*). One MG section sets up within three hexes of the bridge (*hex E7*) in sector 45. **Force B:** Consists of all remaining units which enter anywhere along the eastern map edge.

Mission Special Rules:

1. Half hexes and the hex row adjacent to the half hex row along the north and south maps edges are not in play.
2. The bridges in hexes C11 and G3 in sector 45 are destroyed.
3. The German Pz Gr. **Infantry Kp.** and its support units are Elite.
4. The German player makes a die roll at the end of any game turn there are no German leaders or combat units east of the river. If the die roll is ≤ 7 , the bridge is destroyed. If the die roll is > 7 , play continues. The German player is limited to one destruction attempt per game turn.

German FBE



Russian FBE

5. German units that Withdraw or retreat must do so toward the eastern map edge.
6. The German FO marker is placed and restricted to hex H6 in sector 45 for the entire mission. German MFAs can only be requested by this FO.
7. In addition to Molotov and his subordinate units ability to request an MFA [11.4.4.1], Krupin while in play, may request the MFA instead. Once the Germans control hex G10, Krupin is removed from play.
8. The Pz V was attempting to cross the bridge when it ran out of gas. Although immobilized, it may still fire out of any hex side or vertices. However, its rear arc consists of hexes C7, B7, and B8 and can only be enfiladed through this rear arc.
9. The Russian mortar platoon recovers on a die roll ≤ 4 .
10. Russian units that begin play in sectors 51 and 52 may not exit the sector they setup in until the game turn a German unit ends its action in sector 51.
11. Russian non-vehicular units are not allowed west of the river.
12. The Final Score is reduced by one MOP for each step of German combat units west of the river at mission end. German Force A units that begin play in sector 45 do not count as MOPs. The Final Score is increased by two MOPs for each Russian AFV west of the river at mission end.

Victory Level:

- | | |
|-------|-----------------|
| 0-45 | German Victory |
| 46-55 | Draw |
| 56+ | Russian Victory |

MISSION 53: The Cookie Crumbles

November, 1944: During the early hours, a murderous artillery barrage was unleashed upon the German positions from the newly established Russian bridgehead at Lyutizh. Taking the Germans completely by surprise, elements of Rybalko's 3rd Guards Tank Army began to infiltrate the battered sector south of Moshchun, defended by the remnants of the 68th Infantry Division, now reduced to few isolated pockets of resistance. Kravchenko's 5th Guards Tank Corps broke through the German Main Line of Defense, advancing south-westward along the Novo Petrovtsy-Pushcha Voditsa toward Kiev. Here, the last redoubt formed by the survivors of the 1st Battalion, 196th Regiment, stood their ground against the Russian juggernaut, perhaps for the last time.

Mission Objective: The mission ends if at the end of any game turn the Russians have exited twelve steps of combat units off southern map edge, or one side exceeds its CDL, or the Final Score is > 70.

Forces:

✚ **German:** 1st Infantry Kp. *1st Plt.* (4 steps), *2nd Plt.* (4 steps), and *3rd Plt.* (3 steps) supported by three PaK 40 AT guns, two MG sections, three LATWs, one Roadblock, additional IPs (see *German Disposition of Forces*), and one 8cm mortar Plt. [16 steps]

★ **Russian:** *1st Guards Tank Co.* (7 T-34/85 Tanks), the 1st Guards Infantry Co., *1st and 2nd Plt.* with Federov, and the 3rd Guards Infantry Co., *1st and 3rd Plt.*, with Litsios. The two infantry companies are supported by four Guards MG sections and one 82mm Mortar Plt. [35 steps]

Initiative DRM: Russian +2

Casualty Differential Limit: Russian [12]; German [2]

Coordination DRM: Russian +2, German +1

Disposition of Forces:

German: The Germans are defending and set up first. Units of 1st and 2nd infantry platoons, one PaK 40 AT gun, and the two MG sections set up on or adjacent to the German Main Line of Defense (*the black line in sector 43*). All units (*excluding the towed guns and any LATWs*) setting up on the Main Line of Defense set up concealed. Units setting up in a hex adjacent to and south of the Main Line of Defense. Each hex of the Main Line of Defense must be occupied by at least one combat unit step. All squads of the 1st and 2nd platoons begin play Deployed. The Roadblock is placed in hex F2 in sector 43, and Mines are placed per MSR 3. The German player refers to the *Miscellaneous Table on the DYO Mission Form* and makes two die rolls to determine the number of additional IPs he has available at start. Units of the 3rd infantry platoon, the additional IPs, and one PaK 40 AT gun set up Hidden in any non-marsh hex in sector 49. The remaining units may be placed in any non-marsh hex in sectors 43 and 49.

Russian: The Russians have the Initiative at start and set up on or north of the red line in sector 43. Russian tanks set up stationary.

