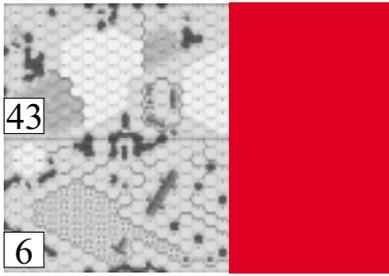


# TANGLE AT TOLOCHIN



OB 5 **Operation BAGRATION**

## Battlefield Orientation:



## Tactical Objective:

The Germans win immediately by destroying/immobilizing/UK/recalling/capturing all 9 Russian AFV, or by having  $\geq 16$  VP of Good Order units remaining at game end.

## Play Balance:

**Russian:** Replace the *German* 2-2-8 crews with 1-2-7 crews

**German:** Replace the 2cm FlaK 38 with a 2cm FlaKvierling 38

## Historical Special Rules

- Kindling is NA.
- Place Overlay 6 in 6O9-6O10. A continuous road exists between the following pairs of hexes: 6P2-6O3, 6P4-6O5, and 6P5-6O5.
- The Germans are Elite for Special Ammunition purposes (C8.2).
- No German ART Gun may set up within 3 hexes of another German ART Gun. In addition the 17cm K18 Guns lose HIP as if set up in open ground (A12.34), regardless of actual terrain occupied, if a Russian unit within 6 hexes has LOS to it.
- One of the German 8-1 leaders is secretly designated as an Artillery Leader. He functions in all respects as a normal leader. If in the same location with any ART Gun, he raises the morale level of the manning crew by 1, and may also apply his leadership DRM to any TH DR of that Gun.
- The Russians receive one module of 120+mm OBA with Plentiful Ammunition (HE only).
- Russian trucks do not have an inherent driver and are considered abandoned unless carrying passengers.
- Prior to setup the Russians may secretly designate  $\leq$  two eligible AFV as equipped with Gyrostabilizers (D11).

SCENARIO	VARIABLES
EC	Moderate
Weather	Clear
Wind	No Wind at start
Terrain	Only hexrows A-S are in play, see HSR 2.

## Historical Perspective

### Tolochin, Belorussia, 26 June 1944

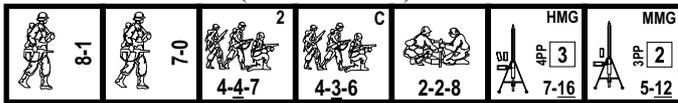
The 3<sup>rd</sup> Belorussian Front had penetrated German lines north of Orsha, and committed their cavalry-mechanized group (3<sup>rd</sup> Guards Cavalry Corps and 3<sup>rd</sup> Guards Mechanized Corps). The cavalry-mechanized group made deep penetrations, capturing numerous towns. Elements of the 5<sup>th</sup> Guards Tank Army were committed to exploit the cavalry-mechanized group's success, and on 26 June attacked the key town of Tolochin in the German rear just north of the Orsha-Borisov Highway.

### Aftermath:

The German 4<sup>th</sup> Army Artillery commander tried to make a defense of Tolochin with any available rear area and artillery forces. At approximately 1200 over 40 Russian tanks were detected attacking toward Tolochin. To meet the threat, elements of the 501<sup>st</sup> Schwere Panzer Abteilung and Sturmgeschütz Brigade 185 were sent to bolster the defenses and counterattack if necessary. The Russian forces captured Tolochin, and Battery 1/817 was destroyed in the process. The 3<sup>rd</sup> Guards Tank Corps' drive west would continue the next day.

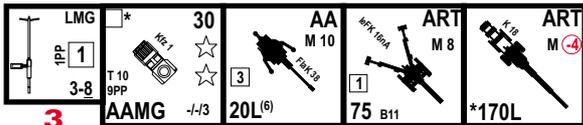
## German Sets Up First [ELR: 3] [SAN: 3] [82]

Elements of 4th Army Artillery and Rear Area Troops; Army Artillery Battery 1/817 set up on board 6 and/or on board 43 within 4 hexes of N8 (see also HSR4)



2 5 3 4

HSR 5



3 2

Elements of Schwere Panzer Abteilung 501 and Sturmgeschütz Brigade 185 enter on turn 4 along the south edge



2 2

## TURN

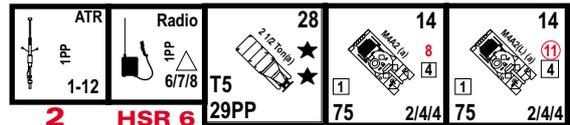


## Russian Moves First [ELR: 4] [SAN: 3] [142]

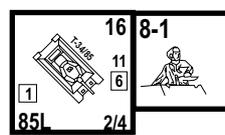
Elements of 3rd Guards Tank Corps enter during turns 1, 2, or 3 along the north edge. All/some/none may enter each turn



11 3 2 3

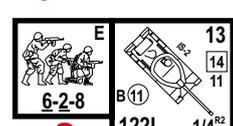


2 3 3 2



2

Elements of 14th Guards Heavy Tank Regiment enter on turn 5 along the north edge



2 2