

CENTER CAMPAIGN

BATTLE OF VYAZMA



Setup order		
1		x1
2		x1
3		x6
4		x2
5		x5
6		x8
7		x9
8		x2
9		x2
10		x1

Historical Background

Facing the Wehrmacht were three Soviet fronts forming a defensive line between the cities of Vyazma and Bryansk, which barred the way to Moscow. The armies comprising these fronts had also been involved in heavy fighting. Once Soviet resistance along the Vyazma-Bryansk front was eliminated, German forces were to press east, encircling Moscow by outflanking it from the north and south. The German attack went according to plan, with 3rd Panzer Army pushing through the middle nearly unopposed and then splitting its mobile forces north to complete the encirclement of Vyazma with 4th Panzer Army, and other units south to close the ring around Bryansk in conjunction with 2nd Panzer Army. The Soviet defenses, still under construction, were overrun, and spearheads of the Second and Third Panzer Groups met at Vyazma on Friday, 10 October 1941.

Briefing

German Player
6 Command Cards
The Flame Thrower Armour unit of strength 2 represents the Stug company.

Soviet Player
4 Command Cards

Conditions of Victory

German Player
6 Medals

Soviet Player
6 Medals

Special Rules

Blitz rule is in effect.
Russian Commissar rule is in effect.

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

[RUSSIA] KURSK - NORTH



Historical Background

The plan of attack against was developed and agreed to in the month of May. This operation was entrusted to two groups of fronts. The fronts of Voronezh and Steppes. This attack was aimed at capturing the cities of Orel, Tomarovka, Belgorod and Kharkov.

Facing the Soviet fronts were powerful German forces. Despite the immense losses sustained by the Germans during the offensive, the German armies had 90,000 men of 10,000 guns and mortars, 1,800 tanks and 2,100 combat aircraft. On July 12, the Soviets launched a powerful artillery preparation, then the bombers of the 5th General Air Force of Gromov launched a powerful attack. Then it was the assault ...

The stage is set, the battle lines are drawn, and you are in command. The rest is history

Briefing

Allied Player [USSR]: Take 6 Command Cards, you play first.

Axis Player [Germany]: Take 5 Command Cards.

Conditions of Victory

10 Medals

The 2 town hexes of Orel, the 2 fortress hexes, the 2 hexes of Pokrovka, and the Kharkov town hex are all permanent medal objectives for the Allied player.

Special Rules

- Blitz rules are in affect, but for the Russians (Actions 3: Air Strikes & Blitz)
- For the two Allied standard infantry units with a badge, use engineers rules (Troops 4: Combat Engineers)
- Russian Commissar Command rules are in effect (Nations 2: Red Army)
- The Axis artillery units with badges are big guns (Troops 3: Big Guns)
- Minefields are laid out by the Axis Player
- Air rules are recommended, if you have the Air Pack expansion

Setup order

- 1  x2
- 2  x1
- 3  x2
- 4  x2
- 5  x8
- 6  x1
- 7  x7
- 8  x16
- 9  x4
- 10  x6
- 11  x3
- 12  x7
- 13  x7

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

[RUSSIA] KURSK - SOUTH

- PROKHOROVKA



Historical Background

After the defeat of the Wehrmacht at Stalingrad, Hitler decided to launch Operation Citadel. The operation was to attack the pocket of Kursk. The Germans attacked north and south hoping to take the Soviets in pincers, but Marshal Zhukov was aware that the Germans were going to attack and had fortified the pocket by 3 successive lines of defense. When the Germans launched the attack, they suffered heavy losses. They lost 30% of their tanks because of the firing of the anti-tank guns. In addition, the rest of the tanks fell into minefields. At the end of the battle, the Germans had lost 70,000 men and 980 tanks.

The stage is set, the battle lines are drawn, and you are in command. The rest is history

Briefing

Axis Player [Germany]: Take 6 Command Cards, you play first.

Allied Player [USSR]: Take 5 Command Cards.

Conditions of Victory

10 Medals

The 2 hexes of Prokhorovka, the main hex of the airfield, and the two hexes of Pokrovka are all permanent medal objectives for the Axis player.

