BAGRATION
RIVER ASSAULT
MISSION TERRAIN PACK

FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME

EASTERN FRONT TERRAIN

The opening of Operation Bagration was fought across Byelorussia, a land of forests, farms, rivers and wooded marshes. In Poland terrain was similar, mostly flat with rivers, lakes, woods, and villages breaking up the farmland. Fighting in the Ukraine crossed fertile plains of farmland and woods, crisscrossed with rivers, before hitting the Carpathian Mountains that divide the Ukraine from Slovakia and Hungary.

MARSHES & SWAMPS

Marshes & Swamps are Terrain. Marshes are Soft Ground, slowing tanks as they cross. Swamps are Impassable.

They are Short terrain, so provide Concealment.

Some Marshes & Swamps can be wooded and are Tall terrain, providing Concealment to teams within or behind them.

WOODS AND ORCHARDS

Woods and orchards are Difficult Terrain. Tanks need to exercise care to avoid getting stuck.

Both are Tall terrain and provide Concealment to teams within or behind them.

ESCARPMENTS

Escarpments are hilly Terrain that is Impassable on the side with the vertical cliff.

GENTLE HILLS

Gentle hills are Terrain, but don't present any risk of tanks getting stuck.

BROOKS & STREAMS

Brooks & Streams are Terrain, slowing tanks as they cross. They are Flat terrain, so do not provide Concealment.

LAKES & PONDS

Lakes & Ponds are Impassable. They are Flat terrain, so do not provide Concealment.

OPEN SPACES

Most battlefields are Cross-country apart from specific terrain features.

Stationary infantry are Concealed in the open (and other Flat terrain), but tanks, guns, and moving infantry are in full view.

To make this table we used the Neoprene mat below as well as *Battlefield In A Box* terrain.

DOUBLE SIDED GRASSLAND AND DESERT GAMING MAT (BB951)
72"/183cm x 48"/120cm

Available from
www.FlamesOfWar.com

PLOUGHED FIELDS

Ploughed Fields are Terrain as they are difficult to move across at speed.

CROP FIELDS

Standing crops are Terrain. Tanks moving through them need to slow down to avoid hidden obstacles and potential infantry ambushes.

Standing crops are Short terrain, Concealing teams in and behind them.

FENCES AND HEDGES

Fences are Terrain, limiting the speed at which they can be crossed. Hedges are Difficult Terrain, requiring care when crossing to avoid getting stuck.

Fences and Hedges are Short terrain, Concealing teams behind them.

BUILDINGS

Buildings are Terrain that is Impassable to tanks and guns. Infantry can enter and exit them through openings like doors and windows.

Buildings are Tall terrain. You cannot see past a building, although teams half-hidden by or in a building are Concealed. Buildings give troops inside Bulletproof Cover.

RIVERS AND FORDS

Shallow rivers are Difficult Terrain. They slow tanks down and possibly cause them to halt as they seek a better crossing point.

Deep rivers are Impassable to tanks and guns, and require a 4+ Cross Check for infantry to cross. Teams cannot start the game or end their movement in a river or lake. Fords across deep rivers are Difficult Terrain.

River crossings are often the site of battles as rivers are significant obstacles. Think about why the battle is being fought here. Is the river a defence line? Has the attacker already taken a bridgehead across the river, and this is a counterattack to eliminate the bridgehead? Place the river and crossings accordingly. It's a good idea to have at least three fords or bridges unless you are planning to have infantry make an assault crossing.

Like all water features, rivers are Flat terrain and do not provide Concealment.

ROADS

Roads allow troops to move much faster than they would cross-country if they are going to the right place.

HAYSTACKS

Haystacks are Short terrain, concealing teams behind them.

*Haystacks **(BB245)** are available as part of the Battlefield In A Box range.*

BAGRATION FORTIFIED CITY BATTLES

All along the Byelorussian Front, towns like Orsha had to be taken and secured in order for the Soviets to carry on their offensive. From the northern sectors to the southern ones, Soviet Rifle battalions were given the task of probing the German lines. While the mission remained the same, what they encountered differed greatly from kilometre to kilometre.

Onslaught recreates the initial assault on the German lines at the opening of Operation Bagration as infantry test the German defences looking for weak points.

Hammering the Line recreates the the full fury of the Soviet attack as the assault units hit the line with full force, looking the breakthrough and make a gap for the following mechanised forces.

Swinging the Sickle recreates Soviet armoured forces encircling the withdrawing Germans as they form blocking forces and attempt to halt the drive for Minsk.

LINKED CAMPAIGN

You can play these battles as a linked campaign, with each battle's outcome affecting the next.

The Soviets are the attacking player in each game unless otherwise stated.

1. Play **Onslaught** first to reflect the initial probing attacks of the German *Festerplatz* (fortified town) defences at the start of Operation Bagration.

2. Play **Hammering the Line** as the Soviets escalate their attacks on the German defences.

   • If the Soviets won a Stunning or Major Victory in the *Onslaught* mission, they have found a weakness in the German defences and reinforce their attacking forces, so the Germans do not have and Ambush.

   • If the Germans won a Stunning or Major Victory in the *Onslaught* mission, they have reinforced their position and their Reserves are not Deep (use Immediate Reserves instead of Deep Immediate Reserves).

3. Play **Breakthrough** (see page 110 of the rulebook) next as the Soviet offensive begins to push through the German defences.

   • If the Soviets won a Stunning or Major Victory in the *Hammering the Line* mission, the Germans are caught off balance, so don't have an Ambush.

   • If the Germans won a Stunning or Major Victory in the *Hammering the Line* mission, they have marshalled their reserves well, so the Germans roll an extra die for Reserves each turn (so two dice on turn one, three on turn two etc).

4. Play **Swinging the Sickle** next as the Germans try to hold back the Soviet tide.

   • If the Germans won a Stunning or Major Victory in the *Breakthrough* mission, they have slowed the Soviet advance on Minsk, allowing them to organised their blocking forces and reserves, so they can remove Objective 1 on turn two.

   • If the Soviets won a Stunning or Major Victory in the *Breakthrough* mission, they are advancing rapidly, so the Germans cannot remove Objective 2 until turn six.

5. Play **Bridgehead** last as the Soviets encircle withdrawing German forces.

   • If the Soviets won a Stunning or Major Victory in the *Swinging the Sickle* mission, the Germans are under extreme pressure, so the German player can only win the game on turn seven (rather than six) if they meet their victory conditions.

   • If the Germans won a Stunning or Major Victory in the *Swinging the Sickle* mission, they have bought themselves more time, so the German player can win the game on turn five (rather than six) if they meet their victory conditions.

The outcome of the Bridgehead mission decides the ultimate outcome of the entire campaign.

ONSLAUGHT
pg 5

HAMMERING THE LINE
pg 10

BREAK-THROUGH
pg 110 (Rulebook)

SWINGING THE SICKLE
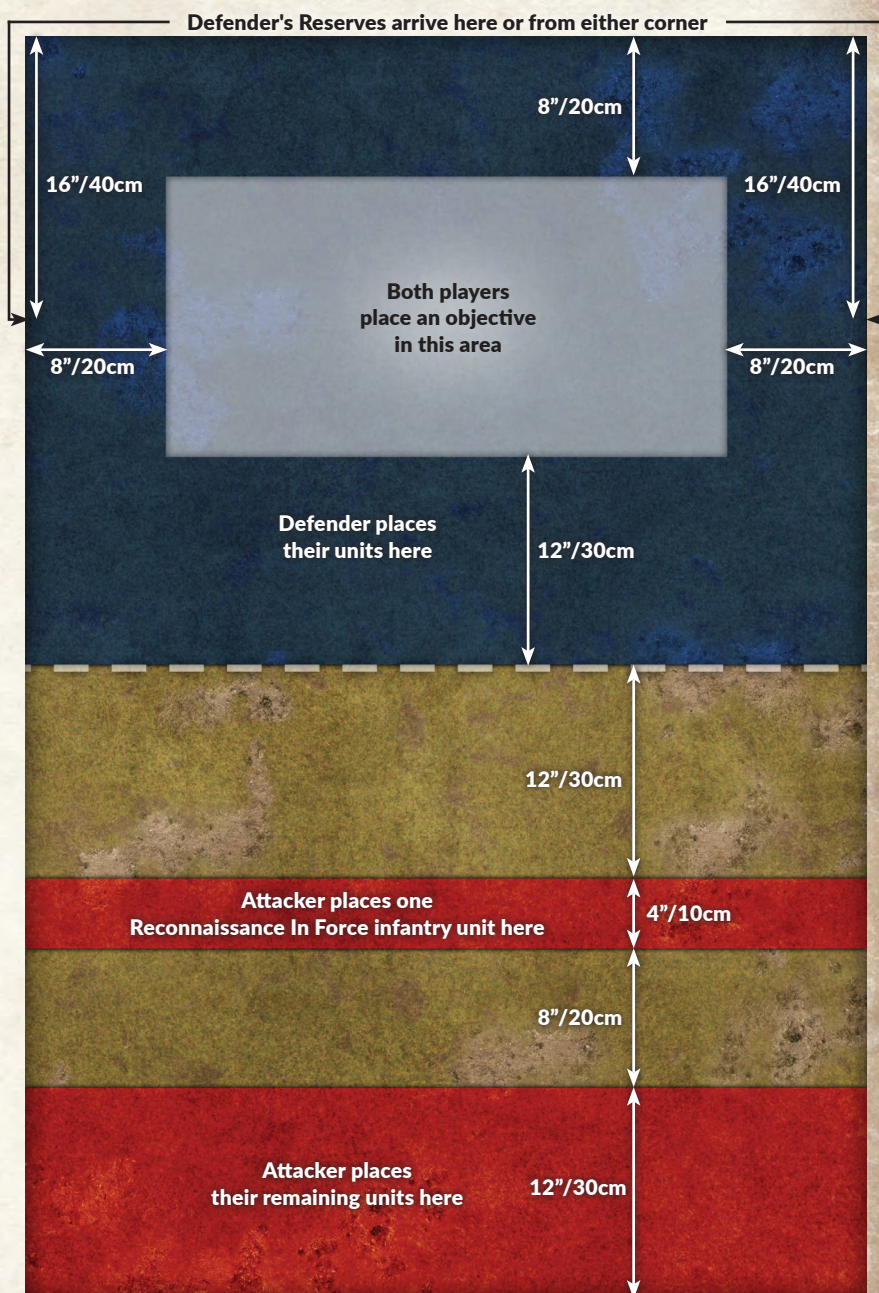pg 11

BRIDGEHEAD
pg 111 (Rulebook)

ONSLAUGHT

The Soviets have never been known to conduct delicate reconnaissance missions. Instead, Soviet generals collect their information by sending battalion-sized units out to test the opposition.

