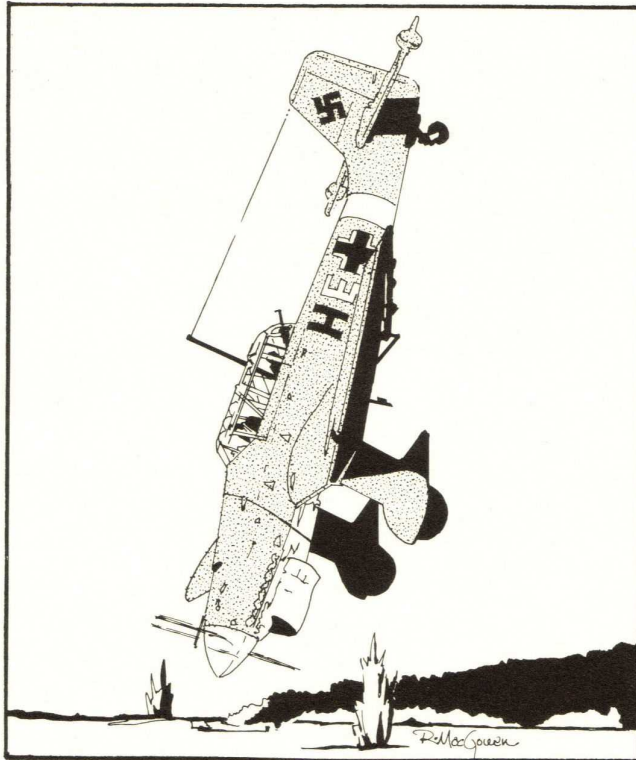


BREAKOUT FROM BORISOV

Scenario 20

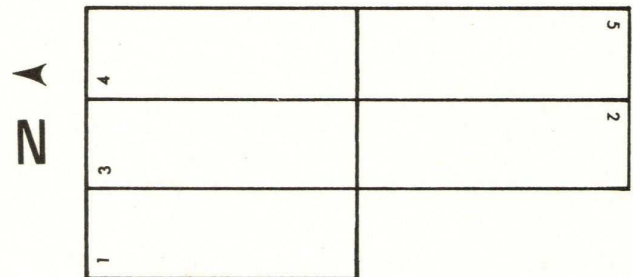


BORISOV, EAST OF THE BEREZINA RIVER, July 2, 1941: After tenacious fighting, the 52nd Panzer Grenadier Regiment drove the Russians from Borisov, and established a bridgehead across the Berezina. The Russians, under direct orders from General Yeremenko, were to crush the bridgehead. The only available forces were an assortment of men and equipment from the local Armored Forces Training College. At approximately the same time, the 18th Panzer Division was ordered to aggressively expand their bridgehead. These two attacking formations met head-on outside Borisov.

Rules Introduced: Sections 100-103 VICTORY CONDITIONS

The winner is the side having control of the most game boards after ten turns. Control is defined as having at least twice the opponent's number of unbroken squads on a board at game end. A functioning AFV which has all of its guns in working order and is not immobilized counts as two squads; otherwise it counts as one squad. Occupation of half hexes does not count for control of either board.

Board Configuration



TURN RECORD CHART

★ Russian moves first on die roll of 1, 2	1	2	3	4	5	6	7	8	9	10	END
♣ German moves first on die roll of 3-6											

Armored Forces Training College plus remnants of local units enter anywhere along east edge:

4-4-7	6-2-8	5-3-7	4-3-6	6-12 B11+	4-10 B11+	12 B11+	2-6 B10+
36	6	6	6	2	5	6	
22 -4 45L -/2	22 -3 45L -/2	11 -1 -2 76* 4/2	12 -2 -3 45L -/2x2	12 0 76 4/2x2	9 -2 -1 152* 4/-x2	17 0 76 4/2	12(18) -1
2	2	2	3				6

Elements of the 52nd Panzer Grenadier Regiment enter board 1 anywhere along the west edge:

4-6-7	8-3-8	2-4-7	8-1 1st Sgt	2-8 B12	4-12 B12	6-16 B12	20 -1 2	30 A	7 B12	14 0 -1 75*H5 4/2	14 -1 50 4/2
18	6	3		8	4	2		3	3		3
16 -2 3 37(4) 4/2	14 0 -1 75*H5	18 -4 -5 1S/5PP -1/-4	21 ★ 1S/7PP	18 -4 -5 37L(6)	15 ★ 2S/12PP	30 -5 20L(6) -/2	18 -4 -5 1S/5PP	28LL ②	50L ②		
		3	4		3		2	2			

20.1 All units of the side moving first have only half of their normal movement factors available during the first turn. The side moving second may use its regular movement allowance.

20.2 Germans have four fire missions of 100mm off-board artillery available. Only one of the German radios can be in use at any one point in time. Tanks may not spot for artillery.

20.3 Germans receive random Stuka support.

20.4 Germans may select any 10 leaders from the counter mix whose total leadership modifiers do not exceed 11. The Russians may select up to 8 leaders whose total leadership modifiers do not exceed 7. Neither side may

select armor, SS or partisan leaders, or leaders with a positive leadership modifier. Campaign Game (i.e., unnamed leaders) leader counters may be selected.

20.5 Special rule 18.1 applies.

20.6 The missing southwest map section is considered all swamp land. It does not block LOS, but does prohibit movement. Hexes and half hexes on boards 1 and 2 are not affected by the presence of the swamp.

AFTERMATH: Due to the presence of the Training School, the Russians had more than the usual number of cadre for 1941, and were able to inflict heavy losses on the Germans. The Panzer Grenadiers kept pushing forward despite their losses, however, and with the timely arrival of some much needed air support, succeeded in eliminating the Russian armor. The Germans were able to expand their bridgehead, but at a far heavier price than they had expected to pay.