

VICTORIA ASL GROUP  
PRESENTS

# BARBAROSSA

## FIRE IN THE EAST

RUSSIA, JUNE 1941



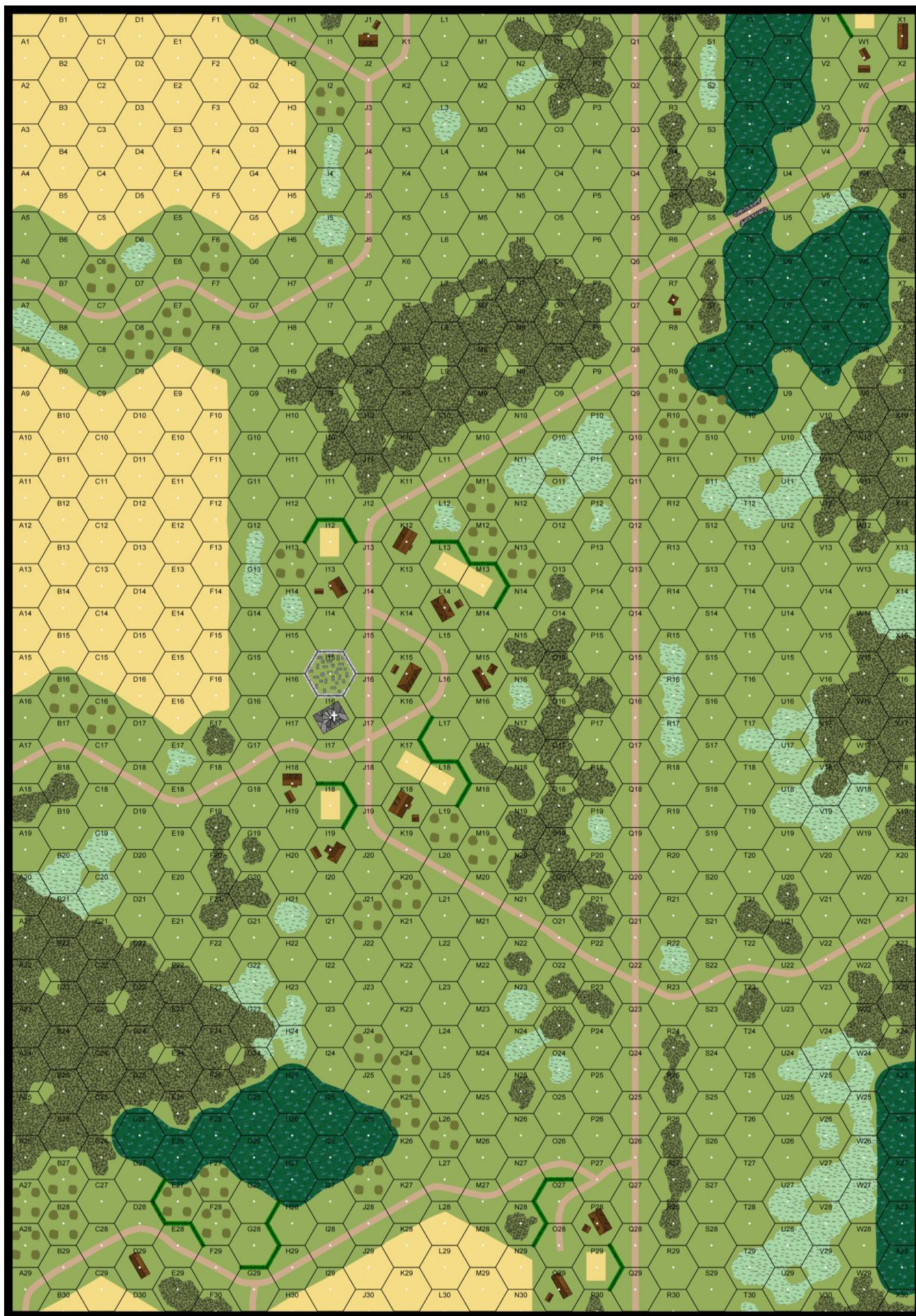
# CLASH AT

# ROSSINIE



Compliments of Lone Canuck Publishing, promoting the playing of  
Advanced Squad Leader while having fun.









**Near the Village of GRUZDISKE, RUSSIA, 24 June 1941:** Dawn found the Russian 2nd Tank Division across the Dubyssa River and poised to attack southwest towards Rossinie. As the 2nd Tank Division organized for the attack, remnants of the nearly decimated Russian 48th Rifle Division strove to reinforce the right flank against increasing pressure from the German *1.Panzerdivision*, now diverted to the north and northeast in an attempt to outflank and surround the advancing Russian tanks division. Somewhat ignorant of the impending threat to their flank, the 2nd Tank Division, by early afternoon, was again driving to the southeast and Rossinie.

## MAP CONFIGURATION



**VICTORY CONDITIONS:** Provided the Germans do not exit  $\geq 4$  AFVs off the north edge, which will result in an immediate German victory; the Russians win by controlling the (I16) Church at game end.

