

Operation Bagration Briefing

On the 22nd June the Soviet army launched it's biggest offensive ever. Operation Bagration hurled over a million men into Army Group Centre. Tied to a policy of static defence by Hitler's strongpoint strategy, the defending formations were rapidly overwhelmed and surrounded, then destroyed as they tried to breakthrough back to German lines. The resulting hole resulted in the collapse of the eastern front and the situation wasn't recovered until the Soviet forces reached the end of their supplies outside Warsaw.

This campaign aims to showcase the start of this operation. The following rules will be in play.

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Artillery: Soviet divisions have one observer and draws a card from the artillery deck every turn for it's artillery.

German divisions have an artillery battery allocated to them instead, which start on the breakthrough tables.

Air: A Soviet division draws a card from the air deck every turn for it's air support. If multiple divisions are on the same table, you may draw 2 cards and discard one of your choice. Planes may choose to attack a target on a rear table (such as reserves or artillery), rather than attacking a target on the current table. If they choose to do this, work out the air attack at the appropriate time as normal (include any anti-aircraft fire), but on the rear table. If a Soviet model has advanced to a breakthrough table (the one you are trying to leave off), all air attacks must be focused on the rear table to assist the breakthrough.

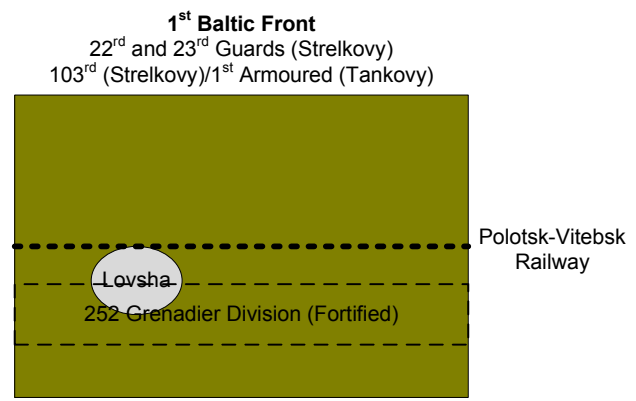
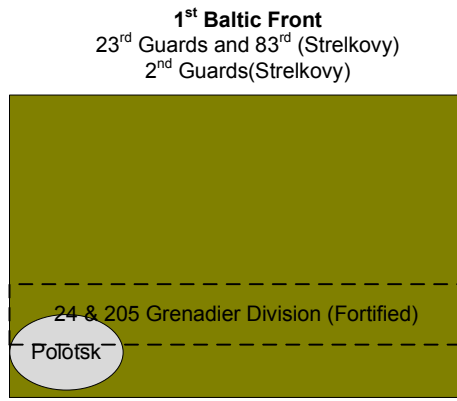
During Operation Bagration, the Luftwaffe was overwhelmed and provided negligible air cover. As such, the Germans have no air support.

The Red Tide: If a Strelkovy company is removed from the table, it may re-enter play from from over 16" away, without any combat attachments. Once both objectives on the Polotsk table have been captured, Strelkovy companies may no longer regenerate in this manner.

The Ultimate Goal: The aim of the Soviet players is to secure at least one objective on both their main and rear tables to open a line of supply and get at least three units off the areas marked as Minsk on the map. If they succeed in doing this, then they envelop the pocket, capture or kill the German players and win. Vodka may then be consumed in celebration. If they fail the Germans win and buy themselves time to commence a fighting withdrawal. They may drink if they wish and if anything survived the retreat!

