

OCTOBear 99

When: 2nd & 3rd October 10AM-6PM

Where: Paddington RSL Club

Oxford St. Paddington

How Much: \$20

In keeping with the tradition of OCTOBear presenting unique and interesting formats this year's 2 day struggle will focus on the Russian offensive in Byelorussia in 1944, codenamed Operation Bagration. This battle is also known as The Destruction of Army Group Centre. The format will not be a standard 4 tournament scenario type event but instead will involve the players in a DYO style competition where not only do you have control of your forces but also get to design them (within historical limits). This widens the possibilities of each scenario and introduces a distinct fog of war.

Contact the organiser Richard Cornwell

[email](#) (preferred)

Phone (BH): (02) 9957 8827

Phone (AH): (02) 9922 1273

Return to the [Paddington Bear Club](#) Home

Nationalities will be assigned on preference in order of entry so let me know ASAP to get your first pick! (Obviously there must be an even number of Allied and Axis players so latecomers may have little choice!)

OCTOBear 99 Operation Bagration

These rules are provided as a guide. Tournament Director reserves the right to make alterations and all referee decisions are final.

Historical Background

June to July 1944

The Western Allies have opened the long pressed for Second Front with the landings in Normandy. The Russians open their long awaited Summer offensive in Byelorussia. A successful *maskirovska* operation has convinced the Germans that the attack will be in the South, and they have therefore

stripped Army Group Centre of the bulk of its Panzer Divisions. The front line is lightly held, often by no more than 50 men per kilometre.

The initial attack ripped through this line in many places. The Russian Tank Armies, now displaying the operational expertise and flair previously displayed by their enemies, thrust deeply into the German rear, cutting off and encircling the front line formations. Columns of tanks with riders roamed through the German rear. Cavalry-Mechanised Groups penetrated German positions on the edges of the Pripet Marshes. On July 3, Rokossovsky's and Chernyakhovsky's forces linked up west of Minsk. With the closing of this armoured pincers, an additional 100,000 Germans were trapped in a gigantic pocket east and south-east of the city. The figure included most of General von Tippelskirch's Fourth Army, which was still retreating from the Berezina River, and some of the 30,000 Ninth Army troops who previously had escaped from the Soviet encirclement at Bobruisk.

Even those Germans who had managed to escape from Minsk gained only temporary deliverance from the Soviet steam roller. On July 4, Stalin assigned his commanders new and ambitious objectives. Chernyakhovsky's Third Byelorussian front was ordered to push north-west from Minsk toward Lithuania, while Rokossovsky's First Byelorussian Front was sent south-west toward Brest - Litovsk on the Bug River. Zakharov's Second Byelorussian Front was left behind to mop up the remains of Army Group Center.

By the 11th of July, when Zakharov's troops finished combing the forest and swamps for survivors, the dimensions of the German defeat had become clear. The Soviet forces had destroyed the Army Group Center, ripping a hole 250 miles wide in the middle of the German line. Twenty-eight German divisions had ceased to exist, and between 300,000 and 350,000 men had been killed or captured. These men could not be replaced. In the same way that the Battle of Kursk had broken the back of the German panzers, the Battle of Byelorussia had broken the back of the entire Wehrmacht in the East. The Germans had fought fiercely. The Red Army had lost 120,000 dead, 350,000 wounded and 1,700 AFVs. Even Russia's seemingly limitless pool of manpower was being stretched to the limit.

How it works

The actual competition will involve 4 games over the two days. Each player will select a side and pick a nationality (either German or Russian) and play that nationality the whole weekend. The choice of nationality is limited only by the numbers of German players which must equal the number of Russian players. Rather than have a fixed OOB for each scenario each player will select a force using a campaign game style purchasing system which he will then divide as he sees fit between the 4 scenarios (within some restrictions).

The purchase rules have been designed with limitations to ensure that each scenario is of manageable size and can be completed in the time allotted.

The scenarios are representative of the type of actions which took place during Operation Bagration. The attacking side in each scenario will be specified in the scenario descriptions below. The draw will be done using a Swiss System.

