

Dubno, 1941

Flames of War Mega-Game Scenario

The initial German offensive against the Soviet Union, Operation Barbarossa, was a massive undertaking. The German Army Group South, supported by two Romanian Field Armies, was tasked with driving on Kiev and securing the Ukraine. The Axis forces were opposed by the largest concentration of Soviet armor along the front.

As the panzers advanced into Soviet territory, the Soviets struggled to commit their large mechanized forces to mount a coordinated counterattack. Finally, as the Germans reached the critical junction of Dubno, several Soviet Mechanized Corps struck. The result was the largest tank battle of World War Two

Although the Soviet forces were eventually defeated and suffered catastrophic losses, they managed to inflict heavy losses on their opponents and most importantly stop the breakthrough for almost a full week. The action in this area offers several interesting challenges. It marked the first large scale deployment of the new Soviet tanks (T-34 and KV-1), alongside masses of other tanks, including T-28 and T-35 land battleships, in an action where a small number of well trained and seasoned German units were matched with a very large force of Russian conscripts, both infantry and armor.

Special Terrain rules:

- Buildings – the scattered villages of the region were used by both sides for defensive cover. Any stand touching or inside a building should be treated as in concealing terrain and bulletproof cover.
- Marshes – this area has a high proportion of marshy terrain, which made it difficult for vehicles in many areas. Marshes are treated as difficult ground (very difficult to wheeled vehicles) and provide concealment to any infantry or man-packed gun team touching them.
- Peat bogs – peat bogs and cuttings were quite common in this region. Peat bogs are treated like marshes, except that they provide no concealment
- Railroads– due to the marshy nature of the ground, railway lines offered a decent level area for vehicle movement. Any vehicle moving along a railway line can ignore any difficult areas crossed for movement purposes (move as if in clear terrain, cross-country). Railways are not elevated and provide no cover or concealment for stands in contact with them.
- Rivers – rivers in this area were significant obstacles. Rivers are treated as very difficult going, difficult going at fords.
- Fields – the board should reflect numerous fields in the areas not covered by woods or villages. The crops were not yet high enough to offer significant concealment, but fields were tough to traverse, so they are treated as slow going for vehicles.

Deployment:

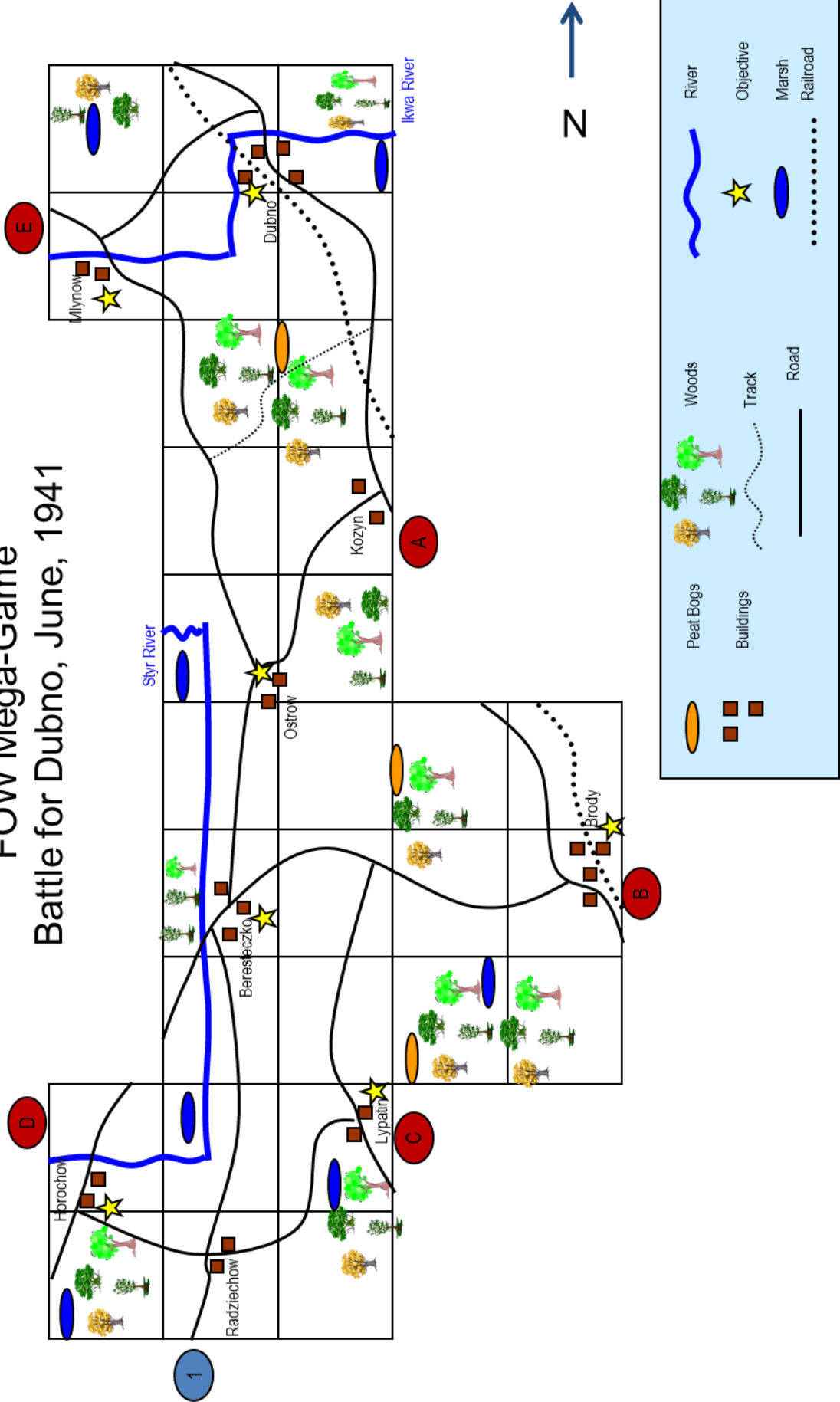
The game starts with Soviet on table forces deployed as noted on their force list. After Soviet on table forces are deployed, German forces are deployed as noted in their force list. German forces receive the first turn.

