






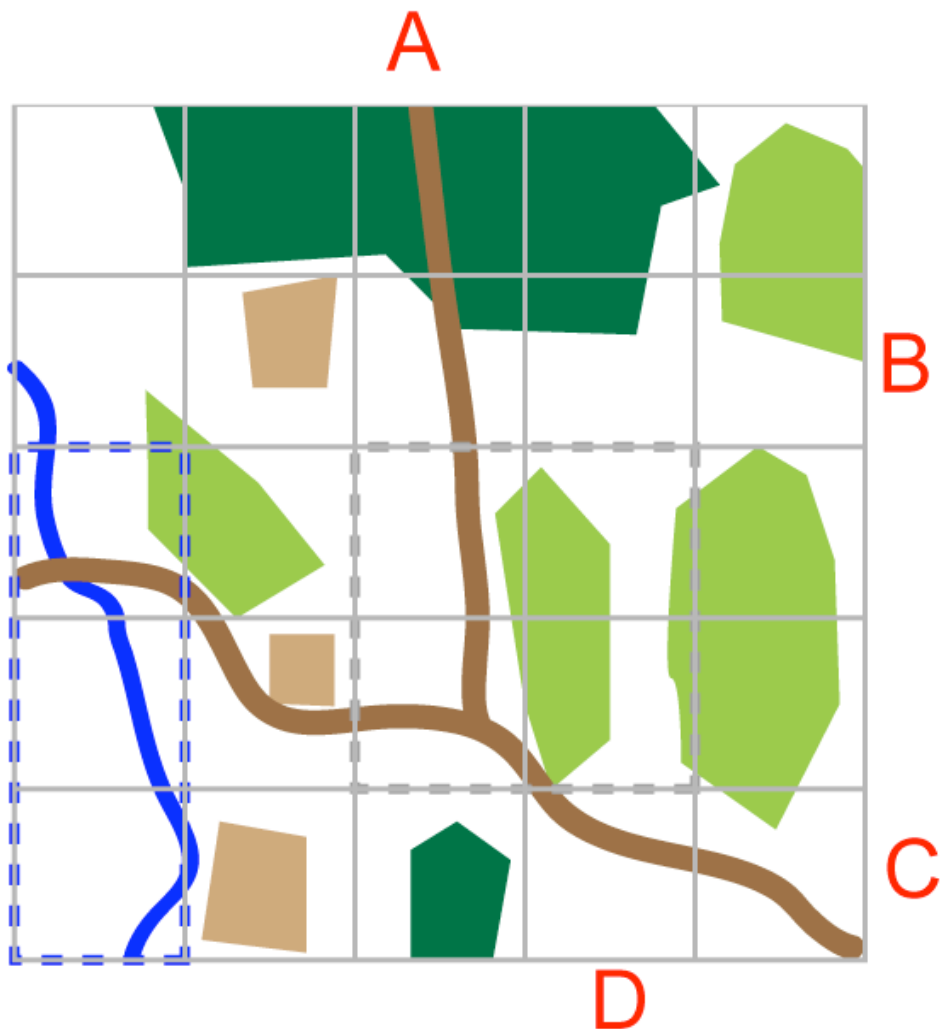
**German playsheet**

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

Evening of the assault by 16<sup>th</sup> Guards Rifle Corps

German orders: Evacuate your troops across the river

-  Built up, wooden buildings
-  Fields, low area terrain, Dense for wheeled (except 8rad)
-  Woods, high area terrain, Dense for all except leg
-  Panzer-KG setup
-  XXVII Korps setup



Stands	Arm	Move	AT	AP	CA	Hits	Save	Cost	Limit	Notes	Grading	Points
(Joukkue)												
1	CO (CV9)	CMD	60	-	3/30	-	6	6	120	1	O	120
1	HQ (CV8)	CMD	40	-	2/30	-	4	6	60	2 [6]		60
3	234/1	REC	30	1/30	1/60	2	3	6	85	1	O	255
1	251/3	REC	25	1/30	1/60	2	3	6	75	1	O	75
1	234/3	REC	30	2/40	3/80	2	3	6	100	1 [1]	O	100
	250/5	CMD										
2	234/2	ARM	30	3/60	2/60	2	3	6	90	1		180
2	250/9	ARM	25	1/30	1/60	2	3	6	55	1	O	110
	250/3	CMD	40	-	2/30	-	4	6		2 [6]	Veteran	
2	250/1	TRN	25	-	1/40	2	3	6	40	1 [4]	O	Veteran 80
2	Schutzen	INF	10	-	4/30	4	6	-	55	9		Veteran 110
2	Upgrade	INF	-	8/5	-	-	-	-	65	-		130
1	250/1 hq											Veteran
1	250/7 mortar	INF	25	3/120	3/120	2	3	6	95	1 [1]	R/O	Veteran 95
	250/8 IG	INF	25	2/40	3/80	2	3	6	95	1 [1]	R/O	Veteran
	251/3 hq	CMD	40	-	2/30	-	4	6		2 [6]		
2	251/17 flak	ART	25	1/30	1/40	2	3	6	50	1 [1]	O	100
2	251/1	TRN	25	-	1/40	2	3	6	35	4	O	70
2	Schutzen	INF	10	-	4/30	4	6	-	50	9		100
2	Upgrade	INF	-	8/5	-	-	-	-	65	-		130
	251/2	INF	25	3/120	3/120	2	3	6	90	1 [1]	R/O	
	251/9	INF	25	2/40	3/80	2	3	6	90	1 [1]	R/O	
	SchMG	INF	10	-	3/60	2	5	-	40	3 [9]		
	251/3 hq	CMD	40	-	2/30	-	4	6		2 [6]		
2	251/9	INF	25	2/40	3/80	2	3	6	90	1 [1]	R/O	180
2	251/2	INF	25	3/120	3/120	2	3	6	90	1 [1]	R/O	180
2	251/5	TRN	25	-	1/40	2	3	6	35	[3]	O	70
2	Pioniere	ENG	10	-	3/30	8	6	-	90	3 [9]		180
1	HQ (CV8)	CMD	40	-	2/30	-	4	6	60	2 [6]		Veteran 60
3	Tiger I	ARM	20	5/100	3/100	4	6	4	235	[3]	Tough	Veteran 705
3	Sdkfz 7/1	ART	25	2/30	4/40	2	3	-	90	1		270
38												3360
15	Base break											Veteran = -1 die for suppression/fallback
-3	Points adjustment											
12	Final Breakpoint											Flexible doctrine: Any HQ can command any unit
9	Flank march limit											Initiative distance is 25 cm
Stands	Arm	Move	AT	AP	CA	Hits	Save	Cost	Limit	Notes	Grading	Points
1	HQ (CV6)	CMD	40	-	2/30	-	4	6	0	-		
1	FAO (CV6)	CMD	40	-		-	4	6	0	-		
12	Schutzen	INF	10	-	2/30	2	4	-	0	-		
4	PzIVH	ARM	20	2/80	2/80	2	3	5	0	-		
2	105mm	ART	-	3	3	-	3	-	0	-	Off-board	
8	Final Breakpoint											