The scoring system will be based around each individuals performance relative to the same side (Attacker or Defender) at all the other tables. Very simply if you perform best as the attacker in a particular scenario compared to the 6 other attackers you will get 7 pts, the second best performer 6 points and so on to the worst attacker who will get 1 pt.

In order to establish who has performed best reference should be made to the variable victory points for achieving objectives in each scenario (which may include CVP's). Where more than one player perform equally they will each receive average VP's eg if 1st and 2nd are equal they will receive 6.5 points each. Thus in each round a player from each side (Attacker/Defender) will each get the same points. At the end of the 4 rounds the best total will win. In the event of a tie the winner will be determined by having the highest sum of the points tally of their 4 opponents.

Time clocks will be used in each scenario and if a game goes overtime the umpire will adjudicate a result. Where the clocks at this stage indicate 1 player has used more than their allotted time they will automatically be relegated 1 position for that scenario. If both players are deemed to be slow then both will be relegated. As well as the clocks an overall time will be set at which point the game will be called regardless. All players are encouraged to fight to the death or reach an agreed settlement rather than just concede as it will make determining the rankings that much harder.

In addition to the traditional prizes for the placegetters there will be a special Angry Bear award to the player who finishes with the highest ranked Personal Leader. If tied this will be resolved by rounds of CC between the leaders until only one is left standing.

The Scenarios

The 4 scenarios are outlined below. Players should allocated points in line with the allocations given below (variations of 10 points plus or minus are permissible for each scenario, although the total points for the campaign may not be exceeded. Additional forces may be allocated to players by the scenario. The allocation of forces for each scenario must be made before the beginning of the tournament.

Scenario 1 - Breaking the Frontline

This will be fought on open boards, with the Russians attacking a lightly fortified German position. VCs will be related to terrain control. Germans will set up on board, the Russians will enter.

Points allocation Russian 85, German 55

Scenario 2 - Breakthrough

This represents an attack by a Russian breakthrough force on a village, surrounded by open country and light woods. VCs will be related to terrain control. Germans will set up on board, the Russians will enter.

Points allocation Russian 110, German 70

Scenario 3 - Counterattack

This represents a counterattack by 5th Panzer Division in front of Minsk. The terrain will be largely open. VCs will be related to net CVPs inflicted and exited. Both sides will be entering.

Points allocation: Russian 110, German 150

Scenario 4 - Liberation of Minsk

A city fight with the Russians attacking. VCs will be related to terrain control. Both sides will set up on board.

Points allocation: Russian 120, German 80

SAN will be specified on the scenario card.

Russians have an ELR of 4 for the duration of the campaign, while the Germans have an ELR of 3.

All Russian units are Guards and are Elite for ammunition depletion purposes.

At the commencement of each round the following steps should be taken,

Step 1. Both sides select their forces with reference to the tactical situation, scenario points limit, strength of their opponent and most importantly what they've got left in their OOB.

Step 2. The scenario is played.

Step 3. At the completion of the scenario (or at the players agreement) the attackers victory points will be totalled and the referee will assign the competition points based on the relative performances. All scenarios will be based on points. How these are determined will be detailed in each scenario card.

Step 4. The cycle recommences (with now reduced OOBs as none of the troops can be reused EXCEPT The Personal Leader.

Purchasing Your Force Pool

Troops are purchased according to the following Purchase Tables. When buying troops be aware of the maximum limits indicated on the tables. In addition the following rules apply.

- No more than 7 Infantry and Cavalry Platoons may be purchased in total for the whole campaign.
- No more than 4 Platoons may be used per scenario. (Includes Infantry and Armour)
- No more than 4 Sections may be used per scenario. (Includes Infantry, Ordnance and Armour)
- No more than 2 OBA modules may be used per scenario.
- OBA Modules do not count as either Sections or Platoons.
- Air Support does not count as either Sections or Platoons

Units must be assigned to scenarios in whole Sections or Platoons which may not be split up. Leaders however may be freely assigned to any scenario and do not have to be fielded with the Platoon that allowed their purchase.

The Russian player may spend a total of 425 points

The German player may spend a total of 355 points

Each player should send their selected force (including the proposed allocation of forces between scenarios) to the organiser prior to the commencement of the tournament for checking!

