

PANZER-ZUG RULES

By

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The following rules are a more codified version of Glen Coomber's Panzer-Zug variant for Panzerblitz. While it is certainly a worthy addition to the Panzerblitz game system, some of the rules are listed in a general sense which can be open to interpretation among various players. Therefore I have taken to the task of putting the rules into a better understood version while staying true to Glen's vision. The rules here are designed to fit within the framework of the original Panzerblitz and its rules, official errata, and generally accepted Q&A.

General

Playing Pieces

Train counters, both armored and non-armored, represent a whole train. They do not represent individual cars, although certain individual train counters do represent one car trains such as Draisenes and Trollies. Others like the German Rail Truck counter represents a platoon of individual rail cars which while not necessarily connected to each other, would stay together as unit along the railroad in a single hex. The silhouette on the train counter merely shows the predominant railroad car or locomotive on the train in question. Details for each train counter can be found in the Armored Train Units description pages in the main Panzer-Zug article.

There are also vehicle and personnel counters representing special units that are carried by some trains and can dismount from and mount upon the transporting train counter in question. When dismounted from the train, these units function like any normal unit in the game, plus any special abilities listed in the main article. These units, plus the trains have their game functions and abilities listed on Unit Function Tables in the main article.

The use of the term "train" in these rules generally refer to armored trains although some rules, especially those having to do with movement, also apply to non-armored trains as well.

Movement

General

- A. Trains may only move along railway lines (i.e. from one rail hex to the next adjacent rail hex). The two adjacent rail hexes must have the rail line crossing the bordering hexside between them.
- B. Trains pay one Movement Point per rail hex entered. The effects of the other terrain in the hex is ignored for movement purposes by trains.
- C. Trains may cross green hexsides without penalty.
- D. Trains may move as much or as little as the player desires within the limits of the Movement Factors on their counters. However, these Movement Factors may be reduced to reflect particular conditions in certain scenarios.

E. Trains may move in either direction along the railway line, even reversing direction during a single player turn.

F. Trains may move through friendly non-train units on the railway hex. Exception: In railways in swamp hexes a train cannot enter or move through a rail hex containing a non-train vehicular unit. Like wise a train counter on a railway will block a vehicle counter in a swamp hex

G. Trains may not move through or stop on top of enemy units. (Exceptions: Overrun Attacks)

H. Trains may not move into or through railway hexes contain other train counters. (Exceptions: Double Track Lines and Sidings)

I. Double Track Lines: In some scenarios the railway may be designated as being a double track line. In this case a train counter may move through or stop in a railway hex containing another friendly train counter. (Each train is assumed to be on a different track.) If the scenario contains more than two train counters, place Track 1 and Track 2 counters on each train counter, indicating which track each counter is on. Multiple trains on one track still must obey Rule H above in relation to trains on their particular track. Trains that start the scenario on a particular track (1 or 2) stay on that track for the duration of the scenario. (Exception: Sidings) Note that this rule would also apply to double track lines going through swamp hexes but only for trains. A non-train vehicle counter will still block a train counter on a double track line in a swamp hex and vice versa.

J. Sidings: Certain railway hexes, usually those that pass through town hexes, may be designated as having a Siding in a scenario. Place a Siding Marker on the indicated hex as a visual aid. A train may move into or pass through a hex with a siding if there is another friendly train counter in that hex. In the case of Double Track Line, a siding allows a train to move into or pass through the hex if there is another friendly train on their particular track (1 or 2). Also in the case of the Double track Lines, a siding allows a train to switch which track it is on, which means that in the siding hex a train on Track 1 could switch to Track 2 or vice versa. (Just switch the track markers on the train.)

Transporting Units

Trains, especially armored trains, have the ability to transport other units which can be loaded, carried, and/or unloaded during the course of a scenario. Trains follow the same rules for transporting units as other C Class units. One important exception is that trains can carry multiple units. Another exception is that certain armored trains may carry vehicular units which can be deployed during the course of a scenario. These exceptions will be explained further down.