Mission Special Rules:

1. Half hexes on the east and west map edges are not in play.
2. The Assault Value modifier for any IP on or adjacent to the Main Line of Defense [20.7c] is +2 instead of the normal +1.
3. All hexes adjacent to and north of the German Main Line of Defense contain Mines. *Mines are removed at the end of any game turn they are no longer adjacent to a German unit.*
4. Russian Pre-attack Barrage: After the set-up of all units and prior

Russian FBE

43



German FBE

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to start, the Russian player selects three hexes in the German Main Line of Defense and conducts one 82mm mortar platoon MFA against each (*HE only*) hex. These MFAs are conducted and resolved prior to the first Russian Activation Phase and cannot be extended.

5. German units setting up on or adjacent to the Main Line of Defense cannot enter any hex, except to retreat, other than another hex in the Main Line of Defense. These units are no longer restricted to the Main Line of Defense hexes if at the beginning of any game turn the Time Lapse is > 10 minutes.

6. The German mortar platoon may fire normally as a single mortar platoon or two separate mortar sections. To fire as a platoon both mortar sections must be in the Mortar Support Available Box at the same time. At the end of a Platoon MFA, the two-mortar section FO/Target markers (*not the mortar platoon FO/target markers*) are placed in the Mortar Support Pending Box. Each individual mortar section recovers normally. The German mortar sections recover on a die roll < 5.

7. The supporting Russian mortar platoon begins play in the *Mortar Support Pending Box* and recovers on a die roll ≤ 4.

8. The Russian player receives one MOP for each non-vehicular combat unit step and two MOP for each AFV exited of the south map edge [10.2a is not applicable]. The total MOP for the exiting units is subtracted from the Final Score.

Victory Level:

- 0-60 Russian Victory
- 61-70 Draw
- 71+ German Victory

MISSION 54: Clash on the Road to Senno

Northeast of Borisov near Senno, July, 1944: To counter the Russian's drive on Minsk, Army Group Center ordered a counterattack by the 5th Pz Div.'s Panzer Gruppe Hoppe behind the 3rd Byelorussian Front's 5th Guards Tank Army spearhead in attempt to sever their LOC. The counterattack caught elements of the 31st Army completely by surprise as they were preparing to move out. Disorganized and scattered, the 31st Army hung on the best they could until help arrived. Would it arrive in time?

Mission Objective: The mission ends per MSR 3, or when one side has exceeded its Casualty Differential Limit, or the Final Score is > 60 (see MSR 6).

Forces:

★ **Russian at start:** 1st Infantry Co., *1st Plt. and 2nd Plt.* with Andreyev and Krupin, supported by 2nd SPG Co. *1st Plt.* (2 SU-85), two MG sections, and one 76mm AT Gun. *Reinforcements:* Force A: 2nd Tank Co., *1st Plt.*, Force B: 3rd Infantry Co., *2nd Plt.* with Luckyanov, supported by 2nd SPG Co. *2nd Plt.* (1 SU-122), one MG section, and one 82mm mortar **platoon**. [28 steps]

✚ **German:** Force A: *1. Infantry Kp.*, (13 steps), 1. SPG Kp., *3rd Plt.* (2 Jgdg Pz 38t), supported by two MG sections, and one LATW. Force B: *2. Infantry Kp.* (12 steps), 1. Tank Kp. *2nd Plt.*, supported by one MG sections, one LATW, and three trucks. [34 steps]

Initiative DRM: German +2

Casualty Differential Limit: German [3]; Russian [10]

Coordination DRM: German +1

Disposition of Forces:

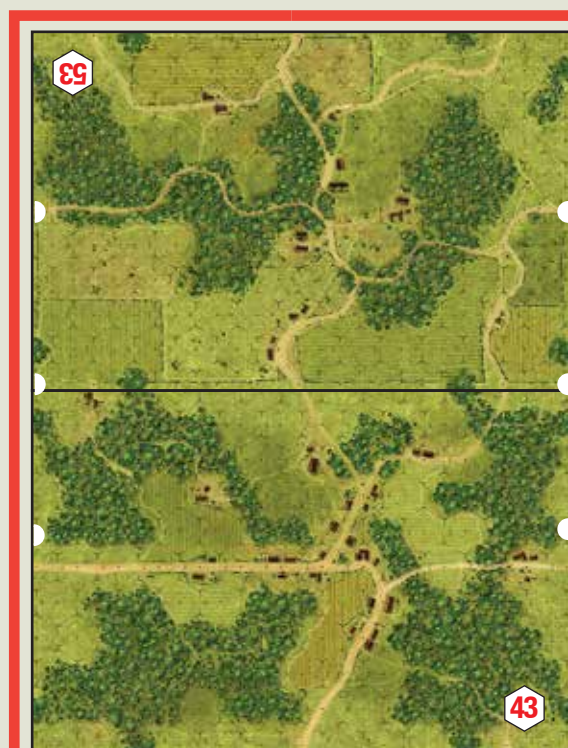
Russian: The Russian at start units set up first Hidden within three hexes of the *main* road running from A7 to K7 in sector 43 and from K7 to A7 in sector 53. Units of the 1st platoon and Andreyev, one SU-85, the 76mm AT Gun, and one MG section, set up in any forest or building hex between hex rows B and J in sector 43. 2nd platoon and Krupin, one MG section, and the other SU-85 set up in any forest or building hex in sector 53. See MSR 5 for Russian Reinforcement entry.

