

Minsk '44 Designer Notes

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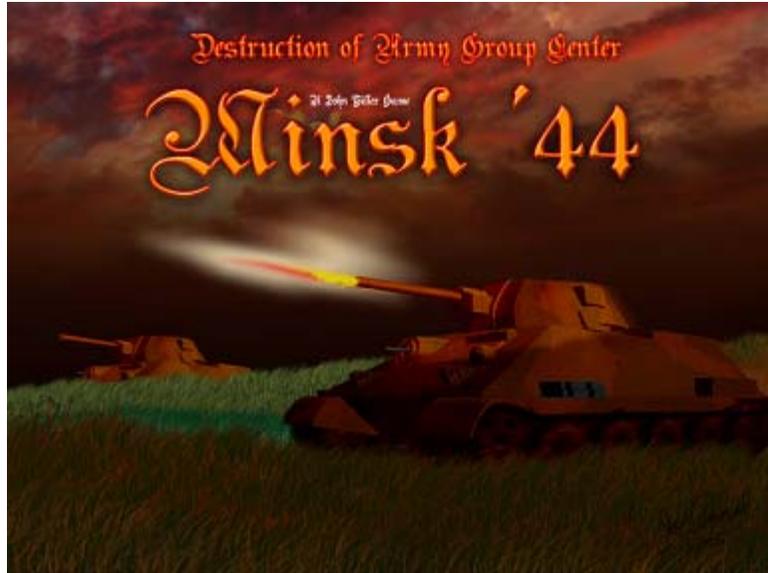
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I. DESIGN COMMENTS

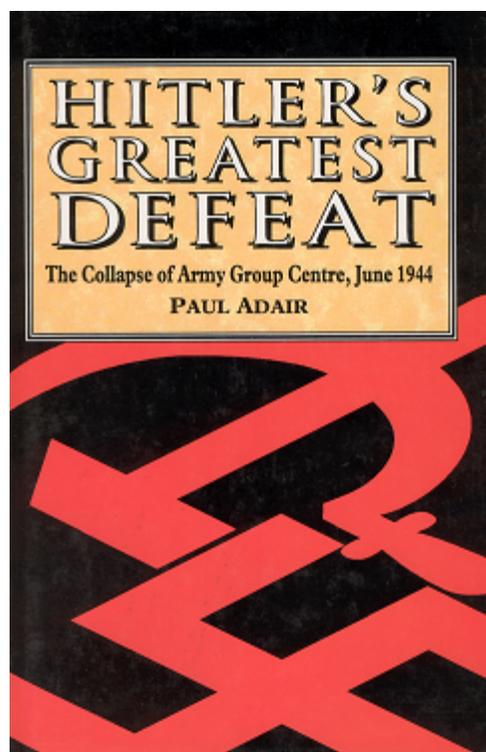
A. The Origin of Minsk '44

"Here we grow again!" - Panzer Campaigns XVI – Minsk '44. Players have been asking for years for a taste of the East Front in the later years, so they could game a situation where the "Wehrmacht", German Army, was on the wane and the massive Soviet juggernaut was surging toward the fatherland. Some have even suggested we were shying away from battles where the Germans were handily defeated. This, of course, is unfounded.



This newest addition to the Panzer Campaigns family began development very early in the life of the series. In September of 2000 the map overlay was created by John Tiller. This massive bitmap, almost 100 MBs, was required to get the game started, and was made possible as a result of a 24 hex westward expansion that was requested to enhance the Smolensk '41 game. Dave "Blackie" Blackburn created the Minsk game map from this 1:100,000 scale period source map to get the project started. At this early stage, no one was sure when this game would be finished, only that it was another interesting area and period for a new title.

Always keeping an eye out for any books covering game topics, while browsing through a local book store in the summer of 2001, I uncovered a brand new copy of Paul Adair's book, "Hitler's Great Defeat – The Collapse of Army Group Center, June 1944". While not a thick and definitive study on the battle, this book will provide anyone with a great refresher of information on this battle which took place shortly after the Allied invasion in Normandy. What's more, the appendix of this book contains a basic Order of Battle for both sides, and any book with a good appendix like this is worth having on the book shelf I figured.



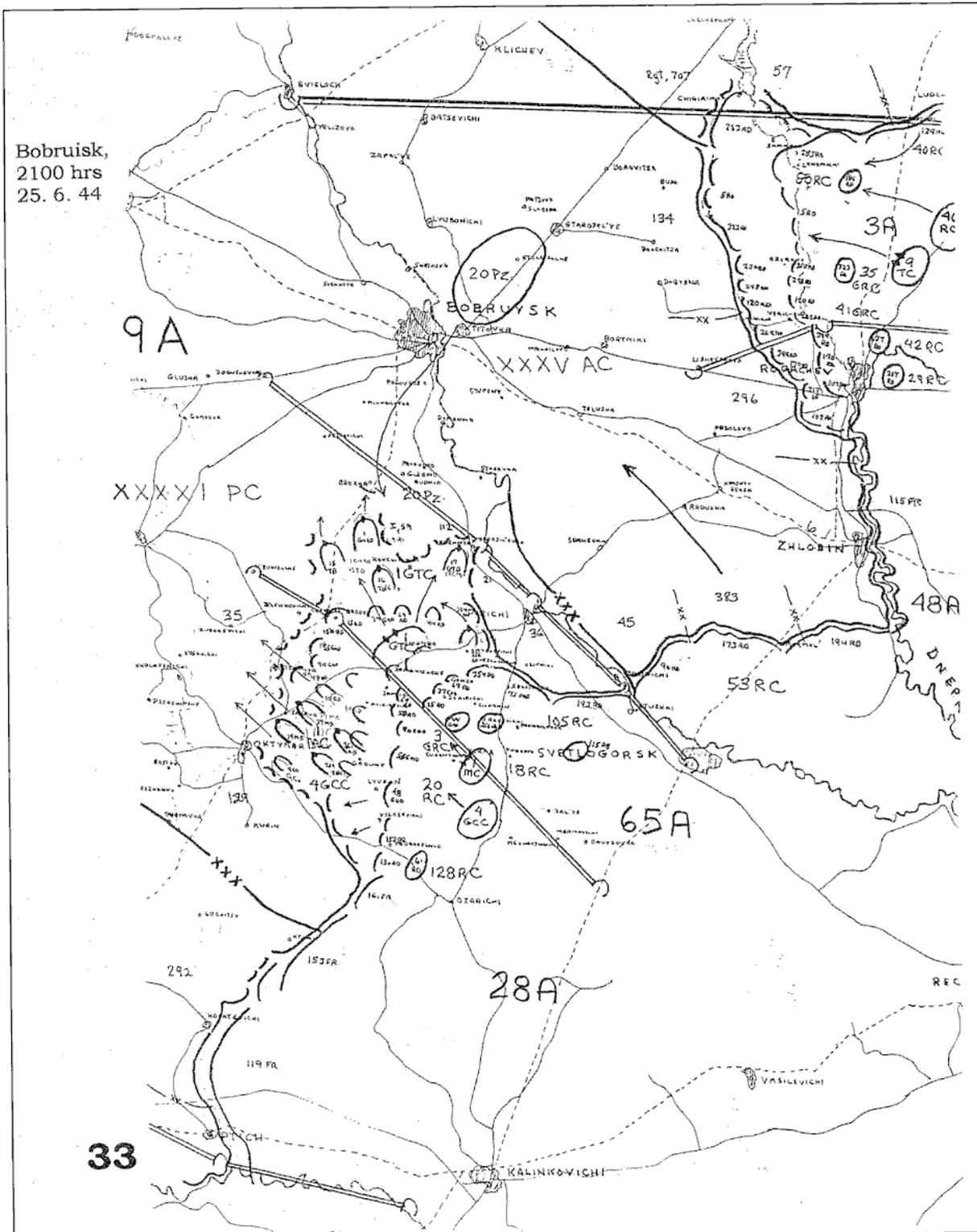
In those years, Mike Avanzini, who also played a key role in creating this title, was a play tester for the series. As an avid collector of games, books, and order of battle information, Mike was, in this early period, cutting his teeth on the creation of the ever popular Smolensk '41 Battle Pack II, with the revised Order-of-Battle using German company units, played on the expanded game map. Over time, Mike has amassed a large collection of Order of Battle info and has become our series' specialist in OOB's with emphasis on the Soviets. He has even published Soviet divisional unit histories. Later, as he became aware that we had a game planned for Minsk '44, he began putting together the detailed information required to setup the game OOB, right down to such details as the numbers and types of tanks for various units. Of course, at this level of detail, microfilmed, archival information was accessed, and while Mike is not fluent in Russian, he has, over time, learned to identify key words in Cyrillic, such as Cavalry, Infantry, Artillery, and even the Russian rank structure.