Things to note:

- 5x5 feet playing area. River can be crossed only on the bridge. The bridge can NOT be demolished during the game.
- XXVII Korps and the PzKG have separate Breakpoints
- The 105 mm ART has to make a CV7 command roll after any mission. A failure means that the ammunition supply of that type (smoke or HE) has been exhausted for the duration of the game. 105 mm Smoke does not block LOS, but gives a -2 modifier to any fire through it.
- German sets up first in the indicated areas.
- Objective: Evacuate the XXVII Korps troops across the river (can exit the table) AND hold the bridge.
- 11 Game turns, German takes the first turn.

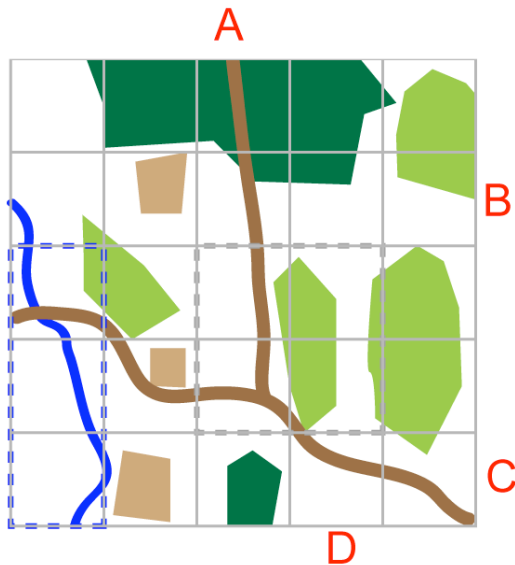
## Soviet Playsheet

### Operation Bagration - 24.6.1944 Near Orsha, Belorussia

Evening of the assault by 16<sup>th</sup> Guards Rifle Corps

Soviet orders: Eliminate the hitlerites and capture the bridge.

- Built up, wooden buildings
- Fields, low area terrain, Dense for wheeled (except 8rad)
- Woods, high area terrain, Dense for all except leg
- Panzer-KG setup
- XXVII Korps setup



Stands	Arm	Move	AT	AP	CA	Hits	Save	Cost	Limit	Notes	Grading	Points
<b>Elements of 16 Guards Rifle Corps</b>												
1 CO (CV8)	CMD	60	-	3/30	-	6	6	90	1			90
<b>Tank battalion</b>												
1 HQ (CV7)	CMD	40	-	2/30	-	4	6	30	2 [6]			30
1 Recce Stuart	REC	20	2/40	1/60	2	3	6	85	1			85
6 M4 Sherman	ARM	20	3/60	3/80	3	4	5	125	9			750
<b>Infantry battalion</b>												
1 HQ (CV7)	CMD	40	-	2/30	-	4	6	30	2 [6]			30
9 Infantry	INF	10	-	3/30	4	6	-	40	9			360
3 AT upgrade			1/20					10				30
2 Support MG	INF	10	-	3/60	2	5	-	40	3 [9]			80
3 Assault Gun SU-76	ARM	20	2/40	3/80	2	3	6	80	[4]	No MGs		240
11 Trucks	TRN	20	-	-	-	3	-	15				165
<b>Assault battalion</b>												
1 HQ (CV8)	CMD	40	-	2/30	-	4	6	60	1 [3]			60
6 SMG troops	INF	10	-	6/10 + 1/30	5	6	-	65	[9]			390
2 Engineers, flame	ENG	10	-	2/30	8	6	-	60	[3]			120
2 Flame KV-8	ARM	20	2/50	1/60	12	5	4	180	[3]	R, 12/10 Flame vs all		360
												2790

15 Basic breakpoint

2 Points adjustment

**17 Final breakpoint**

8 Flank march limit

Rigid doctrine: HQ can only command units of own command

Initiative distance is 15 cm

IF all units perform same action, +1 command modifier (fire, move 1/2+, deploy)

Things to note:

- Random setup. Use mobile setup rules for each organization (CO + 3 battalions), but determine randomly which entry point to use (A-D). Multiple organizations CAN end up using the same entry point.
- 5x5 feet playing area. River can be crossed only on the bridge. The bridge can NOT be demolished during the game.
- Objective: Break the elements of the XXVII Corps and capture the bridge by end of game: 11 turns. Germans take the first turn.