

Plow Factory



SETTING

Date: 27 June 1941, 1600 hours

Location: On the western outskirts of Dubno, Ukraine.

History: By late on 26 June the 34th Tank Division was still attacking north after driving through the supply lines of the 11th Panzer Division. By the morning of 27 June the thrust had turned northeast with the objective of capturing Dubno and isolating 11th and 16th Panzer Divisions. The 34th Tank Division had been reinforced by the 7th Motorized Division and other elements of the 8th Mechanized Corps as the Soviets committed basically all of their available reinforcements in an effort to cut off the leading German panzer forces. The German 111th Infantry Division advanced in support of the panzers and prepared a defensive line including positions on the outskirts of Dubno. The first Soviet assault on these defenses was repelled. By late afternoon the Soviets were prepared to launch a more balanced attack with infantry elements that had caught up to the armor. The fighting throughout the day on 27 June would decide the fate of the 34th Tank Division and would have repercussions for the continued German drive to the east toward Kiev.

German Orders: Avoid Soviet victory conditions.

Soviet Orders: Capture the factory.

Game Length: 10 Turns.

SCENARIO RULES

1. The factory is a large structure of brick and concrete construction and is partially to heavily damaged. Vehicles may enter through any appropriately sized door. The factory has been stripped of equipment leaving the interior with fairly large open areas.
2. The office is of brick construction and has been reduced to rubble.
3. All woods are damaged from heavy artillery fire.
4. The railroad is cratered, wheeled vehicles should take bog checks to drive on or across it.
5. Vehicles should take a bog check to cross the stream (see optional rule).

SCENARIO RULES (con't)

6. The railroad bridge is of wood construction and is partially damaged. When crossed by a tank of medium size or greater (T-28, T-34, KV-2) roll d20; on 20 the bridge collapses and the tank is immobilized.
7. The factory yard is littered with raw materials and other debris and is surrounded by a wire fence that is breached in several places by craters.
8. The tank wrecks are BT-7s and/or T-34s.

AFTERMATH

The fighting lasted throughout the day. In the end, the 34th Tank Division expended most of its tanks and infantry trying unsuccessfully to break into Dubno and soon after to defend itself from German counterattacks on three sides. On the morning of 28 June the 34th Tank Division was still fighting near Dubno. However, with most of the tank strength of the division destroyed, and hampered by fuel and ammunition shortages, German infantry formations were able to successfully counterattack. The persistence of the 34th Tank Division, even when facing isolation, serves as an indication of the determination of many Soviet units in the Ukraine during June 1941.

SCENARIO OPTIONS

Soviet Organization: Soviet organization was variable due to shortages and combat losses. Roll a d4 for each Soviet Rifle Squad and reduce the number of riflemen in the squad by the number rolled.

Streams/Marshes: Streams in the Ukraine tended to have very marshy and muddy banks. Double the chance to bog when trying to cross any stream or streambed.

German Defenses: German infantry may start in foxholes. The German player may deploy one 1x3 inch anti-tank minefield. The location must be plotted prior to play.

Tank Hulks: German infantry may use tank wrecks #2 and/or #3 for improvised bunkers by placing foxholes under the vehicles. The first infantry unit to spend one turn inspecting tank wreck #1 should roll on the Tank Wreck #1 Operability Table (see rules on both OOB pages).