SPECIAL RULES
- Ambush (Defender)
- Deep Immediate Fortified Reserves (Defender)
- Reconnaissance In Force (Attacker)
- Fortified Defence (Defender)
- Preliminary Bombardment (Attacker)

SETTING UP
1. The Defender picks a short table edge to defend from. The Attacker attacks from the opposite end of the table.
2. Both players, starting with the Defender, place one Objective in the Defender's table half, at least 12"/30cm from table centre line and 8"/20cm from all table edges.
3. The Defending player selects eight points of Fortifications, one Minefield, and one Barbed Wire Entanglement for each 25 points in the Attacker's force.
4. The Defender now places their selected Fortifications, Minefields, and Barbed Wire Entanglements in their Deployment area. Fortifications must be placed at least 2"/5cm apart, at least 2"/5cm from Objectives, and may not be placed to block a road, railway line, or ford, nor in water.

Defender's Reserves arrive here or from either corner

8"/20cm

16"/40cm   16"/40cm

Both players place an objective in this area

8"/20cm   8"/20cm

Defender places their units here   12"/30cm

12"/30cm

Attacker places one Reconnaissance In Force infantry unit here   4"/10cm

8"/20cm

Attacker places their remaining units here   12"/30cm

DEPLOYMENT
1. The Defender selects up to 40% of their force to deploy and holds the rest in Deep Immediate Reserve. Reserves arrive from their short edge at the rear of the table or up to 16"/40cm from either corner of the rear edge.
2. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
3. The Defender may hold one of their Units in Ambush.
4. The Defender then places their remaining Units in their table half.
5. The Attacker places their selected Reconnaissance In Force Unit in thier table half between 12"/30cm and 16"/40cm from the centre line.

6. The Attack places their remaining Units in their table half at least 24"/60cm from the table centre line.
7. The Attacker resolves the Preliminary Bombardment.
8. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST
The Attacker has the first turn.

WINNING THE GAME
- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of the Objectives.

ONSLAUGHT FORCES

ATTACKER	DEFENDER			
FORCE POINTS	FORCE POINTS	ON-TABLE	FORTIFICATIONS	RESERVES
150	75	30	48 Fortification Points* + 6 Minefields + 6 Barbed Wire	45
125	62	25	40 Fortification Points* + 5 Minefields + 5 Barbed Wire	37
100	50	20	32 Fortification Points* + 4 Minefields + 4 Barbed Wire	30
75	37	15	24 Fortification Points* + 3 Minefields + 3 Barbed Wire	22

ONSLAUGHT SPECIAL RULES

FORTIFIED DEFENCE (DEFENDER)

The Defender's force has 50% of the points total of the Attacker's force. For example if the Attacker has 100 points, the Defender will have 50 points.

The Defender's force has an additional 8 points of Fortifications, a Minefield (or Booby Traps), and a Barbed Wire Entanglement for each 25 points in the Attacker's force. The Fortifications and their rules are shown on pages 7, 8, and 9.

FORTIFIED RESERVES (DEFENDER)

In a mission with Fortified Reserves, the player may only have 40% of their force on table at the start of the game (rather than the usual 60%).

RECONNAISSANCE IN FORCE

Player chooses one Unit entirely made up of Infantry Teams to be the Reconnaissance In Force Unit. This unit is placed in the Deployment area indicated by the Mission.

The reconnaissance in force missions proved vital to the success of Operation Bagration. Without these units sacrifice, many more Soviet soldiers would have perished against the Germans' well-planned defences!

PRELIMINARY BOMBARDMENT

At the start of the game, the Attacking player rolls a die for each Defending Team (except any Formation Commanders and Fortifications) deployed on the table, including Teams that are held in Ambush.

On a result of 4+ the Team is hit by a weapon with an Anti-tank rating of 5 and Firepower of AUTO, and the Defender must roll a Save for that Team. Armoured Tank Teams are hit on their Top Armour.

78. STURMDIVISION AT ORSHA

The *78. Sturmdivision* was organised in early 1943 as a specialised assault division. Its first practical use was at the massive battle of Kursk, where it performed well. The concept went beyond the normal grenadier organisation by giving it a lot more heavy equipment, such as its own integral 7.5cm PaK40 anti-tank guns and a heavy platoon. The division also boasts its own StuG battalion, which lends immediate armoured support whenever needed.

Orsha is a critical location and as a result boasts an impressive defence network of earthen and concrete emplacements and trenches. The *78. Sturmdivision* is responsible for securing the front line around Orsha as well as the town itself. Using the swamps and marshes in the region, German pioneers built up an impressive network of trenches, with each line connected by communication trenches to facilitate rapid reinforcements.

Wire and minefields keep the Soviets busy as they try to make their way through multiple layers of obstacles.

German defensive doctrine used the Pakfront to efficiently devastate Soviet tank assaults. Guns are deployed carefully with overlapping fields of fire, inflicting maximum damage. The *78. Sturmdivision* made expert use of the Pakfront defending *Festerplatz* Orsha.

Should the Soviets be lucky enough to get into the town, the pioneers have prepared the buildings and roads with booby traps which will breed paranoia as they go between buildings!

OBSTACLES RULES

MINEFIELDS

The rules for Minefields are on page 112 of the rulebook.

BOOBY TRAPS

Before you deploy your fortifications, you may exchange any or all of your Minefields for Booby Traps. You may deploy four Booby Traps for each minefield exchanged in this way.

Booby Traps are the same as Minefields, except that a Team must move on to the Booby Trap marker to be hit by it or to clear it.

Booby Traps are not placed on the table as the start of the game. Instead, they may be placed at the same time as Ambushing Units during your Starting Step.

Booby Traps may be placed anywhere in your own deployment area. If a Booby Trap is placed under a team that then tries to clear it, the clearing team must roll to be hit as if it has just moved into it before it can clear it.

Rather than construct minefields, pioneers can construct booby traps using mines, grenades and even aircraft bombs! These are perfect for helping to defend buildings in a town and delay the opposing army.

BARBED WIRE ENTANGLEMENTS

The location of a Barbed Wire Entanglement is shown by a Wire marker.

An Infantry team moving within 2"/5cm of a Wire marker must pass a Skill test (or test to Cross a Minefield if better) or immediately stop moving.

Barbed Wire Entanglements are Difficult Terrain for all Tank teams moving within 2"/5cm of a Wire marker.

An Infantry Unit Leader that is not Pinned Down may issue a Wire Gapping Order as a Movement order instead of Moving in the Movement Step. If it does so, any Infantry team within 6"/15cm of the Unit Leader may immediately remove a Wire marker within 2"/5cm (having successfully moved into the Barbed Wire Entanglement in the previous turn) instead of Moving. The team is counted as Moving, but does not Move, and cannot Move further, Shoot, or Assault.

Barbed wire entanglements are designed to slow down infantry as they search for breaks made by the artillery or cut their way through. Even tanks need to be careful to avoid getting the wire wrapped in their tracks and being immobilised until the crew cut their vehicle free.

FORTIFICATIONS RULES

BUNKER

Bunkers are Gun teams with the following rules.

A Bunker can only be Shot at or Assaulted from within its Field of Fire. It cannot be hit by an Artillery Bombardment.

A Bunker is always Concealed and in Bulletproof Cover. Teams Shooting or Assaulting a Bunker must re-roll successful Firepower tests to Destroy it.

Turret Bunkers with Armour ratings rather than a Save rating are treated as Tank teams when hit by Shooting or in Assaults.

Bunkers cannot be Assaulted by Tank teams nor can they Charge into Contact.

Each Bunker team is a separate Unit, even when taken as part of the same selection.

The thick concrete walls of bunkers are impenetrable, leaving the firing slit as their only weak spot.

NESTS

Nests are Gun teams with the following rules.

A Nest is always Concealed and in Bulletproof Cover. Teams Shooting or Assaulting a Nest must re-roll successful Firepower tests to Destroy it.

Nests cannot be Assaulted by tanks nor can they Charge into Contact.

Each Nest team is a separate Unit, even when taken as part of the same selection.

Gun nests are hard to spot and even harder to knock out unless hit with the biggest available guns.

