

ENCIRCLEMENT OF LVOV

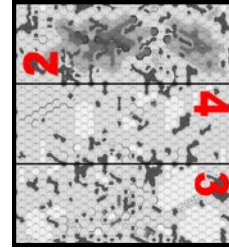
SCENARIO OAF 9.1

100710



Southern Ukraine, June 30, 1941: As the German Panzer spearheads sand deeper and deeper into Russia; many large Russian formations were being caught in the jaws of the encirclement pincers formed by the Panzer wedges. Ill lead, ill trained, and with total chaos reigning supreme, many formations even whole Armies were being trapped in the elaborate encircling operations leaving only three options: hold positions, surrender outright, or try to breakout of the pockets. One such incident was near the town of Lvov. Three mechanized Corps of the 6th Army, Southwest Front was ordered to withdraw to a new position 150 miles for the east. Lvov at the time was already half encircled as the troops pulled back, determined to escape the impending disaster. Spearheaded by their Tanks, the Russians flung themselves at the loosely organized blocking positions left by the advancing Panzer Divisions.

BOARD CONFIGURATION:



VICTORY CONDITIONS: Russians win by exiting 12 squads off the North edge. Tanks exited count as two squads.

TURN RECORD CHART:

+ German Sets up First	+1★	+2	3	4	5	6	7	8	END
★ Russian Moves First									

+ Set up on any hex in board 4:

6 **4**

TURN 1: Enter on the north edge:

2 **2** **2** **2**

TURN 2: Enter on the north edge:

2 **2** **2**

★ **Infantry elements of the 6th Army;** Set up on any whole village hex on board 3. One squad per building hex. All squads must set up in buildings:

2 **12** **5** **5** **2**

Mechanized Elements of the 6th Army; Enter on the south edge on Turn 1:

3 **3** **6**

SPECIAL SCENARIO RULES:

- OAF 9.1.1: TERRAIN:** There are no hills; Treat hills 547, 534, and 498 as wheatfield. Hills 522, 538, and 621 are treated as open ground; Hill hexes in 2u1, 2cc2, and 2dd1 are also ground level, open ground.
- OAF 9.1.2:** Bore sighting (78) is not allowed.
- OAF 9.1.3:** Heat is not available for the German AT guns as this ammunition was first introduced in 1942.
- OAF 9.1.4:** German infantry may not ride tanks as passengers.
- OAF 9.1.5:** Russian tanks do not have complete freedom of movement due to lack of wireless equipment. The Russian player must roll one die during his Rally Phase for every multiple of six (or fraction thereof) remaining mobile AFVs. The resulting number is the number of AFVs that may move that turn. AFVs already on board are not prevented from firing, pivoting, or changing their turret covered arc within the hex they already occupy. Russian AFVs are exempt from this restriction only if they are unbuttoned (commander in CE position) and in the LOS of the designated command AFV (also unbuttoned at the start of the Movement Phase. AFVs entering from off board meet these requirements only if they enter unbuttoned and in the same hex using sequential movement. If the designate command

AFV (initially the T35) is eliminated or immobilized, another AFV may be so designated at the start of the following Rally Phase.

AFTERMATH: As the Russians hit the light infantry screen, the breakout attempt looked as it they would succeed. The Germans committed several tanks into the fray and, with the help of some Panzerjager units, succeeded in stemming the onslaught. As the encirclement was not complete at the time of the breakout, the two southernmost Tank Corps met no resistance. It was these units in the northern and westernmost areas that found their routes blocked by these small German blocking positions. Forced back into the starting positions, these forces and others surrendered en masse as the encirclement of Lvov was completed.

This scenario was originally published in ON ALL FRONTS number 9.
 Bill Thomson has made clarifications and modifications to the original scenario from its published form. Updated 051202; rev 0

Graphic Layout by Bill Sosnicki (B061004)
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