

PanzerBlitz

Situation RPN1c

Victory Conditions: Russian

Marginal: Exit 5 tanks off the South side
Tactical: M+ Take two hexes of Werba
Strategic: T+ Take control of all of Werba

German: STOP Russians

Werba 6/30/1941-

Kampfgruppe Sickenius of the 16th Panzer Division defended the village of Werba southeast of Dubno. Elements of the 34th Tank Division, 8th Mech Corps on the Soviet side attacked south to break out of encirclement. Tanks of the 67th and 68th regiments along with some stray tank units, and a few fleeing infantry companies ran into an organized German force. The meeting erupted into a short and furious battle.

Custom Board #7QA†

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Russian Forces Move First
 Enter from the North side

10 Turns

10 H 6 9 T-35 9Q05 6	12 A 5 10 KV-1A 8H01 8	12 A 5 9 T-34A 8J05 11	5 A 3 4 BT-7 9Q02 11	5 A 3 2 T-26B 9E06 6	2 I 2 3 T-40 9Q04 9	3 I 4 8 RIFLE 1108 1
*	x2	x4	x6	x4		

German Forces
 Set-up south of row G.

2 A 2 5 PzKw III 9S04 10	6 A 2 6 PzKw III 9C01 8	8 A 3 6 PzKw III 9D10 8	5 H 8 5 PzKw IV 9J01 8	5 A 2 3 37mm A09 0	6 A 5 3 88mm L42 0	15 A 20 1 D02 0
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*t-35 “land battleship” may split fire: A max total of 10H in one attack, or 2I+2I+2A+2A+4H in any combination (up to five separate attacks).

The tank had a 76.2 mm, 2x 45mm, 2x 7.62 MG, a total of 5 turrets! When being attacked: gets a +1 drm and the tank may still fire when dispersed from up to 3 turrets. Roll dice randomly to see how many and what turrets remain operational.

**Air phase follows fire phase, AF doubled to 12 vs tanks. Use special counter rules for IS counters (CO +1/-1 drm assaults). †J5 is a stream hex and is passable to all units. M4 is a swamp hex. RR bridge costs 1 MP, and on other terrain costs of RR bed is 1 MP as long as movement is *along* the RR bed. Swamp bridges must be accessed by vehicles from road/RR hexes, and overrun allowed on bridges if accessed from road or RR hex. Units may move through/overrun *one* unit/wreck only on bridges without cost of terrain at 1 MP and two units/wrecks on swamp bridges act as *blocks*(no overrun allowed), up to stacking limits. Infantry may move anywhere except on water hexes. Units may *not* be destroyed by their own side/friendly player.

One of the largest tank battles took place around the small Ukrainian town of Dubno. The last day of the counterattack featured the action of the Soviet t-35 “land battle ship” tanks. Popular myths about impregnable giant tanks are laid to rest, as all were destroyed. The real achievement on the Soviet side: the blitzkrieg in the Ukraine had been slowed down. In this battle, the Red Army tanks became the ‘Iron Shield’ of the Soviet Union; they even operated as fire brigades. In many cases, the German infantry and anti tank gun teams - not tanks - became the main enemy of Soviet armored units in the Dubno battle. Poorly organized, but fierce, tank-based counterattacks slowed down the German infantry - and while the Soviet tanks lost the battle, they won the war. A perfect example is the battle around the village of Werba, southeast of Dubno on June 30th. The Soviet 34th Tank Division of the 8th Mech Corps was surrounded by the German 16th and 11th Panzer Divisions, of the 48th Panzer Corps, and attempted to break out of an encirclement.

References: <http://www.testofbattle.com/upload/bob/Werba.htm>

<http://www.tanks-encyclopedia.com/soviet-counterattack-at-verba/> see the article for explanations of the map showing destroyed tanks left behind as colored rectangles.

Playtesting: G1; RV 10Turns, G2; GV 4T, G3; GV 4T, G4; GV 4T, G5; GV 10T, G6; RV 9T.

2 I 2 8 RIFLE 1	2 H 12 2 75mm D52 0	3 M 12 3 81mm C12 1	1 - 0 1 CO 1	3 I 4 2 Motorcycle 5A01 12	2 C(I) 2 4 Halftrack 4D13 9	4 H 10 1 SdKfz 10/4 10	6 (A) 6 Ju-87 G 1
	x2						**

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