DEFILADE WALLS

Any Anti-tank Bunker may have an attached Defilade Wall. A Defilade Wall is an Impassable Tall Wall, that cannot be moved, seen, or shot through.
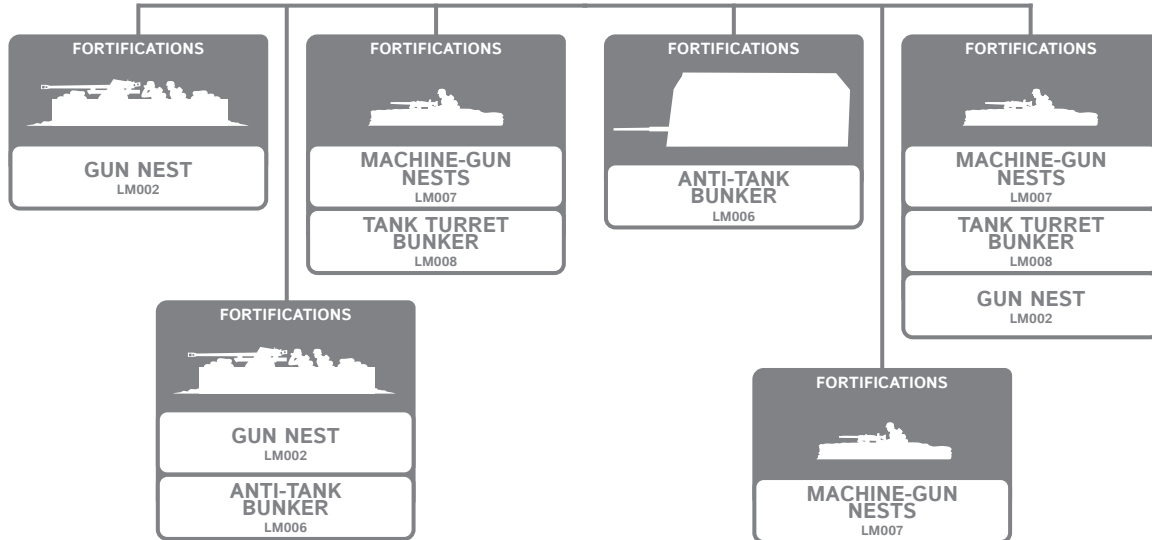
Some fortifications use thick concrete walls to limit their field of fire, thereby limiting the directions from which the enemy can shoot them in turn.

This section allows you to recreate a fortified strongpoint of the sort found around the *Festerplatz* (or fortress town) cities along the Eastern Front.

FORTIFICATIONS AND OBSTACLES

You may field one selection from each grey box.

FORTIFICATIONS

GUN NEST
LM002

FORTIFICATIONS

MACHINE-GUN NESTS
LM007

TANK TURRET BUNKER
LM008

FORTIFICATIONS

GUN NEST
LM002

ANTI-TANK BUNKER
LM006

FORTIFICATIONS

ANTI-TANK BUNKER
LM006

FORTIFICATIONS

MACHINE-GUN NESTS
LM007

FORTIFICATIONS

MACHINE-GUN NESTS
LM007

TANK TURRET BUNKER
LM008

GUN NEST
LM002

ANTI-TANK BUNKER

| 1x 7.5cm Bunker | 10 POINTS |
| 1x 5cm Bunker | 8 POINTS |

The industrious pioneers have fortified the cities along the front using a series of concrete bunkers connected together by trenches.

Use these heavily camouflaged strongpoints together to defeat Soviet tank assaults. When carefully planned, the line can withstand a tremendous amount of punishment!

• GUN UNIT • BUNKER •

MOTIVATION	
CONFIDENT	4+

SKILL	
GREEN	5+

| Bunker Assault | 6 |

IS HIT ON	
BUNKER	2+

SAVE	
Bunker	2+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
7.5cm Bunker	32"/80CM	2	2	12	3+	Forward Firing
5cm Bunker	28"/70CM	2	1	8	4+	Forward Firing

GUN NEST

| 1x 5cm Anti-tank Nest | 8 POINTS |
| 1x 2cm AA Nest | 4 POINTS |

Lighter guns were still in open positions, waiting for their turn to get concrete bunkers when the invasion occurred. Despite this, they were still very dangerous and difficult to knock out.

• GUN UNIT • NEST •

MOTIVATION	
CONFIDENT	4+

SKILL	
GREEN	5+

| Nest Assault | 6 |

IS HIT ON	
NEST	3+

SAVE	
Nest	3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
5cm Anti-tank Nest	28"/70CM	2	1	9	4+	Forward Firing
2cm AA Nest	20"/50CM	3	2	5	5+	Dedicated AA

MACHINE-GUN NESTS

4x Machine-gun Nest	8 POINTS
3x Machine-gun Nest	6 POINTS
2x Machine-gun Nest	4 POINTS
1x Machine-gun Nest	2 POINTS

A well-placed machine-gun in a fortified nest is an ideal fortification to help keep infantry off the heavier bunkers. They utilise interlocking fields of fire to force enemy infantry to find alternate routes to their objectives!

• GUN UNIT • BUNKER •

MOTIVATION		IS HIT ON	
CONFIDENT	4+	NEST	3+

SKILL		SAVE	
GREEN	5+	Bunker	3+
Nest Assault	6		

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Machine-gun	16"/40CM	4	2	2	6	

TANK TURRET BUNKER

1x Panzer II Turret (2cm)	2 POINTS
1x T-70 Turret (45mm)	2 POINTS
1x T-34 Turret (76mm)	5 POINTS
1x Panther Turret (7.5cm)	12 POINTS

Old French tank turrets mounted on concrete bunkers provided dual-purpose anti-tank and anti-infantry defences that needed a tank or a lucky bazooka shot to knock out.

• GUN UNIT • BUNKER •

MOTIVATION		IS HIT ON	
CONFIDENT	4+	TURRET	3+

SKILL	
GREEN	5+
Turret Bunker Assault	6

ARMOUR		PZ II	T-70	T-34	PAN
FRONT		3	4	6	9
SIDE & REAR		1	2	5	5
TOP		2	2	2	2

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Panzer II Turret (2cm)	20"/50CM	2	2	5	5+	
T-70 Turret (45mm)	20"/50CM	1	1	7	4+	
T-34 Turret (76mm)	24"/60CM	2	2	9	3+	
Panther Turret (7.5cm)	40"/100CM	2	2	14	3+	
Tank Turret (MG)	16"/40CM	3	3	2	6	

HAMMERING THE LINE

The Soviet reconnaissance in force has discovered a weakness in the German lines through which heavy tanks, assault guns, and infantry will attempt a breakthrough into the rear areas of the German lines.

SPECIAL RULES
- Ambush (Defender)
- Immediate Deep Reserves (Defender)
- Flanking Delayed Reserves (Attacker)

SETTING UP
1. The Defender picks a short table edge to defend from. The Attacker attacks from the opposite end of the table.
2. Both players, starting with the Defender, place one Objective in the Defender's table half, at least 8"/20cm from table centre line, 8"/20cm from side table edges, and 20"/50cm from the defenders rear table edge.
3. The Defender may place one Minefield and two Barbed Wire obstacles for each 25 points in their force anywhere outside the Attacker's deployment area.
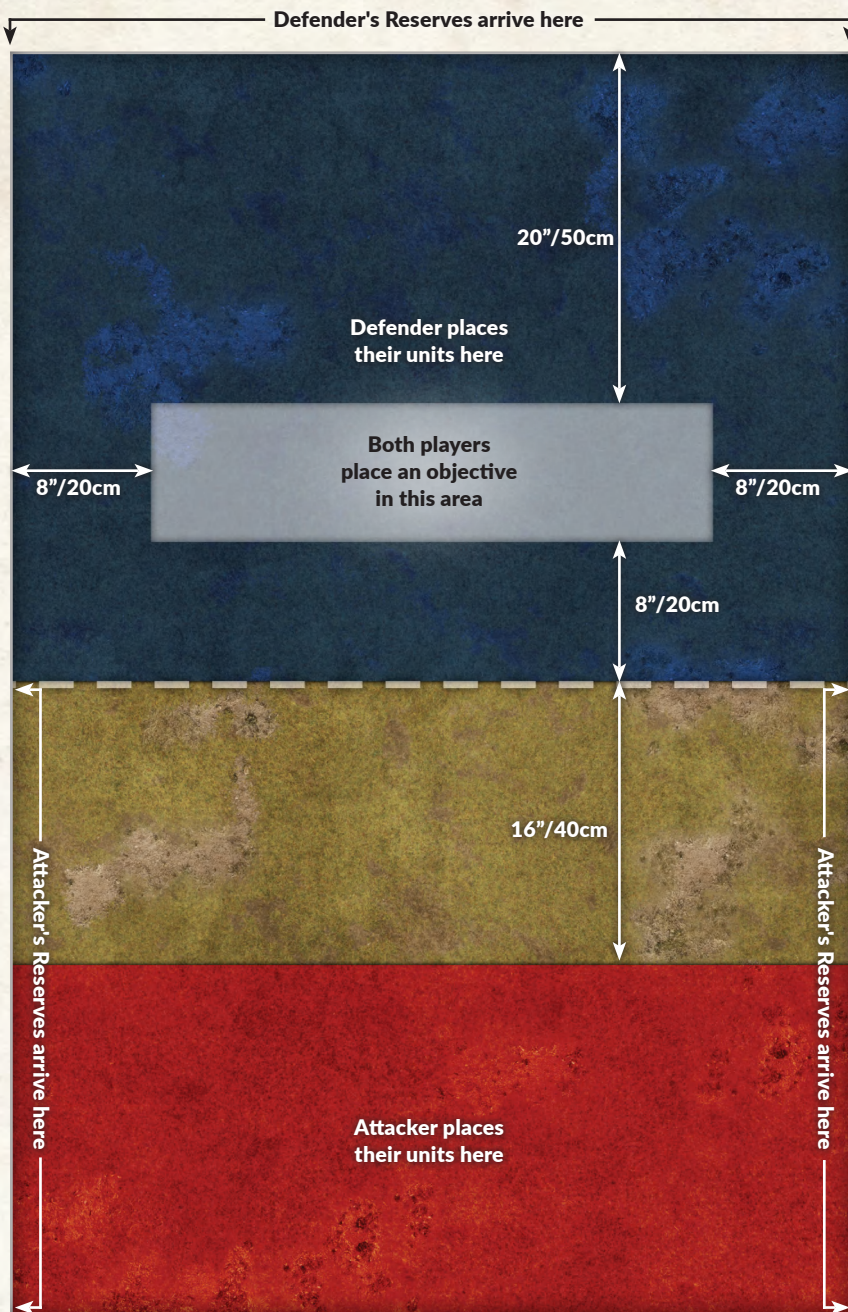
DEPLOYMENT
1. The Defender selects up to 60% of their force to deploy and holds the rest in Immediate Deep Reserve. Reserves arrive from their short table edge.
2. The Attacker places at least one Unit in Delayed Reserve. These will arrive along either side edge in the Attacker's half of the table.
3. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.

