

# SATISFACTION AND CONFIDENCE



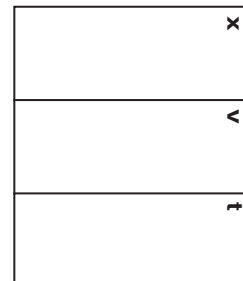
## ASL SCENARIO S36

Scenario Design: Ken Dunn



**SLOBODKA, RUSSIA, 25 June 1944:** On June 24, the 3rd Army of the 1st Byelorussian Front made a 10 kilometer penetration towards Minsk against the German 134th Infantry Division as part of Operation BAGRATION. General Jordan, commander of the German 9th Army, received permission from Field Marshal Busch to commit his major reserve, the 20th Panzer Division. The 20th was only at partial strength as one of its tank regiments was being refitted with Panthers but moved out as ordered nonetheless. The Soviet 65th Army, however, had made another breakthrough on the southern approaches to Bobruisk, and, as this penetration deepened, Marshal Rokossovskiy committed the 1st Guards Tank Army to exploit the breach.

### BOARD CONFIGURATION:



### BALANCE:

✚ Add one PSK to the German OB.

★ Exchange the 9-1 leader with a 9-2 leader.

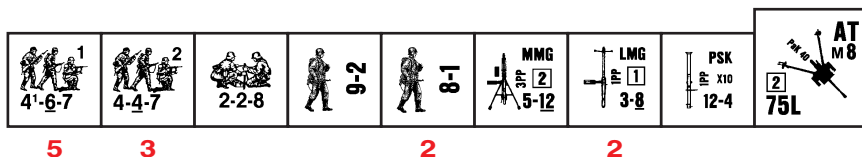
**VICTORY CONDITIONS:** The Russians win immediately by Exiting at least 20 VP off the north edge. Each squad is worth 2 VP, each half-squad is worth 1 VP, each “-1” SMC is worth 2 VP, each “0” and “+1” SMC is worth 1 VP. Each T-34/85 is worth 7 VP, and the IS-2 is worth 8 VP; each is worth 1 VP less if its MA is malfunctioned.

### TURN RECORD CHART

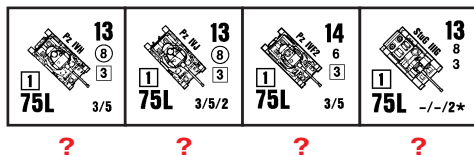
✚ GERMAN Sets Up First	★	1	2	3	4	5	6	7	END
★ RUSSIAN Moves First							END	END	



Elements of Panzer-Division 20 [ELR: 3] set up on board v in hexes numbered ≥ 4 and/or on board x:



Enter on/after Turn 2 along north the edge (see SSR 2):

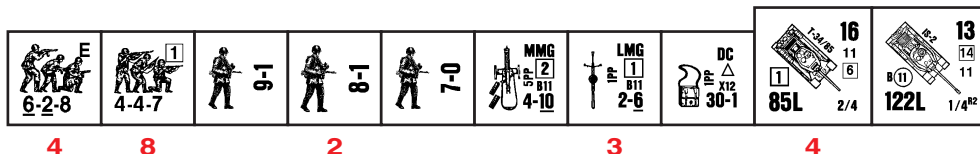


Reinforcement Table (see SSR 2):

dr:	AFV received:
1,2	2 × PzIVH, StuG IIIG
3,4	2 × PzIVF2, 2 × PzIVH
5,6	2 × PzIVJ, PzIVF2



Elements of 1st Guards Tank Army [ELR: 4] enter on Turn 1 along the south edge with AFV having expended half of their MP (see SSR 1):



### SPECIAL RULES:

1. Prior to setup, the Russian player secretly records if the game will be 4.5, 5.5, or 6.5 turns long and reveals this after the German player has set up. The following table displays which boards are in play and which forces are removed from the Russian OB based on the selected game length.

Turns:	Boards:	Remove from Russian OB:
4.5	x and all hexes ≥ 4 on board v	2 × 6-2-8, 8-1, MMG, DC, T-34/85, IS-2
5.5	x and v	2 × 4-4-7, 7-0, LMG, IS-2
6.5	all 3 boards are in play	nothing

2. At the start of the German Turn 2 Rally Phase, the German player makes a dr on his Reinforcement Table to determine the composition of his reinforcements.

3. The Russian T-34/85s have an APCR Depletion Number (6.2) of 6.

**AFTERMATH:** This new exploitation deeply alarmed General Jordan, who then changed his orders to 20th Panzer and turned them around to move southwards towards this new threat. The 20th now had its infantry in the lead, followed by the Mk. IVs of remaining tank regiment. They met the Russians at Slobodka and engaged in a series of disjointed infantry and tank skirmishes. The Germans destroyed 60 tanks but lost nearly half of their own vehicles in the process without slowing the Russian advance. As the relentless assault by 1st Guards Tank Army moved forward, it threatened to cut off several German infantry divisions. On June 26, both Jordan and Busch flew to see Hitler who relieved them both, ordering Field Marshal Model to take command of Army Group Center. The staff of 9th Army (Model's early-war command), fed up with Busch and the beating the 9th had been taking the past week, noted in their official diary that the news of Model's arrival was welcomed with satisfaction and confidence.