German: The Germans are the attackers. Force A sets up off-map adjacent to and enters any hex along the southern map edge within two hexes of hex A7. Force B enters play during any game turn in which the Time Lapse is > 15. Prior to entry, units of Force B set up off map, loaded, and in-column (as if the road extends off map) with the lead units adjacent to road hex A7.

Mission Special Rules:

1. All German non-vehicular units are Elite.
2. Russian non-vehicular units that set up in their respective sectors must remain in that sector for the duration of the mission.
3. If at the end of any game turn the Time Lapse is > 50 minutes, the German player makes a die roll. If the die roll is > 5, the mission ends.
4. The Russian SU-85 and SU-122 SPGs are treated as support units. The SU-85 will only activate with the Russian 1st Infantry Co. and the SU 122 will only activate with the 3rd Infantry Co.
5. Russian Reinforcements: If at the beginning of any game turn the Time Lapse is > 20, and again if > 35, the Russian player makes a die roll. If the die roll is < 5, one of the reinforcing forces is immediately available and may enter during any subsequent Activation or Reaction Segment. At the time of entry, one of the Reinforcements, either A or B, is selected at random by the Russian player. A subsequent die roll is

Russian FBE



German FBE

made to determine which map edge that force will enter. Reinforcements entering the east map edge enter within one hex of either G13 or K13 in sector 43 or G1 in sector 53. Reinforcements entering the west map edge enter within one hex of either G1 or K1 in sector 43 or G13 in sector 53.

6. Two MOPs are added to the Final Score for each Russian combat unit step within three hexes and LOS of the main road running from hex B7 in sector 43 to hex B7 in sector 53. *MOP are not allowed for Russian units within two hexes of the north or south map edges.*

7. The Time Lapse used in the calculation of the Final Score is 45, regardless of the Time Lapse at mission end.

Victory Level:

0-50	German Victory
51-60	Draw
61+	Russian Victory

MISSION 55: Festung Ternopol

Ternopol, Ukraine, March 44: With the German position in Ukraine crumbling and no end in sight, the Führerbefehl (Führer Order) No. 11 was declared and Ternopol, located within the 4th Panzer Army sector, was to become the first Feste Plätze of the eastern front. Attacked on March 9th by elements of the 18th Army of 1st Ukrainian Front and declared a stronghold on March 10th the town had no defensive fortifications of any sort or even an airfield for ferrying in supplies. Trapped in a hopeless battle and facing complete annihilation, it was up to the resilient ragtag troops of the 949th Grenadier Regiment supported by the assault guns of 1st Company, Panzerjäger Battalion 357 to allow themselves to be encircled, endure the inferno, and tie up as much enemy strength as possible. As the garrison pocket steadily shrinks under the pressure of concentric attacks. It's just a matter of time until the Ternopol tragedy plays out.

Mission Objective: The mission ends if at the end of any game turn the Russians control the factory (H2, H3, H4, I2, I3, and I4) and the bridge entry hex J2, or one side has exceeded its Casualty Differential Limit, or the Final Score is ≥ 220 .

Forces:

✚ **German:** 1. SPG Kp. *1st Plt.* (2 *StuG III*G) and the *1. Infantry Kp.*, (14 steps) supported by two MG sections, one PaK 40 AT Gun, two LATWs, and one 8cm Mortar Plt. [19 total steps]

★ **Russian:** *1st and 2nd Infantry Co.*, with Andreyev and Molotov, supported by two MG sections and one 82mm Mortar Plt. and the 1st Tank Co., *1st and 2nd Plts.* [44 total steps]

Initiative DRM: Russian +1

Casualty Differential Limit: Russian [10]; German [2]

Coordination DRM: German +1, Russian +1

Disposition of Forces:

German: Set up first on or north of a line running from hexes D1 to D4 to J7. Units setting up on the line set up Concealed. All others set up Hidden.

Russian: Russians are the attackers and have the Initiative at start. The 1st Infantry company sets up on or south of the line running from B1 to B6. The 2nd Infantry Co. sets up on or east of a line running from C7 to J10. The remaining units may set in any hex adjacent to a unit of either company provided the adjacent hex is south and east of the line running from B1 to B6 to J10.