4. The Defender may hold one of their Units in Ambush.
5. The Defender then places their remaining Units in their table half.
6. The Attack places their remaining Units in their table half at least 16"/40cm from the table centre line.
7. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST
The Attacker has the first turn.

Defender's Reserves arrive here

20"/50cm

Defender places their units here

8"/20cm

Both players place an objective in this area

8"/20cm

8"/20cm

16"/40cm

Attacker's Reserves arrive here

Attacker's Reserves arrive here

Attacker places their units here

WINNING THE GAME
- The game cannot be won before the sixth turn.
- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of the Objectives.

SWINGING THE SICKLE

As the Soviet armoured forces raced through the gaps in the German defence hastily organised blocking forces were assembled to slow and delay the Soviet breakthrough.

SPECIAL RULES
- Ambush (Defender)
- Phased Withdrawal (Defender)

SETTING UP
1. The Defender picks a short table edge to defend from. The Attacker attacks from the opposite end of the table.
2. The Attacker places two Objectives, Objective 1 within 8"/20cm of the of the Defender's side of the table centre line and at least 8"/20cm from the sides. The Attacker then places Objective 2 in the Defender's table half, at least 16"/40cm from table centre line, 12"/30cm from the Defenders rear table edge, and 8"/20cm from the side table edges.
3. The Defender then placed one Objective within 4"/10cm of their table rear edge and 8"/20cm from the side table edges.

DEPLOYMENT
1. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
2. The Defender may hold one of their Units in Ambush.
3. The Defender then places their remaining Units in their table half, up to 8"/20cm inside the Attacker's table half.
4. The Attacker places their Units in their table half at least 24"/60cm from the table centre line.
5. All Infantry and Gun Teams start the game in Foxholes.

PHASED WITHDRAWAL
The Defender will remove Units from their force, and Objectives as the game progresses using the Phased Withdrawal rule (opposite).
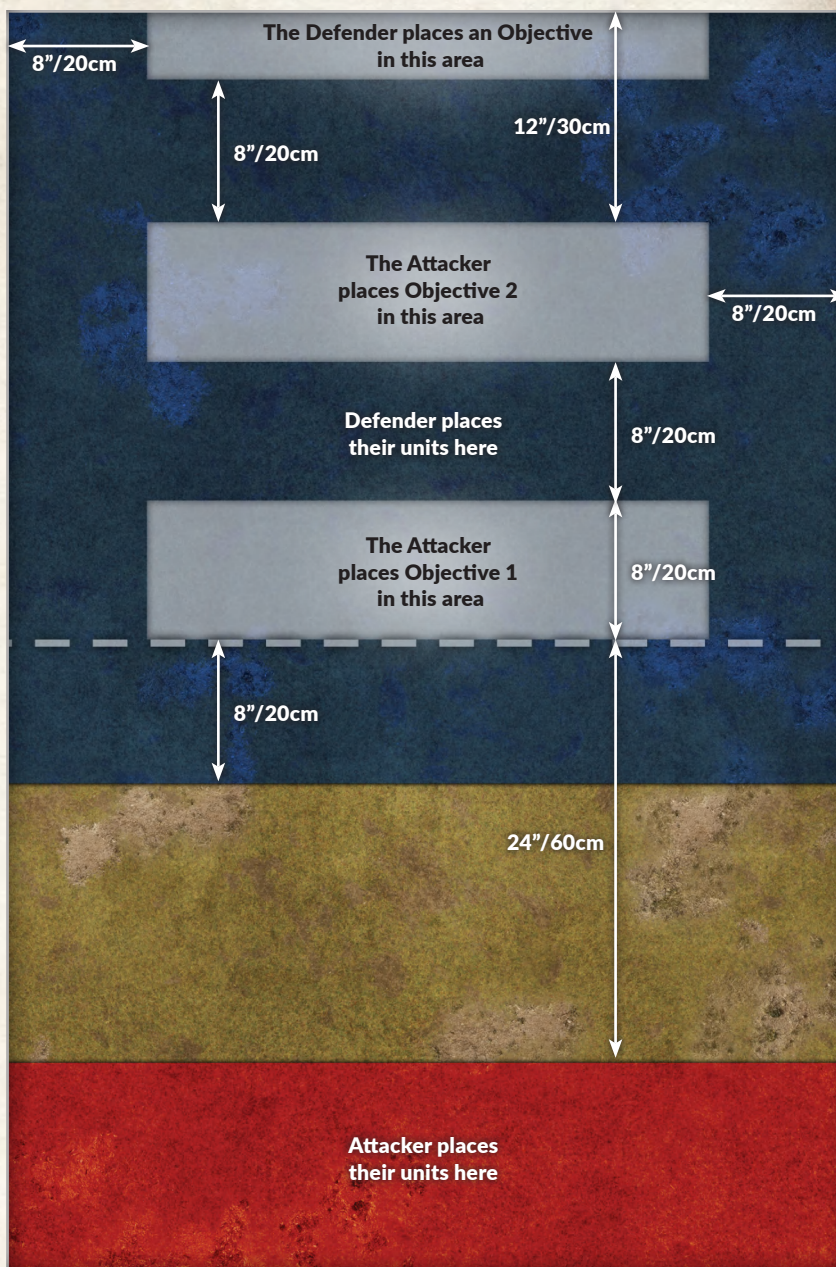- Objective 1 is removed at the start of the Defender's Turn 3.
- Obective 2 is removed at the start of the Defender's Turn 5.

WHO GOES FIRST
The Attacker has the first turn.

WINNING THE GAME
- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins at the start of their ninth turn after checking Formation Last Stand.

The Defender places an Objective in this area

8"/20cm

12"/30cm

8"/20cm

The Attacker places Objective 2 in this area

8"/20cm

Defender places their units here

8"/20cm

The Attacker places Objective 1 in this area

8"/20cm

8"/20cm

24"/60cm

Attacker places their units here

PHASED WITHDRAWAL
The Defender starts the game with no Delay Counters. At the start of each turn from Turn 2 onwards, after checking Victory Conditions, the Defender counts the number of Units (not counting their Attachments and any Independent Teams) and Delay Counters that they have on table.
- If the total is six or more, they must Withdraw one Unit (other than an Independent Team) and its Attachments and remove all Delay Counters.
- If they have less than six Units and Delay Counters combined, they gain a Delay Counter, but do not Withdraw any Units.

WITHDRAWING UNITS
When the Defender is required to Withdraw a Unit, all of the teams of that Unit (and its Attachments) are removed from the table. If a Withdrawing Unit is not in Good Spirits, it will be treated as being Destroyed when working out Victory Points.

WITHDRAWING OBJECTIVES
Withdraw Objectives placed by the Attacker as indicated by the mission. Objectives placed by the Defender can never be withdrawn.

BAGRATION RIVER ASSAULT BATTLES

After the initial defensive battles of the opening phases of Soviet Operation Bagration, the Germans were forced to rally reinforcements from all over the Eastern Front. Panzer divisions were deployed as fire brigades, rushing from one hot spot to another. The rivers of Byelorussia and Poland played a major role in these battles, forming natural defensive lines, while also representing the next major objectives in the relentless Soviet push westwards.

The Crossroads recreates a battle leading up to the river crossing. To successfully cross a river you must first take and hold the approaches to the river.

River Crossing recreates the seizing of the bridges and fords that span the rivers thus allowing rapid advance of any army on the Eastern Front.

A Foothold recreates the desperate struggles to break out of or into the many river bridgeheads along the Vistula River in July, August and September 1944.

LINKED CAMPAIGN

You can play these battles as a linked campaign, with each battle's outcome affecting the next.

The Soviets are the Attacking player in each game unless stated otherwise.

1. Play **The Crossroads** mission first to reflect the Soviet drive to the rivers blocking further advance.

2. Play the **River Crossing** mission next as the Soviets reach the river and attempt to sieze its crossings.
   - If the Germans won a Stunning or Major Victory in **The Crossroads** mission, they have disrupted the Soviet attempts to form a bridgehead. The Soviets must place two Units in Immediate Reserve.
   - If the Soviets won a Stunning or Major Victory in **The Crossroads** mission, they are pressing forward rapidly. The Germans Reserves are now Delayed.

3. Play **A Foothold** mission next as the Germans counterattack the Soviet bridgehead as it forms.
   - If the Germans won a Stunning or Major Victory in the **River Crossing** mission, the Soviets are caught off balance, so don't have an Ambush. The Germans are the Attackers.
   - If the Soviets won a Stunning or Major Victory in the **River Crossing** mission, their advance continues unchecked and they hit the next river. The Soviets are the Attackers.

