

Dev 4 • The Niemen River

The start of Operation BARBAROSSA required the securing of bridgeheads across the Niemen River. The road bridges in the vicinity of Alytus became one of the first day's vital objectives. The Germans successfully gained the bridges but counter attacks by Soviet forces stopped the Germans in their tracks. The Soviets are trying to retake the bridges and the Germans are trying to advance beyond the river.



Soviet Order of Battle

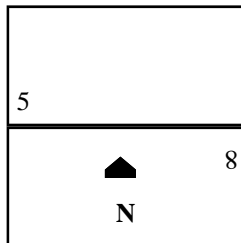
3x T-34
 6x BT-7
 1x Commander -2
 3x Commander -1
 2x Half Rifle Squad
 6x Rifle Squads
 2x 5cm Mortar
 3x Maxim 1910
 3x DP 1928
 2x BA 10
 2x Heavy Barrage
 4x Smoke

German Order of Battle

4x PzIII
 4x PzIV
 1x Commander -2
 3x Commander -1
 9x Grenadier Squads
 3x LMG
 4x Fighter Bomber

MAP AND UNIT SETUP

British
 German



Soviet Setup

Soviets can set up in hexes F-K on Map 5 and hexes A-E on Map 8

German Setup

Germans can set up in hexes A-C on Map 5 and hexes H-K on Map 8

Victory Conditions.

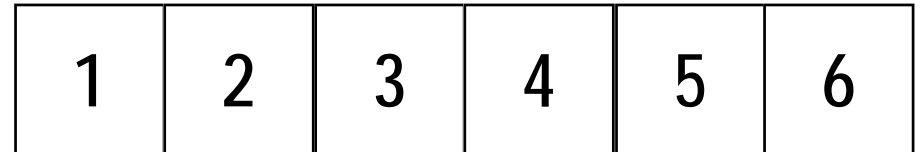
The side with the highest victory points wins the game
 Both sides gain a victory point for each bridge they control at the end of the game.
 Two victory points are given to the side that controls the farm on map 5

Special Scenario Rules.

Streams are treated as Canals and all units are prohibited from entering.
 Units can cross by bridge only.

Game Length

6 Turns
 Soviet go first



Designer Notes: This battle was bigger than this scenario suggests, however it should be still fun at the smaller scale. The unique configuration of Maps 5 & 8 and the special rule was to supply the three bridges required for the situation. In fact one of the bridges was a railway bridge, but you get the idea. This may require some tweaking of the turn numbers.