Special Rules

- Two of the Axis special forces infantry units are engineers (Troops 4: Combat Engineers)
- Russian Commissar Command rules are in effect (Nations 2: Red Army)
- The Axis Special Forces armor units have one figure and are Tigers (Troops 16: Tigers)
- The minefields are laid out by the Allied player
- Air rules are recommended, if you have the Air Pack expansion

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

Setup order

- | | | |
|----|--|-----|
| 1 | | x5 |
| 2 | | x11 |
| 3 | | x2 |
| 4 | | x1 |
| 5 | | x1 |
| 6 | | x1 |
| 7 | | x1 |
| 8 | | x6 |
| 9 | | x1 |
| 10 | | x15 |
| 11 | | x6 |
| 12 | | x5 |
| 13 | | x6 |
| 14 | | x2 |
| 15 | | x8 |
| 16 | | x5 |

[D02021] SC05 KUTUZOV

- COLLAPSE OF THE OREL SALIENT



Historical Background

12 July 1943: After the successful counterattack near Prokhorovka, to the south of Kursk, the Soviet troops also attacked north of Kursk. The aim of this operation was to encircle and destroy the troops around Orel. The Soviets attacked in three spearheads: the eastern one to Orel, a second one to Bryansk and the western one would go around Bryansk and complete the encirclement. The Germans quickly understood the risk of being surrounded and withdrew the troops around Orel in the direction of Bryansk. Although Orel was thus taken without much resistance, the second and third spearheads met with much greater resistance. The German lines were also deeper than initially assumed by the Soviet leadership. Anti-tank ditches and difficult terrain further delayed the Red Army's advance.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Allied player: take 6 cards. You play first.

Axis player: take 5 cards

Conditions of Victory

7 medals

The city of Boyanovichi and the ruins of Zhdimir are each a temporary medal for the Allies.

The city of Ulyanovo is a temporary medal for the Axis.

The city of Bolkhov is a temporary medal for either side.

Special Rules

Standard Units (Troops 1), Specialized Units (Troops 2), Heavy Anti-Tank Guns (Troops 23), Tank Destroyers (Troops 24), Supported Armor (Troops 28)

Forests (Terrain 3), Hills (Terrain 6), Sandbags (Terrain 10), Town and Villages (Terrain 14), Wire (Terrain 15), Churches (Terrain 19), Factory Complex (Terrain 21), Marshes (Terrain 28), City Ruins (Terrain 45), Trenches (Terrain 51)

Air Strikes (Actions 3) are in effect for both players; neither side has air superiority: both players roll 1 die per unit on air power and air strikes.

Special weapons assets (late war) (SWAs 4)

The units with an engineer badge follow the SWA rules.

In addition they

- may ignore one flag and are attacked by armor and infantry with one less die when they benefit of no other terrain protection.

- if they did not move, they hit on a star rolled against armor units

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

Setup order

- 1  x7
- 2  x3
- 3  x3
- 4  x6
- 5  x7
- 6  x4
- 7  x9
- 8  x6
- 9  x5
- 10  x7
- 11  x3
- 12  x2
- 13  x2

BREAKOUT OF THE BRYANSK BATTALION



Historical Background

Briefing

Russian Player:
Take 7 command cards
You move first

German Player:
Take 6 command cards

Conditions of Victory

8 Medals

Special Rules

Special unit and engineer unit rules apply.

Setup order		
1		x1
2		x3
3		x3
4		x8
5		x6
6		x13
7		x7
8		x2
9		x11
10		x4

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

ASSAUT ET ENCERCLEMENT DE VITEBSK



Contexte historique

C'est au troisième front biélorusse de Tcherniakhovski, qu'avait été confiée la tâche de percer les défenses au nord et au sud de Vitebsk et de réduire le saillant.

Le 22 juin 1944, la 43ème armée soviétique brisa les défenses du 9ème corps d'armée allemand au nord de Vitebsk, poussant en avant vers la rivière Duna. Au sud de la ville, le 6ème corps d'armée, la 299ème division et la 197ème division d'infanterie allemandes disparurent devant un assaut soviétique impossible à contenir, avec une rupture effective menée par la 5ème armée soviétique.

Le 24 juin, les positions allemandes sur Vitebsk même, tenues par les quatre divisions centrales du 53ème corps d'armée allemand étaient sérieusement menacées car les forces soviétiques tentaient clairement d'encercler la ville et qu'aucune réserve n'était disponible pour remettre à flot les défenses effondrées. Les demandes pour retirer des forces allemandes des secondes lignes de défense (la ligne "Tigre") étaient refusées par l'Oberkommando des Heeres (OKH).

Le théâtre des opérations est fixé, les troupes sont en position, l'Histoire est entre vos mains. A vous de jouer !

Briefing

6 cartes de commandement pour le joueur russe, qui joue en premier.

5 cartes de commandement pour le joueur allemand.

Conditions de victoire

8 médailles de victoire pour chacun des joueurs.

1 médaille temporaire de victoire pour le joueur allié sur le pont de la Duna sur les arrières de Vitebsk.