4. Play the **Rearguard** mission (see page 109 of the rulebook) next. The Germans are forced to retire as the Soviets burst out of their bridgeheads.
   - If the Germans won a Stunning or Major Victory in the **A Foothold** mission, they have given the Soviets a bloody nose, allowing them time to set up a solid defence, so they can place one additional Minefield.
   - If the Soviets won a Stunning or Major Victory in the **A Foothold** mission, they are advancing rapidly, causing panic. The Germans start the game with one Delay Counter.

5. Play the **Breakthrough** mission last as the Soviets attempt to burst through the German defenders and push further westwards.
   - If the Germans won a Stunning or Major Victory in the **Rearguard** mission, they have bought themselves more time, so the Soviets must re-roll their first successful die when rolling for Reserves.
   - If the Soviets won a Stunning or Major Victory in the **Rearguard** mission, the Germans are under extreme pressure, so the Soviet player can win the game on Turn 5 if they meet their victory conditions.

The outcome of the **Breakthrough** mission decides the ultimate outcome of the entire campaign.

THE CROSSROADS pg 18 → RIVER CROSSING pg 17 → A FOOTHOLD pg 19 → REARGUARD pg 109 (Rulebook) → BREAK-THROUGH pg 110 (Rulebook)

RIVERS ON THE EASTERN FRONT

Byelorussia is criss-crossed by waterways of all sizes from small streams to major rivers. The advancing Red Army had planned for this and crossed the rivers off the march, throwing infantry across the river as they arrived.

You can include Rivers in your games in the following ways.

- **RULES:** The River Assault rules expand the rules by giving infantry the ability to ford previously Impassable rivers in any *Flames Of War* game.
- **MISSION:** The *River Crossing* mission allows you to play a game centred around a river-crossing operation.

Rivers have defined the course of campaigns throughout history. These natural defences halt advancing armies, placing them in vulnerable positions as they organise a crossing. However, bold river crossings often yield surprising results catching the enemy off guard!

Larger rivers, such as the Vistula or Dnepr require a lot of preparation and bridging equipment. Fortunately, most rivers are much smaller, often just 65 to 100 feet (20 to 30 metres) wide and relatively slow and shallow. The land around the river is often marshy and unsuitable for farming and rivers are typically bordered by trees and even small woods. Troops specifically choose crossing points where they can take full advantage of this cover.

These rivers, while still formidable, are small enough for infantry to attempt an immediate river crossing using as much cover as can be found.

RIVERS

Rivers impose major challenges for advancing armies during large operations. Their deep channels prevent trucks and tanks from moving across them, forcing the heavier equipment to find fords and bridges.

A river over 6"/15cm wide must have at least a one-lane road or rail bridge, or a ford for each 24"/60cm or part thereof its length.

Shallow rivers are Difficult Terrain.

Deep rivers are Impassable to Tank and Gun Teams, and require a 4+ Cross Check for Infantry Teams to cross. Teams cannot start the game or end their movement in a river.

Like all water features, rivers are Flat terrain and do not provide Concealment.

RIVER CROSSING OPERATIONS

There are a few tools that troops use to cross a river. Amphibious vehicles, such as the German Schwimmwagen amphibious jeep, were built specifically for water crossings. In addition, infantry received some training and equipment to get them across, leaving the bridges and fords free for guns and vehicles.

Amphibious Teams treat Impassable Water as Difficult Terrain.

RIVER ASSAULTS

River assaults are tricky operations to execute. A lot can go wrong during a crossing. The troops have to contend with incoming fire as well as the river's unpredictability. A successful river crossing relies upon careful planning, fire support and a lot of luck! This section provides rules and missions for recreating these crossings.

WHO ATTACKS?

The players should agree who will be the Attacker before choosing their Forces.

CURRENT DIRECTION TABLE	
DICE RESULT	**DIRECTION**
[die] to [die]	Flow to the Left
[die] to [die]	Flow to the Right

DETERMINE CURRENT DIRECTION

Before deployment, roll a die to determine the direction of the current using the Current Direction Table.

CALCULATE NUMBER OF ASSAULT BOATS

The Attacking player has four Assault Boats for each 25 points, or part thereof, of Infantry teams in their points total. Only Units entirely made up of Infantry Teams may use Assault Boats. Each Assault Boat can carry three passengers. Tank and Gun Units can only cross using Bridges or Fords.

FRIENDLY BANK OF THE RIVER

The first Units to reach the Friendly Bank of the river are allocated the Assault Boats as needed. Each Unit takes the number of Assault Boats it requires to cross the river.

Any Transport Attachments that a Unit has either transport their Unit across the river by a Bridge or Ford, or are Sent to the Rear. Aircraft do not need Assault Boats.

FOLLOWING UNITS

If all your Assault Boats are in use when a Unit arrives at the Friendly Bank they will have to wait at the river bank until another Unit completes its crossing and empty Assault Boats are returned to the Friendly Bank.

Enemy Bank

River

Friendly Bank

Roll a die for each Unit's Assault Boats. All of the Assault Boats transporting that Unit drift the same distance.

If the Assault Boats drift too far it lands off table.

16"/40cm

Since another Units Assault Boats are already there, this Unit drifts down current until it finds a clear space.

LAUNCHING ASSAULT BOATS

An Infantry Unit that begins its Movement Step with its Unit Leader next to the Friendly Bank of the River may launch Assault Boats. The Assault Boats are placed within command of the Unit's Leader on the edge of the Friendly Bank. Only Teams within 4"/10cm of an Assault Boat may mount an Assault Boat allocated to their Unit. A Unit that is Pinned Down cannot mount Assault Boats.

GETTING ACROSS

The Unit then begins crossing the River. Place the Assault Boats in the river adjacent to the Enemy Bank of the river after rolling for Drift. While in the river, Teams in Assault Boats may not move, shoot, assault, nor conduct any Movement Orders, or be shot at, or assaulted by the enemy.

HITTING THE ENEMY RIVER BANK

Once mounted in their Assault Boats roll a die for each Unit to see how far it drifts off course during its crossing using the Assault Boat Drift Table:

ASSAULT BOAT DRIFT TABLE

DICE RESULT	DISTANCE
⚀ or ⚁	4"/10cm down current
⚂ or ⚃	8"/20cm down current
⚄	12"/30cm down current
⚅	16"/40cm down current

Once they have drifted, a Unit's Assault Boats are placed on the Enemy Bank the specified distance down current. If an Assault Boat already occupies that place, the Assault Boat drifts further down current to the nearest available space on the Enemy Bank.

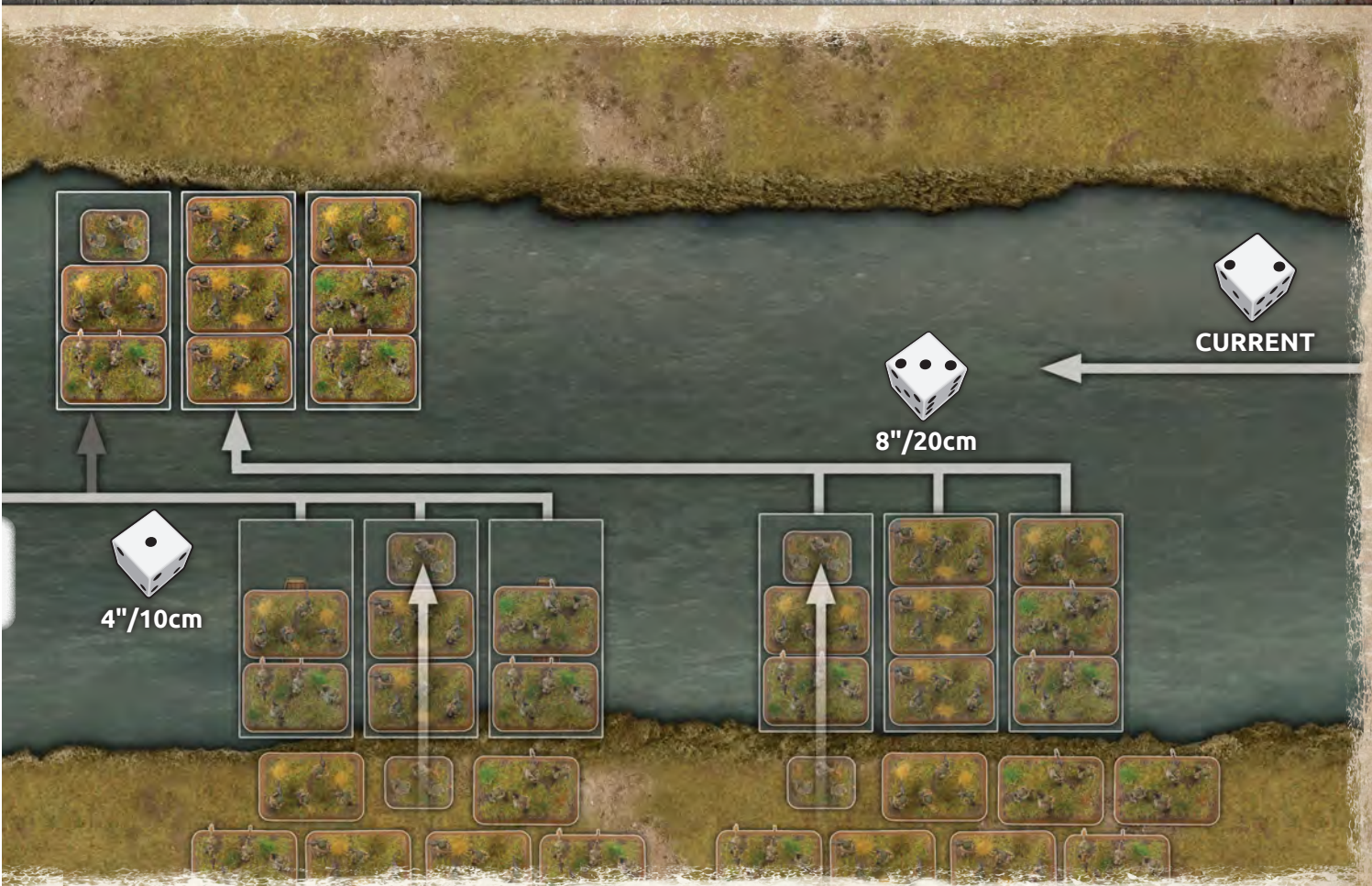If a Unit's Assault Boats drifts off the table, roll a 3+ at the beginning of the next turn:

- If the roll is successful the Unit moves onto the table from the edge that it drifted off at the point where it meets the Enemy Bank.
- If unsuccessful roll again next turn adding a second dice. Keep adding dice until the Unit arrives.