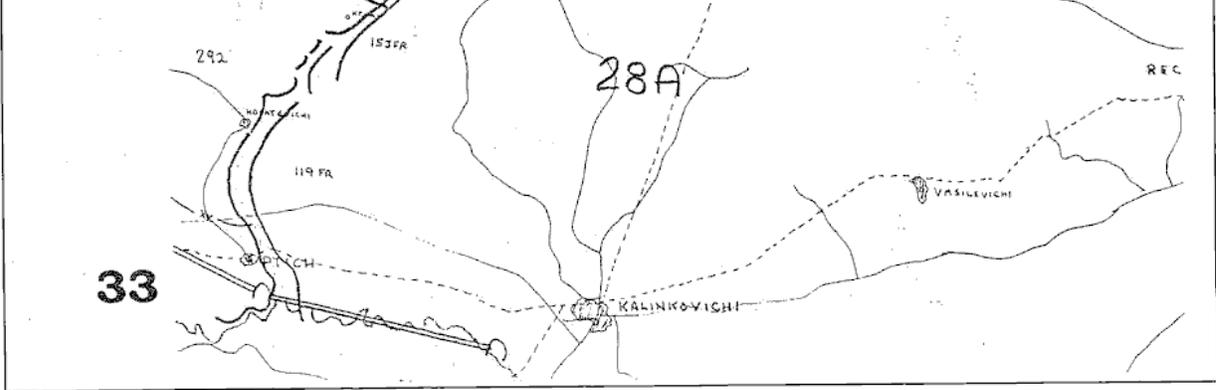
But Minsk really didn't begin to gel until Tillercon I held in Richmond, Virginia, in the early summer of 2005. Sitting late in the evening in a hotel room, yes, with a combination of a few beers and soda on ice, Blackie, Mike, and I agreed upon the game titles we would propose to John Tiller, and collaborate on creating during the next couple years. Then, late in 2005 after Stalingrad '42 had mastered, work began to accelerate on Minsk. I jumped in on the German side of the OOB to get the basic units in place for the campaign setup.

Now you would think with all the information we had collected from various sources, this would be an easy task. But it seemed every time we began placing units, we found more units that were shown on the map, but not listed in the published OOB, which may have been correct for a period not exactly covering the game focus. Each

time a question arose, Blackie and I would toss it to Mike to figure out the details.

While there are a number of books we all referenced during the scenario creation phase of the project, a key reference, one source we've frequently relied on for East Front titles, are the daily situation maps prepared by David Glantz. A sample map showing the situation in the Bobruisk sector at 2100 hrs 25.6.44 is displayed below. The Notes continue following this image which may scroll to the right off the viewing area.

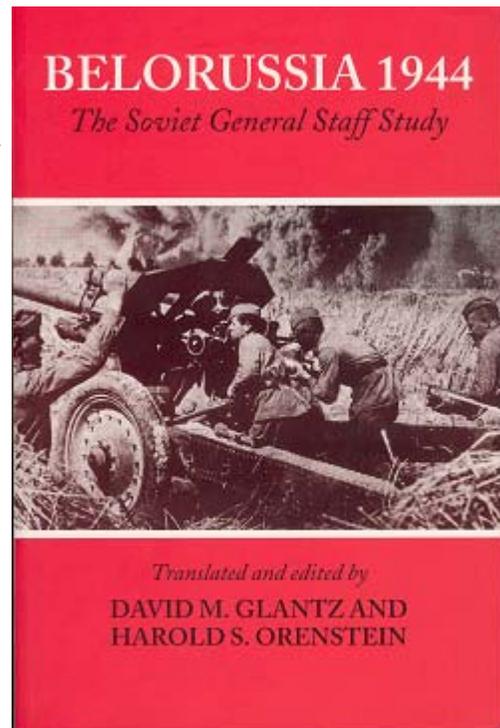




33. Bobruisk, 2100 hrs 25.6.44

Such is the case with Minsk as well. However, players interested in viewing copies of these maps don't need to purchase his map atlas. A copy of all the key maps can be found in a book by Glantz and Orenstien, "Belorussia 1944, The Soviet General Staff Study". If you are interested in them, you're well advised to have a strong magnifying glass handy, as you will need it to view some of the unit details at the scale the maps are published in the book's appendix.

Note, however, this book is as Glantz puts it in the "Editor's Foreword", '... is an unexpurgated translation of the Soviet General Staff Study, published under the rubric of 'war experience' and originally classified as Secret". He goes on to say, that while many other books have covered this operation, none has done as thorough a job from the Soviet perspective.

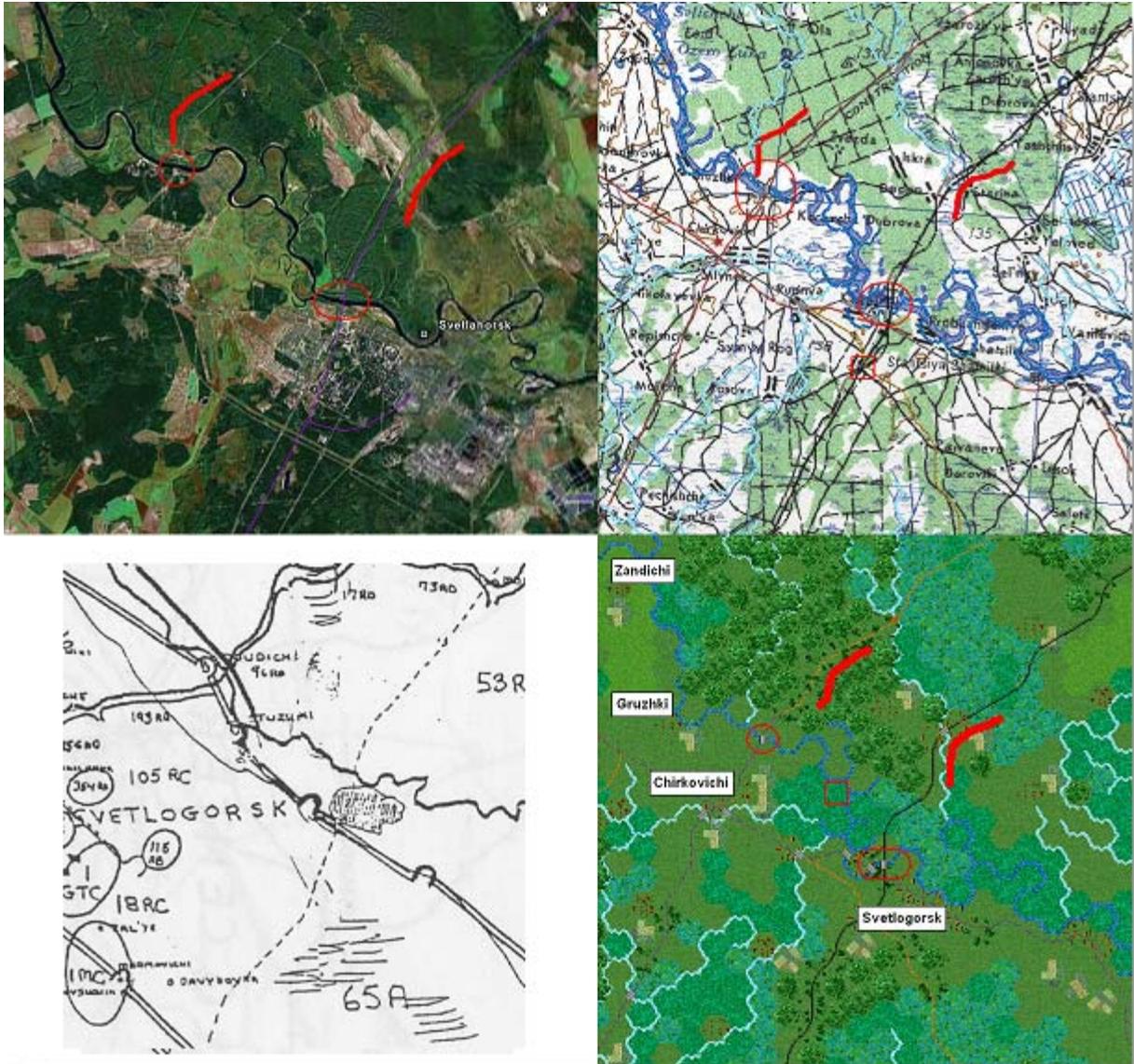


B. MAP

At 364 km x 355 km, this map area for Minsk covers close to 130,000 square km, or hexes. This is almost twice the area covered in the Stalingrad map. For players new to the series, it is worth explaining our map making process. It starts, as I mentioned previously, with the period source map, which is scanned and assembled into a single massive bitmap file. This image is loaded into our proprietary map-making program. Here we can toggle between viewing the source map with a hex grid, or the game map as players see it. Then hex by hex the game map is meticulously created. The technique requires a great deal of time and patience. The process sees the map

drawn in several passes. In the first pass the waterways are drawn. Then, using this drainage pattern, the mapmaker can better follow the contour lines while building the topography, which is the next phase. After topography, comes a "culture" pass, where the roads, railroads, towns, and villages are added, then we add the forests, swamps, rough, and broken ground. Then we add any other items which we refer to as the color. Finally, in the last pass, labels are added to cities, towns, and villages, as well as the more significant waterways. Sometimes, as we begin to lay out the campaign, or various scenarios, using the detailed Glantz situation maps, we are puzzled when we can't find a town mentioned in the text. At times this is due to the use of non standard spelling of Russian place names. This is further compounded by the fact that quite often the "culture", such as places, and often roads and railroads, shown on these situation maps are taken from sources that used post war, and, at times, much later post war maps, than those we used to create the game map.