Mission Special Rules:

1. All Time Lapse results are x4. (This represents slower advances in Urban Combat). A German platoon leader suffering a casualty is placed 28 minutes ahead on the Time Lapse track instead of seven.
2. Half hexes on the west map edge are not in play.
3. Russian Mortar recovers on a die roll ≤ 4 .
4. The German Mortar Platoon may fire normally as a single mortar platoon or two separate mortar sections. To fire as a platoon, both mortar sections must be in the Mortar Support Available Box at the same time. At the end of a Platoon MFA, the two-mortar section FO/Target markers (not the mortar platoon FO/target markers) are placed in the Mortar Support Pending Box. Each individual mortar section recovers normally.

1st Infantry Co. FBE



German FBE



2nd Infantry Co. FBE

Victory Level:

- 0-200 Russian Victory
- 201-220 Draw
- 221+ German Victory

MISSION 56: The Sandomierz-Baranow Bridgehead

August 13, 1944: “Most people believe that attack costs more casualties. Do not even think about it; attack is the less costly operation... Nothing incurs higher casualties than an unsuccessful defense. Therefore, attack wherever it is possible.” *Hermann Balck, General der Panzertruppe*. On 10 August 1944, Konev’s 1st Ukrainian Front spearheads were about 40 km west of the Vistula river. They were to break out of the Sandomierz-Baranow bridgehead and head west to Rakow. Its right flank units, the 1st Guards Armored Army and 13th Army, were to assist Zhukov’s 1st Belorussian Front in destroying the Germans in the area between Radom and Kielce. During 13 and 14 August 1944, the veteran advance elements from Panzer-Grenadier-Regiment 3 and the II Battalion from Panzer-Regiment 6, 3rd Panzer Division, detrained at Kielce in southern Poland. The task force was to launch a surprise attack on the Village of Łagów, situated approximately 30 km east of Kielce and seize the Lagownica bridges south and east of the village in order to permit the main body of the division to advance along the Kielce–Opatow road toward the Vistula and regain the line.

Mission Objective: The mission ends if at the end of any game turn there are no longer any Russian non-vehicular units in any buildings in hex row E in sector 42 and the Germans control both bridges in hexes E7 and H10 in sector 46, or one side has exceeded its Casualty Differential Limit, or the Final Score (including MOP) is > 70

Forces:

✚ **German:** 1st Tank Kp., *1st Plt. and 2nd Plt.*, and one Command Tank (CO) and the *1. Pz Gr Kp.*, supported by three MG sections, three LATWs, and one 8cm mortar platoon. [30 steps]

★ **Russian:** *1st Guards Tank Co.*, 1st SPG Co., *3rd Plt. (3 ISU 122s)*, and the *1st Guards Infantry Co.*, with Sidorov and supported by four MG sections, three 76mm AT Gun, and one 82mm mortar platoon. [37 steps]

Initiative DRM: German +3

Casualty Differential Limit: German [3]; Russian [16]

Coordination DRM: German +3

Disposition of Forces:

German: The Germans are the attackers, have the Initiative at start, and set up in any hex west of hex row G in sector 48.

Russian: Two infantry platoons, one tank platoon, two AT Guns, and two MG sections must set up in or within two hexes of the building hexes in hex row E in sector 42 (see the MSR 11 restriction for non-vehicular units). The remaining infantry platoon, two MG sections, and one AT Gun set up in sector 46 with at least one combat unit setting up within two hexes of each bridge. Units setting up in sector 46 and east of hex row E in sector 42 may set up Hidden. The Russian reinforcements, consisting of the remaining six tanks of the 1st Guards Tank Co. and three ISU 122s, enter play in hex A7 in sector 46.

Mission Special Rules:

1. Half hexes on the north and south map edges are not in play.
2. The river in sector 46 is impassable except at the two bridges.
3. Vehicles are Hull Down when in a Railroad hex unless when the fire is along the railroad.
4. The German 1. Pz Gr Infantry Kp. and its support units are Elite.
5. The German Command Tank may request mortar support.
6. The German Mortar platoon may fire normally as a single mortar platoon or two separate mortar sections. To fire as a platoon both mortar sections must be in the Mortar Support Available Box at the

German FBE



Russian FBE

same time. At the end of a Platoon MFA, the two-mortar section FO/Target markers (not the mortar platoon FO/target markers) are placed in the Mortar Support Pending Box. Each individual mortar section recovers on a die roll ≤ 5 .

7. A Russian unit Out of Command and within two hexes of a bridge may Withdraw/Retreat toward either their FBE or Company Commander.

8. The Russian mortar is not available during the first game turn but is available at the beginning of the second game turn.

9. The Russian mortar recovers on a die roll ≤ 4 .

10. At the beginning of 2nd Game Turn, and every Game Turn thereafter, the Russian player makes a die roll to determine whether his reinforcements can enter. If the die roll is < 5 , the reinforcements are immediately available and enter play during any subsequent Activation or Reaction Segment.

11. Any Russian non-vehicular unit that maneuvers/retreats must end its maneuver/retreat in or adjacent to a building hex in hex row E in sector 42, even if they have to Breakout to do so. If no such hex is available, they may maneuver/retreat towards their FBE. These restrictions cease if at the beginning of any game turn the Time Lapse is ≥ 20 .

