


SCENARIO

“THE BATTLE FOR SENNO. EPISODE 2”

 **FORCES OF THE 18th TANK DIVISION**

RED ARMY

- ANY HEX SECTOR F: 35th TANK REGIMENT (T-26 LIGHT TANKS, LIGHT TANKS XT INSTEAD OF MEDIUM TANKS, BA-10 INSTEAD OF HEAVY TANKS) **TR**
- EXIT 5 GO WITH LINE HEXES (265-269-274-278-283) SECTOR H: 36th TANK REGIMENT (T-26 LIGHT TANKS, LIGHT TANKS T-26 INSTEAD OF MEDIUM TANKS, KV-2 HEAVY TANKS) **TR**
- ANY HEX SECTOR G: 18th RIFLE REGIMENT (REGULAR INFANTRY) **RR**
- ANY HEX SECTOR H: 1st HOWITZER BATTALION OF 18th ARTILLERY REGIMENT **AR**

 **WERRMACHT**

FORCES OF THE 17th PANZER DIVISION

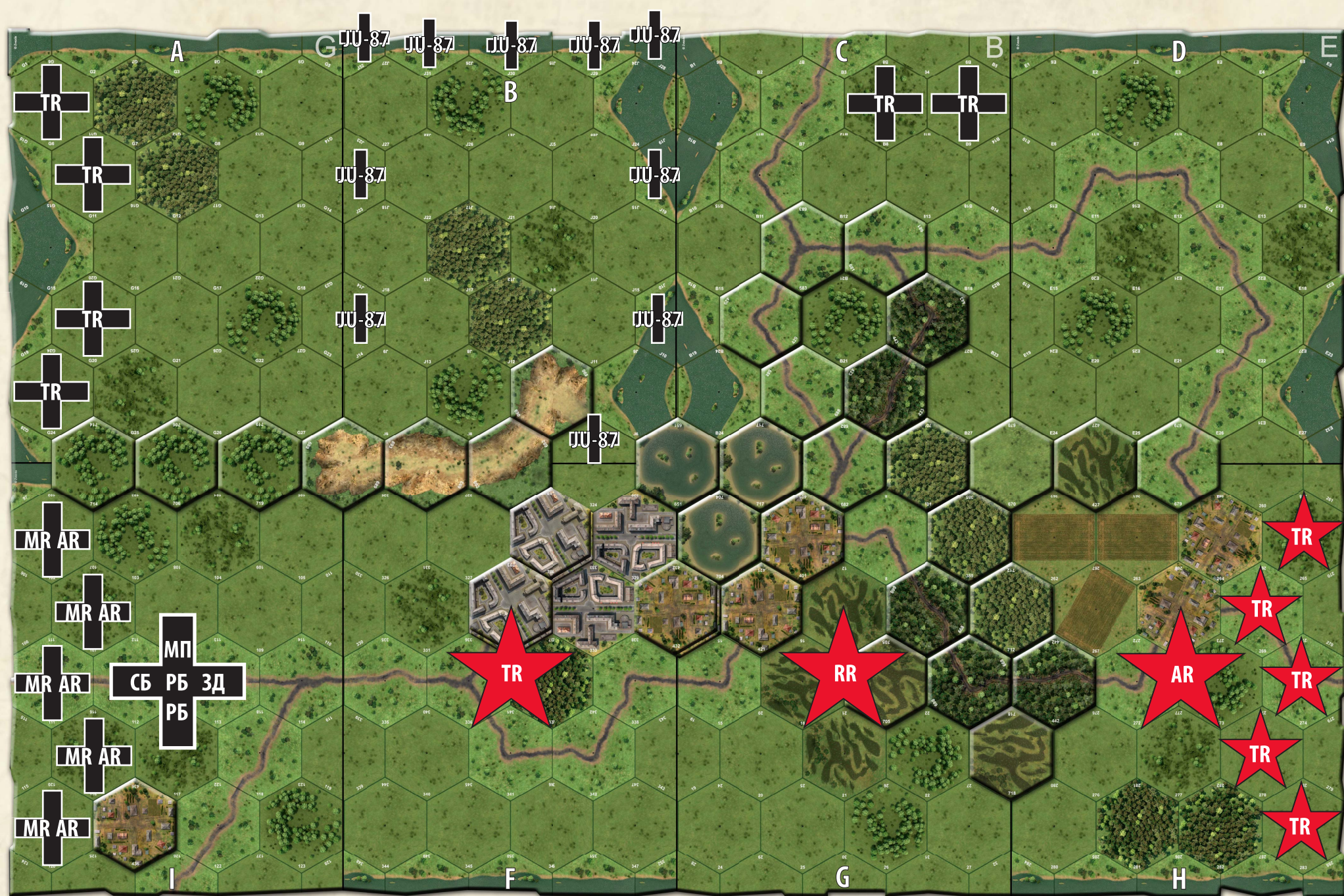
- LINE HEXES (102-107-111-116-120) SECTOR I: 63rd MECHANIZED REGIMENT (REGULAR INFANTRY) **MR**
- 1st HOWITZER BATTALION 27th ARTILLERY REGIMENT **AR**
- LINE HEXES (G6-G11-G20-G24) SECTOR A: 1st BATTALION OF 39th TANK REGIMENT (WITH PZ.III MEDIUM TANKS) **TR**

FORCES OF THE 7th PANZER DIVISION

- EXIT 3 MOVE WITH LINE HEXES (B7-B8-B9) SECTOR C: 1st BATTALION OF 25th TANK REGIMENT (WITH PZ.III MEDIUM TANKS) **TR**

FORCES OF THE 8th AIR CORPS

- ANY INCOMPLETE HEX SECTOR B: 1st FLIGHT JU-87 (III/STGL SQUADRON) **JU-87**



Game Length: 15 turns

... In the morning of the 8th July, 1941, the forces of the German 17th Panzer Division (commanded by the major general Karl Ritter von Weber) of the 2nd Panzer Group attacked Senno occupied by the 18th Tank Division (commanded by the major general Fedor Timofeevich Remizov) of the Red Army 7th Mechanized Corps. Supported by the bombers of the Luftwaffe 8th Air Corps (commanded by the General der Flieger Wolfram von Richthofen) and the 7th Panzer Division (commanded by the major general Hans von Funck) approaching from the north, they managed to attack from three directions...

Place terrain tiles on the gameboard

G29 714	G30 706	G31 719	G32 689	I21 436	J1 651	J3 692	J4 693	J7 690
328 708x1	332 703x1	334 432x1	B16 683	B17 681	B20 429	B22 443	B25 688	B26 423
B29 717	B30 682	B31 701	B32 670	E29 427	E30 679	6 704	9 385	13 668
17 705	23 718	7 401	11 421	14 712	18 669	271 442		

Mission Objectives:

RED ARMY:

- Keep Senno (329, 332, 401, 421, 432, 703, 708) – 100 points per occupied hex;
- Don't allow to be encircled – (264, 268) 50 points per occupied hex of Novoe Selo.

Вермахт:

- Take Senno (329, 332, 401, 421, 432, 703, 708) – 50 points per occupied hex;
- Take Novoe Selo to encircle the Red Army group (264, 268) – 100 points per occupied hex.

Add the value of all destroyed enemy units to your victory points.

All forces should be taken from “Zvezda” army lists

Notes:

- All the units able to be undeployed must be undeployed at the beginning of the game.
Hex 436 – Osinovka;
Hexes 264, 268 – Novoe Selo;
Hexes 329, 332, 401, 421, 432, 703, 708 – Senno;
Hexes J6, J10, B19, B24, 651, 704, 717 – Senno Lake.