A good example of this is SVETLOGORSK. The four panel image below is an actual example of a place I struggled to find on our game map. Now you have to understand that at a 1 km scale, not every road, or every village, can possibly be on the map, even given the largely rural setting of Russia during the war. But, as I followed the front along, I was trying to put this large urban center of Svetlogorsk just behind the Soviet Lines, as it is shown in the lower left black and white section of the Glantz situation map. (Note: the black and white situation map is not to scale with the other images).



But try as I could, I couldn't locate it. Not on our game map, and not even on the source reading the BMP file in Adobe Photoshop with a blown up scale. Now we have a new source of map information of at least the modern day, using "Google Earth™". It didn't take too long to zoom in and, using the rivers, identify where this large center was located. You can see in the top left corner of the four panel the large built up area Glantz shows on the situation map.

As I zoomed into our period source map, which comes from slightly after the war and often shows town that are marked as "damaged" or in some cases "destroyed", clearly there is no Svetlogorsk. Not in WWII or for a period after WWII.

On the Google image and the game source map, which are reduced in scale for the purposes of this example, I've marked a bend in the road and the railroad, as well as

circling a couple of bridges, to help in the comparison of the same spots on both of the images on the top.

Finally, at the bottom right corner, I have the section of the game map covered by the Google image and game source map. In any case, you can see from this, that we take the highest care possible in the creation of the game map. Further, we believe what we have represented perhaps the most accurate set of operational scale maps ever made for a wargame of this scale.

C. New Additions to the Game and Series for Minsk '44

As with most new titles in the Series, there are usually a number of changes and enhancements made to the game engine, as required to properly build the new title it is depicting, or simply to enhance the entire PZC series. This is certainly the case for Minsk '44, as you will learn in this section notes section, there have been a number of changes to the series with this new title. And, as with previous changes, they will all be ported back to the fifteen previous titles in the series after the next sequence of updates.

The first new change to Minsk '44 was the addition of Partisan units. Previous titles all the way back to Smolensk, but more recently the Crete campaign included with Salerno '43, made use of Partisans, but these were just regular infantry units designated as Partisans. There are now new rules for Partisan units, these are covered in the User Manual, in both the HLP or DOC, in the Movement section.

Partisan units in Minsk '44 represent unconventional military forces with limited abilities. Their purpose is to harass enemy forces behind the main line, causing delays in reinforcements, reduction in supply, when used in conjunction with the Virtual Supply

optional rules, and generally to cause confusion. However, Partisan units do not have a Zone-of-Control and, except for the hex they occupy, do not interfere with the movement of enemy forces. As they were generally not in active communication with the regular army, they cannot be used to spot for indirect fire or air strikes. They do not trace command lines back to an HQ, so they are never considered "Detached" or suffer "Low Ammo". Furthermore, in the OOB, we have given the Partisans a faster than normal foot movement speed to account for better local knowledge of the terrain than regular combat units moving through. In some ground conditions, this speed might be faster than we would like, but represents a "best compromise", when considered with the Soft Ground conditions which can occur during the campaign.



In the earliest edition of Panzer Campaigns, any combat unit could "Damage Rail" hexes using the function under the Command sub menu. However, the damage represented by hex rail damage in the game is extensive, requiring repairs beyond the scope of any one scenario or campaign. Such damage would normally take place close to the front where the combat units are engaged.

When a combat unit destroys a hex of RR in our game, I think of long sections of damage, big bridges destroyed, and extensive damage that cannot be repaired with a new section of rail and a few spikes, in other words, the type of damage I would associate with a Partisan unit placing a charge under the rail of a line somewhere.

During WWII, Partisans may have been credited with "damaging" RR track, but this would be quite different from the above. Thus, the limited damage achieved by Partisan units can easily be repaired. Therefore, for game purposes, Partisan units only block rail movement when they actually occupy the rail hex, and they cannot be used to damage rail lines like combat units. Had we allowed this, we felt it would have led to "gamey tactics" that would require the creation of Rail Repair units. This would not add to what we consider operational warfare depicted by the PZC series.



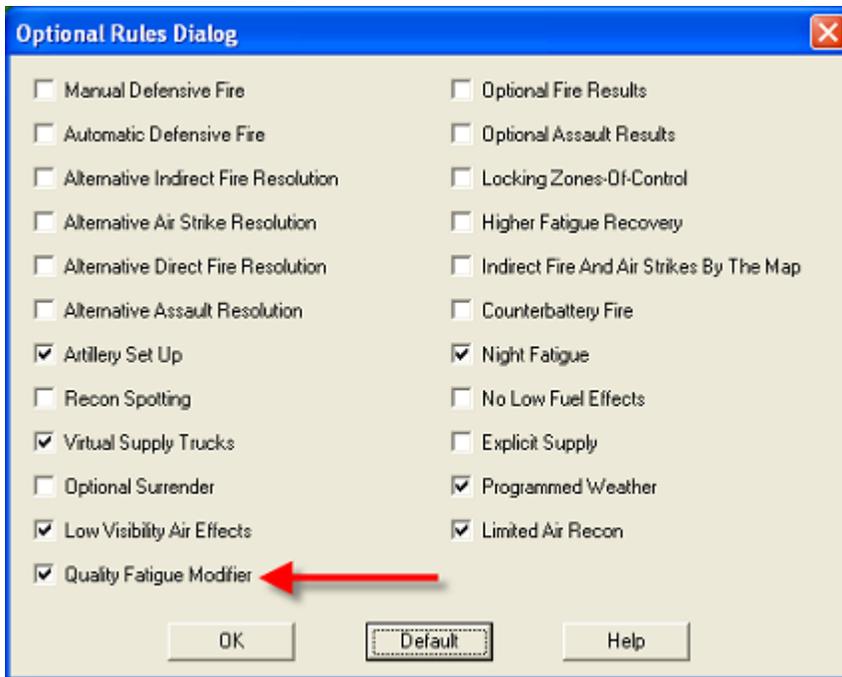
To enhance the disruptive effects of Partisans however, they have the same impact on enemy movement and bridge destruction attempts as Deception Units, without having to be deployed, or being subject to detection like Deception Units. Partisans can also trigger Wired Bridges and, in fact, the Wired Bridges are used in the Minsk '44 Parameter Data File, PDT file, more to illustrate the effects of damage to some bridges by such irregular forces.

So, we feel that what we have in the game now, with the Partisans "blocking" RR tracks, fits that requirement perfectly. When the Partisan unit is blocking a line, it is unusable, but as soon as they are dislodged, then whatever damage they caused is quickly repaired, and the trains are soon rolling again.

Partisans were very active in the period of the build up to the launching of the Soviet offensive, but we also feel they were very useful at disrupting the arrival of reinforcements. So they arrive well behind the lines, with a large degree of scatter and a variable chance of arriving, making them very difficult for a German player to predict and prepare for.

However, as we learned in the Crete campaign, sometimes these units may "pop up" close to Axis Garrison units, and to prevent the chance of such units showing up in an enemy unit's hex, a new "Partisan Reinforcement" flag was created in the game editor. The Crete Campaign has been adjusted for this feature too. Therefore, when used, if a Partisan were to arrive in a enemy unit's hex, it is automatically moved to an adjacent hex.

Players interested in exploring the new Partisan rules, before embarking upon a campaign, are directed to the scenario: #0626_01_Molodechno entitled "Last Train to Borisov". It's best played as Axis Human first, with FOW ON, so you can't see what the few scattered units are doing. Also note, this scenario uses the "Strategy | Operations" feature, so there is no telling where, or when, the partisans may arrive, giving the scn a great deal of replay value. Additionally, we're not done yet, as we are exploring additional ideas for these rules, with further enhancements for later additions to this game engine.



Another change, some might consider a fix, is to units using Rail movement. As many of the Axis divisions are Infantry units that are "Foot" class, and these units would take a long time to march to the front, Rail movements will become a key in this title when compared to other games in the series. Because of the importance of this rail movement, there is a good chance that some German rear area garrison units

might be FIXED and occupying rail hexes. Therefore, we've made a change, so that units in Rail Mode do not count against the total stacking in a hex, only against other units in Rail Mode. This will also correct some reported situations created with Fixed units in the Kursk '43 Campaign.

Another simple enhancement is a change where indirect fire is twice as disruptive to HQ units as it is to normal combat units. This change was proposed by one of the testers, and is a good example of how something simple, yet elegant, can be added to the game without adding another layer of complexity on the players. It is the sort of rule that just makes sense in practical terms, and doesn't require players to change how they play the game. It, along with the previously discussed RR Movement change, are good examples of things which improve a new game, essentially covering the cost of the programming change, yet enhancing the entire PZC series of games that have come before.

Terrain type Hex side Ferry rules were added to the series in Market Garden '44. In Stalingrad, these Ferry Rules were enhanced to cover full water hexes used for the Volga and Don Rivers. These ferries, unlike Holland, did carry Supply, and so this was added. For Minsk, Hex side ferries also convey Supply. This will be particularly key in some sectors in the south operational area.