12. Three MOP are added to the Final Score for each game turn after the Time Lapse is ≥ 20 minutes there is at least one non-vehicular Russian combat unit in a building hex in hex row E in sector 42.

Victory Level:

- | | |
|-------|-----------------|
| 0-60 | German Victory |
| 61-70 | Draw |
| 71+ | Russian Victory |

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MISSION 57: Novo Buda – Out of the Kessel

February 11-12, 1944: After Gruppe Stemmermann tactical successes inside the Korsun-Cherkassy Pocket, the Russians began pulling troops away from the northern and eastern positions around the pocket and were sending them farther west towards the Lysyanka area, where they could be used both to thwart Breith's 3rd Pz. Korps relief attempts to link with the trapped forces, as well as destroy the Germans in the recently recaptured breakout area around Shanderovka, Komarovka, and Khilki. The fiercest fighting took place in the town of Novo Buda, defended by SS-Sturmbrigade Wallonien and Grenadier Rgt. 266, 72. Infanterie-Division, supported by SS Pz. Abt.5. They were to act as a rearguard and maintain the integrity of the breakout assembly area's defensive perimeter – the town would have to be held at all costs and long enough for 3rd Pz. Korps to arrive so that the forces inside the pocket could be evacuated. After a heavy bombardment, two battalions of the 12th Guards Cavalry Division, 5th Gds. Cavalry. Cossack Corps supported by the 5th Guards Tank Army, emerged from their positions in the woods and roared towards the village.

Mission Objective: Russians must control all IP hexes listed in MSR 3 in sector 51, or one side has exceeded its Casualty Differential Limit, or the Final Score is > 70.

Forces:

✚ **German at start:** 1. Infantry Kp. *1st Plt.* (4 steps), *2nd Plt.* (4 steps), and *3rd Plt.* (5 steps) supported by two FlaK 36 and two Pak 40 AT Guns, five MG sections, three LATWs and one 81mm Mortar platoon. *Reinforcements:* 1. Tank Kp., *2nd Plt.* [26 Total steps]



Russian: *1st, and 2nd Tank Cos.*, and the *2nd and 3rd Infantry Cos.* with Molotov and Vasiliev. These two infantry companies are supported by three MG sections and one 82mm Mortar Platoon. [57 Total Steps]

Initiative DRM: Russian +2

Casualty Differential Limit: Russian [12]; German [4]

Coordination DRM: Russian +1, German +1

Disposition of Forces:

Russian: Russians are the attackers, have the Initiative at start, and set up Hidden in any cover hex in sector 43.

German: Germans set up first with the 1st and 2nd infantry platoons, three MG sections, and two LATWs set up in railroad hexes F2 through F12 in sector 48. All squads set up deployed and each RR hex must be occupied by at least one combat unit. All remaining units, except for the reinforcements, set up Hidden in sector 51. German Reinforcements enter per MSR 6.

Mission Special Rules:

- Hex rows 1 and 13 along the north and south map edges are not in play.
- For this mission each Railroad (RR) hex has an inherent IP. AFVs in a RR hex are considered Hullo down unless the fire is along the RR.
- The ridge along the low hill in sector 51 has improved positions running from hex G4 to G5 to H5 to H8 and from E10 to F10 to F11.
- All Russian Companies are coordinated in the first game turn.
- The German Mortar Platoon may fire normally as a single mortar platoon or two separate mortar sections. To fire as a platoon both mortar sections must be in the Mortar Support Available Box at the same time. At the end of a Platoon MFA, the two-mortar section FO/Target markers (*not the mortar platoon FO/target markers*) are placed in the Mortar Support Pending Box. Each individual mortar

Russian FBE



German FBE

section recovers normally.

6. Once per game turn during any friendly Activation or after any Call for Reaction the Time Lapse is > 10 minutes, the German player makes a die roll. If the die roll is < 5, the German reinforcements are immediately available. The player makes a subsequent die roll to determine which edge of sector 51 they will enter.

7. The Russian Mortar recovers on a die roll ≤ 4.

8. After all units are set up and prior to beginning play, the Russian player may conduct two 82mm platoon MFAs against any RR hexes (*HE only*). The 82mm Mortar platoon marker begins play in the Mortar Fire Pending Box.

9. German units setting up in a RR hex in sector 48 are restricted to RR hexes until released or when they retreat (*they may maneuver into another RR hex*). During any game turn in which the time is > 10 minutes the German player may make a die roll for each platoon leader. If the die roll is ≤ the platoon leaders Cohesion, that platoon leader and all units of his platoon are released and are free to exit from an RR hex. If the die roll is > the platoon leader's Cohesion, units of the platoon must remain in a RR hex.