If more that one Unit has drifted off the table add an additional die for each Unit that drifted off table.

DISEMBARKING

In the turn following a Unit's Assault Boats having reached the Enemy Bank, passengers disembark from their Assault Boat by moving away from it in the Movement Step. They begin their Movement from the Assault Boat.

If enemy Teams are within 2"/5cm of Disembarking Assault Boats, you may disembark from the shallows of the river. Move the Assault Boat back into the river so it is at least 2"/5cm away from the enemy Teams and disembark your passengers from there. The disembarking Infantry Teams do not have to make a Cross Check for crossing the shallows to get to the enemy bank, but must end their movement out of the River.

CURRENT

8"/20cm

4"/10cm

RETURNING FOR MORE

At the end of the Movement Step, roll a die for each empty Assault Boat on the Enemy Bank or that had drifted down river.

- On a result of 3+ the Assault Boat returns to the Friendly Bank to be adjacent to a Unit you wish to cross. Select

a new Unit on the Friendly Bank to load in the Assault Boats ready to Hit the Enemy Bank next turn if you have enough Assault Boats for the Unit.
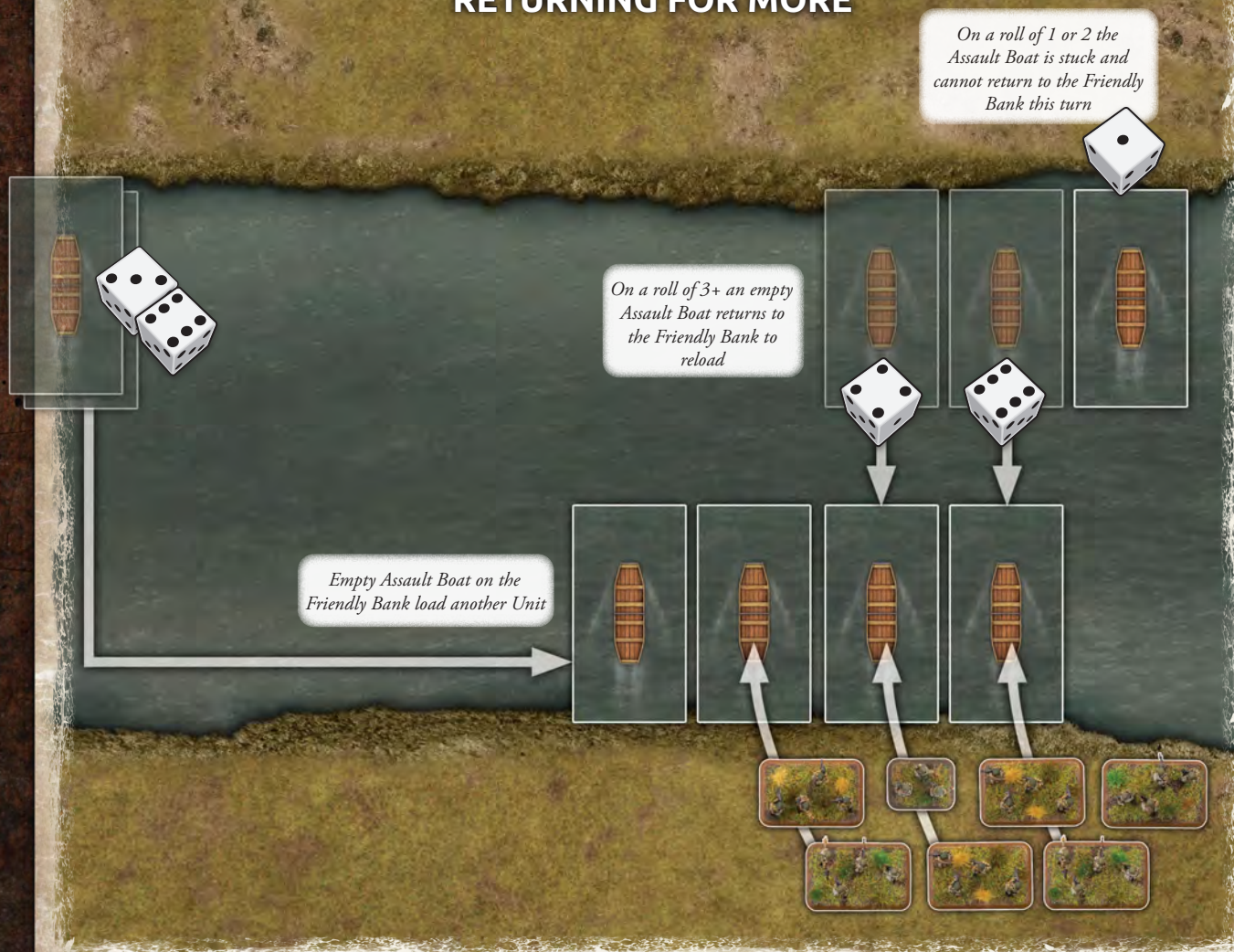
- On any other roll, the Assault Boat is stuck fast on the Enemy Bank, and must try to return to the Friendly Bank again next turn.

DISEMBARKING

Assault Boats that drift off table disembark their passengers in the following turn on a roll of 3+ from edge of the table on the Enemy Bank.

Teams disembark in their next Movement Step

On a roll of 1 or 2 the Assault Boat is stuck and cannot return to the Friendly Bank this turn

On a roll of 3+ an empty Assault Boat returns to the Friendly Bank to reload

Empty Assault Boat on the Friendly Bank load another Unit

BRIDGES AND FORDS

FORDS

Fords are shallow parts of a deeper river that have been filled in to make it easier for vehicles and people to cross.

Fords across deep rivers are Difficult Terrain.

BRIDGES

Bridges come in all shapes and sizes and are often the target of destruction to hinder the enemy's movement. Sometimes this destruction is only partial.

There are three types of Bridges — Road Bridges, Rail Bridges, and Damaged Bridges.

Road Bridges are treated as Roads allowing troops to use Road Dash movement to cross them.

Railway Bridges, like railway lines, are terrain slowing down Teams that cross them, but not requiring a Cross Test.

Damaged Bridges may have weak points or holes that hinder Movement when crossing them. A Damaged Bridge is Difficult Terrain. All Bridges are Short terrain.

NUMBER OF CROSSINGS

A River over 6"/15cm wide must have at least a one-lane Road or Rail Bridge, or a Ford for each 24"/60cm or part thereof its length (see page 79).

The players should decide on what type of crossings these will be. However, if both players agree you can simply roll on the River Bridging Table to see what each crossing is.

Before Deployment, take turns placing the Fords and Bridges, starting with the Attacking Player.

RIVER BRIDGING TABLE	
DICE RESULT	**CROSSING TYPE**
⚀ or ⚁	Ford
⚂ or ⚃	Road Bridge
⚄	Railway Bridge
⚅	Damaged Bridge

RIVER CROSSING

Battles to take and retake river crossings became a regular occurrence on both the Eastern and Western Fronts. Although some were well-planned and executed operations, others became vicious ad hoc fights based on circumstance.
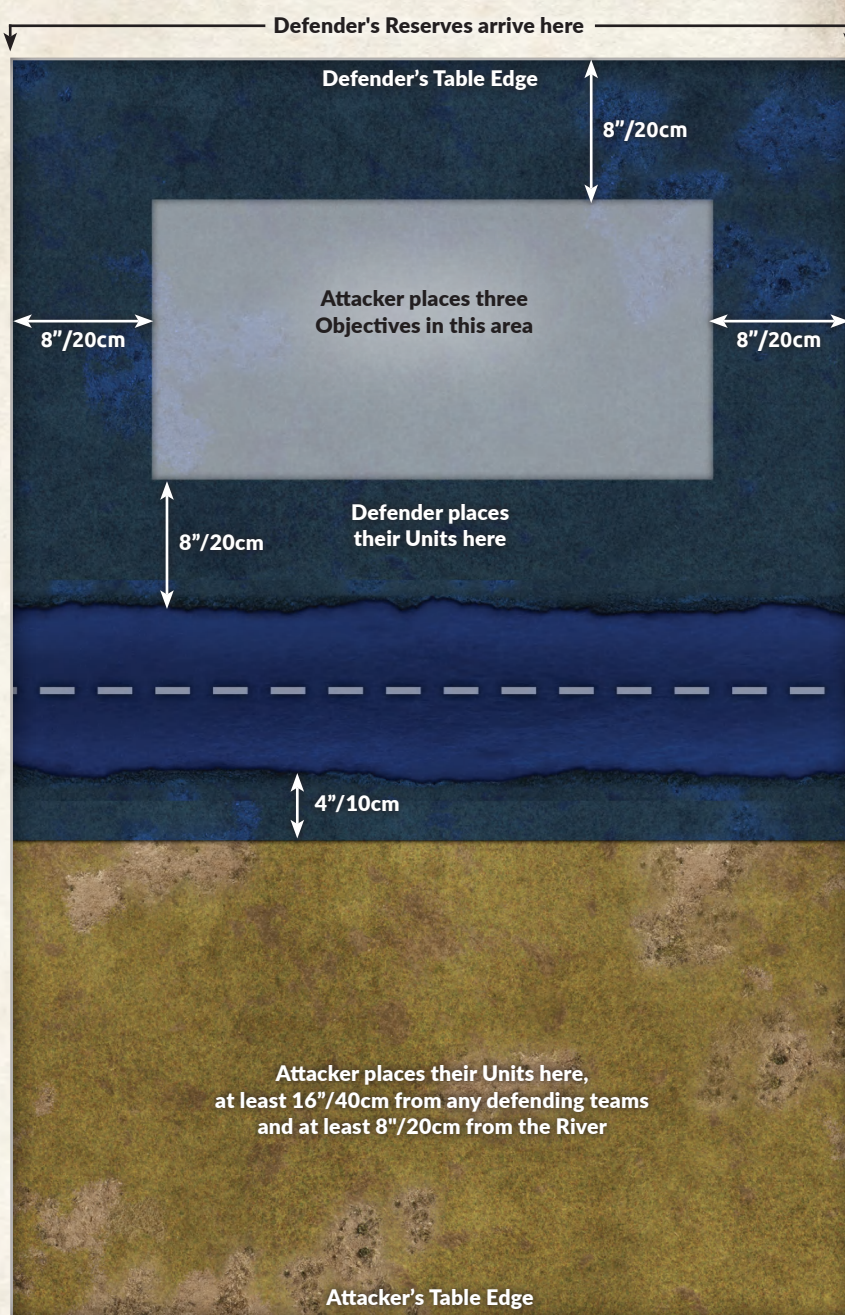
SPECIAL RULES
- Delayed Reserves (Defender)
- River Assault (Attacker)

