

JAVA 1

SECURING OF SENNO



NORTHERN EDGE OF SENNO, RUSSIA, 8 July 1941: After several days of heavy fighting for the town of Senno, in which the settlement had changed hands several times; the Germans brought up additional forces for an all-out assault on it. The Soviet defenders, who fought stubbornly, were holding out in the burning remains of an outlying wrecked village. The importance of Senno and its crossroad was paramount to both sides. The Germans allocated more armour, in particular several Panzer IVs, along with panzergrenadiers mounted in halftracks, to the assault. The Soviets committed more armour and infantry to the struggle; but reinforcements of any kind were difficult, given the heavy aerial interdiction by the Luftwaffe of Soviet troop and supply movement. As the German advance towards Vitebsk continued, control of the vital crossroads at Senno became vital, adding to the intensity of the fighting. German training and experience, combined with a strong commitment of panzers, finally allowed the infantry to wrestle the town away from the Soviets; but the valour the Soviets showed in the fighting against the odds, did delay the Germans' drive on Vitebsk and Smolensk.

MAP CONFIGURATION



VICTORY CONDITIONS:

The German wins immediately by amassing ≥ 75 VP; in addition to CVP, the German side receives VP for units exited off the south edge (prisoners are worth 0 VP). The German VP requirement is increased equal to the amount of Soviet AFV VP north of the stream.

TURN RECORD CHART

★ SOVIET Sets Up First	♣ 1	2	♣ 3	4	♣ 5	6	7	8	9	10	END
♣ GERMAN Moves First	1	2	3	4	5	6	7	8	9	10	END

Elements of the 3rd Panzer Battalion, 25th Panzer Regiment and the 1st Battalion, 7th Infantry Regiment, 7th Panzer Division: enters mounted as PRC on TURN 1 along the north edge (See SSR 11):

Group 1:

Hauptmann 9-2	1 2-4-7	HMG (dm) 1 3-8	16 SPW 251/1 15PP T7 1 AAMG -/3
2	2		

Group 2:

1 4-6-7	Feldwebel 8-1	1 LMG 1	ATR 1-12	1 MTR (dm) 3PP	16 SPW 251/1 15PP T7 1 AAMG -/3
4					4

Group 3:

1 4-6-7	Unteroffizier 8-0	1 LMG 1	ATR 1-12	1 MTR (dm) 3PP	16 SPW 251/1 15PP T7 1 AAMG -/3
4					4

Group 4:

1 4-6-7	Obergefreiter 7-0	1 LMG 1	ATR 1-12	1 MTR (dm) 3PP	16 SPW 251/1 15PP T7 1 AAMG -/3
4					4

Group 5:

E 8-3-8	Leutnant 9-1	FT X10 1PP	DC X12 1PP	16 SPW 251/1 15PP T7 1 AAMG -/3
2		2	2	

Group 6:

2-2-8	AT 3 Pak 35/36 37L H6(g) M12 9PP	30 Kfz 1 T10
2	2	2

Group 7:

35 2 PSW231(8R) B11 2 20L [4] 1 -/5
2

Group 8:

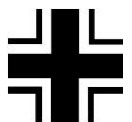
Panzer Feldwebel 8-1	14 Pz IVE 6 3 75* 3/5
3	

Group 9:

Panzer Leutnant 9-1	15 1 Pz 38(t)E 37L 4 2 4/4
4	

[ELR: 4]

(SAN: 2)





Elements of the 147th Tank Division, 7th Mechanized Corps sets up on any hex north of the stream that is numbered ≥ 7 (See SSR 9):

Group 1:

9-1	2-2-8	AT 3 PTP obr.32 45L M11	MTR obr 37 3 [3-78] 82* M11
	4	2	2

Group 2:

C 4-2-6	1 2-3-7	Starshina 8-1	LMG 2-6 B11 1PP	MMG 4-10 B11 5PP
	12			

[ELR: 3]

(SAN: 3)



Group 3:

C 4-2-6	1 2-3-7	Serzhant 8-0	LMG 2-6 B11 1PP	MMG 4-10 B11 5PP
8	2		2	

Group 4:

C 4-2-6	1 2-3-7	Mladshij Serzhant 7-0	LMG 2-6 B11 1PP	MMG 4-10 B11 5PP
8				

Group 5: (SSR 7)

Serzhant 8-0	PHONE X12 11
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Group 6:

1 2-3-7	HMG 6-12 5PP
4	4

Group 7: (SSR 5)

2-2-8	INF 2 PP obr 27 76* M8	T6 Komsomlet 0 0 9PP	12
2	2	2	

Group 8:

BT-7 45L B11	23 2 1 -1 -4
5	

Group 9:

BT-7 45L B11	23 2 1 -1 -4
4	

Group 10:

BA-6 45L B11	19 1 0 2/4
5	

SPECIAL RULES:

- EC are Moist with a Mild Breeze from the Northwest. The Stream is Flooded (B20.44); the (S23) Bridge is partially destroyed (only infantry may cross it using Hazardous Movement, at a cost of 3MF). There is a Steeple (B31.2) in O22. Buildings O9 and Q21 are single-hex, two-story Houses (B31.3). Kindling Attempts are NA.
- Before set up, the Soviet side makes a dr for the condition of all building hexes ≤ 4 hexes from N21; on a dr (1) Rubbled, (2-3) Blaze, (4-6) OK.
- The Soviet side must secretly designate three fording sites across the stream; each Ford (B20.8) must be ≥ 4 hexes from a map edge and ≥ 5 hexes from another Ford. A fording site is only revealed to a German unit that is ≤ 4 hexes and has LOS to the Ford hex.
- A 4-2-6/2-2-6 Battle-Hardens (A15.3) to a 4-4-7/2-3-7 MMC. The Soviets may exchange one SMC for a Commissar (A25.22). The Soviets have MOL capability (A22.6).
- Each 76mm PP obr 27 Gun receives a Komsomlet, only if it enters from off map.
- Soviet AFV crews have a Morale of 7.
- The Soviet Phone (Radio if enters from off map) represents one-module of 76mm OBA (HE & Smoke).
- Bore Sighting is NA.
- Prior to set up, the Soviet side must designate his Groups to set up/enter as follows:
 - 4x Groups to set up on map; after all set up, each MMC (in suitable terrain) may make an Entrenching Attempt (B27.11); a gun may set up using HIP (A12.3), but its crew must make an Entrenching Attempt to set up the gun emplaced (C11.2.-3), signify this emplacement by the use a one squad foxhole counter.
 - 3x Groups to, starting on Turn 1 must make a single dr; if the dr \leq the circled number listed on the Turn Record Chart these Groups enter along the southern edge on any hex ≤ 3 hexes from V36.
 - 3x Groups to, starting on Turn 5 must make a single dr; if the dr \leq the circled number listed on the Turn Record Chart these Groups enter along the southern edge on any hex ≤ 3 hexes from V36.
- The German 8-3-8/3-3-8 MMC are Assault Engineers (A25.12, H1.22).
- Prior to set up, the German side must designate his Groups to enter as follows:
 - 4x Groups to enter on Turn 1
 - 3x Groups to enter on Turn 3
 - 2x Groups to enter on Turn 5
 All German Groups must enter on any along the north edge.