Victory Level:

- 0-60 Russian Victory
- 61-70 Draw
- 71+ German Victory

DYO Mission Form – East Front

Defender Frontage				Map Configuration		Mission Objective			
Hill Levels									
Defender Nationality									
Force Column Selected									
Mission Type									
In Play?	<i>Armor Support</i>								
	<i>Dummies</i>								
	<i>Hidden Placement</i>								
	<i>Half Hexes</i>								
Casualty Differential Limit	<i>Attacker</i>								
	<i>Defender</i>								
Initiative DRM <small>[max allowed is +3]</small>	<i>Attacker</i>								
	<i>Defender</i>								
Coordination DRM	<i>Attacker</i>								
	<i>Defender</i>								
Winning Bid				Disposition of Forces					
Mission Result	Attacker Casualties			Time	Final Score	Comments:			
	Defender Casualties								

Mission Tables

Force and Support Table						
		a	b	c	d	e
Defender	Platoons [Inf/Tank]	1/0	1/0	2 / 0	2 / 1	3 / 1
	Support Points	10	15	15	20	20
Attacker	Platoons [Inf/Tank]	2 / 0	3 / 0	4 / 0	5 / 1	6 / 1
	Support Points*	20	20	25	30	45
* If Sector contains Urban Terrain, increase the Attacker Base Force by one Platoon						

Casualty Differential Table						
Defending Platoons		1 - 2		3 - 4		
CDL for:		Odd	Even	Odd	Even	
Attacker CDL*		4	5	6	7	
Defender CDL*		2	3	4	5	

*Increase CDL listed by 4 if Russian

Initiative DRM Table			
Attacker		Defender	
die roll	DRM	die roll	DRM
1	0	1	-1
2 - 5	1	2 - 7	0
6 - 10	2	8 - 10	1

Coordination DRM Table			
Attacker		Defender	
die roll	DRM	die roll	DRM
1	0	1 - 2	-1
2 - 6	1	3 - 8	0
7 - 10	2	9 - 10	1

Hill Table		
die roll	Level	Note
1 - 3	x1	Low Hills
4 - 8	x2	Medium Hills
9 - 10	x3	High Hills

Miscellaneous Table			
die roll	# of Mines, Wire, IPs or Dummy markers		
1 - 3	1		
4 - 7	2		
8- 10	3		

Armor Support Table			
Allies		Axis	
die roll	Type	die roll	Unit Type
1 - 3	SU-76	1	StuG 105
4 - 7	SU-85	2 - 7	StuG IIIG
8 - 10	SU-122	8 - 9	JgdPz 38t
		10	Jagdpanther

Support Purchase Table				
Unit	Axis	Allies	Notes	
MG Sec.	6	5	maximum of one per platoon (rounded up); +1 each for Elite	
LATW Sec.	3	2		
FT	4	4	One maximum	
Dummies	2	2	per die roll on the Miscellaneous Table (two die roll limit)	
Initiative DRM	10	10	Limited to one	
Tank Sec.	12	10	Axis tank sections consist of two tanks and Allies sections three tanks	
Armor Support	12	10	Make a single die roll on the Armor Support Table to determine the type. Once determined, all purchased must be the same type.	
Halftrack (Carrier)	6	5	maximum of three	
Truck	4	3	maximum of three	
FV	8	8	maximum of two	
81mm Mortar Sec.	10		maximum of one	
81mm Mortar Plt.	25	20	A Mortar platoon cannot be purchased in combination with a Mortar section	
Towed Guns	8	6	Selected at random from all available Towed Guns	
FP with MG	8	8	Per die roll on the Miscellaneous Table - (two die roll limit). Location of each must be recorded prior to mission start.	Defender Only
FP with AT Gun	12	12		
IP	2	2		
Mines	4	4		
Wire	6	6		

MISSION 58: 5th Guards Breakout at Borisov

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HUNDRED
YARDS

Between Vitebsk and Orsha, July, 1944: Soon after the start of Operation Bagration, the 3rd Byelorussian Front's 5th Guards Tank Army, from its position in reserve, drove through a breach in the German Army Group Center's 3rd Pz Army. Here they encountered elements of the German 299th Infantry Division and an SS panzer grenadier company northeast of Borisov. The Germans fought desperately to blunt the 5th Guards breakout and keep the critical rail line open.

Mission Objective: The mission ends if at the end of any game turn the Russians control 30 MOP (*MSR 10*), or one side has exceeded its Casualty Differential Limit, or the Final Score is > 140.

Forces:

✚ **German:** *Force A:* 1. SS Infantry Kp., (dark gray counters) **1st Plt.** (5 steps) and **2nd Plt.** (4 steps), supported by one MG section, two LATWs and one 8cm mortar section. *Force B:* **2nd Infantry Kp.** (12 steps), supported by three 75mm PaK 40 AT guns, three MG sections, three LATWs, and one 8cm mortar platoon. *Force C:* 3rd Infantry Kp. **1st Plt.** (1 squad), supported by one MG section and one 8.8cm FlaK36 and one MG section mounted on a railcar (*MSR 10*). *Force D:* 1. Tank Kp. **2nd Plt.** and **3rd Plt.** *Force E:* Six German Dummy counters. Deception is in play [20.8] [41 steps].

