

# TAC NEWS

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## **A BLOODY SUMMER IN BELARUS**

**A Micro Armour: The Game - WWII Scenario**

This scenario depicts some of the most violent action between the German and Soviet armoured forces in the Soviet summer offensive operation known as Operation Bagration. The front lines have been punctured; Vitebsk, Orsha, and Mogilev have been liberated or encircled; and the Berezina River has been crossed. The 3rd Guards Tank Corps/5th Tank Army is pushing hard along the general route of the Moscow-Minsk highway.



The 5th Panzer Division was rushed to Army Group Center a few days after the beginning of the Soviet summer offensive. The 505th Heavy Tank Battalion (Tigers) had been attached. The initial encounter between the 5th Panzer and Soviet forces occurred near Krupki (roughly 80m/128km East of Minsk). The first Soviet unit they encountered was the 3rd Guards Tank Corps, equipped with US M4 medium tanks.

### **INITIAL DEPLOYMENT**

- The Germans deploy on the board to the west of the eastern stream (thus they hold the western two-thirds of the board.)
- The Soviets enter from anywhere on the eastern board edge. The tank battalions and motorized infantry battalion of the Tank Brigade may enter on or after turn 1. The remaining Soviet units may enter on or after turn 3.

### **VICTORY CONDITIONS**

- The Soviets earn a decisive victory if they can 'break' the German Defenders and get 12 tanks off the western board edge before the end of turn 20. A marginal victory occurs if they can 'break' the German defenders.
- The Germans earn a decisive victory if they can 'break' the Soviet offensive force before the end of the game and prevent 12 or more Soviet Tanks from exiting the western board edge. They can claim a marginal victory if they can prevent 12 or more Soviet Tanks from exiting the western board edge.

**SCENARIO LENGTH: 20 TURNS**

## **GERMAN ORDER OF BATTLE**

Cohesion = 16  
Break Point = 70

### **505th Heavy Tank Battalion & 5th Panzer Division**

505th Heavy Tank Bn: 1 x PzVI A (GHQ+1),  
7 x PzVI A

#### **2nd Recon Battalion**

Battalion HQ: 1 x Infantry HQ w/SdKfz 251/1,  
1 x SdKfz 233

Armoured Car Co.: 2 x SdKfz 250/9,  
1 x SdKfz 250/1

Motorcycle Co. 2 x Motorcycle Infantry,  
1 x Motorcycle Support

Heavy Company: 1 x Pak 40 ATG w/Lt. Truck,  
1 x 120mm Mortar (2) w/  
Light Truck,  
1 x Infantry '44 (Engr) w/Truck

#### **Elements 53rd**

Panzerjaeger Bn: 3 x Marder III

The German forces must do all they can to hold the Soviet formation in place. If Soviet tanks break through this area the division, assembling a defensive position to the West, will be threatened.

## **TERRAIN AND MAP NOTES**

- The recommended board size is 32" x 48" feet. The 32" sides represent the East/West axis while the longer board edges will form the North/South axis.
- Approximately 25% of the board should be covered by woods. The woods should consist of 6 large (e.g. 6" x 8") and 3-5 small (e.g. 3" x 6") sections.
- Additionally there should be 3 small villages of light buildings (about 2" x 3" each) in clear terrain (adjacent to a wood on one side is OK). If playing with 'placeable' terrain pieces players should alternate placing the woods and towns.
- There is a central 'good road' running East to West.

## **SOVIET ORDER OF BATTLE**

Cohesion = 16  
Break Point = 161

### **18th Guards Tank Brigade /3rd Guards Tank Corps**

Brigade HQ: 1 x M4A2 (GHQ +1),  
1 x M3 'White' A/C [R],  
1 x M17 (AAMG)

1st Battalion: 1 x M4A2 (HQ),  
1 x M3 'White' A/C [R],  
6 x M4A2

2nd Battalion: 1 x M4A2 (HQ), 6 x M4A2

3rd Battalion: 1 x M4A2 (HQ),  
1 x M3 'White' A/C [R],  
4 x M4A2

#### **Motorized 'Rifle'**

Battalion: 1 x Infantry (HQ) w/ Dodge  
¾ ton Lt. Truck,  
3 x SMG (tank riders),  
3 x Infantry '43 w/ Studebaker  
Med. Trucks,  
1 x 76mm Gun [2] w/Lt. Truck,  
1 x 82mm Mortar[2] w/Lt. Truck

#### **Attached**

Assault Gun 'Regt.' 1 x JSU-122 (HQ), 2 x JSU-122

#### **Attached**

Heavy Tank 'Regt.' 1 x JS-II (HQ), 3 x JS-II

In this hasty attack the Soviets must destroy German armoured forces encountered, while maintaining the tempo of the offensive.

Other 'good roads' will connect the villages to the main road. A 'poor road' may connect two villages if it would make sense to do so.

