

Slutsk, 1944

A Flames of War v4 Mega-Game Scenario

Slutsk is a medium sized town in what is now Belarus, south of Minsk. It is the junction of several major highways, allowing an assault on Minsk from the south and also allowing access to bypass the city to the west.

Soviet pursuit forces converged on Slutsk during the advance on Minsk, to gain control of the roadways and secure their supply routes. Scattered units of German 2nd line troops and armored kampfguppen also converged on the area, to hold or delay the Soviet advance.

This scenario allows a large table to accommodate a scaled down version of the fateful clashes during the confused fighting around Slutsk. It provides an opportunity to field Late War Soviet light and advanced forces against a mix of German 2nd rate troops and a few elite units trying desperately to stem the tide.

Special Terrain rules:

- Marshes – Byelorussia has a high proportion of marshy terrain, which made it difficult for vehicles in many areas. Marshes are treated as difficult terrain for tracked and half-tracked vehicles, and impassable to gun teams and wheeled vehicles. Marshes provide concealment for any infantry teams, but not vehicles, in them but not past them.
- Peat bogs – peat bogs and cuttings were quite common in this part of the Soviet Union. Peat bogs are treated like marshes, except that they provide no concealment.
- Fields – fields with standing crops are short terrain, plowed fields are treated as terrain.
- Railroads– due to the marshy nature of the ground, railway lines offered a decent level area for vehicle movement. Any vehicle moving along a railway line can ignore any difficult terrain crossed for movement purposes (they move as if in terrain). Railways are not elevated and provide no cover or concealment for stands in contact with them.
- Rivers – the Sluch River was not a major obstacle during the battle. It is treated as difficult going, requiring a cross-check for vehicles and gun teams to enter or cross it, except at bridges.

Deployment:

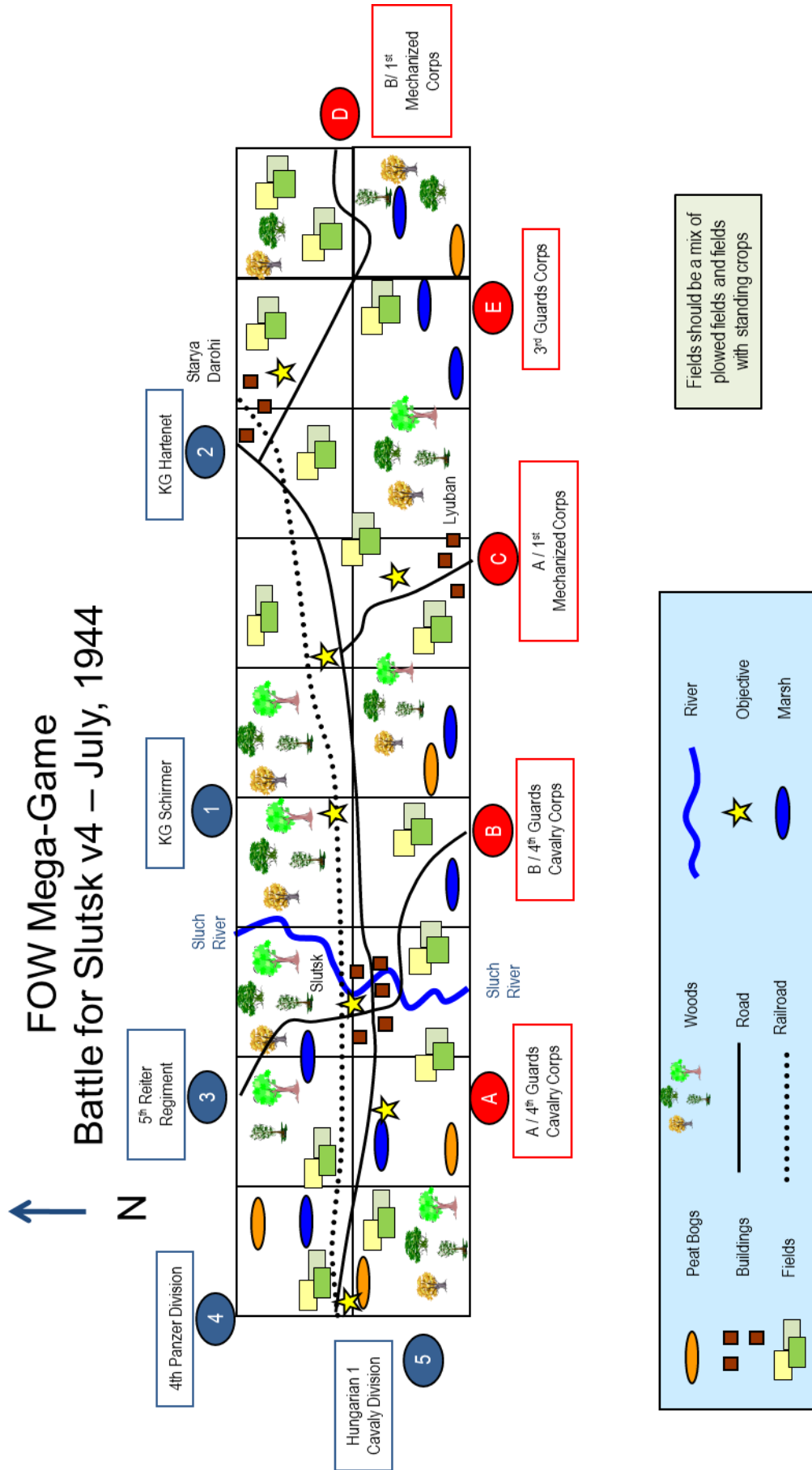
The German forces listed as on the table are deployed first, followed by the Soviet forces. The Soviets take the first turn.