Worked Example

Russian Player starts with 425 pts

Worked Example for Russian

Units (#)	pts	Total	Cumulative Total	Notes
Guards Rifle Platoon x 4	12x4	48	48	
Assault Eng. Platoon x 1	19	19	67	
Guards SMG Platoon x 2	12x2	24	91	(This totals the max. 7 Inf.Pltns)
MMG Section x 4	8x4	32	123	
HMG Section x 2	6x2	12	135	
Batallion Mortar x 2	20x2	40	175	
(9 leaders can now be purchased. 7 for inf pltns, 2 for artillery)				
8-0 x3	4x3	12	187	(Note that the number of SMC in any one rank cannot exceed that of the rank below it excl.6+1s and 7-0s)
8-1 x 2	7x2	14	201	
9-1 x2	8x2	16	217	
9-2 x2	14x2	28	245	
T34 M43 Platoon x 2	22x2	44	289	
SU76 Platoon	20	20	309	
T34/85 Platoon x 2	35 x 2	70	379	
Heavy Tank Platoon	45		424	

For the 1st Scenario the Russians are the attacker and have been allocated 85 points

- Guards Rifle Platoon x 2 (24 pts)
- MMG Section (8 pts)
- 9-2 (14pts),
- 8-0 (4pts)
- T34/85 Platoon (35 pts)
- 8-0 Personal Leader

This is a total of 85 points.

For the 2nd Scenario the Russians are the attacker and have been allocated 110 points

- Guards Rifle Platoon (12 pts)
- Guards SMG Platoon (12 pts)
- 2 x MMG Section (16 pts)
- HMG Section (6 pts)
- Battalion Mortar (20pts)
- 9-1 (8 pts),
- 8-1 (7pts),
- 8-0 (4 pts)
- T34 M43 platoon (22 points)
- Personal Leader (who has been promoted and is now an 8-1)

This is a total of 107 points. The extra 3 points can be spent later

For the 3rd Scenario the Russians are on the defensive against a powerful German force. They have been allocated 110 points.

- Guards Rifle Platoon (12 pts)
- 9-1 (8 pts)
- Heavy Tank Platoon (45 pts)
- T34/85 platoon (35 pts)
- SU76 Platoon (20 pts)
- Personal Leader (who is still an 8-1))

This totals 114 points.

Coming into the last scenario the Russians are attacking and must field the remainder

- Guards SMG Platoon (12 pts)
- Assault Eng. Platoon (19 pts)
- MMG Section (8 pts)
- HMG Section (6 pts)
- Battalion Mortar (20pts)
- T34 M43 platoon (22pts)
- 9-2 (14pts)
- 8-1 (7pts)
- 8-0 (4pts)
- Personal Leader (who was killed in the last scenario and returns as an 8-0)

This totals 115 points

The Personal Leader Counter

Each Player gets a "Personal Leader" in addition to the purchased allotment. This officer has the opportunity to Battle Harden in each scenario and may be added freely to forces in each and every round. As soon as the personal leader is used for any purpose he must be identified as such to your opponent. He starts off as an 8-0 and progresses through the ranks for that nationality. A special dice roll is made at the end of each game turn after events involving the officer according to the following table and if he battle hardens he immediately goes to the next higher level. Any regular Heat of Battle or ELR failure result applies normally. If the Personal Leader is killed he may be replaced by another 8-0 in the next scenario.

A DR less than 2 is required for battle hardening. (If the officer makes no useful contribution no DR need be made as at least a -1 modifier is required)

Modifiers earned apply only for that Game Turn and are thereafter lost.

-1	Rallied a friendly MMC or SMC in that game turn.
-1*	Directed an OBA mission (as observer) that achieved a MC(or better) result on the IFT.
-1*	Directed a firegroup that achieved a MC result on the IFT
-2*	Directed a firegroup that achieved a K result on the IFT.
-3*	Directed a firegroup that achieved a KIA result on the IFT.
-4^	Was involved in a CC that destroyed or casualty reduced (or captured) an enemy infantry unit.
-5^	Was involved in a CC that destroyed (or captured) an enemy AFV.
-6^	Single handedly destroyed an enemy AFV or enemy infantry unit.
* each of these are mutually exclusive and only 1 (the best) modifier is allowed for the whole game turn. The MC/K/KIA result must be on a non dummy unit.	