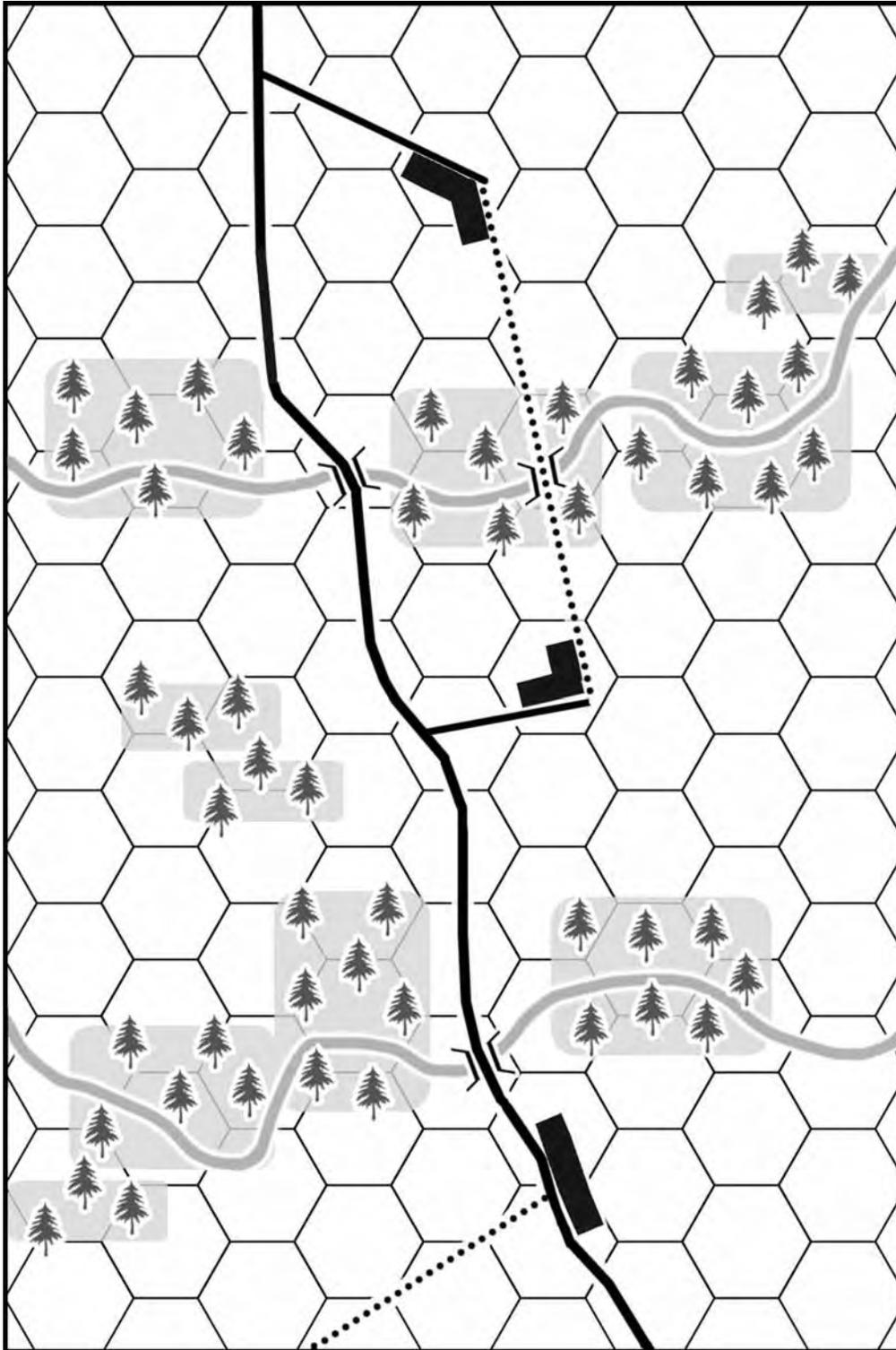
- Two small streams that run North to South should be placed such that the length of the board is divided into roughly 3 equal sections.
- Bridges over the streams should be provided along the main road that spans the board. The streams are fordable if not at a bridge.
- Maximum sighting distance is 20".

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A Micro Armour: The Game - WWII Scenario



32"



-  Woods
-  Good Road
-  Poor Road
-  Stream
-  Light Buildings

48"

Each hex is 4" tall from straight to straight edge.

This map will fit on two Micro Skirmish boards.

## DESIGNER'S NOTES

The maximum sighting distance is limited for a couple of reasons. First the area is rather flat but definitely very populated, so where not covered in forest or town most of the land was cleared for agricultural purposes. Second I wanted the Germans to try to take advantage of their guns despite the big sections of trees.

One alternative to allowing the Germans to deploy on the board is to allow the players two turns worth of movement from the western edge of the board before the Soviets enter. The game wouldn't 'begin' until the Soviets enter the board. I haven't play tested this concept so I can only offer it as a suggestion at this point, but it sounds fun.

In case you're looking for a game with more Soviet models, you can replace all the M4's with T-34 B-F models and the M3 Scouts with BA-10's without affecting scenario balance adversely.

I did not 'balance' the scenario given the two forces' Determination levels. I gave the Germans a default 35% determination level but the Soviets' was raised to 45%. I did this to represent the Soviets historical acceptance of losses when on a very strong offensive drive.

- Leif Edmondson



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UK100



SK2



N558



HRC4

Photos not  
to scale



GWH3

## NEW ON THE GHQ WEBSITE'S "FREE STUFF" PAGE:

The complete and unabridged **Micro Armour: The Game - WWII, 2nd Edition** is available to download and print out for **FREE** in color or print-friendly black & white! Also available to purchase in soft cover (SKU# MG13 - \$29.95) or hard cover (SKU# MG14 - \$39.95)

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