

## **Alytus Bridgehead Russian Front, June 22, 1941**

*The tank battle near Alytus between German tanks and those of (the) Soviet 5th Tank division was probably the hardest combat ever conducted by 7th Panzer Division in the Second World War.*

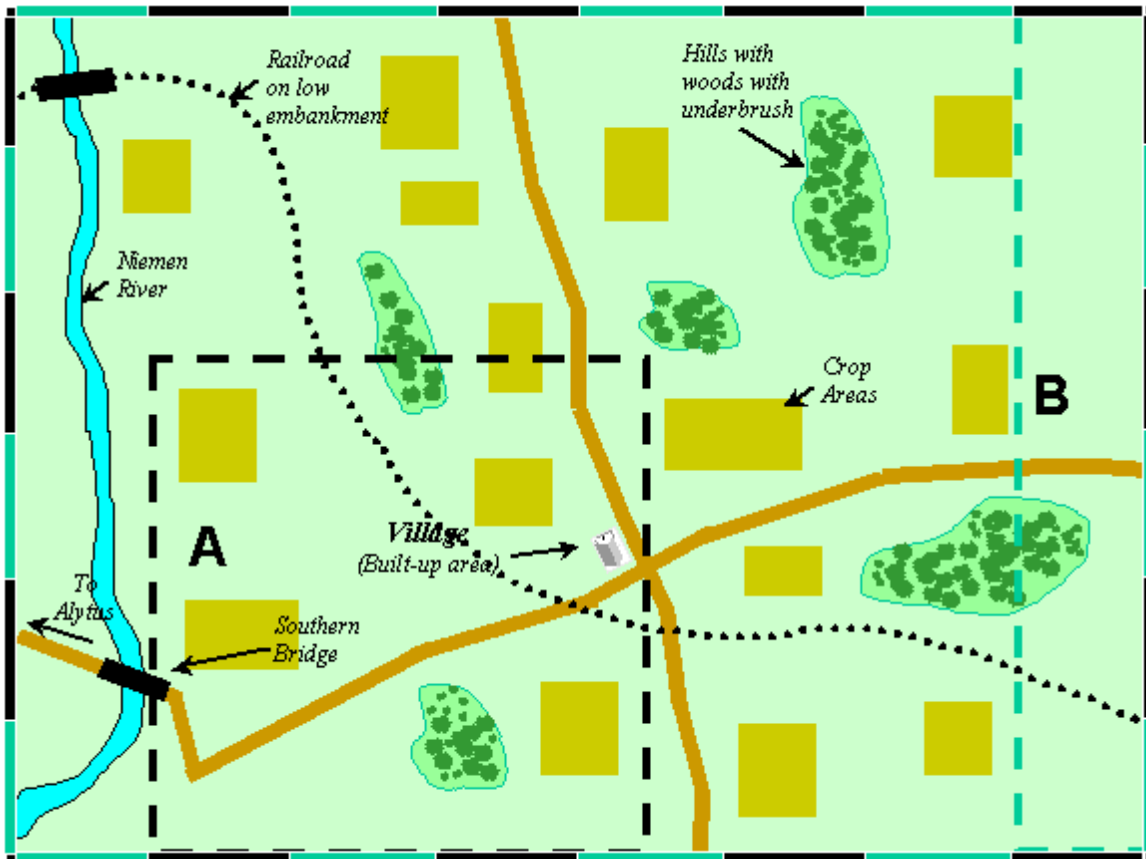
*Major General Horst Ohrloff  
West German Bundeswehr  
(former Oberleutnant,  
11th Company,  
25th Panzer Regiment,  
7th Panzer Division)*

German forces launched Operation BARBAROSSA on 22 June 1941. Within von Bock's Center Army Group, the 3rd (Hoth) and 4th (Hoepner) Panzer Groups (Armies) were to conduct a double envelopment operation to encircle Soviet Forces before Minsk. A quick advance by the panzer divisions of the Groups was critical. Within Hoth's sector, the securing of bridgeheads across the Niemen River became vitally important. The two road bridges and one railroad bridge in the vicinity of Alytus (approximately 60 km from the frontier) became the first day's objective for the 7th Panzer Division.