^ each of these are mutually exclusive and only 1 (the best) modifier is allowed for the whole game turn.

If the leader becomes heroic or fanatic he loses that status at the end of the scenario and automatically battle hardens (even if he already has done so during play). A wounded leader is automatically healed at the end of each scenario.

Purchase Tables

German

German Purchase Chart

Unit Type	Contents	Cost	Max No.	Notes
2nd Line Infantry platoon	5x4-4-7, LMG	12	7	1,6
Infantry platoon	4x4-6-7, LMG	12	7	1,6
Elite Infantry platoon	4x5-4-8, LMG	15	4	1,6
Assault Engineer platoon	3x8-3-8, 2DC, FT	18	1	1,6,7
MMG Section	2 MMG, 2x 2-4-7	9	4	
HMG Section	HMG, 2-4-7	7	4	
Light Mortar Section	LT MTR, 247	4	2	
10-3 Leader	10-3 x 1	25	1	1, 2, 3
10-2 Leader	10-2 x 1	16		1, 2, 3
9-2 Leader	9-2 x 1	14		1, 2, 3
9-1 Leader	9-1 x 1	8		1, 2, 3
8-1 Leader	8-1 x 1	7		1, 2, 3
8-0 Leader	8-0 x 1	4		1, 2, 3
7-0 Leader	7-0 x 1	3	2	1, 2, 3
6+1 Leader	6+1 x 1	2	1	1, 2, 3
AT Gun Section I	2x37L AT, 2 x 228	10	2	
AT Gun Section II	2x 50L AT, 2 x 228	15	2	
AT Gun Section III	2x 75L AT, 2 x 228	20	2	
AT Gun Section IV	2 x 88LL AT (PaK 43), 2 x 228	40	1	
Mortar Section	2 x 81* MTR, 2 x 228	20	2	
Infantry Gun Section	2 x 75* INF, 2 x 228	15	2	
Light AA Section	2 x 37L AA (FlaK 36), 2 x 228	15	2	
Med AA Section	2 x Quad 20L, 2 x 228	30	1	

Heavy AA Section	2 x 88L AA, 2 x 228	32	2	
Med Tank Platoon I	3 x PzIVH	28	2	5
Med Tank Platoon II	2 x PzVG	45	1	5
Heavy Tank Platoon	2x PzVIE(L)	45	1	5
Assault Gun Platoon	3 x Stug IIIG	25	3	5
Tank Destroyer Platoon I	2 x Marder III M	12	2	5
Tank Destroyer Platoon II	2 x PzJg III/IV	22	1	5
Armoured Car Platoon	2 x PSW 234/2, 1 x PSW 234/1	18	2	5
Half Track Section	3 x SPW251/1	10	2	5
Truck Section	3 x Opel Blitz	6	2	5
Battalion Mortars	80+ mm OBA	25 +2 Plentiful Ammo; +4 Pre Reg;	4	4
Medium Artillery I	100+ mm OBA	28 +2 Plentiful Ammo; +4 Pre Reg;	2	4
Medium Artillery II	120+mm OBA	31 +2 Plentiful Ammo; +4 Pre Reg	2	4
Heavy Artillery I	150+mm OBA	35 +2 Plentiful Ammo; +5 Pre Reg	1	4

Note 1: A maximum of 1 SMC may be purchased for each Infantry Platoon (only) and each OBA Module plus 1 additional. (All may be freely assigned once purchased)

Note 2: The number of Leaders at any 1 rank cannot EXCEED the number at the next lower rank. (Ignore 6+1's, 7-0's and Personal Leader for this purpose)

Note 3: The Personal Leader is additional to all purchased leaders.

Note 4: Field Phones may not be used. All Radio Operators may set up HIP.

Note 5: A 9-1 Armour Leader may be purchased for up to 3 (only) Tank/TD Pltns at a cost of 7 pts. Up to one 9-2 Armour Leader may be purchased at a cost of 11 points.

