

FE

# BREAKOUT TOO LATE



**East of Minsk, July 5, 1944:** The Soviets launched Operation Bagration on the 22nd of June and within eleven days had captured Minsk, on the 3rd of July. The 3rd Belorussian Front had by June 26th crushed the German defenses on a 100 kilometer front and moved forward 30 to 50 kilometers. The 5th Guards Tank Army entering the action and moving southwest towards Beressina and Borisov, cutting the Vitebsk-Orsha road as the Guards Tank Corps swung south and cut the German communications zone between Orsha and Minsk. On the 27th of June a gap opened between the German 3rd Panzer Army and its neighbor the 1st Army with the Soviet 5th Guards Tank Army thrust into the gap, encircling and destroying the elite German 78th Infantry Division at Orsha with the 2nd Guards Tank Corps. At this junction Stavka revised its plans for the encirclement of Minsk by the north and south to a wider encirclement arc to the west of Minsk, thus placing the 5th Guards tank Army as a blocking force west of Minsk, thus trapping the German 4th Army with its remnants moving west from Mogilev from 29 June to 4 July to attempt to reach the main line of German resistance. With what was left of the 4th Army including the XXVII Army Corps-having been bypassed in the forests east of Minsk-attempted to breakout on 5 July spearheaded by the 5th Panzer Grenadier Division. Despite having a tank battalion the 25th Panzer Grenadier Division, which led the breakout too late, was destroyed along with the rest of XXVII Army Corps and the 4th German Army.

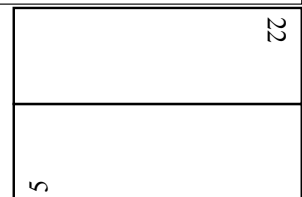
**VICTORY CONDITIONS:** The Germans win at game end by Exiting  $\geq 12$  VP off the west edge between 22GG6 and 5A6. The Russians win by preventing the Germans VC and eliminating twice as many CVP as they lose.

**BALANCE:**

Change VC to  $\geq 10$  VP.

Add a 9-1 to the Turn 4 Reinforcements.

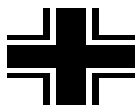
**BOARD CONFIGURATION:**



**TURN RECORD CHART**

GERMAN Sets Up First	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>END</b>
RUSSIAN Moves First							

**ORDER OF BATTLE**



**Elements of 35th Panzergrenadier Regiment, 25th Panzergrenadier Division:** Set up  $\leq 4$  hexes 22E1 (29 VP Total, See SSR 4 and 6):

[ELR: 2]

[SAN: 2]

4-6-8	2-4-8	9-1	8-0	LMG	PsK	SPW 251/1	SPW 251/10	SPW 2 251/sMG	SPW 251/12	SPW 251/16
3						3				

**Elements of the 2nd Guards Tank Corps, 5th Guards Army:** Enter as directed (See SSR 5):

Enter on Turn 1 on the west edge having expended 1/2 of their MP:

Enter on Turn 4 on 5AA6/AA



[ELR: 3]

[SAN: 5]

4-5-8	2-4-8	9-1	LMG	Zis-5	HS Motor cycle	ZSU-37	6-2-8	1-4-9	DC	M4/76 (a)
2						2				

Enter on Turn 2 on the west edge:

Enter on Turn 3 on 22Y10:

4-5-8	10-2	MMG	LMG	Zis-5	SU-76M	4-5-8	9-1	LMG	Zis-5	SU-76M
2						2				

**SCENARIO SPECIFIC RULES:**

- EC are Moderate with no wind at start.
- All buildings are of wood construction. All gully hexes on board 5 are treated as a shallow stream.
- Prior to play each player receives 10 rubble counters. Starting with the Russian player, each player takes a turn placing a rubble counter on a building hex. Rubble is placed at the base level of the hex and falling rubble does not apply. Place shell holes in the following hexes: 22Q8, 22Q9, 22O8, 22M9, 22J6, 22J8, 22J9, 22I8, 22H6ad22H7.
- All German MMC/SMC must set up mounted as Passengers.
- All Russians MMC/SMC must enter as Passenger/Rider.
- For VP purposes each German halftrack with functional armament (SPW 251/sMG, SPW 251/2, SPW 251/10 and SPW 251/16) is considered worth 4 VP (for both exit and CVP).