During the morning of the 22nd the 7th Division's advance elements, consisting of Panzer Regiment 25 reinforced by Kradschutzen (Motorcycle Infantry) Battalion 7, raced toward Alytus. In fact, the advance was so rapid that units and sub-units were intermingled. Tanks that dropped out temporarily because of technical problems were unable to keep up with their units, and tanks moving too slowly were overtaken by faster vehicles. However, various units quickly pushed across to the east side of the River against light Soviet opposition and established two separate bridgeheads . . . one at the northern road bridge and one at the southern road bridge. However, by late morning, elements of Soviet Colonel F.F. Fedorov's 5th Tank Division from the 3rd Mechanized Corps launched strong counterattacks against both German positions that prevented any further expansion of the 7th Panzer's footholds.

In the course of the ensuing battle, German sources claimed the destruction of 70-85 Soviet tanks, but the 25th Panzer Regiment did lose at least 7 Pz38(t)s. The arrival of the 21st Panzer Regiment of the 20th Panzer Division allowed for the 25th Regiment to go over to the offensive and break out of the bridgehead toward Vilnius and then on to Minsk.

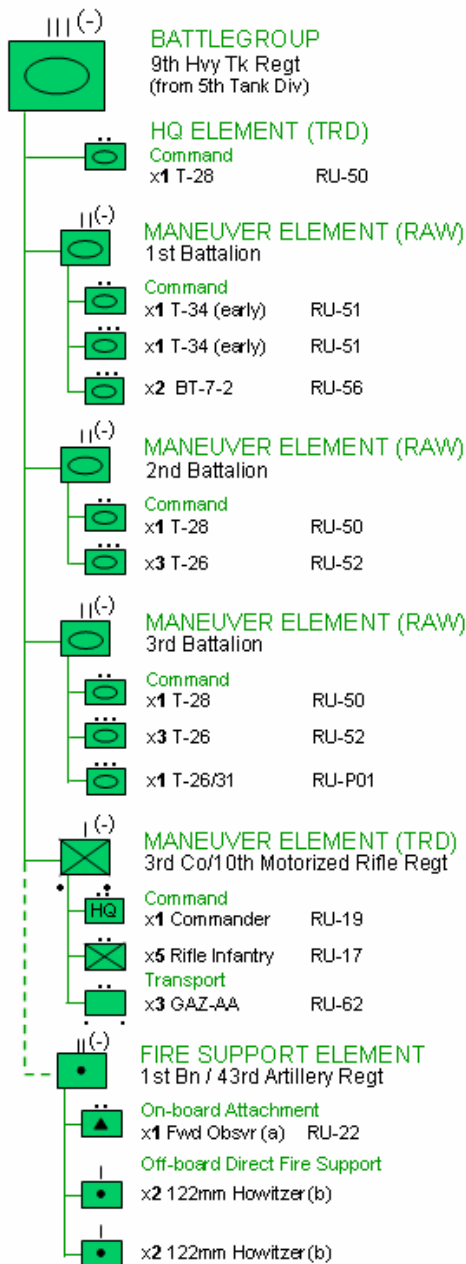
## The Map



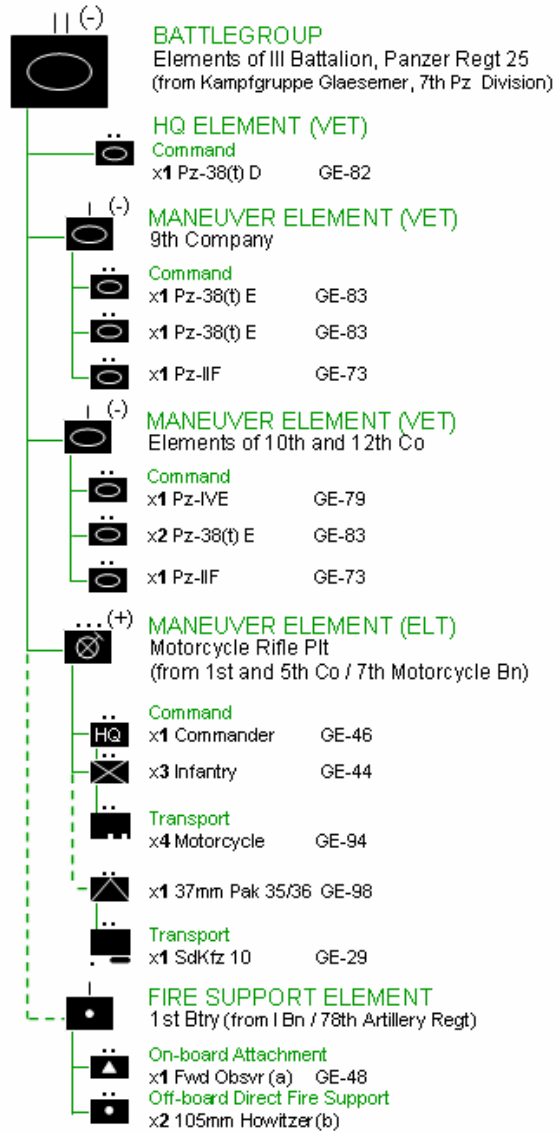
- Size: 6' x 8'. Each mark on the side of the map represents 12"
- The ground scale is standard for Battlefront: one inch equals 40 yards.
- All woods are woods with underbrush
- Built-up areas are wood construction.
- Roads are unpaved.
- The railroad bed is considered low embankment.
- All slopes are gentle and crop areas are tall.

# Order of Battle

## SOVIET ORDER OF BATTLE



## GERMAN ORDER OF BATTLE



(a) The forward observer may be attached to any maneuver element or headquarters element.

(b) See off-board artillery table for weapon rating (page 37).

Units which are not part of our published cards can be found in our [unit database](#) as prototypes.

### Starting Positions

All German units must be positioned within Area A.