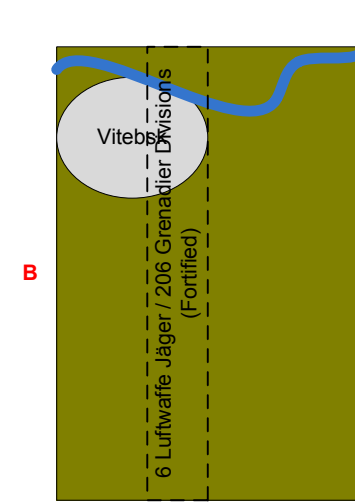
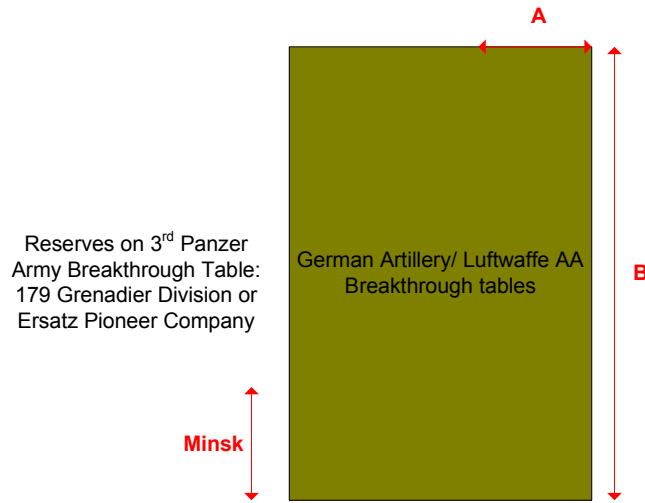
Forwards Comrade, for the Motherland!: There will be a limited number of reserve Tank battalions. If a Soviet Tank battalion with Forward Comrade, for the Motherland! is destroyed you may replace it with another battalion, providing one is available. This reserve will deploy from the Soviet table edge, if destroyed on the rear table it will deploy from your deployment point on the rear table.

Triggered Reserves: Some of the German reserves are not active at the start of game, but will trigger on an ingame event, such as a percentage casualties received, the start of a player turn or capturing an objective. The German player should keep the trigger secret until it occurs.



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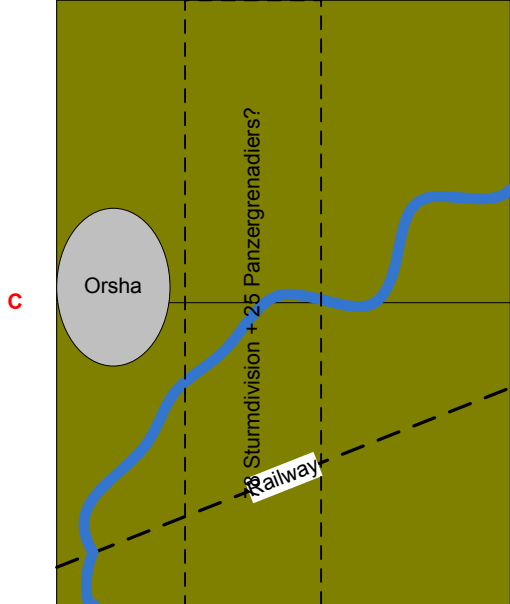
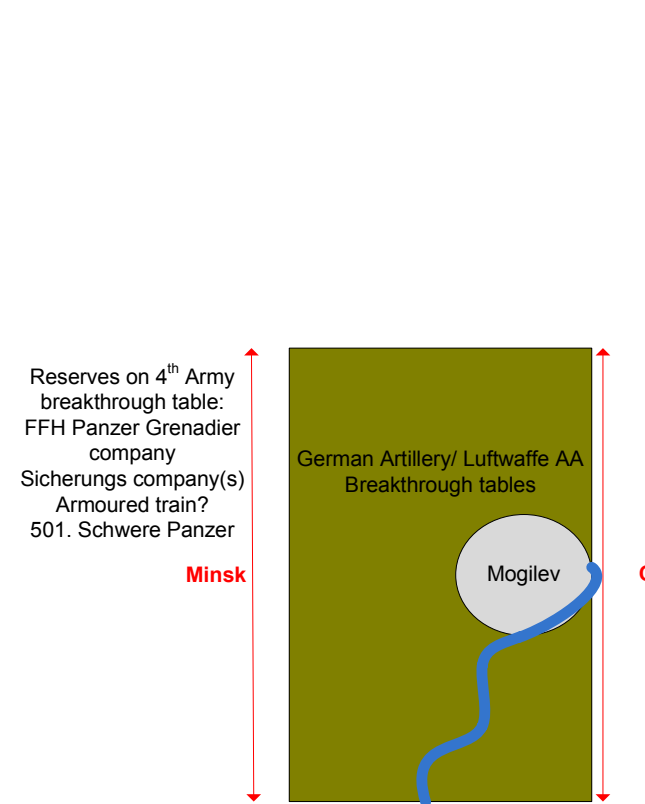
Reserves on 3rd Panzer Army Breakthrough Table: 179 Grenadier Division or Ersatz Pioneer Company

3rd Byelorussian Front 5th Guards, 72nd and 84th (Strelkovy) 3rd Guards Armoured (M4A2 Lend Lease Tankovy)