Reinforcements:

Units listed as reinforcements will show the first turn they may arrive. For simplicity, they will arrive on this turn.

Optionally, reinforcement arrivals may be randomized - the owning player rolls a d6 at the start of each turn commencing the turn noted. The reinforcement will enter on a roll of 4+, if not the player rolls again the following turn.

Map:



Forces:

German Forces (4 Axis Players) –

- KG Schirmer > represented by a 100-point Grenadier Company from Bagration: German, which must have the KG Von Saucken Reserve Grenadier Command Card. It starts the game deployed on the tabletop, anywhere within 6” of its deployment edge.
- KG Hartenet > represented by a 100-point Grenadier Company from Bagration: German, which must have the KG Von Saucken Reserve Grenadier Command Card. It starts the game deployed on the tabletop, anywhere within 6” of its deployment edge.
- 5th Reiter Regiment > represented by a 100-point Grenadier Company from Bagration: German. Its HQ and infantry platoons receive the cavalry command card at no cost – they have enhanced movement until they dismount. It enters the table on the first Axis turn, moving on from the edge of its deployment zone.
- 4th Panzer Division > represented by a 100-point Panther or Panzer IV Tank Company from Bagration: German. It must use the 4th Panzer Division command card. It may deploy up to one infantry or gun unit, plus any units with Scout or Spearhead, within 24” of entry point 4. Any remaining units enter on turn 1 anywhere within 12” of entry point 4.

Added German Forces (More than 4 Axis Players) –

- 1st Hungarian Cavalry Division (Player 5) > represented by a 100-point Huszar Squadron (Command Card Formation) from Bagration: Hungarian. It enters on turn 1 anywhere within 12” of entry point 5.
- Rear Area Troops (Player 6) > represented by a 100-point Grenadier Company from Bagration: German, which must have the KG Von Saucken Reserve Grenadier Command Card. It enters on turn 2 anywhere within 12” of entry point 1.

Soviet Forces (4 Allied Players) –

- A / 4th Guards Cavalry Corps > represented by a 100-point Hero Cossack Regiment (Command Card Formation) from Bagration: Soviet. They enter within 12” of entry point A on turn 1.
- B / 4th Guards Cavalry Corps > represented by a 100-point Hero Cossack Regiment (Command Card Formation) from Bagration: Soviet. They enter within 12” of entry point B on turn 1.
- A / 1st Mechanized Corps > represented by a 100-point Reconnaissance Company or Forward Detachment (Command Card Formation) from Bagration: Soviet. Any Spearhead units may start on the table, anywhere within 12” of Lyuban. All remaining units enter on the first Soviet turn from their deployment edge.
- B / 1st Mechanized Corps > represented by a 100-point Forward Detachment (Command Card Formation) from Bagration: Soviet. Any Spearhead units may start on the table, anywhere within 12” of entry point D. All remaining units enter on the first Soviet turn from their deployment edge.

Added Soviet Forces (More than 4 Allied Players) –

- 3rd Guards Corps (Player 5) > represented by a 100-point Hero T-34 or Hero T-34/85 Tank Battalion from Bagration: Soviet. They enter within 12” of entry point E on turn 1.
- Pliev Group Armor (Player 6) > represented by a 100-point Hero T-34 or T-34/85 Tank Battalion from Bagration: Soviet. They enter within 12” of entry point A on turn 2.

Local Knowledge:

Soviet forces used local people to guide their formations to accelerate their advance, through knowledge of local terrain, particularly rivers. All Soviet units receive a +1 to their cross check rolls in rivers.

Weather:

The weather throughout the battles around Slutsk was variable, but generally good. There is a chance for intermittent thunderstorms during the afternoons. To reflect this, the German CiC rolls a d6 at the start of each turn commencing on turn 4. On a roll of 6 there are thunderstorms for the turn.

Thunderstorms reduce visibility for the turn to 24” and all rolls to range in and hit receive an additional -1 modifier. The German player adds 1 to his airpower die roll on a turn with thunderstorms.

Airpower:

The aerial action over the Slutsk area was fierce but almost totally one-sided in the favor of the Soviet forces.

No player may purchase air support for the battle. Instead, the Russian CiC automatically receives 2 IL-2 Shturmovik Assault Companies on the first two turns of the game.

After that, each turn the CiC for each side rolls a d6. Subtract the German die roll from the Soviet die roll and compare the results on the table below:

Differential	Outcome
-3 or less	German force receives 1x Ju87 Stuka Flight
-2 to 0	No air support for either side
+1 or more	Soviet CiC receives 1x IL-2 Shturmovik Assault Company

Aircraft received by either side arrive automatically.

Winning the Game:

There are seven objectives shown on the map. If the Soviet side controls any five of them at any point during the game, it immediately ends with an overwhelming victory for the Red Army. If the game does not end in this manner, fighting stops at the end of turn 6 due to darkness and the side which controls the greatest number of objectives has won a marginal victory. Any other result and the game has ended in a draw.