SETTING UP
1. Set up the terrain with a 6"/15cm to 10"/25cm wide Deep River running from one long edge to the other near the centre of the table. Place a single one-lane Road or Rail Bridge or a Ford for each 24"/60cm or part thereof the table width and at least 12"/30cm apart. Roll a die to determine the direction of the current.
2. The Defender picks a short table edge to defend from. The Attacker attacks from the opposite end of the table.
3. Take turns placing Fords or Bridges on the River starting with the Attacker.
4. The Attacker places three Objectives on the Defender's side of the River no closer than 8"/20cm to the River's edge and at least 8"/20cm from all table edges.

DEPLOYMENT
1. The Defender selects up to 60% of their Force to deploy and holds the rest in Delayed Reserve. Reserves arrive from their short table edge. The Defender's deployment area extends 4"/10cm beyond the River's edge towards the Attacker's end of the table.
2. Starting with the Defender, the players place Ranged In markers for all of their deployed Artillery Units.
3. The Defender then places their remaining Units in their Deployment Area up to 4"/10cm beyond the Attacker's river edge.
4. The Attacker places their Units on their side of the River at least 16"/40cm from any Defending Teams and at least 8"/20cm from the River.
5. All Infantry and Gun Teams start the game in Foxholes.

Defender's Reserves arrive here

Defender's Table Edge

8"/20cm

Attacker places three Objectives in this area

8"/20cm

8"/20cm

Defender places their Units here

8"/20cm

4"/10cm

Attacker places their Units here, at least 16"/40cm from any defending teams and at least 8"/20cm from the River

Attacker's Table Edge

WHO GOES FIRST
The Attacker has the first turn.

WINNING THE GAME
- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun Teams within 8"/20cm of the Objectives.

THE CROSSROADS

As Operation Bagration approached the Vistula River and its tributaries, a number of bridgeheads developed, being fought over and held by both Soviet and German forces. It became important to control the roads leading to the river crossings, as well as the crossing points themselves.
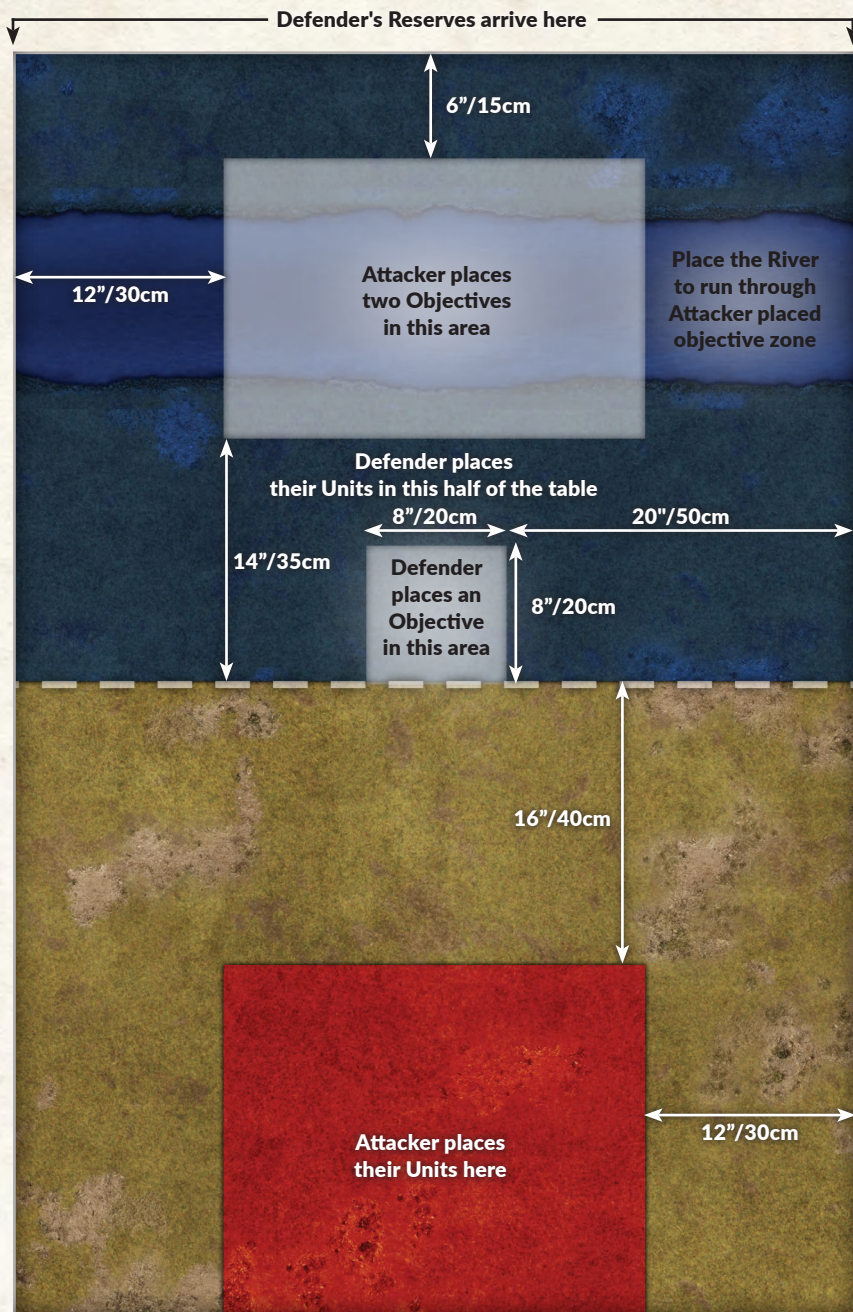
SPECIAL RULES
*   Ambush (Defender)
*   Immediate Deep Reserves (Defender)
*   River Assault (Attacker)

SETTING UP
1. The Defender picks a short table edge to defend from. The Attacker attacks from the opposite end of the table.
2. Place a Deep River running from one long edge to the other at least 14"/35cm from table centre line and 6"/15cm from the Defender's short table edge. Place two single one-lane Road or Rail Bridges or Fords at least 12"/30cm from the long table edges, and at least 16"/40cm apart. Roll a die to determine the direction of the current.
3. The Defender places one Objective in the Defender's table half, up to 8"/20cm from the table centre line and 20"/50cm from the side table edges.
4. The Attacker then places two Objectives at least 14"/35cm from the table centre line and 12"/30cm from the side edges and 6"/15cm from the rear table edge. Note Objectives may be placed on Bridges and on the entries and exits of Fords.

