

HILL 621



ASL SCENARIO E



NEAR MINSK, RUSSIA, 1 July 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 formations would be hopelessly cut off. One of the vital 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 Rotmistrov’s Fifth Guards Army. The survivors took to their heels and attempted to patch together a defense along the last line of ridges overlooking the escape route to Minsk. The Russians, in probing for a weakness in the German line, had managed to overrun the German-held village of Letornovski and were boiling towards the ridges. Hurriedly gathered German reinforcements were converging in an attempt to patch up the line and hold Hill 621, key to the defense.

VICTORY CONDITIONS: The Russians win at game end if they Control \geq five Level 3 hill hexes on board 2.

BALANCE:

★ Add one 8-1 leader to the initial OB.

✚ In SSR 4 replace “100mm OBA” with “150mm OBA with Plentiful Ammunition (C1.211).”

BOARD CONFIGURATION:



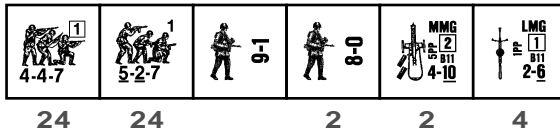
2	4	3

TURN RECORD CHART

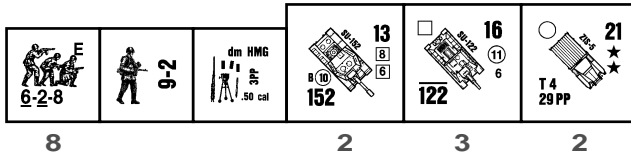
★ RUSSIAN Sets Up First [432]	✚ 1	✚ 2	★ 3	✚ 4	✚ 5	★ 6	7	✚ 8	9	10	END
✚ GERMAN Moves First [176]											

Elements of Fifth Guards Army [ELR: 4] set up as follows: {SAN: 3}

Initial forces set up on any whole hex of board 3:



Enter on Turn 5 on any single road hex on the east edge of Board 3:

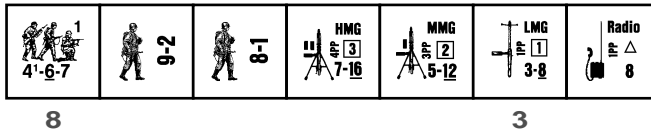


Enter on Turn 2 on any single road hex on the east edge of Board 3:

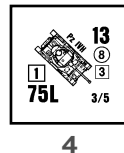


Retreating elements of 170th Infantry Division [ELR: 3] set up as follows: {SAN: 4}

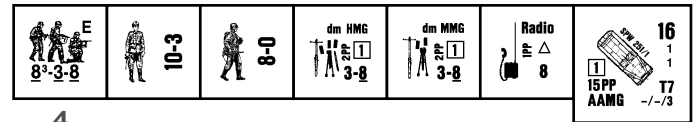
Letornovski Garrison set up in any whole hex of Board 4:



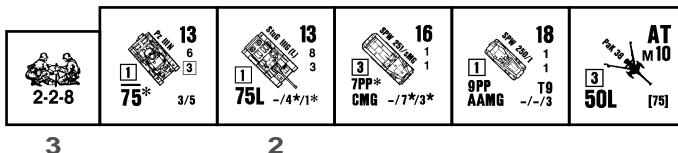
Enter on Turn 2 on any single road hex on the north or south edge of Board 4:



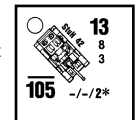
Enter on any single road hex on the west edge of board 2 on Turn 4:



Enter on Turn 5 on any single road hex along the north, south, or west edge of board 2:



Enter on Turn 8 along the west edge of Board 2:



SPECIAL RULES:

1. EC are Moderate, with no wind at start.

2. After “At Start” placement, each German infantry unit must take a TC. The only possible consequence of failure is that the unit must begin the scenario broken. Those units which break during this pre-game TC are not subject to Desperation Morale in the initial German RPh.

3. The Germans receive one module of 80+mm battalion mortar OBA (HE and Smoke) with the radio in the initial OB.

4. The Germans receive one module of 100+mm OBA (HE and Smoke) with the Turn 4 reinforcements.

AFTERMATH: The German defense briefly crystallized and held the Russian onslaught. Field Marshal Model formed a regimental Kampfgruppe from remnants of the 4th, 5th, and 12th Panzer Divisions to close the Russian breakthroughs; but there were too many breakthroughs and not enough Germans. Desperate, he sent in whatever armor remained for the last ditch fighting along the ridges that flanked the Stolbtsky highway. Gradually, one ridge after another was cleared by the Russians. The remaining German mobile forces darted here and there in futile efforts to stem the tide. By July 2nd, both the ridges and the highway were Russian-held; and on July 3rd, the Soviets entered Minsk, former headquarters of Army Group Center.