Of course, any engineer unit can ferry any foot class unit over a river hex side, and that has been part of the game engine since PZC #1 – Smolensk. But once over the river, these units were unsupplied, as supply did not cross major river obstacles. With Minsk that has changed. Now Engineer units ferry supply one hex across a river, so that units on the other side, in the hexes adjacent to the ferrying point only,

are not isolated. This will allow a bridgehead on the other bank, so a Bridge Engineer can put up bridge with more protection, allowing tanks and motorized traffic to cross. Also, in this game, there are a couple sectors where the attack starts with a frontal assault over a river. So we also added to the game editor the ability to define a Direct A/I Order. I'll leave AI changes for a later section of the notes, but basically, this enhancement to the AI on the attack, came out of the need to simulate these river crossings.

Another interesting series of changes enhances the ability of one side with respect to command and control. For this we have added a new Optional Rule for a Quality Fatigue Modifier to the series. What we have done here is recognized that better quality troops would have reduced game Fatigue effects. At the start of this project, I felt that this would be really necessary, because this battle has so many battalion sized units on the attack, facing a weaker German defender who is forced to deploy in company sized units to cover the front. As is known by most players, units deployed in companies get additional Fatigue applied.

However, as the testing of the game moved forward, some testers employed effective techniques of a slow, gradual withdrawal, it was suggested that this rule might be best if not used in Head-to-Head play. Myself, I am not sure. Even with extensive testing over the last eight months it is hard to say for sure. In either case, this rule will certainly help the Germans if something is required to help balance up the fight.

We also recognized that the previous Air Strike Limit, which has been part of the series since Normandy '44, could need an overhaul. However, when you think about the ability of a side to place an air strike at a location, or even the ability to know if a second follow on strike is required, and all this within the scale of a 2 hour turn, this was actually something that would be dependant on the ability of the side. So we've split the Air Strike Hex Limit value into one value for each side, and reduced the value that the Russians have, so that, in general, only one mission can hit a single hex in any given turn.



Again, in support of better command and control effects in the game, now, when units are detached from their HQs, which are beyond their command radius from their parent HQ, their units are able to call for Artillery fire support and air mission, but the effect will be at half value. There has always been a menu item to show these units. You can highlight all detached units from the View | Highlight => Detached Units. Additionally the name of the unit is now shown in yellow as seen in the image on the left.

Finally, there was also an extensive number of AI Specific adjustments and tweaks,

but these changes are worthy of a complete section on their own.

D. AI Enhancements

There are often tweaks and adjustments made to the AI in Panzer Campaigns, but this time with Minsk, we made a lot of adjustments to attempt to correct as many AI issues as possible. I don't want to over stress this, because we didn't completely re-design the game AI, rather we observed an AI behavior and attempted to correct it.

For this task John Tiller enlisted the assistance of John Rushing. People may have heard of his AI programming in the Total War title "The First Blitzkrieg", and anyone who has played that game is aware that the AI can really give the human player a good game.

Anyway, as we tested the scenarios against the AI, as an issue came up we ask Dr. Rushing to see what he could do. Later in the project, I asked John if he could prepare a list of some of the changes he made, so we could share them with you and this next section are those notes.

Panzer Campaigns AI Changes

by John Rushing

Partisans: New logic was added to handle partisan units. These units will try to block road and rail lines and will also try to stay in areas where they can hide, like forests.

Retreats: Several changes were made with respect to retreating units. Disrupted units in contact with enemy units are now more likely to retreat. Checks are now made for units that are in imminent danger of being surrounded, and those units will retreat. Artillery units that are caught on, or near the front, will no longer attempt to fire before retreating. Instead, they will try to use their full movement to get as far away from the front as possible. Path finding for retreating units was modified to allow for moves parallel to the front if the eventual path leads away from it. Path finding was also changed to look further ahead, so units are less likely to get trapped in areas that they can not move out of.

Advancing: Ideally, units should use travel mode when advancing towards the front and then switch out of travel mode just before reaching the front. Several cases where units were either switching too soon, or too late, were addressed.

AI Orders: In some cases, units with attack orders were not getting them because of a previous default hold order to their parent organization. This was causing units to stay where they were, or even retreat, instead of attacking. This problem was fixed.

Occupy Objectives: In some cases, enemy owned objectives with no units in them were not being occupied. This problem was fixed.

Defender Auto Combine: Defending units can now recombine if the component units end up moving into the same hex.

Scripting: Changes were made to the AI scripting to allow for specification of direct path orders. These orders tell units to go towards their objective without taking wide detours. This is especially useful in scenarios with constricted terrain. Also, AI Orders can now be issued for individual units and not just entire formations.

E. Order-of-Battle Discussion

As previously mentioned, the primary architect of the OOB was Mike Avanzini and he really began his research in the summer of 2004.

You may notice, as you scroll through the OOB, that some units are designated as "Unkn" for Unknown designations. Mike began using this when that was what he found on the microfilm records. The designation of some units was simply lost, but they were known to be there. There is a second case where "Unkn" is used for StuG III battalions which were attached to various formations in the sector. We found many of these unit IDs from various sources, but there were cases where such StuG units are mentioned in the accounts of the battle without the ID number, we felt we needed to include them.

Finally, there are a number of rear area Garrison, or Sicherdienst (Security), units that we took the liberty to add as a means to combat the Partisans behind the lines. Panzer Campaigns focuses on front line combat troops and doesn't include the plethora of rear area types. But, in this case, with active Partisans groups behind the lines, more or less randomly added to create the overall effect, we felt some additional rear area troops needed to be represented as well. If we had not added these, then the Partisans could just occupy all the objectives, block all the supply routes, and chase the Army Group HQ unit around the map.

Speaking of Army Group Center HQ, players may note there are two such HQs in the OOB for Heersgruppe Mitte Stab. Historically the Army was commanded by Gen FM Busch, but he was paralyzed into inaction by the attack. He was relieved of command on June 27th, and replaced by Gen FM Model. This change of command is reflected in the game with one HQ being removed and another arriving to replace it. Gen Model's HQ has a much more effective command range and may assist the Germans in game terms at a critical stage of the battle.

One thing players have long asked for in a Panzer Campaign's game is a chance to play with later war Soviet tanks. Those players will enjoy Minsk as it features a full range of these large, powerful tanks. Of course, there is apt to be huge discussion on the values that have been assigned. As usual, players are free to change those values if they disagree with those we have assigned. However, keep in mind there is more to the Attack value than the size of the shell. Other intangibles such as number of men in the crew, their training, how fast the turret can be brought to bear on a target, as well as how many rounds can be fired by the gun in a given period of time. Furthermore, the defense value is more than thickness of armor. It brings in such things as size and profile of the tank, how fast it can move, and could it discharge smoke, plus numerous other factors.

In any case, as I've said on discussion forums before, if you put two gamers in a room to discuss such things, you're likely to get three sets of values.

I think most of the equipment on the Axis side will be familiar to players. There are more StuGs in this game, as well as number of Marders, and some Nashorn's too. There are Hungarian units in the campaign reinforcements, arriving on June 30th. This will include some Hungarian Turan tanks.

The final note is a term I was unfamiliar with before starting this game. A few times I had to ask Mike "Tell me again what a "Koruck" is? So I figured others may wonder too. A Koruck is the designation for "Kommander of the Rear Area."



II. SCENARIOS

A. General Scenario Comments

As with previous games in the series, we've continued the scenario files names convention, where the filenames begins with a # symbol followed by a number. The numbers represent a date and scenario number, using the format mdd_xx, where the xx portion represents the scenario number on that particular day. The introductory, or Getting Started.scn, is numbered #00 so as to appear at the top of the list of scenarios.

When we test these games we play almost exclusively against the AI, but most of the testers are avid Play-by-Email fans. They could see where most scenarios were best duplicated, with a second copy of the scenario optimized specifically for Head-to-Head (HTH) Play. These scenarios are designation with an "a" after the number. Additionally, Minsk '44 offered us a situation where the Soviet Attackers had such superior numbers, in terms of men, tanks, guns, and units in general, that the situation often lent itself to an adjustment of a scenario for the AI to attack. So for these scenarios, we've used a "b" designation.

Both "a" and "b" designated scenarios have a "Designer Note" at the end of the overview indicating how the scenario is best played. There is also a note on the Title line of the scenario. The setup will usually be identical, as they all use the historical setup. The differences are in the intangible design issues, such as Victory Levels, Supply Levels, and strength of the fortifications. In the case of forts, there are references in the literature to the Germans pouring concrete to make some pillboxes as the front line was stagnant at this location for a long period before the battle. However, it is difficult to say how extensive the forts were, only that the front was no "Hitler Line" or anything like that.

Players also have an advantage slider that they can use to give one side or the other an edge in combat, but experience shows that this has been rarely used in previous games.

We didn't include a "b" version of the main Campaign because the AI will have issues with longer, larger scenarios, where the strategic option beyond the original attack offers many possibilities.

However, we have included a special "c" copy of the campaign, one that is the same as the Head-to-Head campaign, but with no Fixed units. This is not really historical, as all reserves can move when the first shot is fired, even before the historical intent of the attacker would have been known at that time. Also, in the actual battle, the

action on the south flank didn't begin on the first day. However, we elected to do this scenario variation after some comments on the Kursk Campaign, where players thought the "Fixed Units" were too much of a handcuff on the Russians.