Soviet on table forces are deployed in prepared positions, and their platoons may begin the game dug in.

The German forces then take the first turn.

- Map:

FOW Mega-Game Battle for Dubno, June, 1941



German Forces –

German Force A –	
	Rating: units are rated as specified in the list Core List: any German list from Barbarossa Points: 1650 Added / Prohibited units: none Deployment: deploy at start anywhere within 12” of Dubno

[German Force A] _____

German Force B –	
	Rating: units are rated as specified in the list Core List: any German list from Barbarossa Points: 1650 Added / Prohibited units: none Deployment: deploy at start anywhere within 12” of Ostrow

[German Force B] _____

German Force C –	
	Rating: units are rated as specified in the list Core List: any German list from Barbarossa Points: 1650 Added / Prohibited units: none Deployment: deploy at start anywhere within 12” of Beresteczko

[German Force C] _____

German Force D –	
	Rating: units are rated as specified in the list Core List: any German list from Barbarossa Points: 1650 Added / Prohibited units: none Deployment: enter on turn one, anywhere in German Deployment Zone I

[German Force D] _____

German Force E –	
	Rating: units are rated as specified in the list Core List: any German list from Barbarossa Points: 1650 Added / Prohibited units: none Deployment: enter on turn two, anywhere in German Deployment Zone I

[German Force E] _____

Soviet Forces –

Soviet Force One –

Rating: units are rated as specified in the list
Core List: any Soviet list from Rising Sun or Barbarossa
Points: 1650
Added / Prohibited units: none
Deployment: deploy at start anywhere within 12" of Horochow

[Soviet Force One] _____

Soviet Force Two –

Rating: units are rated as specified in the list
Core List: any Soviet list from Rising Sun or Barbarossa
Points: 1650
Added / Prohibited units: none
Deployment: enter on turn one within 12" of Soviet entry point C

[Soviet Force Two] _____

Soviet Force Three –

Rating: units are rated as specified in the list
Core List: any Soviet list from Rising Sun or Barbarossa
Points: 1650
Added / Prohibited units: none
Deployment: enter on turn one within 12" of Soviet entry point B

[Soviet Force Three] _____

Soviet Force Four –

Rating: units are rated as specified in the list
Core List: any Soviet list from Rising Sun or Barbarossa
Points: 1650
Added / Prohibited units: none
Deployment: enter on turn one within 12" of Soviet entry point A

[Soviet Force Four] _____

Soviet Force Five –

Rating: units are rated as specified in the list
Core List: any Soviet list from Rising Sun or Barbarossa
Points: 1650
Added / Prohibited units: none
Deployment: enter on turn one within 12" of Soviet entry point E

[Soviet Force Four] _____

Weather:

The weather during the opening battles of Operation Barbarossa was generally good. Weather plays no role in the game.

Airpower:

German forces had achieved dominant air superiority by this point in the campaign. To reflect this, each German turn commencing on turn two the German CiC may roll for airpower, and he receives a flight of 3 Stukas on a roll of 4+.

Winning the Game:

The German forces had gambled everything on a lightning strike toward Kiev, and needed to maintain their rapid advance while crippling the massive Soviet forces arrayed against them. The Soviets needed desperately to slow the Axis advance, and hoped to inflict heavy losses on the opposing panzers.

To reflect this, there are seven objectives placed on each table reflecting key areas. If the Soviets hold twice as many objectives as their foe at the start of any Soviet turn after turn 6, or they break all of the German forces opposing them, the game ends immediately in a significant Soviet victory.

If the game ends without a significant victory, the force controlling the majority of the objectives at the end of turn 8 have won a marginal victory.

Any other result is a draw.