

Scenario 5

HILL 621



HILL 621, Near Minsk, July 1, 1944: In late June, 1944, the Soviets began what eventually would be known as the "Destruction of Army Group Center." The key to this offensive was the city of Minsk. Should it be captured, numerous German units would be hopelessly cut off. One of the key routes for the German retreat was via Stolbtsky Highway which ran behind a series of low ridges and then crossed the Berezina River south of Minsk. On July 1st, the much overworked and understrength German 170th Infantry Division, in reality a large battalion, was overwhelmed by elements of Rotmistroves Fifth Guards Army. The survivors took to their heels and attempted to patch together a defense along the last line of ridges overlooking the vital escape route to Minsk. This scenario portrays a typical struggle along just one of those ridges. Russians, in probing for a weakness in the German line, have managed to overrun the German held village of Letornovski and are now boiling out towards a key series of ridges that overlook the German lines of communication in this sector. Hurriedly gathered German units converge in an attempt to patch up the line and hold Hill 621 which is the key to the German defense in this sector.

Rules Introduced: Sections 47—48

VICTORY CONDITIONS

The Soviet player wins by occupying (with unbroken squads or crewed AFVs) at game end at least 5 of the 7 level 3 elevation hexes that constitute the high crest line of Hill 621. The German wins by avoiding the Soviet victory conditions.

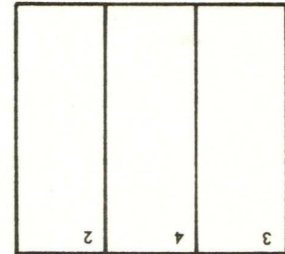
SPECIAL RULES

5.1 After "AT START" set up German must check morale of each unit—those failing a normal Morale Check must start as broken units but need not roll Desperation Morale the next time they attempt to Rally (unless they are fired on since the preceding Rally Phase).

TURN RECORD CHART

★ Russian sets up first	1★	★ 2	3	4	★ 5	6	7	8	9	10	END
⊕ German moves first											

Board Configuration



AT START: Any whole hex completely on board 3:

Uz. 9-1	Uz. 8-0	Uz. 8-0	4-4-7	LMG 2-6 B10+	MMG 4-10 B11+
			48	4	2

Turn 2: Enter on any road hex on the East edge of board 3. All must enter on the same road.

T-34 16
76 4/-
6

Turn 5: Elements of an Assault Brigade enter on any East edge hex of board 3. All must enter on the same road.

SU132 10	SU132 8	M-3 16	Uz. 9-2	4-2-8	HMG 8-20 B12	LMG 2-6 B10+
122	152	P5				
3	2	2		8		

AT START: Retreating elements of the Letornovski garrison. Start anywhere on board 4:

Uz. 9-2	Uz. 8-1	4-6-7	LMG 2-8 B12	MMG 4-12 B12	HMG 6-16 B12	3	7 B12
		8	4			3	

Turn 1: Enters on any board 2 edge road hex

SU132 16	2-4-7	75 B12	LMG 2-8 B12
P5		2	

Turn 2: Tank platoon enters on either northern or southern (not both) board 4 edge road hex:

MINI 12
75 4/2
4

Turn 4: Rear area reserves enter on any one West edge board 2 road hex.

SU132 16	10-3	8-3-8	MMG 4-12 B12	HMG 6-16 B12	3	7 B12
P5						
4		4	2		8	

Turn 5: Enter on any one board 2 edge road hex.

MINI 12	STG 12	SU132 16	2-4-7	50 B12
C7 75 4/2	75 6/-	P5 -/4		2
			3	

Turn 8: Enter anywhere along the West edge of board 2.

STG 12
105 6/-

The Germans briefly crystallized and held the Russian onslaught. Field Marshall Model formed a regimental Kampfgruppe from remnants of the 4th, 5th, and 12th Panzer Divisions to counterattack the Russian breakthroughs, but there were too many breakthroughs and not enough Germans. Desperately, he sent whatever armor remained to the last ditch fighting along the ridges that flanked the Stolbtsky highway. Gradually one

ridge after another was cleared by the Soviets. The remaining German mobile forces darted here and there in an attempt to stabilize one and then another of the ridges, but their efforts were too little, too late. By July 2nd, both the ridges and the highway were Russian, and on July 3rd, the Soviets entered Minsk, the former headquarters of Army Group Center.