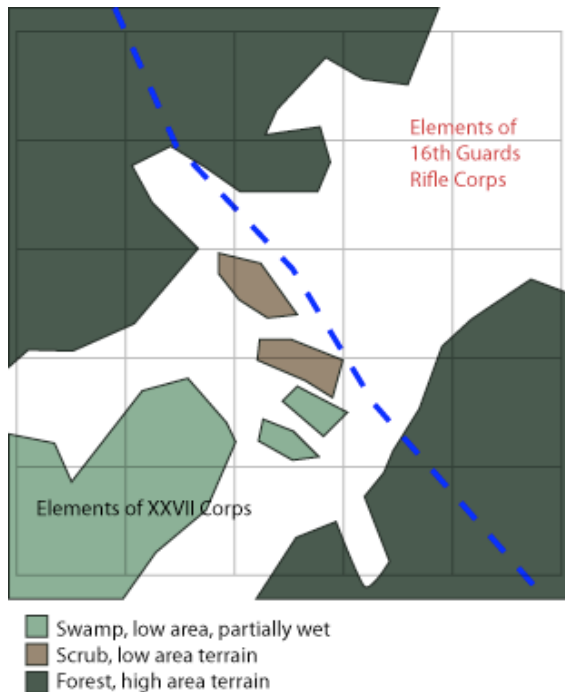


## German playsheet

### Operation Bagration - 24.6.1944 Near Orsha, Belorussia

Morning assault by 16<sup>th</sup> Guards Rifle Corps against XXVII Corps

German orders: Defend your sector. Not a step back!



<b>Germans, Breakpoint 5</b>											
	<b>Troops</b>	<b>Arm</b>	<b>Move</b>	<b>AT</b>	<b>AP</b>	<b>CA</b>	<b>Hits</b>	<b>Save</b>	<b>Cost</b>	<b>Limit</b>	<b>Notes</b>
1	CO (CV9)	CMD	60		3/30		6	6	120	1	
1	HQ (CV 8)	CMD	40		2/30		4	6	60	2 [6]	
1	Recce 250/9	REC	25	1/30	1/60	2	3	6	75	1	0
1	234/2 (not recce)	ARM	30	3/60	2/60	2	3	6	110	1	
3	Infantry (Heere)	INF	10		4/30	4	6		50	9	
4	Infantry (Conscript)	INF	10		3/30	3	6		30	9	#1
1	Support MG	INF	10		3/60	2	5		40	3 [9]	
1	Support 81mm	INF	10	3/120	3/120	2	5		75	3 [9]	
1	Tiger I	ARM	20	5/100	3/100	4	6	4	230		#12
10	Trench (one unit)										
1	AFV pit										
4	Wire (20 cm)										

#1 Green. May not use initiative to assault the enemy and add one die when rolling for suppression / fall back.

#12 Tough. Flank hits do not reduce armor save.

Things to note:

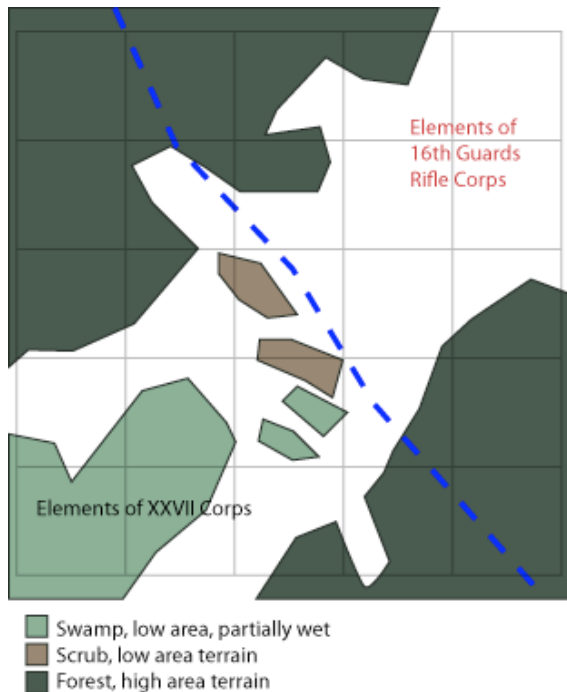
- 5x5 feet playing area.
- Set up first anywhere behind the front line.
- Objective. Prevent the Russian reaching his objective.

**Soviet Playsheet**

**Operation Bagration - 24.6.1944 Near Orsha, Belorussia**

Morning assault by 16<sup>th</sup> Guards Rifle Corps against XXVII Corps

Soviet orders: Break through the Hitlerite defenses to South West.



<b>Russians, Breakpoint 12</b>											
	<b>Troops</b>	<b>Arm</b>	<b>Move</b>	<b>AT</b>	<b>AP</b>	<b>CA</b>	<b>Hits</b>	<b>Save</b>	<b>Cost</b>	<b>Limit</b>	<b>Notes</b>
1	CO (CV8)	CMD	60		3/30		6	6	90	1	
1	HQ (CV8) Tanks	CMD	40		2/30		4	6	60	1 [3]	
2	HQ (CV7) Infantry	CMD	40		2/30		4	6	30	2 [6]	
1	Recce (Scouts)	REC	10		2/30	3	4		60	1	#1
3	Infantry (Penal)	INF	10		2/30	5	6		40	[3]	#6
12	Infantry (Regulars)	INF	10		3/30	4	6		40	9	
5	Infantry upgrade ATR			1/20					10		
2	Support 82 mm	INF	10	3/120	3/120	2	5		75	2 [6]	
6	Sherman tank	ARM	20	3/60	3/80	3	4	5	125	9	
3	Artillery 76 mm	ART		2	2		4		30	3 [6]	
9	HE Assets								10		

#1 May request artillery support as a recce action with CV 6.

#6 Penal Unit. No command penalty for assaulting enemy and do not roll for fall back. Expendable, do not count for breakpoint.

Things to note:

- 5x5 feet playing area. Set up in 2 foot radius from NE corner.
- All artillery assets have to be plotted before Germans set up.
- Objective: Destroy / break the Germans AND exit at least 6 combat units to SW before end of turn 13.