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:

 $Hq/110^{th}$ Pzg, II/110th Pzg, 13^{th} Co./209th Pioneer Bn, 11^{th} Co. 71^{st} Flak, 11^{th} Co./ 61^{st} Pzi

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

Scenario 1941-1 Battle of Brody (Russia)

Soviet Forces

10th Tank Division enters anywhere along the South edge of Map H

Enter Turn 1:

10th Recon Bn

Enter Turn 9:

19th Tank Regiment

Enter Turn 11:

20th Tank Regiment

Enter Turn 15:

10th Motorized Rifle Regiment; 1st Co./10th AA Bn; 1st Co./10th Engineer Bn

Enter Turn 18:

Hq 10th Tank Division; 10th AA Bn(-); 10th Engineer Bn (-)

Deploy off-map:

1-10th Howitzer Bn: Available Turn 8 through Turn 48 (deploy 5 hexes off South edge of Map H); may enter South edge of Map H after turn 20.

2-10th Howitzer Bn: Available Turn 14 through Turn 38 off map only

Special Instructions:

Supply:

Supply rules should be used. German units may re-supply by moving adjacent to their superior HQs. A suppressed marker is placed on the unit for 1 turn. The unit may move in the 2^{nd} movement phase of the next turn (remove the suppressed marker), with a restored ammunition supply. Soviet units may not re-supply.

Weather is CLEAR. Players should determine wind direction in pre-game setup.

Reduced Road Network

Primary Roads (red) movement costs are:

Tracked & Half-track: 1/2 movement point Wheeled: 1 movement point

Leg: 1 movement point Road bound (R): 1 movement point

Secondary Road (Black) movement costs is same as the hex terrain

Soviet operations restrictions:

Soviet player may not cross attach units.

Soviet player may only spend OPs points for units which are visible to the owning HQ. Soviet TOCs may only provide OPs points for HQs which are visible to it prior to expenditure of OPs points.

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Scenario 1941-1 Battle of Brody (Russia)

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

MAPG

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

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

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