## TURN RECORD CHART

Simultaneous Setup; First Move is randomly determined (see SSR 2)	★ 1 <sub>①</sub>	2 <sub>②</sub>	3 <sub>④</sub> ✠	4 <sub>⑥</sub>	★ 5 <sub>①</sub> ✠	6 <sub>②</sub>	7 <sub>④</sub>	8 <sub>⑥</sub>	9	10
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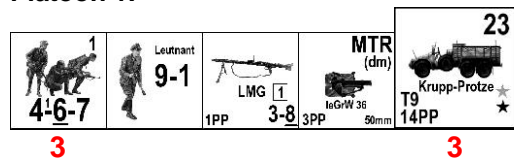
## SPECIAL RULES

- EC are Moist with No Wind at the Start. There is a Steeple (**B31.2**) in I22. Graveyards (EX. I15) are in effect (**B18.**). Kindling Attempts are NA.
- Prior to set up, stand up an extra board between the two players. Both players now set up simultaneously. After all set up (vehicles must start in Motion, guns in-tow) has been completed, the intervening board is removed. The Russian player makes a dr. On a dr of 1-3, the Russian moves first; otherwise, the German moves first. The side moving first may expend only  $\frac{1}{2}$  of their vehicles allotted MP during the Turn 1 MPh.
- The Russians set up as follows:
  - At Start:** sets up 2x companies on map;
  - Starting on **Turn 1** makes a dr; if the dr  $\leq$  circled number on the turn record chart, enters 3x companies along the north map; and
  - Starting on **Turn 5** makes a dr; if the dr  $\leq$  circled number on the turn record chart, enters 2x companies along either the east edge on/between X2-21, or the west map edge on/between A6-A17 (not both).
- Russian early war doctrine is in effect (A25.212).
- A Russian 4-2-6/2-2-6 Battle-Hardens (A15.3) to a 4-4-7/2-3-7 MMC. If a Russian 4-4-7/2-3-7 MMC Battle-Hardens, it will instead become Fanatic (A10.8).
- Russian AFVs may not Acquire Targets (C6.5).
- Russian AFV crews have a Morale of 7 (D5.4).
- The Germans set up as follows:
  - At Start:** sets up 4x platoons on map;
  - Turn 3** enters 2x platoons along the south map edge; and
  - Turn 5** enters 2x platoons along the south map edge.
- A German Truck [EXC: a Platoon 5 Truck] is immediatley Recalled if it does not have passengers.
- The German has +1 DRM to any PAATC vs. a KV-1 tank.

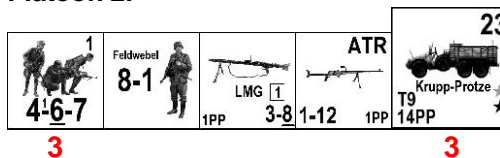


Elements of the 114.Schützenregiment, and the 2.Panzerregiment, of the 6.Panzerdivision: set up as PRC on any hex numbered  $\geq 25$  (See SSR 8-10):

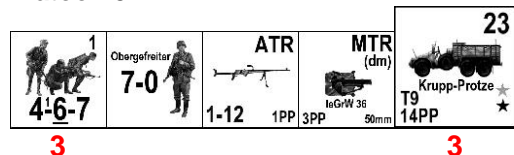
**Platoon 1:**



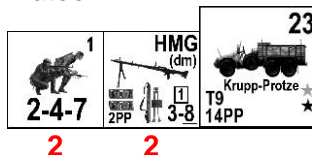
**Platoon 2:**



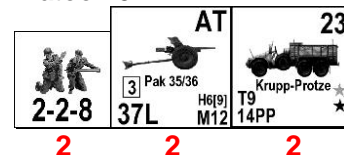
**Platoon 3:**



**Platoon 4:**



**Platoon 5:**



**Platoon 6:**



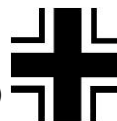
**Platoon 7:**



**Platoon 8:**



[ELR: 4]  
(SAN: 2)



Elements of the 2nd Motorized Rifle Regiment, 2nd Tank Division, of the 3rd Mechanized Corps set up on any hex numbered  $\leq 5$  (see SSR 3-7):

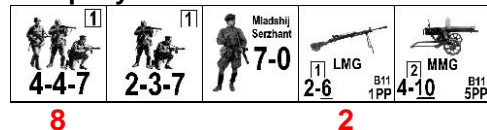
**Company 1:**



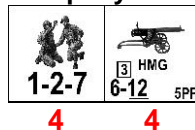
**Company 2:**



**Company 3:**



**Company 4:**



**Company 5:**



**Company 6:**



**Company 7:**



[ELR: 2]  
(SAN: 2)



**Aftermath:** By 12.30 hours, the German *II/6.Panzerregiment* had assembled west of Rossinie and was preparing a counter attack to retake the lost bridgehead. After passing through the town, the German force encountered the advancing Russians and with their heavy KV tank. Though the German experienced adverse morale effects from the nearly invulnerable KV, Russian gunnery (due their sights not being zeroed) was abysmal, accounting for only two destroyed German tanks. The battle at Rossinie lasted through the afternoon of 24 June, ending with both sides exhausted and short on supplies. Russian forces were almost certainly out of ammunition and fuel as they had not established and logistics support at the start of their advance. By morning on 25 June, the 2nd Tank Division had withdrawn to the east of the river due to impending flanking threat form *1.Panzerdivision* and a lack of supplies.