1 médaille temporaire de victoire pour le joueur allemand s'il contrôle au moins un Hex de Vitebsk.

2 médailles temporaires de victoire pour le joueur allié s'il contrôle au moins un Hex de Vitebsk.

Le joueur allemand commence donc avec une médaille de victoire. L'obtention des médailles pour Vitebsk est aussi possible simultanément pour les 2 joueurs.

Règles spéciales

Commissaire politique russe activé (cf nations n°2).

Les allemands peuvent faire sauter le pont sur la Duna sur les arrières de Vitebsk (cf actions n°2 - option 1) si pas d'unités ennemies sur le pont. Dans ce cas, plus de médaille pour les russes.

Unités d'infanterie d'élite russes et allemandes :

peuvent se déplacer de 2 hex et tirer (cf troupes n°2).

Blindés d'élite allemand avec badge et donc 4 figurines (cf troupes n°2).

Unités de génie russe (cf troupes n°4).

Mitrailleuse et arme Antichar avec matériel après 1942 (cf matériel n°4, 5 et 7).

Règles usuelles de terrain : forêts, collines, villes (cf terrains n°3, 6, 14). La Duna est infranchissable sauf sur les ponts....

Les mines sont posées par le joueur allemand (cf terrains n°29).

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

Ordre de pose		
1		x5
2		x3
3		x7
4		x5
5		x12
6		x3
7		x4
8		x3
9		x2
10		x5
11		x1

OPERATION BAGRATION

- DESTRUCTION OF ARMY GROUP CENTER

23 JUNE 1944



Historical Background

On 23 June, 1944 Stavka, the Soviet High Command unleashed Operation Bagration with the express intent of driving the Germans off of Russian soil completely. The Germans having lost the Battle of Kursk and unable to mount any counter-attack had stripped Army Group Center of many of its units in order to reinforce Gen. Von Manstein's defense of the Odessa-Lviv railroad line. This error in judgement, compounded by Hitler's insistence on ordering attacks rather than holding the front lines, gave Stavka just the opportunity the Russians had been waiting for. By the end of the offensive, the Germans had been driven out of Byelorussia all the way back to the 1941 Soviet-German border.

The stage is set and the battle lines have been drawn. History awaits.

Briefing

Soviet player: You take 6 command cards. You move first.

German player: You begin with 1 command card. Each turn draw 2 cards until you receive your maximum of 4.

Conditions of Victory

Soviet victory conditions:
You must capture all three victory cities (Vitebsk, Orsha and Mogilev) before the Germans can fulfill their victory conditions.

German victory conditions:
6 medals. The Germans gain an additional medal each time they eliminate a Soviet Guards unit.

Special Rules

The German infantry had been depleted as units were shifted to other areas, leaving Army Group Center in a dangerous situation. To reflect this, most German infantry only have three figures. The German Special forces infantry is an elite Panzer Grenadier unit and may move one or two hexes and still battle. The German Special force tank unit is an SS Panzer unit and has four figures.

Because this was a carefully planned attack by the Soviets, the Commissar rule is NOT in effect for this scenario. The Soviet Elite infantry units are Guard Infantry and may move one or two hexes and still battle. The Soviet Elite Tank units are Guards tank units and have 4 figures. In addition, all Russian artillery units are 'Big Guns' and the Soviet player may place one cross-hair marker per artillery unit on any German unit within range prior to the start of the Soviet first turn.

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

Setup order

- 1  x4
- 2  x2
- 3  x8
- 4  x1
- 5  x8
- 6  x3
- 7  x18
- 8  x4
- 9  x3
- 10  x8
- 11  x8
- 12  x10
- 13  x3

[OPERATION BAGRATION] BOBRUIISK - RUSSIA

29 JUNE 1944



Setup order		
1		x13
2		x1
3		x4
4		x13
5		x9
6		x3
7		x5

Historical Background

During the destruction of Army Group Centre many of Hitler's "Fortress Cities" were cut off and encircled by the Russian advance. These moves were almost a perfect copy of the German Blitzkrieg tactics. One of the cut off cities was Bobruisk, which had become a fortress. Pillboxes and old tank turrets were set up throughout the city. Covering the city to the East, a series of trenches and earthworks covered the approaches. But the Russian attack came from the Northern and Southern flanks where the Germans were least likely repel an attack. After breaching the outer German defences, the Russian advance turned into a bloody street fighting. By the end of the 29th of June, Bobruisk had fallen to the Soviets. The Germans lost 80% of the ninth army in the battle, including 8 divisions that had ceased to exist entirely. Nobody learned more from German tactics, than the Russians. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Russian player: 6 command cards
You move first

German Player: 4 command cards

Conditions of Victory

6 medals.
Objective locations do not count as victory medals for the Russian player. Instead if the Russian player can capture 4 of the 5 objective locations the Russian player wins immediately.

