

SCENARIO 4B: SOVIET BRIEFING

You are Leytenant Anatoly Drzewiecki, commander of a platoon of SMG-armed infantry belonging to the same regiment as Bykovski's Rifle Battalion. It is late July 1944, and Operation Bagration has proved an incredible success.

Soviet forces are now advancing rapidly to the west. The city of Vilnius has been captured, and the enemy has fallen back on the Lithuanian city of Kaunas in some disarray.

Your men, as part of the 3rd Belorussian Front under General Ivan Chernyakhovsky, are driving forward again, seeking to smash this latest German concentration from your path as part of what has been named the Kaunas Offensive.

One route to Kaunas takes your advance through the Chera valley towards Bashnya. The towns of Zhenya, Devyat, Sorok, Vcheva had already been liberated, with Osen next on the list.

The opening clash of this phase of the campaign occurred as High Command,

seeking to maintain momentum, ordered an immediate attack on Osen: an attack that would send an armoured column to hook north from Devyat to cross the Notok river then turn back to cross the river again and take the town in the flank.

That attack proved successful. Russian tanks smashed through a German blocking force on the Osen-Zhenya road and managed to take Osen itself with one of its two bridges still intact.

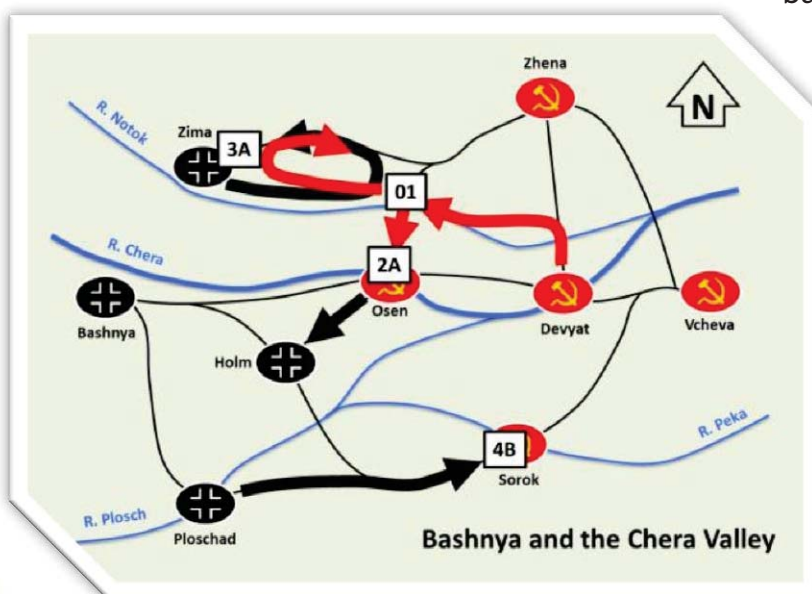
Holm was the next target, but before it could be attacked, it was decided that infantry from your regiment would follow up on the tankers' success and drive towards Zima to crush any last German resistance there.

Unfortunately, you have just heard that Major Bykovski's assault on Zima was unsuccessful: apparently the Germans had managed to reinforce their troops at Zima, and the assault was bloodily repulsed.

This has knocked the entire advance off balance. Worse, the Germans now seem to have launched a counter-attack: a counter-attack aimed squarely at you!

You and your men have been positioned in the small village of Sorok, waiting either for the infantry to return from their assault on Zima or to be told to march to join them wherever they ended up.

Command has just informed you that there is a German



armoured column heading your way, obviously seeking to take Sorok as a springboard for an attack towards Devyat and Vcheva.

As senior officer at Sorok, you have been ordered to gather together every man you can and hold the village until reinforcements can be dispatched to your aid. When you respectfully enquired when you could expect said reinforcements, the only reply that you could get was “soon”.

Well “soon” isn’t going to help you out very much, as there seems to be a large force of enemy tanks heading towards you right “now”! You must gather together what is effectively a collection of support units and hold Sorok against the German assault.