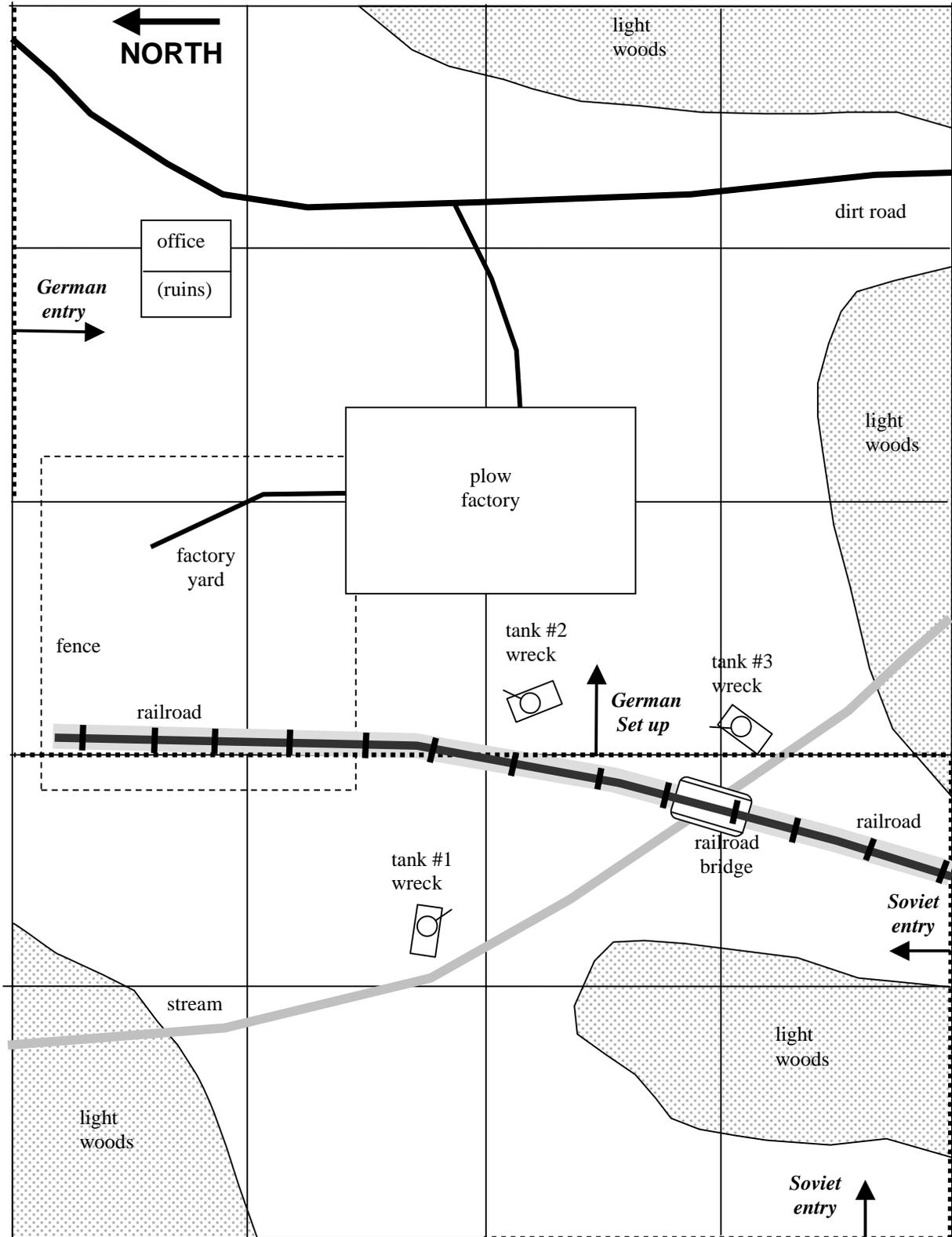
SCENARIO NOTES

The Soviets have a significant armored force but are short on the infantry that will be needed to secure the factory, especially given the high quality of the defending Germans. Conversely, while the Germans should be able to handle a Soviet infantry assault, they have little in the way of anti-tank weapons, especially if the Soviets have the T-34s or the KV-2. The Germans can gamble and place some forces in positions to hamper the Soviet advance, but these forces will be at risk against the extremely mobile Soviet forces.

FACTORY MODEL

An excellent (and inexpensive) factory model is available from **Wargame Ruins** (www.wargameruins.com). We used this model for playtesting this scenario and it was perfect- we highly recommend the product.

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German Forces

BASE FORCE	VARIABLE ATTACHMENTS
<p>Elements of the 111th Infantry Division</p> <p>1x Platoon Headquarters Squad (T2)</p> <p>1 Lt. with P-08 Pistol & MP-40 A+** 1 Sgt. with P-08 Pistol & MP-40 A+* 3 Riflemen with Kar 98k B</p> <p>1x Pioneer Squad (T2)</p> <p>1 Squad Leader with P-08 & MP-40 A+** 1 Sgt. with P-08 & Kar 98k A+* 1 Pioneer with Flamethrower & P-08 A 2 Riflemen w/ Kar 98k & satchel charge A 7 Riflemen w/ Kar 98k A</p> <p>1x Infantry Squad (T2)</p> <p>1 Squad Leader with P-08 & MP-40 A+* 1 Asst. Squad Leader with P-08 & MP-40 A* 1 Gunner with MG-34 LMG B 1 Asst. Gunner with Kar 98k B 6 Riflemen with Kar 98k B</p> <p>1x Pak 36 3.7cm AT Gun (T1)</p> <p>1 Team Leader with P-08 & MP-40 A+* 1 Gunner with Kar 98k A 1 Loader with Kar 98k A 1 Asst. Gunner with Kar98k A</p>	<p>Elements of the 111th Infantry Division</p> <p><u>Roll</u> <u>Attachment</u></p> <p>1-5 1x 5.0cm Mortar Team (T2)</p> <p> 1 Team Leader with P-08 & Kar 98k A* 1 Gunner with Kar 98k B 1 Asst. Gunner with Kar98k B</p> <p>6-13 1x MMG Team (T2)</p> <p> 1 Team Leader with P-08 & MP-40 A* 1 Gunner with tripod-mounted MG-34 B 1 Asst. Gunner with Kar 98k B</p> <p>14-17 2x SdKfz. 231 with Crew of 4 (T2) A* (enter on turn d4)</p> <p>18-20 1x Sniper Team (T1)</p> <p> 1 Sniper with scoped Kar 98k & P-08 A+* 1 Spotter with MP-40 A</p>

