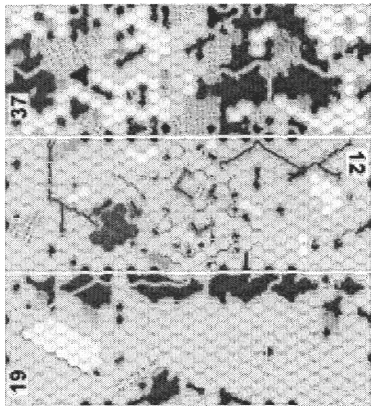


Octobear Scenario 2 - Breakthrough



⚔ Germans set-up first	1	2	3	4	5	6
★ Russians move first						

Victory Conditions: The Russians gain 1 VP for each building location controlled at game end.

⚔ Elements of the 9th Army [ELR 3] Set up within 6 hexes of 12Q5 (see SSR 2) {SAN 4}

In addition to purchased forces the Germans receive a 3.7cm FlakLKW truck

★ Elements 5th Guards Tank Army [ELR 4] Enter on North, South or East board edge (see SSR 3) on/after Turn 1 {SAN 2}

Special Rules

1. EC are normal with no wind
2. The Germans may designate up to 2 Platoons/Sections as reinforcements. These enter on the West edge on Turn 3. All other forces set up on board
3. Prior to German set up the Russian player designates which board edge and turn each Platoon/Section/OBA observer will arrive.
4. The Russians automatically receive a 1944FB(w bomb) on Turn 2. It is recalled at the beginning of Turn 3.

Historical Description: *Near Lepel, Byelorussia, 27 June 1944.* After the initial breakthrough the Tank Armies passed through the break-in forces. Elements of these Tank Armies penetrated deep into the German rear areas. Many German units were cut-off and isolated. The tank armies were headed by columns of tanks and riders seizing key positions and attacking isolated German units. Close support from Sturmovik squadrons replaced the artillery that was often left far behind. Often prevented from withdrawing by senseless 'Stand Fast' orders,