Note 6: The 1st, 3rd, 5th and 7th German Infantry Platoons purchased may add a PSK at no extra cost.

Note 7. Assault Engineers.

Russian

Russian Purchase Table

Unit Type	Contents	Cost	Max No.	Notes
Guards Rifle Platoon	5 x 4-5-8, LMG	12	7	1,8
Guards SMG Platoon	5 x 6-2-8, LMG	12	4	1,8
Guards Engineer Platoon	4 x 6-2-8, FT, 2DC	19	2	1,6,8
MMG Section	2 MMG, 2x 4-5-8	8	4	
HMG Section	HMG, 4- 5-8	6	2	
0.50 cal Section	.50 cal HMG, 4-5-8	8	1	
Lt MTR Section	2 LT MTR, 2x 2-4-8	5	4	
Guards Cavalry Platoon	5 x 6-2-8, 2 x LMG, 5 x horse	17	2	1
10-3 Leader	10-3 x 1	25	1	1, 2, 3
10-2 Leader	10-2 x 1	16		1, 2, 3
9-2 Leader	9-2 x 1	14		1, 2, 3
9-1 Leader	9-1 x 1	8		1, 2, 3
8-1 Leader	8-1 x 1	7		1, 2, 3
8-0 Leader	8-0 x 1	4		1, 2, 3
7-0 Leader	7-0 x 1	3		1, 2, 3
6+1 Leader	6+1 x 1	2	1	1, 2, 3
AT Section	2 x 57LL AT, 2 x228	15	3	
Inf Gun Section	2 x 76* INF, 2 x 228	12	2	
Artillery Section	2 x 76L ART, 2 x 228	15	2	
Mortar Section	2 x 82* MTR, 2x228	18	2	
T70 Platoon	3 x T70	15	2	5
T34 Platoon	3 x T34 M43	22	2	5
T43 Platoon	3 x T43	30	2	5
T34/85 Platoon	3 x T34/85	35	4	5
SU76 Platoon	4 x SU76M	20	4	5
SU85 Platoon	3 x SU85	25	2	5
SU122 Platoon	2 x SU122	23	1	5
SU152 Platoon	2 x SU152	23	1	5
Heavy Tank Platoon	2 x IS2	45	2	5
Sherman Platoon	3 x Sherman III	32	2	5
Half Track Section	3 x M3 Half Tracks	15	2	5
Truck Section	3 x GAZ-MM	7	3	5
Fighter Bomber	2x 1944 FB (W bombs)	20	3	9
Battalion Mortar	80+ mm OBA (HE + Smoke)	20 +2 Plentiful Ammo; +3 Pre Reg	2	4
Med Artillery I	100+ mm OBA (HE + Smoke)	25 +2 Plentiful Ammo; +4 Pre Reg	2	4

Med Artillery II	120+ mm OBA (HE + Smoke)	30 +2 Plentiful Ammo; +4 Pre Reg	2	4
Heavy Artillery	150+ mm OBA	35 +3 Plentiful Ammo; +5 Pre Reg	2	4

Note 1: A maximum of 1 SMC may be purchased for each Infantry and Cavalry Platoon (only) and each OBA Module. (All may be freely assigned once purchased)

Note 2: The number of Leaders at any 1 rank cannot EXCEED the number at the next lower rank. (Ignore 6+1's, 7-0's and Personal Leader for this purpose)

Note 3: The Personal Leader is additional to all purchased leaders.

Note 4: Field Phones may not be used. All Radio Operators may set up HIP.

Note 5: A 9-1 or 9-2 Armour Leader may be purchased for 2 Tk Pltns at a cost of 6 or 11pts. respectively.

Note 6: Squads are Assault Engineers.

Note 7: All Russian troops are considered to be Guards and are Elite for the purposes of special ammunition depletion

Note 8: The 1st, 3rd, 5th and 7th Russian Infantry Platoons purchased may add an ATR at no extra cost.

Note 9: Arrive on dr < Turn Number

Designed by

Richard Cornwell

(based on Paul Seage's Burma CG for Octobear 1997)