1. OOB- Roll (d20) for Variable Attachments to determine additions to your Base Force.
2. Set Up- Set up anywhere within 36 inches of the east board edge. The *variable attachment SdKfz. 231s* enter on the north board edge within 24 inches of the east board edge sometime between turn 1 and turn 4 (inclusive), roll d4 to determine the turn of entry. All starting and entry positions must be recorded prior to play.
3. The Pak 36 3.7mm AT Gun may start in a prepared position. It has an elite crew but is low on ammunition (*it is responsible for the tank wrecks on the board*). Whenever this gun rolls a jam, it is considered to be out of armor piercing (AP) ammunition, if the gun rolls a second jam, it is considered to be out of ammunition entirely.
4. Germans start with 1 stick grenade each.
5. Two of the Pioneer-Riflemen in the Pioneer Squad have one satchel charge.
6. The German Infantry Squad has d4 Cluster Grenades, these must be distributed prior to play. A soldier may carry only one (in addition to his normal complement of grenades).
7. The Sniper Team may start in a prepared position.

Tank Wreck #1 Operability Table (optional)	
Roll d6	Result
1	The turret is fully functional; the vehicle has d6 HE rounds and d6 AP rounds in ready storage. The co-axial LMG is also functional and has unlimited ammunition. Soldiers who are not tank crew should take some sort of skill check to determine if they can rotate the turret and use the main gun.
2	The turret is fully functional but the main gun is out of ammunition. The co-axial LMG is functional and has unlimited ammunition. Soldiers who are not tank crew should take some sort of skill check to determine if they can rotate the turret.
3	The turret is not functional, but the co-axial LMG is salvageable. It should take one turn to salvage the LMG but soldiers who are not tank crew should take some sort of skill check to determine if they can remove the LMG.
4	Wreck is totally destroyed.
5	Booby-trap explodes inside the wreck; randomly select one inspecting soldier, he is KIA, the other two soldiers take light wounds.
6	Booby-trap explodes inside the wreck; randomly select two inspecting soldiers, they are KIA, the other soldier takes a light wound.

Rules- An infantry unit must spend one full turn inspecting tank wreck #1 to roll on this table. To be considered "inspecting" the wreck, three soldiers must board and enter the vehicle during their turn (the hatches are not locked). At the beginning of this unit's *second* turn, roll d6 and reference the table for results.

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Soviet Forces

BASE FORCE		VARIABLE ATTACHMENTS	
Elements of the 34th Tank Division		Elements of the 34th Tank Division	
3x BT-7 with Crew of 3 (T4)	B	<u>Roll</u> <u>Attachment</u>	
1x T-28 with Crew of 5 (T4)	B	1-5 3x T-34 with Crew of 4 (T4)	B
		(enters on turn 2)	
1x Political Section (T2)		6-10 2x BA-10 with Crew of 4 (T4)	B
1 Commissar with PPSH-41 & Nagant 1895	A+*	(enters on turn 2)	
2 Riflemen with SVT-40	B		
2x Motorized Rifle Squads (T4)		11-19 3x BT-7 with Crew of 3 (T4)	B
1 Squad Leader with SVT-40 & Nagant 1895	B	(enters on turn 2)	
1 Gunner with Degtyerev DP LMG	B	-and-	
1 Asst. Gunner with Mosin-Nagant	B	1x Heroic Motorized Rifle Squad (T2)	
1 Grenadier with Mosin-Nagant-GL	B	1 Squad Leader w/ SVT-40 & Nagant 95	A*
1 Asst. Grenadier with Mosin-Nagant	B	1 Gunner with Degtyerev DP LMG	A
7 Riflemen with Mosin-Nagant	B	1 Asst. Gunner with Mosin-Nagant	A
1 truck		1 Grenadier with Mosin-Nagant-GL	A
		1 Asst. Grenadier with Mosin-Nagant	A
1x Assault Team (T2)		7 Riflemen with Mosin-Nagant	A
1 Team Leader with PPSH-41 & Nagant 1895	A+	1 truck	
5 Riflemen with PPSH-41	B		
1 truck		20 1x KV-2 with Crew of 6 (T4)	B
		(enters on turn 2)	