It's worth noting that in most sectors, in the day before the attack, there was increased Russian activity to recce the front lines. Most often these actions were confined to a company of each front line battalion. The objectives were rather limited, and the only place where there were significant gains was in the north, and this action we've captured in the #00_Started.scn. But with that scenario, we took liberties, as the OOB is at battalion level for the Soviets. So, rather than a company per battalion, we used a force using full battalion units.

The end date for this Campaign was set 13 days into the battle, this is when the Russian attack started to slow down, and lost steam as the supply lines got stretched. It was tricky to figure out where to end the game, as this battle didn't have as definitive end date like say Sicily, Stalingrad, or the Bulge. But we figured 13 days was long enough for the campaign, given the size of the map and the number of units.

We've employed Wired Bridges in the PDT, so the Germans will attempt to blow the bridges when Russian units advance, or they may be blown if a Soviet Partisan unit moves next to a wired bridge, simulating their attempt at demolition. This seems to work well in other games, even if it does take some control away from the players. However, I've seen too much grossly extensive bridge blowing been done in Head-to-Head games, that we figured it was better this way to prevent such gamey play.

In the early going we experimented with flexible Zones-of-Control in the game, in the hope that it would help the German defenders to escape being surrounded, thus keeping the fight more historical. However, the flexible ZOC, in this instance, backfired, and it only served to make it easier for the Russians to cut off and encircle small pockets of front line German units.

Finally, on the PDT, we've started Artillery units on both sides as Stockpiled as there was a long build up prior to the battle. But the stocking parameter is set to zero, meaning that units can't move and stockpile during the scenario. So once an arty unit moves, the stockpiling will be lost for the duration of play. The Russian Stockpiling Fire value is 100% meaning they fire normally. What the stockpiling does for Russian Units, is give them a free pass on the first time they would normally be Unavailable. This accounts for the fact that there was enough preparation time before the battle to lay duplicate field-phone lines from the forward observers to the guns. The Germans on the other hand have 150%, or an added fire effect, because, even in this quiet sector, the Germans were very good at identifying the routes of the

Russian attackers, and pre-registering fire to avenues of advance. So while that German Artillery fire will be effective at the start of the scenario, we believe it is justified and historical. There are definitely cases where the German Artillery was credited with saving the day by breaking up the attacks.

And so without further adieu, below follows the list of scenarios in the game, followed by the overviews, for those who like to look them over. Finally the references used are at the end of the Notes.

Enjoy the game guys! A bunch of rather dedicated testers have worked long and hard to bring it to you and offer you the very best in challenges, be it Head-to-head or in AI Play. Still, in spite of our Quality Control, no game is ever perfect when it first ships, so if you have any question, or feel there is an error in something in the game, please send the information to HPS Support at:

"support@hpssims.com"

...and be sure to include with your comments a game file, (with password if a PBEM Games), and the hex ID from the lower left corner of the map. If possible please include a battle file before, and after, is even better. We are committed to giving you the very best support in the industry, but if sure will help us zero in on your issue when you give us all information we need to understand the issue fully.

Thanks Guys and Good Gaming.

B. The Scenario List

#00_Started.scn

Getting Started: Distant Rumble

Campaigns

#0623_01_Minsk_CG.scn

0623_01: The Destruction of Army Group Center

#0623_01a_Minsk_CG.scn

0623_01a: The Destruction of Army Group Center – [HTH]

#0623_01c_Minsk_CG.scn

0623_01c: The Destruction of Army Group Center – no Fixed Units

First Day in the North

#0623_10_Shumilino.scn

0623_10: The Long Left Flank

#0623_10a_Shumilino.scn

0623_10a: The Long Left Flank - [HTH]

#0623_10b_Shumilino.scn

0623_10b: The Long Left Flank - [AI Russian Attacker]

#0623_11_Vitebsk.scn

0623_11: The South Pincer at Vitebsk

#0623_11a_Vitebsk.scn

0623_11a: The South Pincer at Vitebsk - [HTH]

#0623_11b_Vitebsk.scn	0623_11b: The South Pincer at Vitebsk - [AI Russian Attacker]
#0623_12_Orsha.scn	0623_12: They Stood at Orsha
#0623_12a_Orsha.scn	0623_12a: They Stood at Orsha - [HTH]
#0623_12b_Orsha.scn	0623_12b: They Stood at Orsha - [AI Russian Attacker]
#0623_13_Mogilev.scn	0623_13: Over the Pronya
#0623_13a_Mogilev.scn	0623_13a: Over the Pronya - [HTH]
#0623_13b_Mogilev.scn	0623_13b: Over the Pronya - [AI Russian Attacker]

First Day in the South

#0624_20_Bobruysk.scn	0624_20: A Crisis in the South
#0624_20a_Bobruysk.scn	0624_20a: A Crisis in the South - [HTH]
#0624_21_Rogachev.scn	0624_21 Struggle Over the Drut River
#0624_21a_Rogachev.scn	0624_21a: Struggle over the Drut River - [HTH]
#0624_21b_Rogachev.scn	0624_21b: Struggle over the Drut River - [AI Russian Attacker]
#0624_22_Parichi.scn	0624_22: Breakthrough at Parichi
#0624_22a_Parichi.scn	0624_22a: Breakthrough at Parichi – [HTH]
#0624_22b_Parichi.scn	0624_22b: Breakthrough at Parichi - [AI Russian Attacker]
#0624_23_Glussk.scn	0624_23: The Bobruysk Bypass
#0624_23a_Glussk.scn	0624_23a: The Bobruysk Bypass - [HTH]

The Battle Continues

#0624_24_Vitebsk.scn	0624_24: The Trap at Vitebsk
#0624_24a_Vitebsk.scn	0624_24a: The Trap at Vitebsk
#0624_24b_Vitebsk.scn	0624_24b: The Trap at Vitebsk - [AI Russian Attacker]
#0625_01_Staroselye.scn	0625_01: The Rush to Bobruysk
#0625_01a_Staroselye.scn	0625_01a: The Rush to Bobruysk - [HTH]
#0626_01_Molodechno.scn	0626_01: Last Train to Borisov
#0627_01_Tolochin.scn	0627_01: 5th GTA is Committed
#0627_01a_Tolochin.scn	0627_01a: 5th GTA is Committed - [HTH]
#0628_01_Lyuban.scn	0628_01: Through the Swamps
#0628_01a_Lyuban.scn	0628_01a: Through the Swamps - [HTH]
#0629_01_Borisov.scn	0629_01: 5th Panzer Fire Brigade
#0629_01a_Borisov.scn	0629_01a: 5th Panzer Fire Brigade - [HTH]
#0629_01b_Borisov.scn	0629_01b: 5th Panzer Fire Brigade - [AI Russian Attacker]
#0629_02_Marina_Gorki.scn	0629_02 The Last Ditch Effort
#0629_02a_Marina_Gorki.scn	0629_02a: The Last Ditch Effort [HTH]
#0629_02b_Marina_Gorki.scn	0629_02b: The Last Ditch Effort - [AI Russian Attacker]

C. The Scenario Overviews

Getting Started: Distant Rumble

Savchenki, 50 kms NW of Vitebsk, June 22nd 1944: Following a brief barrage, elements of three divisions of the 6th Guards Army, 22nd Guards Corps, began a recon in force which was to signal the start of the Soviet Summer Offensive. By mid morning more of the divisions' units entered the fray, supported by artillery and aviation. By the end of the day they had penetrated several kms. By the following morning, the distant rumble had turned into a crescendo of fire, as the entire sector erupted where the Germans had least suspected it. [Size, small] Designer's Note: For play as Russian Human vs. the AI using the Started.HLP, quick start guide.

0623_01: The Destruction of Army Group Center

Minsk, June 23rd 1944: After some small "recces in force" the day before, the Soviets launched Operation "Bagration", an all-out offensive to crush the salient of AG Center. The fortified cities of Vitebsk, Orsha, Mogilev, and Bobruysk, were all encircled by pincer movements, then the Soviet armor and mechanized formations swept on towards the west. Taken by surprise, the majority of the German 4th and 9th Armies were trapped between Minsk and the Berezina River. So complete was the victory where the Soviets had amassed overwhelming superiority, particularly in armor and aircraft, that five weeks later the Soviets were on the banks of the Vistula and the borders of East Prussia. [Size, large]

0623_01a: The Destruction of Army Group Center - [HTH]

Minsk, June 23rd 1944: After some small "recces in force" the day before, the Soviets launched Operation "Bagration", an all-out offensive to crush the salient of AG Center. The fortified cities of Vitebsk, Orsha, Mogilev, and Bobruysk, were all encircled by pincer movements, then the Soviet armor and mechanized formations swept on towards the west. Taken by surprise, the majority of the German 4th and 9th Armies were trapped between Minsk and the Berezina River. So complete was the victory where the Soviets had amassed overwhelming superiority, particularly in armor and aircraft, that five weeks later the Soviets were on the banks of the Vistula and the borders of East Prussia. [Size, large] Designer Note: This scenario has been optimized for HTH play.

