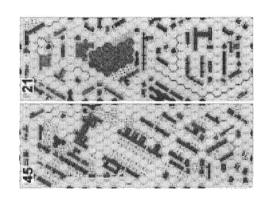
Octobear Scenario 4 - Liberation of Minsk





# Germans set-up first	1	2	3	4	5	6
* Russians move first	_	_	J	_		

Victory Conditions

The Russians receive VP for building control

8VP - 45J3, 21J4

4VP- 21E5, 21F9, 21G7, 21B2, 45P3, 45M7

2VP- All other multi-hex stone buildings wholly on/west of hex row R

1VP- All single hex stone buildings on/west of hex row R



ents 4th Army [ELR 3] Set up on/west of hex row R {SAN 5}

In addition to purchased forces the Germans receive 2 x 338 Assault Engineer HS each with a Set DC. They also receive 8 x? and 2 roadblocks.

Wements 2nd Guard Tank Corps [ELR 4] Set up on/East hex-row X {SAN 2}

In addition to purchased forces the Russians receive an OT34 tank which arrives on the East edge at the beginning of Turn 3.

Special Rules

- EC are Normal with no wind. Kindling is NA
- All units set up in concealment terrain may automatically set up concealed regardless of enemy LOS.
- 3. Hexes 21K4, 21I4 contain Level 3 Steeples.
- Buildings 21Y2 and 21E5 are Factories.
- The Germans may set up HIP one squad equivalent together with any SW/SMC stacked with them.

Historical Description: Minsk, Byelorussia, 3rd July 1944. Hitler's stand fast orders had ensured that many units had been cut off and isolated. They also ensured that Minsk, the capital of Byelorussia and the first major objective of Operation Bagration was defended by a rag tag of stragglers and rear area units, stiffened by elements of 26th Panzer Division. Meanwhile 2nd Guards Tank Corps had found a way around the right flank of 5th Panzer Division and raced for Minsk, Pockets of Germans resisted fiercely, but the Russians crashed through. By 4th of July Minsk had been liberated and the remnants of the German 9th Army were cut off. Few were to escape this encirclement.