

DIRECTIVE NUMBER THREE

ASL SCENARIO AP7

Scenario Design: Bill Sisler



VICTORY CONDITIONS: The Russians win immediately upon amassing ≥ 65 Exit/Casualty Victory Points. The Russians may only exit units off the north edge of the map. Prisoners do *not* count double for VP purposes.

Near DUBNO, RUSSIA, 27 June 1941: On June 22nd, "Barbarossa" struck the Soviet Union. Unlike the other Army Groups, Army Group South would have to fight through solid defenses held by troops skillfully led and determined to fight. By the 23rd, a breach of the front between the Russian 5th and 6th Armies was an accomplished and menacing fact. The Germans now drove for Dubno. On the 24th, the military soviet of the south-west front decided, in fulfillment of Timoshenko's Directive No. 3, to mount a massive armored counterattack. Six mechanized corps were assembled to attack the flanks of Panzer Group I, which were thrust into the third great tank battle of the young campaign.

BOARD CONFIGURATION:

BALANCE:

★ In the Victory Conditions, change " ≥ 65 " to " ≥ 60 ".

✚ Add one *PzKpfw IIH* to the German OB.



16
43
33

TURN RECORD CHART

Simultaneous Set Up; First Move Randomly Determined (see SSR 3)

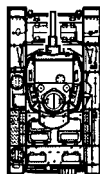
1	2	3	4	5	6	END
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Elements of the 68th Tank Regiment and 34th Reconnaissance Battalion, Mobile Group Popiel [ELR: 3] enter along the south edge of board 33 (see SSR 3): {SAN: 0}



 4-4-7 6	 8-1 6	 LMG 1 B11 2-6 6	 17 76 2/4 3	 23 45L -/-4 6	 21 76* -/-2/2/2 2	 22 45L -/-4 2	 15 20LL(4) -/-2 2	 10 76* 2x2/2/2 3	 21 CMG -/-4 3
 24 M9 3PP 5		 28 M10 0PP 5							

Elements of the Panzer Regiment 2 and Schützen Brigade 16, Panzer Division 16 [ELR: 4] enter along the north edge of board 16 (see SSR 3): {SAN: 0}



 4-6-8 4	 8-1 6	 LMG 1 B11 3-8 6	 14 75* 3/5 2	 13 50 3/5 3	 15 37L 4/4 2	 14 37L 4/4 6	 14 20L(4) -/-5 2	 16 15PP AAMG -/-/-3 4
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SPECIAL RULES:

1. EC are Dry, with a Mild Breeze from the northwest at start. Minimum road entry cost is 1 MP. Kindling attempts are NA.

2. All Personnel must enter as PRC.

3. Prior to setup stand an extra board between the two players. Both players now set up simultaneously, after which both sides enter simultaneously with all units having their normal Inherent MF (A4.11; A17.2), and printed MP, allotments halved. After all movement has been completed, the intervening board is removed and Game Turn 1 now begins with the Russian player making a dr to determine the side moving first. On a dr of 1-3 the Russian moves first, on a dr of 4-6 the German moves first.

AFTERMATH: The Russian tanks and motorized infantry scrambled into battle, a giant four day collision in which several hundred Russian and German tanks fought. During the night of the 26th-27th, Ryabyshev's 8th Mechanized Corps was ordered to fight its way to Verba Berestechko. Ryabyshev, with his units still scattered, decided to form a "mobile group" from the 34th Tank Division. This strike force burst into the rear of the 11th and 16th Panzer Divisions, driving for Dubno. The Red Army's tank units continued to press forward on the 27th, but the 16th Panzer Division kept the mobile group from joining up with other Russian units at Dubno. By the evening of the 29th, hopes of closing the pincers at Dubno were virtually extinguished. On July 2nd, the mobile group, about to be encircled, broke out to the east where it made it back to the Russian lines in August.