


SCENARIO


“THE BATTLE FOR SENNO. EPISODE 1”

 **FORCES OF THE 18th TANK DIVISION**

RED ARMY

ANY HEXES ON THE LINE (265-269-274-278-283) SECTOR H

- 35th TANK REGIMENT (T-26 LIGHT TANKS, LIGHT TANKS XT INSTEAD OF MEDIUM TANKS, BA-10 INSTEAD OF HEAVY TANKS) **TR**
- 18th RIFLE REGIMENT (REGULAR INFANTRY) **RR**
- 1st HOWITZER BATTALION OF 18th ARTILLERY REGIMENT **AR**

 **FORCES OF THE 17th PANZER DIVISION**

WEHRMACHT

LINE HEXES (102-107-111-116-120)

ANY HEXES SECTORS I & F

- 1st HOWITZER BATTALION 27th ARTILLERY REGIMENT **AR**
- 63rd MECHANIZED REGIMENT (REGULAR INFANTRY) **MR**
- 1st PLATOON OF SD.KFZ. 222 ARMORED CARS OF 27th RECONNAISSANCE BATTALION **RB**
- 1st PLATOON OF 27th ENGINEER BATTALION **EB**
- 1st ENGINEER COMPANY 27th ENGINEER BATTALION **EB**
- 1st and 2nd ANTI-AIRCRAFT BATTERIES OF 20mm AA-GUNS OF DETACHED AA DIVISION **AAD**



Game Length: 15 turns

... In the morning of the 6th July, 1941, the vanguard battle group of the German 17th Panzer Division (commanded by the major general Karl Ritter von Weber) of the 2nd Panzer Group took Senno. In the afternoon Senno was attacked by the 18th Tank Division (commanded by the major general Fedor Timofeevich Remizov) of the Red Army 7th Mechanized Corps. This was an unpleasant situation for the Wehrmacht's 2nd Panzer Group, because it delayed their advance to Orsha...

Place terrain tiles on the gameboard

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|--------------|--------------|--------------|-------------|------------|------------|------------|------------|------------|
| 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 421x1 | 14 712 | 18 669 | 271 442 | | |

Mission Objectives:

Red Army:
1. Take Senno (329, 332, 401, 421, 432, 703, 708) – 50 points per occupied hex;

Wehrmacht:
1. Keep Senno (329, 332, 401, 421, 432, 703, 708) – 50 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:
1. 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.