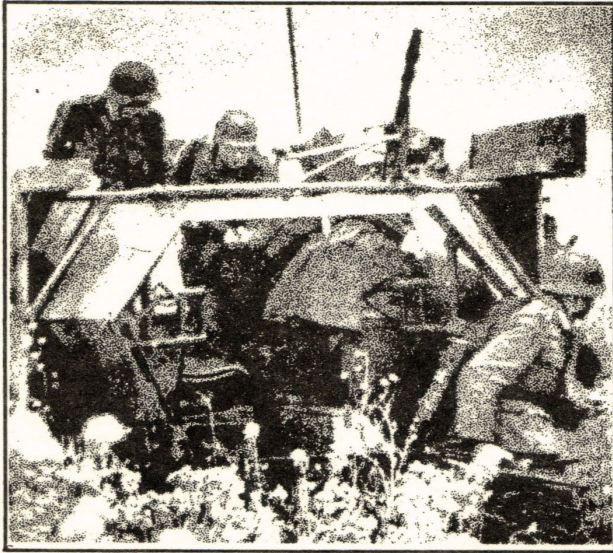


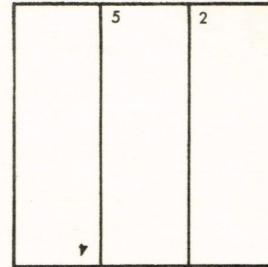
BLOCKING ACTION AT LIPKI

Scenario 101



NEAR BORISOV, July 3rd 1941: During the opening stages of Barbarossa the first great pincer movement on the Central Front occurred between the cities of Bialystok and Minsk. As a result of the encirclement of four Soviet Armies in the Bialystok-Minsk Pocket, the Soviet Command was forced to commit whatever units they had available in an effort to form a new defensive line. Time became the prime objective that the Soviet Command was fighting for. To gain the required time, a crack unit, the 1st Moscow Motorized Rifle Division was sent to intercept Guderian's 18th Panzer Division as it struck towards Smolensk. If Smolensk were to fall, Moscow would be no more than 230 miles behind the fighting lines. The Panzers had to be slowed down if they could not be stopped, no matter what the cost. It was a little more than six miles east of Borisov, near the village of Lipki that the two armoured spearheads met. This was to be the first meeting that the units of Army Group Center would have with the superior T-34 and 52 ton monster KVII tanks.

Board Configuration



VICTORY CONDITIONS

The Russian player must exit 7 squads off the west edge of board 4 between hexes 4Q1 and 4Y1 inclusive or eliminate 10 German squads. AFVs with functioning guns count as 2 squads exited or eliminated. The German player wins by avoiding the Russian victory conditions.

TURN RECORD CHART

★ Russian moves first	1	2	3	4*	5	6	7	8	END
-----------------------	----------	----------	----------	-----------	----------	----------	----------	----------	------------

Elements of the 1st Moscow Motorized Rifle Division enter first on hex 2Q1 or 2I1 using sequential movement costs:

 4-4-7 8	 9-1 2	 8-0 2	 +12 B11+ 2	 2-6 B10+ 2	 4-0 B11- 2	 22 45L -/2 2	 9 152* 4/-12 2	 17 76 4/2 2	 15 2S/12PP 2
-----------------------	---------------------	---------------------	--------------------------	--------------------------	--------------------------	-------------------------------	---------------------------------	------------------------------	-------------------------------

Spearhead elements of the 18th Panzer Division enter second on hex 4Q1 or 4Y1 using sequential movement costs:

 4-6-7 4	 2-4-7 2	 9-2 2	 8-1 2	 2-8 B12 2	 18 1S/5PP -1/-4 2	 18 37L(6) 2	 18 1S/5PP 2	 14 50 4/2 2	 AT 28LL 2	 24 1S/7PP 2
-----------------------	-----------------------	---------------------	---------------------	-------------------------	------------------------------------	------------------------------	------------------------------	------------------------------	----------------------------	------------------------------

Reinforcements enter per special rule 101.4 on hex 4Q1 or 4Y1 using sequential movement costs:

 14 75*HS 4/2 2

SPECIAL RULES

- 101.1** All hill hexes of hills 621 & 538 are considered ground level. Note that woods hexes on these previous hill hexes still exist, although on ground level.
- 101.2** On the first game turn, all Russian units may use only 1/2 of their normal movement allowance.
- 101.3** Wheatfield hexes do not exist.
- 101.4** German reinforcements will enter only on a die roll of 1, 2, or 3. Die roll may be attempted only during the German Rally Phase of turn 4 and all

succeeding German Rally Phases.

AFTERMATH: When the T-34 and KVII first loomed into sight, the advance German units were struck with momentary terror at the size of the Soviet tanks. Up until that time they had only encountered the smaller T-26 and BT tanks. But the Germans were quick to recover. Soon the light support tanks were set aflame and by employing superior fire and movement, the German gunners managed to score hits against the tracks and other "soft spots" of the T-34 and KVII. Thus by committing their superior tanks individually among light and medium tanks the Soviets lost them one by one. In this way the counterattack near Lipki like others, collapsed.