

THE FORGOTTEN BATTLES

Bonus Scenario 7

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Note:

Originally, we were going to just provide this scenario for customers who preordered The Forgotten Battles. We decided that all our customers would enjoy this scenario, so we have included it in all copies of the game.

Scenario 7: Fighting Retreat

The Belorussian Front under Rokossovsky breaks out of the Loyev bridgehead and threatens to outflank Army Group Center from the south. Weiss' 2nd Army conducts a desperate fighting retreat.

General Information

First Turn: 8 Nov 43

Last Turn: 29 Nov 43

Total Game Length: 7 turns

First Player: Soviet

Setup Order: Axis first

Weather: Dry with Normal Flight 8 Nov 43 through 19 Nov 43. Freeze with Limited Flight starting 22 Nov 43 and thereafter. The River Condition is "Normal."

Special Scenario Rules

- Only Maps C and D are used. The eastern boundary is hexes D22.05 to D22.23 (inclusive), southern boundary C60.05 to D22.05 (inclusive), western boundary C60.05 to C60.23 (inclusive), and northern boundary C60.23 to D22.23 (inclusive). Boundary hexes are playable.
- 8 Nov 43 is the 1st turn for 1st Belorussian Front in Offensive Posture.
- Do not make Supply and Repl rolls for either side. These are listed after each side's setup.
- Soviet units which set up on/north of the xx.18 hex row (inclusive) may not move or attack until the 19 Nov 43 turn. If any of these units are attacked or barraged by the Axis then the units are immediately

released from these restrictions.

- Axis Supply Sources are the Rail Hexes at C60.11, C60.14 and D8.23 and the road hex at D2.05. Soviet Supply Sources are the Rail Hexes at D15.05, D22.06, and D22.14 and D22.20.
- Both players have an off-map Air Base 10 hexes from the east (Soviet) or west (Axis) edge of the scenario boundary. It can refit air units at no cost and has unlimited capacity. No air combat is possible in the off-map Air Base.

Victory Conditions:

The Soviet player scores Victory Points as follows:

For being the last to occupy:

Gomel (D16.15) – 1 VP

Rechitsa (D10.15) – 1 VP

Zlobhin (D8.23) – 1 VP

Mozyr (D60.12) – 2 VP

For any German HQ destroyed – 0.5 VP each

Victory Levels:

4VPs + Russian Major Victory

3-4VPs Russian Minor victory

3VPs a draw

2 or less VPs German victory

Soviet Set-Up Information

Rail Cap: none

Reserve Markers: 4 available

Barrage Markers: 1st Belorussian is "Ready."

Reinforcements: See below

Variable Repls: 1 Pax per turn. Each turn place 1 SP at each Soviet HQ which is in Trace Supply. Pax may be saved. The Soviet player rebuilds units in the same way as the Axis ("Flexible rebuilds" per 1.7a).

Special Truck Extenders: none

Penal Units: per setup

Breakdown Pool: Limited to units deployed at scenario start. Pax may not be used to rebuild Breakdown units.

Dead Pile:

7 Gd Cavalry Corps (14 Gd Cav Div)

Soviet Railheads:

D16.13, D18.13

D20.19:

12-2-2 Gd Inf Div (120)

(5)-2-1 Gd AA Div (3)

D20.20:

3rd Army HQ

(5)-1-1 AA Div (24)

1 SP

D19.15:

63rd Army HQ

3 SP

D18.13:

11th Army HQ

(5)-1-1 AA Div (31)

3 SP

D18.15:

12-2-2 Inf Div (197, 273 which is -1 step)

4-3-6 Tank Bn (231)

D18.16:

13-3-3 Inf Div (41; -1 step)

12-2-2 Inf Div (260)

5-3-5 Gd Tank Bn (26)

4-3-6 Tank Bn (42)

D18.17:

26-1-2 Arty Bde (68)

D18.20:

12-2-2 Inf Div (129)

D18.21:

12-2-2 Inf Div (250)

E18.22:

12-2-2 Inf Div (362)

4-4-3 Gd Brkdwn Rgt

D17.10:

16th Air Army Marker (1st Belo Front)

D17.14:

84-1-2 Arty Div (20a, 20b)

D17.15:

13-3-3 Inf Div (4; -1 step)

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12-2-2 Inf Div (323)

D17.17:

13-3-3 Inf Div (5)
4-4-3 Assault Eng Bde (8 Sp)
4-2-6 Tank Bn (255)

D17.18:

12-2-2 Inf Div (169, 397 which is -1 step)
4-3-5 SU Bn (1538)

D17.20:

12-2-2 Inf Div (348)
2-2-6 SU Bn (1901)

D17.23:

(5)-1-1 UR Bde (115)
(3)-2-2 AT Bde (41)

D16.12:

48th Army HQ
(3)-2-2 AT Bde (20)
6 SP

D16.13:

(2)-1-3 RR Eng Rgt (Belo)

D16.14:

12-2-2 Inf Div (96, 217 which is -1 step)
3-3-6 SU Bn (1444)

D15.10:

65th Army HQ
(5)-2-1 Gd AA Div (2)
9 SP

D15.13:

98-2-2 Gd Arty Div (5a, 5b)

D15.14:

12-2-2 Inf Div (137, 194 which is -1 step)
4-3-6 Tank Bn (193)

D14.10:

Wagon Extender

D14.12:

6-3-6 Tank Bde Grp (23, 95)

D14.13:

12-2-2 Inf Div (73, 175 which is -1 step)
4-4-8 Gd Tank Bn (13)

D13.06:

61st Army HQ
(5)-1-1 AA Div (12)
2 SP

D13.09:

1 Gd Tank Corps (16 Gd Tank Bde, 17 Gd Tank Bde, 1 Gd Mot Bde, 1001 SU Bn, 1296 SU Bn, 455 Mort Rgt, Organic Truck (full))

D13.13:

12-2-2 Inf Div (307, 399)

D12.08:

7 Gd Cav Corps (15 Gd Cav Div, 16 Gd Cav Div, 1897 SU Bn, 7 Gd Mort Rgt, Organic Truck (empty))

D12.09:

84-1-2 Arty Div (12a 12b)

D12.10:

12-2-2 Inf Div (69, 246 which is -1 step)

D12.11:

12-2-2 Inf Div (102, 170 which is -1 step)

D12.12:

12-2-2 Inf Div (60, 149 which is -1 step)

D11.08:

120.202 Gd Katy Div (5)
28.1.2 Arty Bde (44)

D11.09:

2 Gd Cav Corps (3 Gd Cav Div, 4 Gd Cav Div, 17 Gd Cav Div, 10 Gd Mort Rgt, Organic Truck (full))

D11.10:

12-2-2 Gd Inf Div (37)
12-2-2 Inf Div (162; -1 step)
4-2-6 Tank Bn (253)

D10.06:

12-2-2 Gd Inf Div (77)
11-3-2 Inf Div (15 NKVD; -1 step)

D10.07:

12-2-2 Inf Div (81, 356 which is -1 step)

D10.08:

4-2-2 Inf Bde (115)
3-3-3 Brkdwn Rgt
3-2-2 Brkdwn Rgt

D10.09:

12-2-2 Inf Div (106, 354 which is -1 step)
4-3-6 Tank Bn (45)

D9.06:

13-3-3 Gd Inf Div (12; -1 step)
12-2-2 Gd Inf Div (76)

Place with any Soviet unit:

1x Penal Assault unit

Partisans: (Active):

D3.12, D3.16, D6.18, D7.10, D8.10, D8.16

Any Air Base or Off-Map (16th Air Army attached to 1st Belorussian Front):

5x IL.2* 4x Yak.9*
1x La.5 2x Yak.7b*
* = 1 Air Unit is reduced

Any Air Base or Off-Map (Independent air units):

1x Pe.2 2x IL.4

Level-3 Air Bases: D20.07

Air Strips: D16.10, D19.19

Soviet Order of Arrival:

15 Nov 43

Withdraw:

11th Army HQ

29 Nov 43

Withdraw

6-3-6 Tank Bde Grp (23, 95)

Note:

Not used in this scenario:

1 Gd Tank Corps (15 Gd Tank Bde)
2 Gd Cav Corps (1812 SU Bn)

Axis Set-Up Information

Rail Cap: none

Reserve Markers: 4 available

Kessel HQs: none

KG Markers: none

Fortress Units: 1 available

Reinforcements: see below

Variable Repls: 5 SP, 1 Pax and 1 Random Infantry Alert unit per turn arrive at C60.12 or C61.14. Pax may be saved, but Alert units must be taken immediately.

Garrison Status: The Gomel Garrison (D16.15) is active.

Breakdown Pool: Limited to units deployed at scenario start. Pax may not be used to rebuild Breakdown units.

Dead Pile:

None.