1. OOB- Roll (d20) for Variable Attachments to determine additions to your Base Force. See Attachments Rules.
2. Set Up- Enter anywhere on the west or south board edges within 24 inches of the southwest board corner. The *variable attachment T-34s, BA-10s, BT-7s* and *KV-2* enter on turn 2. All entry positions must be recorded prior to play.
3. All Soviets start with two grenades each. Instead of normal grenades, the Grenadiers and Assistant Grenadiers in Soviet squads carry two rifle grenades. These rifle grenades may only be fired by the Grenadier's Mosin-Nagant-GL.
4. Each Soviet Motorized Rifle Squad (including the Heroic Motorized Rifle Squad) has d4 Molotov cocktails, they must be distributed prior to play. A soldier may only carry one.

Tank Wreck #1 Operability Table (optional)

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2	The turret is fully functional but the main gun is out of ammunition. The co-axial LMG is functional and has unlimited ammunition. Soldiers who are not tank crew should take some sort of skill check to determine if they can rotate the turret.
3	The turret is not functional, but the co-axial LMG is salvageable. It should take one turn to salvage the LMG but soldiers who are not tank crew should take some sort of skill check to determine if they can remove the LMG.
4	Wreck is totally destroyed.
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SKIRMISHCAMPAIGNS FORMAT

INTRODUCTION

SkirmishCampaigns scenario books focus on specific campaigns. Each book contains background material, pictures, maps, scenarios, and a campaign system that allows the linking of several scenarios. The scenario order of battle format is generic to allow *SkirmishCampaigns* to be compatible with many popular skirmish rule systems.

MORALE, TRAINING AND LEADERSHIP VALUES

Morale, training and leadership values for units in this scenario book are listed in a generic format intended to quickly translate to several skirmish rule systems. Mark Bevis first used a similar generic system in his excellent books *WWII Battlezones* and *Kampfgruppe Peiper* (see Acknowledgements). For translations of these values to several popular rule systems, see the "Skirmish Rules Translations" section (p.4). The generic values are:

Training, representing the amount of training a unit has and the amount of time a unit has trained and/or fought together, is represented by six possible values:

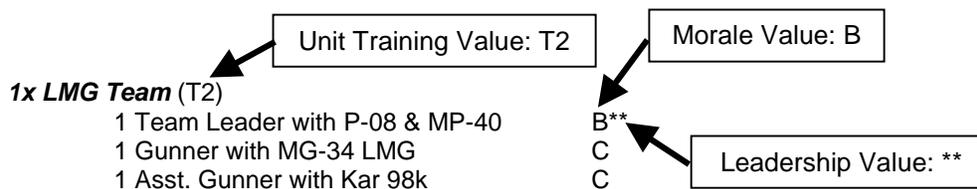
- T1+ = The most elite, extensively trained specialists who have seen combat (Fallschirmjager Engineers or US Rangers).
- T1 = Elite soldiers with extensive experience, very well trained and disciplined.
- T2 = Well trained combat veterans of quality armies, elite units of lower quality armies.
- T3 = Well trained regulars with little or no combat experience, regulars of most armies.
- T4 = Untested green troops with poor training (Russians '41, Norwegians '40).
- T5 = Very poorly trained troops such as civil militia and prison troops.

Morale, representing the ability of an individual to stay cool under fire, is represented by six possible values:

- A+ = Fanatics (Kamakazi, etc).
- A = Top quality, highly motivated troops, (SS Pz Gren., Commandos, Rangers, some Japanese).
- B = Veteran troops, troops defending their homeland.
- C = Average motivated troops, motivated partisans, exhausted veterans.
- D = Reluctant or shell-shocked troops.
- E = Extremely unwilling troops, forced conscripts.

Leadership, representing the leadership skill of an individual. Squads and teams may have one or more leaders. Leaders are usually listed first and have a higher morale than the rest of the squad or team. Some squad leaders (and/or assistant squad leaders) may have special leadership skills. These special skills are designated by one asterisk (*) to several asterisks (****) after that leader's morale- for example, the team leader below has a morale "B" and is very skilled in leadership (as designated by not just one, but two asterisks after his morale rating). These asterisks can be translated into die roll modifiers in many game systems. For example, the leader referenced below may get "-2" (or a +2) on all his die rolls due to his proficiency (again, designated by "****").

In every scenario, training values are listed for each unit (squad, team etc); morale and leadership values are listed for every individual as follows:



Players should feel free to adjust morale, training and leadership values as they see fit (for example, some players may rate the 11th Panzer with better (or worse) morale than suggested by the authors).