0623_01c: The Destruction of Army Group Center - no Fixed Units

Minsk, June 23rd 1944: In some Internet forum discussion on various campaigns such as Kursk, it has sometimes been suggested that one side, or the other, have been adversely handcuffed by Fixed Unit designations established by the scenario designer in trying to depict the historical situation. That is players asked for a "No

Holds Barred" fight, where all sides are free to move any unit at start. Of course, in Minsk, this will not only change the historical complexion, due to early release of reserves to both sides, but also, the battle will begin in the south right at the start, without the one day historical delay. [Size, large] Designer Note: This scenario is a copy of the 0623_01a HTH campaign, with no changes except for the removal of fixed units.

0623_10: The Long Left Flank

Shumilino, 40 kms NW of Vitebsk, June 23rd 1944: With the success of the recon in force, begun the previous day, 6th Guards Army acted quickly to follow up the success. The 103rd Rifle Corps was introduced late in the day of June 23rd. The plans to introduce the tanks early into the battle met with traffic tie-ups, and swollen streams and swamps, which kept them out of the early fighting. The Germans adopted a strategy of trying to hold the ground long enough to form a defense line anchored on the Obol rail line. This was to keep the Russians as far from the river and a possible bridgehead as possible. [Size, medium]

0623_10a: The Long Left Flank - [HTH]

Shumilino, 40 kms NW of Vitebsk, June 23rd 1944: With the success of the recon in force, begun the previous day, 6th Guards Army acted quickly to follow up the success. The 103rd Rifle Corps was introduced late in the day of June 23rd. The plans to introduce the tanks early into the battle met with traffic tie-ups, and swollen streams and swamps, which kept them out of the early fighting. The Germans adopted a strategy of trying to hold the ground long enough to form a defense line anchored on the Obol rail line. This was to keep the Russians as far from the river and a possible bridgehead as possible. [Size, medium] Designer Note: This scenario has been optimized for HTH play.

0623_10b: The Long Left Flank - [AI Russian Attacker]

Shumilino, 40 kms NW of Vitebsk, June 23rd 1944: With the success of the recon in force, begun the previous day, 6th Guards Army acted quickly to follow up the success. The 103rd Rifle Corps was introduced late in the day of June 23rd. The plans to introduce the tanks early into the battle met with traffic tie-ups, and swollen streams and swamps, which kept them out of the early fighting. The Germans adopted a strategy of trying to hold the ground long enough to form a defense line anchored on the Obol rail line. This was to keep the Russians as far from the river and a possible bridgehead as possible. [Size, medium] Designer Note: This scenario has been optimized for Human German Defender with the Russian AI on the attack.

0623_11: The South Pincer at Vitebsk

South of Vitebsk, June 23rd 1944: The 3rd Byelorussian Front's general offensive was designated for the morning of June 23rd, however, a rather anxious recon in force, by the forward battalions of the 5th Army, had already penetrated the obstacle belt and were in contact with the German trench lines, in some cases occupying the first line of defenses. The plan called for the 39th Army, on the right flank, to force a crossing of the Luchesa River, then swing northwest to encircle the German LIII Army Korps, which was heavily entrenched in a salient around the Vitebsk Area. At the same time, 5th Army's goal was to breach the line, although they were further from the Luchesa, and head for Bogushevsk, then carry the general offensive to the west. [Size, medium]

0623_11a: The South Pincer at Vitebsk - [HTH]

South of Vitebsk, June 23rd 1944: The 3rd Byelorussian Front's general offensive was designated for the morning of June 23rd, however, a rather anxious recon in force, by the forward battalions of the 5th Army, had already penetrated the obstacle belt and were in contact with the German trench lines, in some cases occupying the first line of defenses. The plan called for the 39th Army, on the right flank, to force a crossing of the Luchesa River, then swing northwest to encircle the German LIII Army Korps, which was heavily entrenched in a salient around the Vitebsk Area. At the same time, 5th Army's goal was to breach the line, although they were further from the Luchesa, and head for Bogushevsk, then carry the general offensive to the west. [Size, medium] Designer Note: This scenario has been optimized for HTH play.

0623_11b: The South Pincer at Vitebsk - [AI Russian Attacker]

South of Vitebsk, June 23rd 1944: The 3rd Byelorussian Front's general offensive was designated for the morning of June 23rd, however, a rather anxious recon in force, by the forward battalions of the 5th Army, had already penetrated the obstacle belt and were in contact with the German trench lines, in some cases occupying the first line of defenses. The plan called for the 39th Army, on the right flank, to force a crossing of the Luchesa River, then swing northwest to encircle the German LIII Army Korps, which was heavily entrenched in a salient around the Vitebsk Area. At the same time, 5th Army's goal was to breach the line, although they were further from the Luchesa, and head for Bogushevsk, then carry the general offensive to the west. [Size, medium] Designer Note: This scenario has been optimized for Human German Defender with the Russian AI on the attack.

0623_12: They Stood at Orsha

Orsha, June 23rd 1944: While the envelopment of the Vitebsk salient just to the north was happening, at Orsha, the terrain and the tenacious efforts of the 78.Sturm.Div, entrenched behind a deeply developed belt of obstacles, held up the 11th Guards Army. The original plan called for the early release of the 2nd Guards Tank Corps on the first day of the attack, but this was delayed until the late evening of the second day. Even then, it is possible that the German line in this sector may have held longer had the VI AK to the north been able to hold up the Soviets 5th Army. But once the line was broken to the north, and the Soviet cavalry reserves began to break through, the defense of Orsha was unhinged and the German retreat down the road to Borisov was underway. [Size, medium] Designer Note: Some Soviets Units are fixed with variable release and may remain fixed for the entire scenario.

0623_12a: They Stood at Orsha - [HTH]

Orsha, June 23rd 1944: While the envelopment of the Vitebsk salient just to the north was happening, at Orsha, the terrain and the tenacious efforts of the 78.Sturm.Div, entrenched behind a deeply developed belt of obstacles, held up the 11th Guards Army. The original plan called for the early release of the 2nd Guards Tank Corps on the first day of the attack, but this was delayed until the late evening of the second day. Even then, it is possible that the German line in this sector may have held longer had the VI AK to the north been able to hold up the Soviets 5th Army. But once the line was broken to the north, and the Soviet cavalry reserves began to break through, the defense of Orsha was unhinged and the German retreat down the road to Borisov was underway. [Size, medium] Designer Note: Some Soviets Units are fixed with variable release and may remain fixed for the entire scenario. This scenario has been optimized for HTH play.

0623_12b: They Stood at Orsha - [AI Russian Attacker]

Orsha, June 23rd 1944: While the envelopment of the Vitebsk salient just to the north was happening, at Orsha, the terrain and the tenacious efforts of the 78.Sturm.Div, entrenched behind a deeply developed belt of obstacles, held up the 11th Guards Army. The original plan called for the early release of the 2nd Guards Tank Corps on the first day of the attack, but this was delayed until the late evening of the second day. Even then, it is possible that the German line in this sector may have held longer had the VI AK to the north been able to hold up the Soviets 5th Army. But once the line was broken to the north, and the Soviet cavalry reserves began to break through, the defense of Orsha was unhinged and the German retreat down the road to Borisov was underway. [Size, medium] Designer Note: Some Soviets Units are fixed with variable release and may remain fixed for the entire scenario. This scenario has been optimized for Human German Defender with the Russian AI on the attack.

0623_13: Over the Pronya

Mogilev, June 23rd 1944: As dawn broke, the sound of heavy artillery from the north could be heard. But, east of Mogilev, a thick fog blanketed the Pronya River valley, causing a two hour delay in the opening artillery barrage. Nevertheless, when visibility improved enough for fire direction, a powerful barrage let loose from the guns of the 2nd Byelorussian Front artillery. Under the cover of this fire, many specially trained assault engineers and sapper battalions, accompanying four rifle divisions, moved forward to swim, ford, ferry, or float over the river to form a bridgehead, to enable the follow-up pontoon engineers to begin the task of bridging the river. Additional divisions were fed into the advance in the late afternoon to exploit the successful bridge operation. As the line began to give, the Germans moved fresh forces into the rear areas. But it was too little, too late, the Russians were "over the Pronya" and there was no stopping them now. [Size, medium]
Designer Note: Players are advised to review the rule for "River and Canal Ferrying" under Help | User => The Basics => Engineers, before proceeding.

0623_13a: Over the Pronya - [HTH]

Mogilev, June 23rd 1944: As dawn broke, the sound of heavy artillery from the north could be heard. But, east of Mogilev, a thick fog blanketed the Pronya River valley, causing a two hour delay in the opening artillery barrage. Nevertheless, when visibility improved enough for fire direction, a powerful barrage let loose from the guns of the 2nd Byelorussian Front artillery. Under the cover of this fire, many specially trained assault engineers and sapper battalions, accompanying four rifle divisions, moved forward to swim, ford, ferry, or float over the river to form a bridgehead, to enable the follow-up pontoon engineers to begin the task of bridging the river. Additional divisions were fed into the advance in the late afternoon to exploit the successful bridge operation. As the line began to give, the Germans moved fresh forces into the rear areas. But it was too little, too late, the Russians were "over the Pronya" and there was no stopping them now. [Size, medium]
Designer Note: Players are advised to review the rule for "River and Canal Ferrying" under Help | User => The Basics => Engineers, before proceeding. This scenario has been optimized for HTH play.

