

Scenario 1941-1

Battle of Brody (Russia)

The 11th Panzer Division moves to secure river crossings near Brody, Russia, south of the advance to Dubno. The Soviet 10th Tank Division, 15th Mechanized Corps counter-attacks from Brody.

German Forces:

11th Panzer Division: Enters anywhere along the North edge of Map G

Enter Turn 1:

231st Aufklarungs Bn

Enter Turn 3:

I/110th Pzg Bn, 12th Co./61st Pzj

Enter Turn 5:

61st Kradschutzen Bn (Motorcycle)

Enter Turn 8:

Hq/110th Pzg, II/110th Pzg, 13th Co./209th Pioneer Bn, 11th Co. 71st Flak, 11th Co./61st Pzj

Enter Turn 18:

II/15th Pz, 11th Co./209th Pioneer Bn

Enter Turn 20:

Hq 15th Pz, I/15th Pz, 209th Pioneer Bn (-), 12th Co. 71st Flak

Enter Turn 22:

Hq 11th Pz Div, Co. 11/608th Flak, 61st Pzj (-)

Enter Turn 25:

Hq 111th Pzg, I/111th Pzg, 71st Flak (-)

Enter Turn 28:

II/111th Pzg

Deploy off-map:

I/119th Feldartillerie Bn: Available Turn 6 through Turn 48 (Deploy 10 Hexes off map); may deploy on map after Turn 15.

II/119th Feldartillerie Bn: Available Turn 8 through Turn 48 (Deploy 12 Hexes off map); may deploy on map after turn 16.

III/119th Feldartillerie Bn: Available Turn 15 through Turn 48 (Deploy 15 Hexes off map); may deploy on map after turn 20.

Kampfgeschwader (optional): 2 Ju-87B sorties available Turn 17 through Turn 28 (aircraft have full load of ammunition each turn)

**** Other units are included in the countermix should players wish to experiment with Orders of Battle**

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Streams may only be crossed by amphibious units, rafts or at bridges. Standing Bridges are identified below.

*The following Hexsides contain standing bridges:
All bridges begin the scenario under Soviet control*

MAP G

0305-0405 0503-0603 1604-1704 2703-2704 0711-0811 0719-0720

2820-2920

Map H

2919-2819 3016-3015 2717-2616 2116-2015 1715-1714 1216-1215

0618-0519 1608-1607 2306-2405

Game Length: 54 Turns

Victory Conditions:

German:

- +10 points for each T-34/KV-1 destroyed
- +75 points for controlling all Bridge hexes at the end of Turn 54
- + 10 point each for control of standing bridge at the end of Turn 54*
- +2 points for all other Soviet units destroyed
- +55points for controlling all Objective Hexes at the end of Turn 54
- +5 points for control of Objective Hexes 2703-2704 at the end of Turn 54
- +10 points for control of Objective Hexes 1815-1816-1716 at the end of Turn 54
- +10 points for controlling Objective Hexes 3016-3015 at the end of Turn 54

Soviet:

- +3 points for each German unit destroyed
- +100 points for controlling all Bridge at the end of Turn 54*
- +10 for each controlled standing bridge at the end of Turn 54*
- +15 points for each controlled Objective Hex at the end of Turn 54
- +85 points for controlling all Objective Hexes at the end of Turn 54

* Both hexsides of a bridge crossing must be controlled in order to claim points

**** Other units are included in the countermix should players wish to experiment with Orders of Battle**