

# BLOCK BUSTING IN BOKRUIISK

## Scenario 108



**BOKRUIISK, June 29, 1944:** During the destruction of Army Group Center many of Hitler's "Fortified Localities" were cut off and surrounded by the Russian advance. These moves were an almost perfect copy of the German blitzkrieg. Bokruisk was just such a city. The city had become a fortress, with pillboxes and old tank turrets being used throughout. In covering the city from the east, a fixed system of trenches and other earthworks were in evidence, but the Russian attack came from the northern and southern flanks where the Germans were least able to cope with the threat. After successfully breaking through the fixed outer defenses, the Russian attack turned into bloody street fighting.

### Board Configuration



### VICTORY CONDITIONS

The Russian player wins if he has undisputed control or last sole occupation of all five multi-level buildings on the designated portion of board 1. Any other result is a German victory.

### TURN RECORD CHART

+	German sets up first	★	1	2	3	4	5	6	7	8	END		
★	Russian moves first												



Elements of 9th Army/XXXV Corps, garrisoning Bokruisk, set up on any whole hexes on board 1 as noted below:

Group A, south of row I inclusive:

4-6-7	2-4-7	1-8-8	4-12 B12	2-8 B12	3	76L
5			2	6		

Group B, north of row I exclusive:

4-6-7	2-4-7	6-16 B12	4-12 B12	2-8 B12	4 X9+	X12	50L
6	3		2	2	3		

Group C, anywhere on board 1:

Lt Stahler 9-2	Sgt Hines 9-1	Sgt Pitz 8-1	Capt Uhl 8-0	?	13 9-1 75L 4/-/4	33 -1 -3 75L	WIRE
					12		3



Assault Group Elements of the First Belorussian Front set up on any whole hex of board 3:

6-2-8	4-4-7	Sgt Krivonoz 9-2	Lt Dubinin 9-1	Sgt Uhl 8-0	6-12 B11+	2-6 B10+	2	X10+	2-3-7	Inf 76* HG	23 1S/7PP
3	8				2		2				

Enter turn 1 on any south edge hex of board 3:

12 13 -2 152	18 1-0 85L	6-2-8	4-4-7	8-1	4-12 B11	13 -2 85L 2/2/3	17 2S/12PP
		2	6		2	2	3

### SPECIAL RULES

- 108.1 Only the hexes south of row 0 inclusive on board 1 are playable.
- 108.2 The Russian 6-2-8 squads are considered engineers for all purposes but may "lay" a total of only 3 smoke counters per game as a combined total.
- 108.3 AFVs may not set up in buildings or wood hexes.

**AFTERMATH:** By the end of the 29th Bokruisk had fallen with heavy losses on both sides. The Germans list nearly 80% of their Ninth Army, including eight divisions that had ceased to exist. But more importantly, complete German units had been surrounded and eliminated. No one had learned more from the Germans than the Russians.