0623_13b: Over the Pronya - [AI Russian Attacker]

Mogilev, June 23rd 1944: As dawn broke, the sound of heavy artillery from the north could be heard. But, east of Mogilev, a thick fog blanketed the Pronya River valley, causing a two hour delay in the opening artillery barrage. Nevertheless, when visibility improved enough for fire direction, a powerful barrage let lose from the guns of the 2nd Byelorussian Front artillery. Under the cover of this fire, many specially trained assault engineers and sapper battalions, accompanying four rifle divisions, moved forward to swim, ford, ferry, or float over the river to form a bridgehead, to

enable the follow-up pontoon engineers to begin the task of bridging the river. Additional divisions were fed into the advance in the late afternoon to exploit the successful bridge operation. As the line began to give, the Germans moved fresh forces into the rear areas. But it was too little, too late, the Russians were "over the Pronya" and there was no stopping them now. [Size, medium] Designer Note: Players are advised to review the rule for "River and Canal Ferrying" under Help | User => The Basics => Engineers, before proceeding. This scenario has been optimized for Human German Defender with the Russian AI on the attack.

0624_20: A Crisis in the South

Bobruysk, 100kms SE of Minsk, June 24th 1944: The assault on the vital town of Bobruysk came about a day later than the initial attack in the north. Marshall Rokossovskiy had come to the conclusion that the attack had to be mounted in the form of a pincer movement, with two Armies and a Tank Corps for each jaw. Stalin had not been too pleased with the plan, but the Marshall had "stuck to his guns" under intense pressure from the Soviet dictator and the Stavka. One pincer was to move towards Bobruysk from the area of Rogachev in the east, the other, through the swampy terrain in the south. [Size, large]

0624_20a: A Crisis in the South - [HTH]

Bobruysk, 100kms SE of Minsk, June 24th 1944: The assault on the vital town of Bobruysk came about a day later than the initial attack in the north. Marshall Rokossovskiy had come to the conclusion that the attack had to be mounted in the form of a pincer movement, with two Armies and a Tank Corps for each jaw. Stalin had not been too pleased with the plan, but the Marshall had "stuck to his guns" under intense pressure from the Soviet dictator and the Stavka. One pincer was to move towards Bobruysk from the area of Rogachev in the east, the other, through the swampy terrain in the south. [Size, large] Designer Note: This scenario has been optimized for HTH play.

0624_21 Struggle Over the Drut River

Rogachev, 60kms E of Bobruysk, June 24th 1944: The northern portion of the pincer attack on Bobruysk was delivered by the 3rd and 48th Armies, supported by the 9th Tank Corps. This Tank Corps was only to be introduced after a breach had been made in the line. So initially, elements of three Rifle Corps were flung against two German infantry divisions, their objective was to breach the Drut River line. This struggle, across the Drut River, continued all day, with only limited gains as compared with other advances in the opening phases of the battle. [Size, small] Designer Note: Players are advised to review the rule for "River and Canal Ferrying" under Help | User => The Basics => Engineers, before proceeding.

0624_21a: Struggle over the Drut River - [HTH]

Rogachev, 60kms E of Bobruysk, June 24th 1944: The northern portion of the pincer attack on Bobruysk was delivered by the 3rd and 48th Armies, supported by the 9th Tank Corps. This Tank Corps was only to be introduced after a breach had been made in the line. So initially, elements of three Rifle Corps were flung against two German infantry divisions, their objective was to breach the Drut River line. This struggle, across the Drut River, continued all day, with only limited gains as compared with other advances in the opening phases of the battle. [Size, small]
Designer Note: Players are advised to review the rule for "River and Canal Ferrying" under Help | User => The Basics => Engineers, before proceeding. This scenario has been optimized for HTH play.

0624_21b: Struggle over the Drut River - [AI Russian Attacker]

Rogachev, 60kms E of Bobruysk, June 24th 1944: The northern portion of the pincer attack on Bobruysk was delivered by the 3rd and 48th Armies, supported by the 9th Tank Corps. This Tank Corps was only to be introduced after a breach had been made in the line. So initially, elements of three Rifle Corps were flung against two German infantry divisions, their objective was to breach the Drut River line. This struggle, across the Drut River, continued all day, with only limited gains as compared with other advances in the opening phases of the battle. [Size, small]
Designer Note: Players are advised to review the rule for "River and Canal Ferrying" under Help | User => The Basics => Engineers, before proceeding. This scenario has been optimized for Human German Defender with the Russian AI on the attack.

0624_22: Breakthrough at Parichi

Parichi, 40 kms S of Bobruysk, June 24th 1944: The assault on the vital town of Bobruysk was in the form of a pincer movement, with two Armies and a Tank Corps for each jaw. The lower jaw of this pincer was formed by 65th Army. To the south and southwest of 65th Army, the 28th Army had been ordered to bypass Bobruysk and strike westward toward Minsk. The German Ninth Army held on valiantly, but by the end of the second day of the attack in the south, they were stretched beyond their limit. With no reserves to back them up, a "Crisis in the South" was rapidly developing. [Size, small]

0624_22a: Breakthrough at Parichi – [HTH]

Parichi, 40 kms S of Bobruysk, June 24th 1944: The assault on the vital town of Bobruysk was in the form of a pincer movement, with two Armies and a Tank Corps

for each jaw. The lower jaw of this pincer was formed by 65th Army. To the south and southwest of 65th Army, the 28th Army had been ordered to bypass Bobruysk and strike westward toward Minsk. The German Ninth Army held on valiantly, but by the end of the second day of the attack in the south, they were stretched beyond their limit. With no reserves to back them up, a "Crisis in the South" was rapidly developing. [Size, small] Designer Note: This scenario has been optimized for HTH play.

0624_22b: Breakthrough at Parichi - [AI Russian Attacker]

Parichi, 40 kms S of Bobruysk, June 24th 1944: The assault on the vital town of Bobruysk was in the form of a pincer movement, with two Armies and a Tank Corps for each jaw. The lower jaw of this pincer was formed by 65th Army. To the south and southwest of 65th Army, the 28th Army had been ordered to bypass Bobruysk and strike westward toward Minsk. The German Ninth Army held on valiantly, but by the end of the second day of the attack in the south, they were stretched beyond their limit. With no reserves to back them up, a "Crisis in the South" was rapidly developing. [Size, small] Designer Note: This scenario has been optimized for Human German Defender with the Russian AI on the attack.

0624_23: The Bobruysk Bypass

Glusck, 40 kms SW of Bobruysk, June 24th 1944: The 28th Army sector was located on the left flank of the 1st Byelorussian Army. The offensive in this sector began, by design, a day later than the northern attack on June 24th. While the 65th Army, to the right of this sector, was assigned the mission of driving for Bobruysk, the 28th Army was tasked to bypass the city. Striking northwest for Glusck, before turning west for Starrye Dorogi, Slutsk, and then Minsk itself. [Size, medium]

0624_23a: The Bobruysk Bypass - [HTH]

Glusck, 40 kms SW of Bobruysk, June 24th 1944: The 28th Army sector was located on the left flank of the 1st Byelorussian Army. The offensive in this sector began, by design, a day later than the northern attack on June 24th. While the 65th Army, to the right of this sector, was assigned the mission of driving for Bobruysk, the 28th Army was tasked to bypass the city. Striking northwest for Glusck, before turning west for Starrye Dorogi, Slutsk, and then Minsk itself. [Size, medium] Designer Note: This scenario has been optimized for HTH play.

0624_24: The Trap at Vitebsk

Vitebsk, June 24th 1944: Operation "Bagration" had opened on June 23rd, with the

Russian forces aimed at the deep objective of Minsk, while isolating the German fortress cities including Vitebsk. By this time, around Vitebsk, the pincers were already well on their way toward cutting off the German defenders. Hitler had ordered the major towns and cities near the front line to be held, the forces in them to counterattack, and restore the front lines between them, while reinforcements were brought up to deal with the penetrations. This was an unreachable goal, but can the defenders hold on while the Russians try to eliminate the pocket forming at Vitebsk. [Size: Medium] Designers Note: This scenario has been optimized for Russian Human play. The Russian player must try to block the German player from exiting while clearing Vitebsk of defenders.

0624_24a: The Trap at Vitebsk

Vitebsk, June 24th 1944: Operation "Bagration" had opened on June 23rd, with the Russian forces aimed at the deep objective of Minsk, while isolating the German fortress cities, including Vitebsk. By this time, around Vitebsk, the pincers were already well on their way toward cutting off the German defenders. Hitler had ordered the major towns and cities near the front line to be held, the forces in them to counterattack and restore the front lines between them, while reinforcements were brought up to deal with the penetrations. This was an unreachable goal, do you as the German commander on the scene, retreat toward Minsk, to the southwest, and possible safety? Or, alternatively, can your defenders hold on while the Russians try to eliminate the pocket forming at Vitebsk. [Size: Medium] Designer Note: This scenario has been optimized for HTH play. There is a German exit hex in the southwest corner of the map. A German player has the option to try and retreat off the map with as many units as possible, thereby reducing the Soviet victory points, or to dig in, and hold, around the fortress town of Vitebsk. The Russian player must try to block the German player from exiting while clearing Vitebsk of defenders.