German units begin the game hidden and up to four dummy counters may be used.

Soviet force must be positioned in Area B.

All units are free to move anywhere on the map after the game begins.

### **Off-board Fire Support Units.**

The line of fire for the off-board German battery is perpendicular to the western (left) board edge.

The line of fire for the off-board Soviet battalion is perpendicular to the eastern board (right) edge.

### **Game Length**

The scenario is played in ten game turns starting at 1300 hours with the German player turn.

Each game turn represents ten minutes of the battle.

The game ends after completing the Soviet player turn at 1430 hours.

### **Victory Conditions**

One side must achieve both victory conditions (listed below) at the end of the scenario to claim victory. If both sides achieve neither or only one victory condition then the battle is declared a draw.

1. The village and an area within ten inches of one of the built-up sectors must be free of unordered enemy units at the end of the game.
2. The German player must accumulate a 3:2 superiority in victory points over the Soviet player. The Soviet player must simply accumulate more victory points than the Germans. Victory points are gained by inflicting casualties upon enemy units as described in the Victory Point Table (page 12 of the Rules).

### **Special Scenario Rules**

- German infantry do NOT have Panzerfausts.
- Soviet Lack of Radios.  
Most Soviet tanks did not have radios. The command radius for Soviet command vehicles is reduced to 5 inches.
- Combat Losses.  
Both sides had already sustained loses before this battle, therefore, no maneuver elements on either side may claim the +1 modifier for 'no casualties' on the Maneuver Chart.
- Soviet Turret Design.  
Early Soviet armored vehicles suffered from poor turret layouts that decreased their crews' situation awareness and combat efficiency. To reflect this, all Soviet armored vehicles must apply a 'down 1' modifier on the Spotting Table.