D17.16:

16-4-3 Inf Div (299; -2 steps)
(2)-2-3 Flak Alert Bn

D17.21:

4-4-3 Brkdwn Rgt
(4)-3-6 PJ Bn (561)

D17.22:

4-4-3 Brkdwn Rgt
(6)-2-3 Flak Rgt (1/6)

D16.15:

7-4-- Garrison (Gomel), active

Scenarios

8-3-2 Sec Div (221)
2-3-3 Cos Bn (1)
2 SP

D16.16:
8-4-3 Inf KG (134)
(3)-3-3 PJ Bn (474)
Random Inf Alert unit

D16.17:
4-4-3 Brkdwn Rgt
4-4-7 AG Bn (244)

D16.18:
14-3-3 Inf Div (296; -1 step)

D16.19:
4-4-3 Brkdwn Rgt
(4)-3-6 PJ Bn (741)

D16.20:
16-4-3 Inf Div (253; -2 steps)
Random AG Alert Unit (draw from the
PG/AG pool until an AG unit is drawn)

D16.22:
14-3-3 Inf Div (383; -1 step)

D16.23:
Random AG Alert Unit (draw from the
PG/AG pool until an AG unit is drawn)
Random Inf Alert unit

D15.15:
16-4-3 Inf Div (95; -1 step)

D15.16:
23rd Corps HQ
3-4-7 AG Bn (600)
12-2-3 Mot Arty Bn (736)
1 SP

D15.21:
55th Corps HQ
1-2-3 Ost Bn (439)
8-2-3 Arty Bn (430)
3T

D14.14:
16-4-3 Inf Div (102; -2 steps)
(2)-2-3 Flak Alert Bn

D14.15:
12-2-3 Mot Arty Bn (II/61)

D14.18:
3-3-3 Brkdwn Rgt

D13.14:
16-4-3 Inf Div (292; -2 steps)
Random PG Alert Unit (draw from the
PG/AG pool until a PG unit is drawn)

D12.13:
16-4-3 Inf Div (45; -1 step)

D11.11:
16-4-3 Inf Div (6; -1 step)

D11.12:
8-3-3- Inf KG (262)
Random PG Alert Unit (draw from the
PG/AG pool until a PG unit is drawn)

D11.13:
4-4-3 Brkdwn Rgt
(6)-3-3 PJ Bn (664)

D11.14:
8-2-3 Arty Bn (851)

D11.15:
35th Corps HQ
2T

D10.10:
16-4-3 Inf Div (216; -2 steps)
(2)-2-3 Flak Alert Bn

D10.11:
8-2-3 Arty Bn (616)

D10.13:
20th Corps HQ
5-4-7 AG Bn (904)
2T

D10.15:
4-5-7 AG Bn (177)
Random Inf Alert unit
1 SP

D9.07:
16-4-3 Inf Div (86; -2 steps)
(2)-2-3 Flak Alert Bn

D9.08:
16-4-3 Inf Div (7; -2 steps)

D9.09:
9-4-3 Inf KG (137)

D9.10:
9-4-3 Inf KG (31)

D8.05:
12-3-3 Inf Div (Korp E; -1 step)

D8.06:
5 Pz Div (14 PG Rgt, 53 PJ Bn)

D8.07:
5 Pz Div (116 Mot Arty Rgt)
9-2-6 SP Arty Bn (II/63)

D8.09:
10-2-3- Arty Bn (637)

D8.12:
12 Pz Div (5 Mot Rgt)
4-4-7 AG Bn (909)

D8.23:
8-3-2 Sec Div (203; -1 step)
2T

D7.12:
12 Pz Div (12 Aufk Bn, 2 PJ Bn)

D6.08:
56th Pz Corps HQ
5 Pz Div (5 Aufk Bn, I-31 Pz Bn)
2 SP

D5.20:
2-2-3 Sec Bn (946)

D4.09:
1-1-3 Ost Bn (755)

D4.14:
1-1-3 Ost Bn (668)

D3.07:
5 Pz Div (13 Mot Rgt)

D1.09:
3-2-2 Hung Brkdwn Rgt

D1.11:
3-2-2 Hung Brkdwn Rgt

C61.14:
3-2-2 Hung Brkdwn Rgt

C60.12:
2nd Army HQ
(3)-3-3 Kor Rgt (580)
1 SP

Luftwaffe (any air base):
2x Fw.190A 1x Ju.87D
3x He.111H

Level-1 Air Bases: D10.14, D11.14,
D11.18

Hogs level 1:
D8.05, D8.06, D8.20, D8.21, D8.23, D9.07,
D9.08, D9.18, D9.19, D10.14, D10.15,
D11.11, D11.12, S11.13, D11.14, D12.13,
D13.14, D14.14, D14.18, D16.16, D16.17,
D16.18, D16.19, D16.20, D16.22, D16.23,
D17.21, D17.22

Hogs Level 2:

D15.15, D17.16

Axis Order of Arrival:

12 Nov 43

C60.12 or C61.14:

2x Inf Alert Bn (random draw)

19 Nov 43

C60.12 or C61.14:

5 Pz Div (II-31 Pz Bn)

12 Pz Div (II-29 Pz Bn)

(6)-3-3 PJ Bn (661)

Random PG/AG Alert Unit

Note:

Not used in this scenario:

5 Pz Div (Organic Truck)

12 Pz Div (I-29 Pz Bn, 25 Mot Rgt, 2 Mot

Arty Rgt, Organic Truck)