But don’t worry too much, Comrade, there’s always those promised reinforcements to look forward to!

Map & Terrain

Sorok is a small village that lies just west of a shallow ford over the river Peka. Most of its buildings are wooden huts with wooden roofs, but the village headman is wealthy enough to have had a slate roof fitted. The village church has been burnt out by the Germans, and only the foundations and a few charred wooden walls remain.

Sorok is surrounded on three sides by crop fields and, as it is late July, the wheat there is about waist high and thus provides good cover to crouching troops. The fields reduce infantry and wheeled-vehicle movement by 1” for each dice rolled for movement, but tracked vehicles are unaffected.

The river Peka is a wide, sluggish river. Infantry and horses can swim the river at



any point, but vehicles must use the ford. Crossing the ford reduces infantry and wheeled-vehicle movement by 1” for each dice rolled for movement, but tracked vehicles are unaffected.

The roads have reasonable quality, packed-earth surfaces, baked hard in the summer’s sun, so do give the usual road movement bonus.

Otherwise, the terrain is open grassland studded with clusters of trees. The grassland is not actually flat, but covered in bumps and rolls that can provide some cover to prone infantry. The clusters of trees also provide cover and block line of sight.

Initial Deployment

Your troops begin the game on-table anywhere north-east of the ford or within the rough square bordered by the three crop fields and the river.

Your men may be in cover, with half of their platoons also allowed to be dug-in i.e. infantry and support weapons are in trenches and/or gun pits. All begin the game under Blinds, with troops in cover or dug-in under hidden Blinds. You have one Blind per platoon, plus three Dummy Blinds.

Objectives & Victory Conditions

Your objective is simple: hold the village.

You win the game if, at the end of the battle, you have troops with at least one action anywhere on the tabletop on the village side of the river.

Leytenant Drzewiecki's Cobbled Together Defenders

HQ Element

Leytenant Anatoly Drzewiecki (Level III)
1 x Sniper

Sub-Machine Gun Vzvod

Serzhant Boris Kulibin (Level II)
2 x SMG Otdyelyeniye (8 men each)

Repin's Machine Gun Vzvod

Serzhant Ivan Repnin (Level II)
3 x Maxim MMG (5 crew each)

Reconnaissance Vzvod

Leytenant Oleg Spassky (Level III)
3 x SMG/Scout Otdy'ly'niye (8 men each)

Anti-Tank Vzvod

2 x 45mm L46 AT guns (5 crew each)

Anti-Tank Otdyelyeniye

3 x PTRD AT Rifle Teams (2 men each)

1st Mortar Vzvod

3 x 82mm Mortar (5 crew each)

Infantry Gun Vzvod

2 x 76.2mm M1927 IG (5 crew each)

Infantry Gun/Anti-Tank Gun Vzvod

Serzhant Mikhail Litke (Level II)
2 x 76.2mm Zis-3 IG/ATG (5 crew each)
2 x Truck

Anti-Aircraft Vzvod

Serzhant Gennady Gryzlov (Level I)
2 x DshK HMG AA guns (5 crew each)
Mounted on trucks

Unit Ratings & Armoury

Troops/Dice	0	1	2	3	4
SMG-armed Infantry	1, 2, 3	4	5, 6	7, 8	~
Scouts	1, 2, 3	4	5	6, 7, 8	~

All Infantry count as Regulars. All fire at -1 dice at over 9" (SMGs)

Infantry AT	0-4"	4-8"	8-12"	12-16"	16-24"
Infantry Squad	4	~	~	~	~
MMG	2	2	2	1	1
PRTD AT Rifle	3	3	3	3	3
AA HMGs	3	3	2	2	1

Gun	Strike
45mm L46	5
M1927 76.2mm IG	3
Zis-3 76.2mm IG	7

MAP THREE: SOROK