Minsk

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3rd Byelorussian Front 8 & 36 Guards Guards (Engineer Sappers, flame tanks, IS-2 company, Self-propelled assault guns) 2 Guards Armoured (Guards Tankovy)

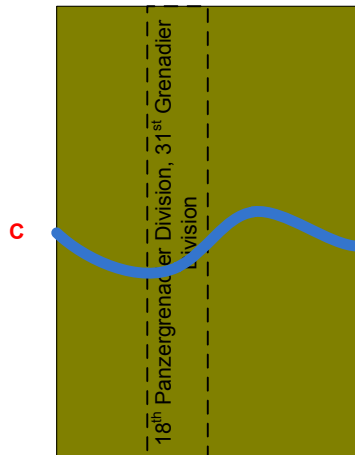
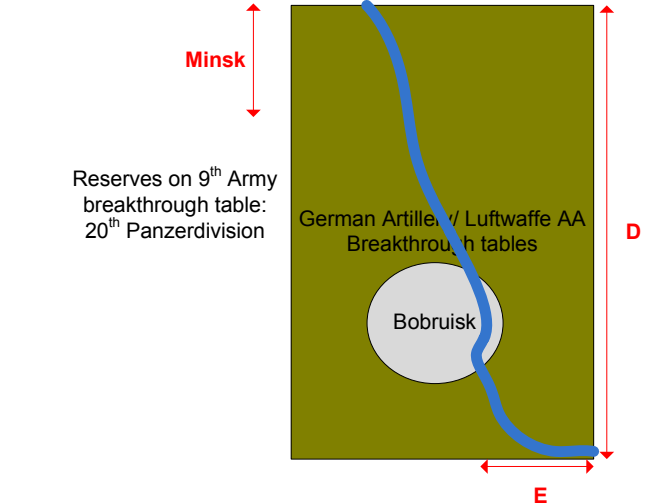


Reserves on 4th Army breakthrough table: FFH Panzer Grenadier company Sicherungs company(s) Armoured train? 501. Schwere Panzer

C

Minsk

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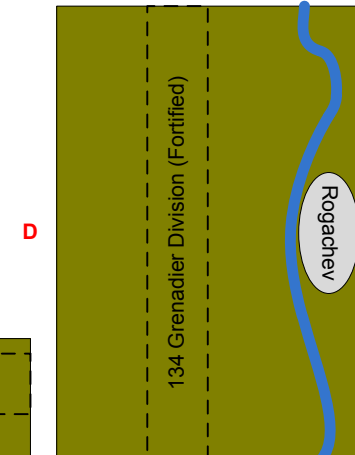
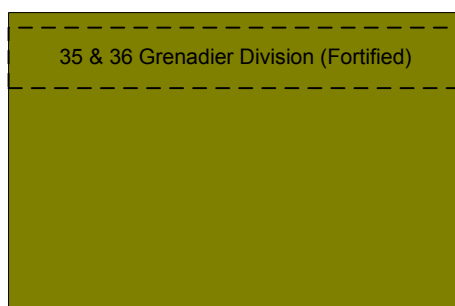
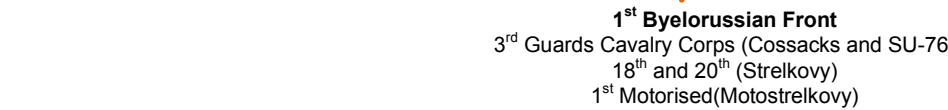


Reserves on 9th Army breakthrough table: 20th Panzerdivision

2nd Byelorussian Front 19th, 38th, 121st (Strelkovy)

Minsk

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1st Byelorussian Front 3rd Guards Cavalry Corps (Cossacks and SU-76) 18th and 20th (Strelkovy) 1st Motorised (Motostrelkovy)

1st Byelorussian Front 18th and 105th (Strelkovy) 1st Guards Armoured (Tankovy)

1st Byelorussian Front 35th and 41st (Strelkovy) 9th Armoured (Tankovy)

E

E

D

Soviet Partisans

Special rules, card maybe rather than independent players? Cards to interdict artillery, destroy railways, Ambush/delay reserves, gain victory points etc)

Rules to try and withdraw?

- Negative victory points for defying the Führer
- Victory Points for each unit withdrawn
- Soviet Victory points for destroying units?
- Soviet Victory points for capturing Minsk