DEPLOYMENT
1. The Defender selects up to 60% of their Force to deploy and holds the rest in Immediate Deep Reserve. Reserves arrive from their short table edge.
2. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
3. The Defender may hold one of their Units in Ambush.
4. The Defender then places their remaining Units in their table half.
5. The Attacker places their remaining Units in their table half at least 16"/40cm from the table centre line and 12"/30cm from the side table edges.
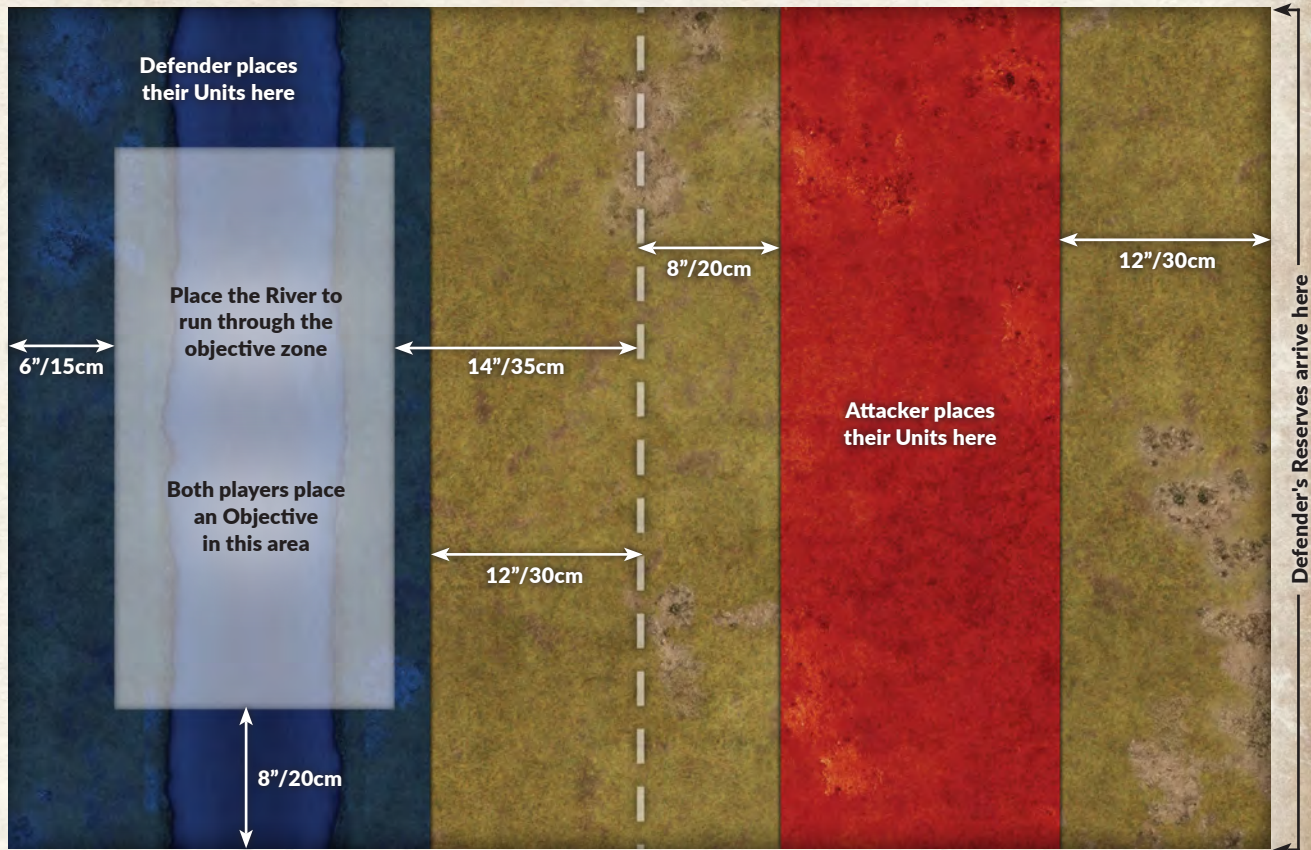6. All Infantry and Gun Teams start the game in Foxholes.

Defender's Reserves arrive here

6"/15cm

12"/30cm

Attacker places two Objectives in this area

Place the River to run through Attacker placed objective zone

Defender places their Units in this half of the table

8"/20cm

20"/50cm

14"/35cm

Defender places an Objective in this area

8"/20cm

16"/40cm

Attacker places their Units here

12"/30cm

WHO GOES FIRST
The Attacker has the first turn.

WINNING THE GAME
*   The game cannot be won before the sixth turn.
*   The Attacker wins if they end their turn Holding the Objective placed by the Defender and one of the Objectives placed by the Attacker.
*   The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun Teams within 8"/20cm of the Objectives placed by the Attacker.

Defender places their Units here

Place the River to run through the objective zone

Both players place an Objective in this area

6"/15cm

14"/35cm

12"/30cm

8"/20cm

8"/20cm

12"/30cm

Attacker places their Units here

Defender's Reserves arrive here

Once the Red Army established a foothold across the river, they rapidly set about expanding their bridgehead. However, the Germans knew this and would counterattack almost immediately, attempting to drive them back across the river.

SPECIAL RULES
- Ambush (Defender)
- Immediate Reserves (Defender)
- River Assault (Both Players)

SETTING UP
1. The Defender picks a short table edge to defend from. The Attacker attacks from the opposite end of the table.
2. Place a Deep River running from one long edge to the other at least 14"/35cm from table centre line and 6"/15cm from the Defender's short table edge. Place a single one-lane Road or Rail bridge or a Ford for each 24"/60cm or part thereof of table width at least 12"/30cm apart. Roll a die to determine the direction of the current.
3. Both players, starting with the Defender, place one Objective in the Defender's table half, at least 16"/40cm from table centre line and 8"/20cm from all table edges. Note Objectives may be placed on Bridges and on the entries and exits of Fords.

DEPLOYMENT
1. The Defender selects up to 60% of their Force to deploy and holds the rest in Immediate Reserve. Their Reserves arrive from the Attacking player's short table edge.
2. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
3. The Defender may hold one of their Units in Ambush.
4. The Defender then places their remaining Units in their table half at least 12"/30cm from the table centre line.
5. The Attacker places all of their Units in their table half at least 8"/20cm from the table centre line and at least 12"/30cm from their short table edge.
6. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST
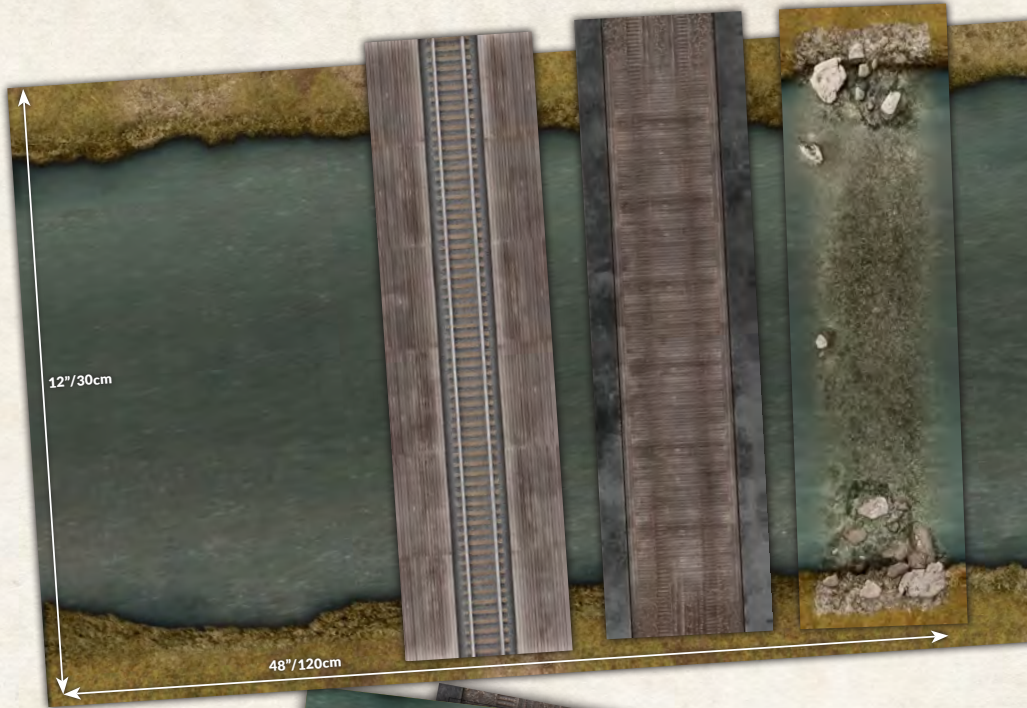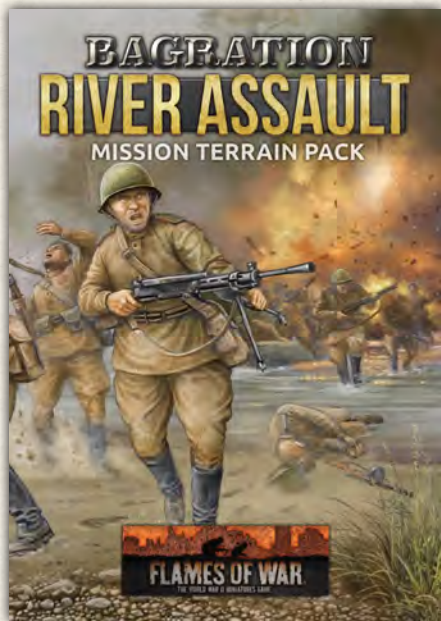The Attacker has the first turn.

WINNING THE GAME
- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun Teams within 8"/20cm of the Objectives.

FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

BAGRATION
RIVER ASSAULT
MISSION TERRAIN PACK

BAGRATION
RIVER ASSAULT
MISSION TERRAIN PACK
FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME

The liberation of the Motherland is underway. The might of the Soviet Red Army is sweeping across Eastern Europe, from the Baltic in the north to the Black Sea in the south.

Along the way numerous rivers will have to be assaulted across and many German fortified cities taken.

Get ready to storm the defences or hold the river crossings!

THIS SET CONTAINS:

- 1x 16"/40cm x 48"/120cm River Mat
- 5x Cardboard Punch-out Sheets
- 4x Defence Unit Cards
- 1x Mission and Rules Booklet

12"/30cm

48"/120cm

Assault Boats

Tank Turret Bunkers

Gun Nests

Machine-gun Nests

Anti-tank Bunkers

Barbed Wire Tokens

Damaged Bridge Markers

DAMAGED

DAMAGED

DAMAGED

ANTI-TANK BUNKER

		CONFIDENT 4+				BUNKER	2+
GREEN	5+						2+
	6						

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIREPOWER	NOTES
8.8cm Bunker	48"/120cm	2	2	17	2+	Turreted Firing
5cm Bunker	28"/70cm	2	1	8	4+	Forward Firing