★ **Russian at start:** **1st and 2nd Guards Tank Co.**, and the **1st and 2nd Guards Infantry Co.** with Sidorov and Semenov, supported by four Guards MG sections, and one 82mm Mortar platoon. Reinforcements: 1st Guards SPG Co., **3rd Plt.** and the **3rd Guards Infantry Co.** with Litsios, supported by two MG sections [81 steps].

Initiative DRM: Russian +2

Casualty Differential Limit: Russian [16]; German [4]

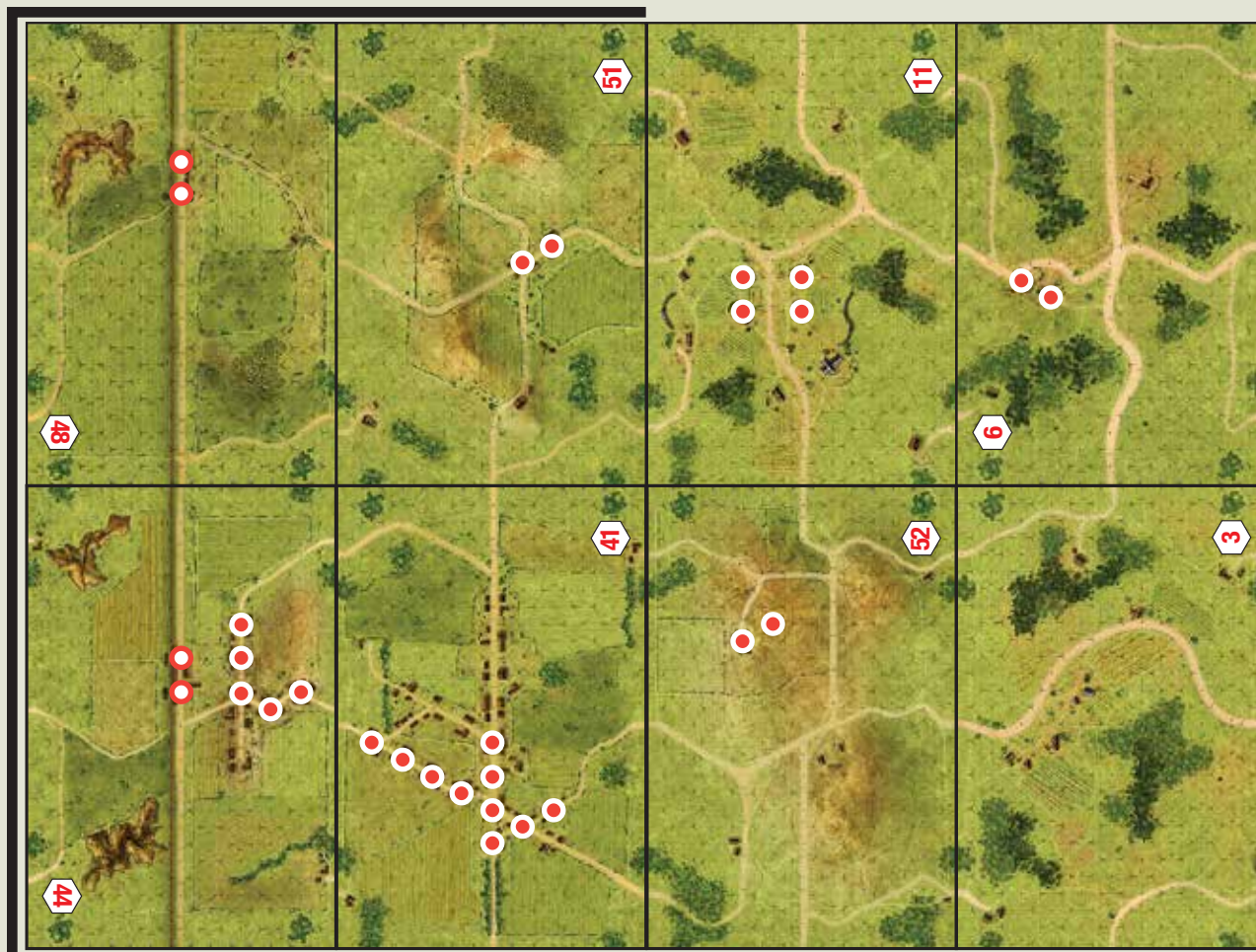
Coordination DRM: Russian +1; German 2nd Infantry Kp. +1; SS +3

Disposition of Forces:

German: Germans set up first. *Forces A and D* set up in any building hex in sector 41. *Force B:* One platoon from the 2nd Infantry Kp, must set up within three hexes of hex G8 in sector 3, one platoon within three hexes of hex F7 in sector 9, and one platoon within three hexes of hex G7 in sector 11. The PaK 40 AT guns set up in any hex in sectors 3, 9, 11, and 52. The three MG sections and three LATWs set up within two hexes of any unit of the 2nd Infantry Kp. *Force C:* The one squad from the 1st platoon of the 3rd Infantry Co. and its supporting MG section sets up in hexes F4 and F5 in sector 48. These units may not leave this sector unless to exit the map. The FlaK Railcar is set up in either hex F4 or F5 in sector 48. *Force E:* The German dummies set up in any Forest or Building hex with or within three hexes of a non-dummy German unit. Deception is in play [20.8.2].