0624_24b: The Trap at Vitebsk - [AI Russian Attacker]

Vitebsk, June 24th 1944: Operation "Bagration" had opened on June 23rd, with the Russian forces aimed at the deep objective of Minsk while isolating the German fortress cities including Vitebsk. By this time, around Vitebsk, the pincers were already well on their way toward cutting off the German defenders. Hitler had ordered the major towns and cities near the front line to be held, the forces in them to counterattack and restore the front lines between them, while reinforcements were brought up to deal with the penetrations. This was an unreachable goal, but can you, as the German defenders, hold on while the Russians try to eliminate the pocket forming at Vitebsk? Or alternatively, do you as the commander on the scene retreat toward Minsk, to the southwest and possible safety? [Size: Medium] Designers Note: This scenario has been optimized for German Human defender. There is a German exit hex in the southwest corner of the map. A German player has the option to try and retreat off the map with as many units as possible, thereby reducing the Soviet

victory points, or to dig in, and hold, around the fortress town of Vitebsk.

0625_01: The Rush to Bobruysk

Starosel'ye, 20kms NE of Bobruysk, June 25th 1944: Combat in the 3rd and 48th Armies, just north of Rogachev, continued as the Germans counter-attacked to drive the Russians back over the Drut River. But, by the morning of June 25th, several bridges had been established and part of the 9th Tank Corps had already been committed to the attack. The German line had been strengthened by the 20.Panzer Division, but it was barely holding. The rush to get to Bobruysk was on in earnest. [Size, medium]

0625_01a: The Rush to Bobruysk - [HTH]

Starosel'ye, 20kms NE of Bobruysk, June 25th 1944: Combat in the 3rd and 48th Armies, just north of Rogachev, continued as the Germans counter-attacked to drive the Russians back over the Drut River. But, by the morning of June 25th, several bridges had been established and part of the 9th Tank Corps had already been committed to the attack. The German line had been strengthened by the 20.Panzer Division, but it was barely holding. The rush to get to Bobruysk was on in earnest. [Size, medium] Designer Note: This scenario has been optimized for HTH play.

0626_01: Last Train to Borisov

Rail line from Moledchno to Borisov, June 26th 1944: As the Russian storm crashed over the German defenders of Army Group Center, the German High Command scraped together a meager force of reinforcements to try and stem the tide. These reinforcements were being rushed by train to a number of locations critical to stopping the onslaught short of Minsk. These trains had to deal with numerous attacks on the rail lines by Russian partisans, putting on their most effective demonstration of skill during the entire war. This scenario deals with the 5th Panzer Division trying to reach Borisov and stop the Russian advance. [Size, small] Designer Note: This scenario is designed to be played as Axis against the AI. Time is short and rail space is limited, so as few units as possible should be deployed to clear the tracks as they won't be able to return to rail mode.

0627_01: 5th GTA is Committed

Borisov, 60 kms NE of Minsk, June 26th 1944: The massive Soviet assault on Army Group Center had ripped a huge hole between the German 3rd Panzer and 4th Armies. Russian armored and mechanized units were now rapidly pouring through the gap to try to encircle the remnants of the once proud German Armies. The 5th

Guards Tank Army had been committed and was streaming towards the Berezina along the Moscow-Minsk motorway. Initially, few units stood in their path, then, in an attempt to stabilize the situation, the 5th Pz Division was rushed to Borisov. They were to hold the bridges until any remnants of the German 4th Army could be saved from the Russian onslaught. [Size, large]

0627_01a: 5th GTA is Committed - [HTH]

Borisov, 60 kms NE of Minsk, June 26th 1944: The massive Soviet assault on Army Group Center had ripped a huge hole between the German 3rd Panzer and 4th Armies. Russian armored and mechanized units were now rapidly pouring through the gap to try to encircle the remnants of the once proud German Armies. The 5th Guards Tank Army had been committed and was streaming towards the Berezina along the Moscow-Minsk motorway. Initially, few units stood in their path, then, in an attempt to stabilize the situation, the 5th Pz Division was rushed to Borisov. They were to hold the bridges until any remnants of the German 4th Army could be saved from the Russian onslaught. [Size, large] Designer Note: This scenario has been optimized for HTH play.

0628_01: Through the Swamps

SE of Minsk, June 28th 1944: Gen Pliyev's cavalry/mechanized group had been released with orders to advance quickly to the west to seize crossings over the river Neimen. This meant brushing aside any remnants of 9th Army, which had been giving ground and bending under the pressure, then rapidly advancing to not allow the Germans time to reinforce the area. A lot of this was swampy woodland terrain, requiring the Soviets to learn, and practice, new techniques to get men and equipment over this marshland. [Size, medium] Designer Note: This scenario contains exit hexes.

#0628_01a: Through the Swamps - [HTH]

SE of Minsk, June 28th 1944: Gen Pliyev's cavalry/mechanized group had been released with orders to advance quickly to the west to seize crossings over the river Neimen. This meant brushing aside any remnants of 9th Army, which had been giving ground and bending under the pressure, then rapidly advancing to not allow the Germans time to reinforce the area. A lot of this was swampy woodland terrain, requiring the Soviets to learn, and practice, new techniques to get men and equipment over this marshland. [Size, medium] Designer Note: This scenario contains exit hexes and has been optimized for HTH play.

0629_01: 5th Panzer Fire Brigade

Borisov, 75 km NE of Minsk, Jun 29th 1944: The German High Command rushed the 5.Panzer Division to Borisov to try to stop the hordes of Soviet tanks rushing westwards. It was imperative to hold on to the Berezina bridge here, as the remnants of 4th Army were expected to cross it soon. In truth, the Soviets were already over the Berezina and swarming to the north of Borisov. "What If" the Soviets could not bypass Borisov and had to take it frontally? [Size, small] Designer Note: This is a "What If" scenario based loosely on the historical situation.

0629_01a: 5th Panzer Fire Brigade - [HTH]

Borisov, 75 km NE of Minsk, Jun 29th 1944: The German High Command rushed the 5.Panzer Division to Borisov to try to stop the hordes of Soviet tanks rushing westwards. It was imperative to hold on to the Berezina bridge here, as the remnants of 4th Army were expected to cross it soon. In truth, the Soviets were already over the Berezina and swarming to the north of Borisov. "What If" the Soviets could not bypass Borisov and had to take it frontally? [Size, small] Designer Note: This is a "What If" scenario based loosely on the historical situation. This scenario has been optimized for HTH play.

0629_01b: 5th Panzer Fire Brigade - [AI Russian Attacker]

Borisov, 75 km NE of Minsk, Jun 29th 1944: The German High Command rushed the 5.Panzer Division to Borisov to try to stop the hordes of Soviet tanks rushing westwards. It was imperative to hold on to the Berezina bridge here, as the remnants of 4th Army were expected to cross it soon. In truth, the Soviets were already over the Berezina and swarming to the north of Borisov. "What If" the Soviets could not bypass Borisov and had to take it frontally? [Size, small] Designer Note: This is a "What If" scenario based loosely on the historical situation. This scenario has been optimized for Human German Defender with the Russian AI on the attack. In this instance, the Human Defender is side 1 in the scenario by design.

0629_02 The Last Ditch Effort

Marina Gorki, 70 kms SE of Minsk, June 29th 1944: The Soviet ring had closed round Bobruysk. Elements of the battered German 9th Armee were trying to break out to the NW, but masses of Russian units were preventing this happening. Hitler had reluctantly released the 12th Pz Division from AG Ukraine, they had arrived by train and unloaded in the Marina Gorki area. Their orders were to keep the path open for any survivors, but it was a "last ditch effort". The Soviets were determined to smash this block and move on to Minsk. [Size, medium]

#0629_02a: The Last Ditch Effort [HTH]

Marina Gorki, 70 kms SE of Minsk, June 29th 1944: The Soviet ring had closed round Bobruysk. Elements of the battered German 9th Armee were trying to break out to the NW, but masses of Russian units were preventing this happening. Hitler had reluctantly released the 12th Pz Division from AG Ukraine, they had arrived by train and unloaded in the Marina Gorki area. Their orders were to keep the path open for any survivors, but it was a "last ditch effort". The Soviets were determined to smash this block and move on to Minsk. [Size, medium] Designer Note: This scenario has been optimized for HTH play.

#0629_02b: The Last Ditch Effort - [AI Russian Attacker]

Marina Gorki, 70 kms SE of Minsk, June 29th 1944: The Soviet ring had closed round Bobruysk. Elements of the battered German 9th Armee were trying to break out to the NW, but masses of Russian units were preventing this happening. Hitler had reluctantly released the 12th Pz Division from AG Ukraine, they had arrived by train and unloaded in the Marina Gorki area. Their orders were to keep the path open for any survivors, but it was a "last ditch effort". The Soviets were determined to smash this block and move on to Minsk. [Size, medium] Designer Note: This scenario has been optimized for Human German Defender with the Russian AI on the attack.

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