Special Rules

All Russian Infantry units are Elite Russian Guards units. They may move 2 and still battle.
Russian units marked with a Russian Engineer Special Forces badge are Elite Combat Engineer units. In addition to engineer rules, they may also move 2 and still battle. Place a Russian Engineer Badge in the same hex with these units to distinguish them from the other units.

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

LIBERATION OF MINSK

- OPERATSIYA BAGRATION 1944 - G. JÖKULL GISLASON



Setup order		
1		x2
2		x6
3		x13
4		x2
5		x2

Historical Background

While the Western Allies were struggling in the Bocage of Normandy the Soviets launched their largest single offensive Operatsiya Bagration (Operation Bagration). This huge offensive dwarfed the scale of the D-Day invasion and brought a new level to warfare, Operational level. What Germans had before mastered as Schwerpunkt on Tactical level the Red Army did on a far larger scale and in less than two months decimated Army Group Center causing such losses in men and material that the Wehrmacht could never hope to recover. Worst of these losses were in front line veterans that Germany could no longer replace.

One of main objectives of Operatsiya Bagration was the Liberation of Minsk. After breaking through the front line the Soviet 11th Guards Army and 5th Guards Tanks Army attacked Minsk in a classic pincer maneuver. All the Wehrmacht could throw in their way was an assembly of Sperrverbände (Blocking Forces) and the 5th Panzer Division with the Heavy Tank Battalion 505 sent from Army Group North Ukraine under the able command of Dietrich von Saucken. The heaviest tank fighting took place to the north-west of Minsk where these forces clashed against Rotmistrov's 5th Guards Tank Army. The German forces claim to have destroyed 295 Soviet armored vehicles but had themselves been reduced to 18 tanks.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany]
Take 5 Command Cards

Allied Player [Red Army]
Take 6 Command Cards
You move first

Conditions of Victory

8 medals

Special Rules

The two hexes in Minsk are temporary objectives and are worth 1 victory point each to the Soviet side.

Elite tanks of both armies have 4 tank units instead of 3. Elite infantry of both armies are motorized troops and can move 2 hexes and still battle.

Note: the two water hexes are from the Terrain Expansion, if you do not have it then just use river hexes instead.

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

THE BATTLE OF SEELOW HEIGHTS



Historical Background

On the sixteenth of April, 1945, at the culmination of the fastest arms movement in Russian history, the Soviet forces under general Zuikov attacked the German defenses at Seelow Heights. After a tremendous, but not especially effective artillery bombardment, the Russian troops attacked. Although the majority of the Russian tanks got stuck in the numerous anti-tank ditches, eventually the sheer weight of the Soviet numbers forced the surviving defenders to abandon their position and fall back to Berlin.

Briefing

Soviet Russia: Six cards, you go first.
Germany: Five cards.

Conditions of Victory

7 medals. Each Soviet unit that gets to a City hex is worth one medal.

Special Rules

The German tanks with one figure are Tiger Tanks. Special Weapons Assets rules are in effect for the German units with machine gun and anti-tank gun badges. The German unit with a Sniper badge is a sniper. The Russian unit with a Soviet special forces infantry badge is elite infantry. Soviet Commissar rules are in effect. All Russian infantry may remove Roadblocks.

Setup order

- 1  x4
- 2  x2
- 3  x1
- 4  x19
- 5  x1
- 6  x2
- 7  x7
- 8  x13
- 9  x2
- 10  x4
- 11  x9
- 12  x6
- 13  x2
- 14  x9

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

BERLIN

- BATTLE FOR THE RIECHSTAG



Historical Background

The Final Act

Briefing

Yes the Germans really do have 3 cards, it is April 1945

Soviets have a lot of strength, but are choked by the rivers and face German forces in strong defensive positions

Conditions of Victory

The 4 Reichstag hexes are a 2 point temporary medal objective for both sides - not a majority one as that is not supported yet

Special Rules

My rules

Medals:

Axis _____

Allies _____

Objectives:

Axis _____

Allies _____

Setup order

- 1  x21
- 2  x10
- 3  x1
- 4  x3
- 5  x2
- 6  x13
- 7  x4
- 8  x2
- 9  x1
- 10  x1
- 11  x4
- 12  x2
- 13  x1
- 14  x1
- 15  x1