

ATS SL 5 HILL 621 – ATS Conversion 10/08/2009



NEAR MINSK, RUSSIA, 1 July 1944: In late June 1944, the Soviets began what eventually would be known as the “Destruction of Army Group Center”. The key to this offensive was the city of Minsk. Should it be captured, numerous German formations would be hopelessly cut off. One of the vital routes for the German retreat was via Stolbtz Highway which ran behind a series of low ridges and then crossed the Berezina River south of Minsk. On July 1st, the much overworked and understrength German 170th Infantry Division (in reality a large battalion) was overwhelmed by elements of Rotmistrov’s Fifth Guards Army. The survivors took to their heels and attempted to patch together a defense along the last line of ridges overlooking the escape route to Minsk. The Russians, in probing for a weakness in the German line, had managed to overrun the German-held village of Letornovski and were boiling towards the ridges. Hurriedly gathered German reinforcements were converging in an attempt to patch up the line and hold Hill 621, key to the defense. The German defense briefly crystallized and held the Russian onslaught. Field Marshal Model formed a regimental Kampfgruppe from remnants of the 4th, 5th, and 12th Panzer Divisions to close the Russian breakthroughs; but there were too many breakthroughs and not enough Germans. Desperate, he sent in whatever armor remained for the last ditch fighting along the ridges that flanked the Stolbtz highway. Gradually, one ridge after another was cleared by

the Russians. The remaining German mobile forces darted here and there in futile efforts to stem the tide. By July 2nd, both the ridges and the highway were Russian-held; and on July 3rd, the Soviets entered Minsk, former headquarters of Army Group Center.



Elements of Fifth Guards Army set up first as follows: Initial forces set up on any whole hex of board 3:

547	118	117	MMG 1910	LMG
48	1	2	2	4

Enter on Turn 5 on any single road hex on the east edge of Board 3:

828	118	MMG 1938	Su 152	Su 122	M Truck
8	1	1	2	3	2

Enter on Turn 2 on any single road hex on the east edge of Board 3:

T34 76C
6



Retreating elements of 170th Infantry Division set up as follows:
Letornovski Garrison set up in any whole hex of Board 4

657	118	117	MMG MG42	MMG MG34	LMG MG34	LAT Pf	118 FO
8	1	1	1	2	3	3	1

Enter on Turn 1 on any single road hex on any edge of Board 2

Sd 251	Pak 40
1	1

Enter on Turn 2 on any single road hex on the north or south edge of Board 4:

PZ IV H
4

Enter on any single road hex on the west edge of board 2 on Turn 4:

828	118	117	MMG MG34	LAT Pf	118 FO	Sd 251
4	1	1	2	8	1	4

Enter on Turn 5 on any single road hex along the north, south, or west edge of board 2:

PZ III N	StugIII G L	Sd 250 SMG	Sd250	Pak 38
1	2	1	1	1

Enter on Turn 8 along the west edge of Board 2

StuH 42
1

VICTORY CONDITIONS

The Russians win at game end if they Control ≥ 5 Level +30 hill hexes on board 2.

SPECIAL RULES

- Spotting conditions are Optimal.
- After “At Start” placement, each German infantry unit must take a Morale check, all modifiers and results apply normally including a -1 DRM, ie easier to pass. Failure and the unit starts the game broken but can move that turn.
- The Germans receive one battery of 81mm mortars in the at start forces.
- The Germans receive one battery of 105mm howitzers with the Turn 4 reinforcements.

TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10
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BALANCE

- In SSR 4 replace “105mm” with “150mm OBA with High Ammunition”
- Add one 117 leader to the initial OB.

MAP LAYOUT

