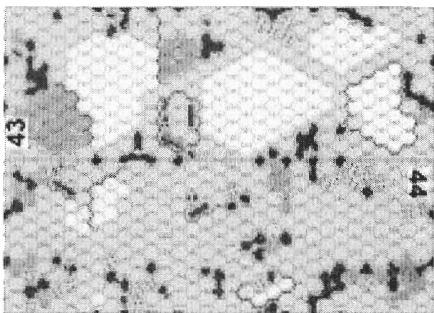


Octobear Scenario 1 - Breaking In



Only hexrows 43A-AA and 44GG-G are in play

★ Russians move first	1	2	3	4	5	6
✚ Germans move second						

Victory Conditions: The Russians gain 1 VP for each building location controlled at game end. They also receive 5VP if they control hex 44GG5 at game end.

✚ **Elements of 78th Sturm Division and 256th Infantry Division [ELR 3]** Set up on/west of hex row 44L1 to 44V0 {SAN 4}

In addition to purchased troops the Germans receive:
5x Trench, 6 x Wire, 30 x AP Mines, one 135 pillbox.
Any German MMC which are set-up in appropriate terrain may be entrenched together with any SMC/SW stacked with them.

★ **Elements 11th Guards Army [ELR 4]** Enter on the East Edge on Turn 1 {SAN 2}

In addition to purchased troops the Russians receive a 120mm Creeping Barrage (E12.7) (not convertible)

Special Rules

1. EC are normal, with no wind. Kindling is NA
2. Any German MMC which are set-up in appropriate terrain may be entrenched together with any SMC/SW stacked with them.

Historical Description: *Near Orsha, Byelorussia, 23 June 1944.* After intense artillery and rocket preparation the Russian offensive commenced in the early morning. Troops pushed forward, behind rolling barrages and supported by armour. The objective was to break through along the key Smolensk-Minsk highway. The German frontline, on this unusually strongly held section of front put up fierce resistance. Later that day three Soviet rifle divisions fought their way through a gap between the German divisions, and the floodgates opened.