Russian: Russians are the attackers, have the initiative at start, and enter play during any Activation or Reaction Segment within the first five game turns on or adjacent to any road hex along the southern map edge. **Reinforcements:** Prior to start, the Russian player secretly records whether his reinforcements will enter play along the road in either

German FBE



Russian FBE

hex A7 in sector 3, or K7 in sector 9. *(The SU-122s enter with and along the same road hex as the 3rd Guards. Infantry Co).* The Russian player makes die at the beginning of any game turn the Time Lapse is > 30 minutes. If the die roll ≤ 5 , all reinforcements are immediately available and must enter play in the recorded hex noted above during any activation or reaction in the game turn they become available.

Mission Special Rules:

1. Half hexes along the east and west board edge are not in play.
2. Ground conditions are wet and soft. Maneuver allowance and cost are as follows:

Unit Type	MPs		Maneuver Costs		
	Act	React	Road/Path	Open/Bldg	Forest/Brush
Tracked	5	4	1/2	1½	3
Wheel	6	5	1/-	3	—
Foot	3	2	1	1½	1½ or 2²

1. Road Bonus is not allowed.
2. It costs 2 MP to move from one Forest/Brush hex to another Forest/Brush hex.

3. Withdrawals and retreats are limited to three hexes unless along a road.
4. The German 2nd Infantry Kp. withdraws/retreats toward the north or northeast FBE, or towards their leader, or an MOP provided the MOP is not closer to the EBE.
5. The Road and rail hexes F4 and F5 in sector 48 and F5 and F6 in sector 44 are treated as Urban Building Road hexes for LOS purposes [4.2.1f].
6. The German armor and the SS Infantry Kp. and SS support units are Elite.
7. The Russian mortar platoon recovers on a die roll ≤ 5 .
8. All Russian Guards Infantry Cos. and their support units are Elite.
9. The German FlaK Railcar is armed with one 8.8cm FlaK36 and one MG section. *(There is no railcar counter – simply move the two guns stacked together along the rail when maneuvering).*
 - a) The FlaK Railcar is treated as a vehicle for all purposes and is limited to movement along the rail. It may conduct any maneuver action *(including Shoot & Scoot and Halt & Fire)* except Overrun, has a maneuver allowance of 8, and can transport Passengers of up to four steps of non-vehicular combat units and two non-combat units.
 - b) The two guns fire separately, have a 360 degree field of fire, are separate targets, and each has a Cohesion of 8 and an AV of 5. *The ATV of any unit with an ATV > 1 is reduced to 1 when firing against the Railcar.* The Railcar is removed from play when both guns have been destroyed, or the railcar is destroyed as a result of a Vehicle Destruction Attempt.
 - c) The Railcar cannot enter an enemy occupied hex. If in an assault and is subject to a Vehicle Destruction Attempt – it is always considered supported.
10. MOP are noted on the map by the red and white dots. The red dots with white border are worth one MOP each. The fuel depot hexes (F4 and F5) with white dots and red border in sector 48 are worth four MOP each. The Rail Station hexes (F5 and F6) with

white dots and red border in sector 44 are worth three MOP each. *(The MOP are not used in the calculation of the Final Score).*

11. The German mortar platoon may fire normally as a single mortar platoon or two separate mortar sections. To fire as a platoon both mortar sections must be in the Mortar Support Available Box at the same time. At the end of a Platoon MFA, the two-mortar section FO/Target markers *(not the mortar platoon FO/target markers)* are placed in the Mortar Support Pending Box. The Germans are short on mortar ammunition. Therefore, each individual mortar section recovers and extends on a die roll ≤ 3 .

12. Each player has a limited number of inherent carriers. The Germans have three SPW 251/1 halftracks and the Russians six trucks. A carrier may be used to transport any non-vehicular unit. Once removed from play, it may be returned to play in a subsequent game turn. A carrier that is destroyed is permanently removed from play. A Carrier:

- a) Is removed from play if it is unloaded at the beginning of step 1 of the Clean-up Phase.
- b) May be returned to play during any activation/reaction segment and placed in or adjacent to any hex containing a friendly non-vehicular unit provided the hex is not within three hexes of an enemy unit. Once placed, it may immediately load and maneuver unless the unit loaded is a towed gun which may move a subsequent game turn [10.4.6.3].

Victory Level:

- 0-125 Russian Victory
126-140 Draw
141+ German Victory