


SCENARIO

“THE BATTLE FOR SENNO. EPISODE 3”


Game Length: 10 turns

 **FORCES OF THE 17th TANK DIVISION**

RED ARMY

LINE HEXES (L27-653-666-667) SECTOR G

- 34th TANK REGIMENT (BT-5 LIGHT TANKS, T-34 MEDIUM TANKS, KV-1 HEAVY TANKS) **TR**
- 2nd BATTALION OF THE 17th INFANTRY REGIMENT (REGULAR INFANTRY) **IR**

 **FORCES OF THE 17th PANZER DIVISION**

WEHRMACHT

LINE HEXES (0112-0107-723-N112-654) SECTORS D and I

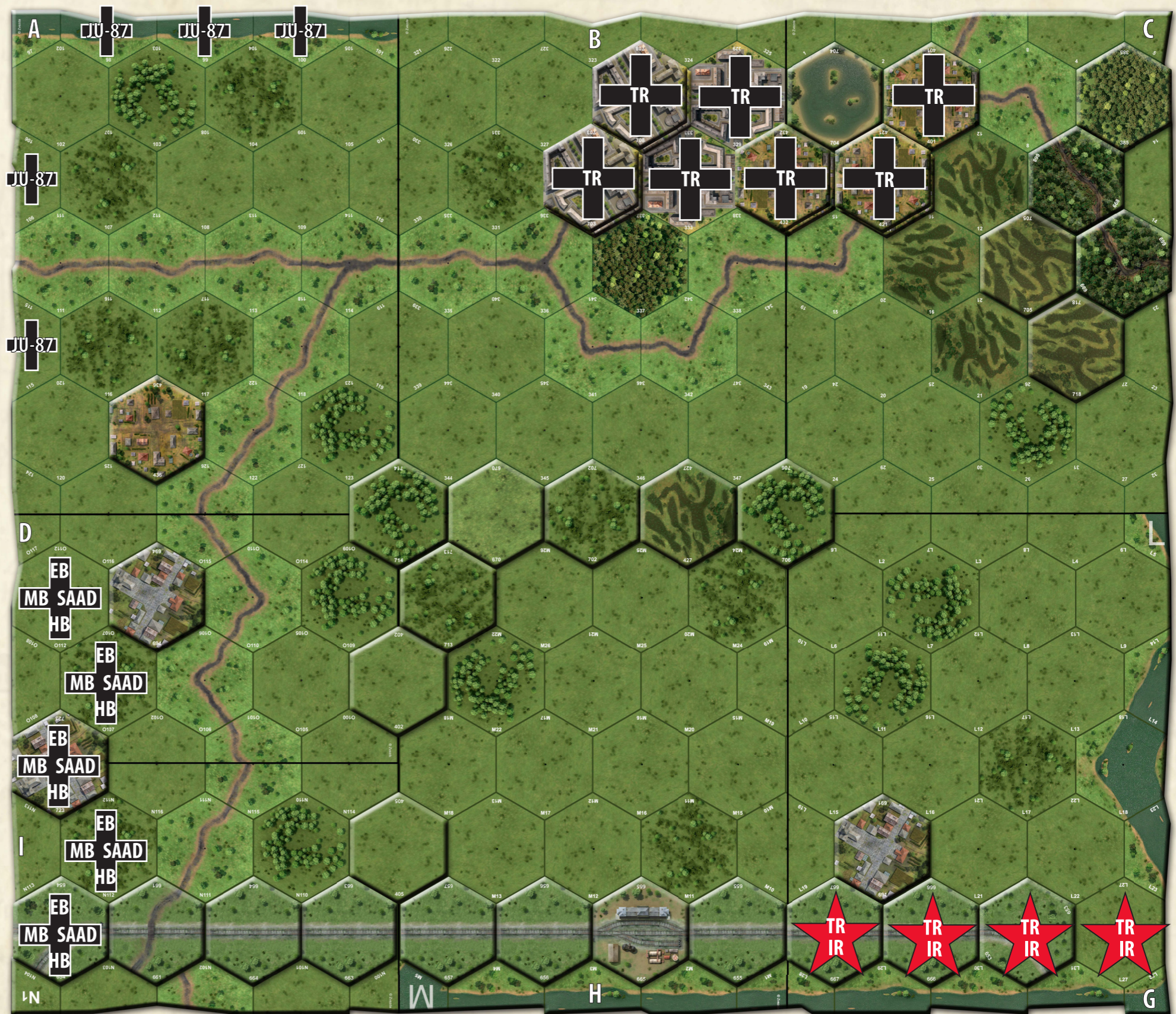
- 1st, 2nd, 3rd PLATOONS OF THE 1st COMPANY (17th MOTORCYCLE BATTALION) **MB**
- 2nd ENGINEER COMPANY OF THE 27th ENGINEER BATTALION **EB**
- 1st and 2nd BATTERIES OF 20mm AA-GUNS (SEPARATE ANTI-AIRCRAFT DIVISION) **SAAD**
- 1st BATTERIES OF THE 2nd HOWITZER BATTALION (27th ARTILLERY REGIMENT) **HB**
- 2nd BATTALION OF THE 39th TANK REGIMENT (BASED ON THE PZ.III TANKS) **TR**

FORCES OF THE 8th AIRCORPS

- 2nd FLIGHT OF THE JU-87 (III/STGL SQUADRON) **JU-87**

EXIT 5 COURSE WITH ANY HEXES CITY OF SENNO (329,332,401,421,432, 703,708) SECTORS B and C

REACH FOR THE COURSE OF 3 WITH ANY INCOMPLETE HEXES SECTOR A



... The command of the Red Army 5th Mechanized Corps (commanded by the major general Ilya Prokofyevich Alekseenko) didn't know that the main forces of the Wehrmacht 17th Panzer Division (commanded by the major general Karl von Weber) was on the offensive along the highway from Chereya to Senno. It was the units of the Wehrmacht 17th Panzer Division that the Red Army 17th Tank Division (commanded by the colonel Ivan Petrovich Korchagin) came upon on the 8th July, 1941. ...

Place terrain tiles on the gameboard

121 436	128 714	0103 723	0104 402	0111 694	N105 663	N106 664	N107 661	N108 654
N109 405	328 708x1	332 703x1	334 432x1	350 702	349 670	351 427	352 706	M6 655
M7 665	M8 656	M9 657	M27 713	6 704	7 401	9 385	11 421x1	13 668
17 705	18 669	22 718	L20 691	L24 667	L25 666	L26 653		

Mission Objectives:

Red Army:

- Break through to the road to Lepel (the way out is on the hex N 107) – 50 points per each unit that has reached the hex.

Wehrmacht:

- Encircle the Red Army units by taking Vesely Kut village (691) and Burbin station (665) – 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 village;
Hex 694 – Latigal village;
Hexes 329, 332, 401, 421, 432, 703, 708 – Senno;
Hex 723 – Federativny village;
Hex 691 – Vesely Kut village;
Hex 665 – Burbin station.