A. Certain armored trains carry an assault platoon or a rail engineer platoon. These are special infantry/engineer platoons that are assigned to armored trains as part of their regular establishment. These units traveled in an armored assault car that was part of the train and were trained to support the armored train by securing critical points such as stations and junctions, and in clearing obstructions (physical or armed) that were impeding the progress of the train. Normally an armored train will have one of these units, although some may not have any and others may have more than one but these will be stated in the scenario special instructions.

B. Assault and Rail Engineer platoons are transported within the armored train. Only these type units may be transported within an armored train. While being transported they share the Defense Factor and the fate of the armored train. They may not be fired at separately while being transported. They may

not fire or perform any special function during the turns that they load onto, are transported by, and unload from an armored train. (Exception: Panzerblitz Assault)

C. Unless specified in the scenario special instructions, armored trains may transport up to two additional infantry type units (Rifle, SMG, Security, Engineer, Guards, Recon, Ski, Sissi, Parachute, Mountain, Alpini, Bersagueri, MG, HMG). Alternately, they may transport up to two additional Assault/Rail Engineer units. Russian trains may only carry one infantry type company or two additional Assault/Rail Engineer units. These units while being transported by the train may be attacked separately from the train in which case each unit defends with a Defense Factor of 1. The train is not affected by attacks on these units. (These units are being carried on open flat cars that are located at either end or both ends of the train.)

D. Trains may load and/or unload more than one unit per layer turn up to the limit of what they can transport.

E. Certain armored trains may transport vehicular units and load and unload them during play. These trains are specified on the Unit Function Table. These trains may only transport their associated vehicle counters, also listed in the Unit Function Table. These vehicle counters while loaded on the train, may not fire and may not be attacked separately. They are considered to be part of the train and share the same Defense Factor as the train counter and its fate as well. To load or unload the vehicle counter is two turn process. The train counter may not move during this process though it may fire its weapons on both turns.

E-1. To unload a vehicle counter, on the first turn the vehicle counter is placed on top of the train counter after all movement is completed but before any close assaults occur but is inverted to its back side. On the second turn the vehicle counter is flipped over to its front side after all movement is completed but before any close assaults occur. The vehicle is now fully functional.

E-2. To load the vehicle counter, the counter must start the turn in the same hex as the train counter. At the beginning of the turn before any firing occurs, the vehicle counter is flipped over to its back side. On the second turn after all movement is completed but before any close assaults occur the vehicle counter is removed and is considered to be fully loaded on the train.

E-3. During the loading and unloading process the vehicle counter while it is inverted may not fire, move, or spot, and may not be attacked separately in any manner. It is still considered to be part of the train sharing its Defense Factor and fate.

E-4. When the vehicle counter becomes functional in the unloading process, replace the train counter with the appropriate unloaded train counter where applicable. When the vehicle counter is inverted during the loading process, replace the unloaded train counter with the original train counter.

(These special trains had flatcars with retractable skids that allowed a vehicle to unload or load to and from the track bed and also allowed the vehicle to move between adjacent flatcars. Yes, in reality tanks mounted on flatcars did indeed fire while being transported, but for game purposes that fire is presumed to be part of the armored train's firepower and is covered by that train counter's attack factor.)

F. Cavalry, artillery, CP's, and all other vehicle counters may not be transported by trains.

(Normally these would be carried in troop trains and unloaded in the rear which is outside the scope of Panzer-Zug.)

G. Units may not mount onto or dismount from a train in the Bridge-Gorge hex (Y-5) on Panzerblitz Board 15.

Stacking

Trains follow the rules concerning stacking in the same way as other units in Panzerblitz. Each train counts as one counter towards their respective side's stacking limitations and may stack with other type units. The following rules apply to trains exclusively.

A. On a single track railway, a train counter can not stack with another train counter in a hex. The only exception to this is in hexes with designated sidings. Only in siding hexes can a train counter stack with another train counter.

B. On a double track railway, a train counter may stack with another train counter providing that each counter is on a separate track (one on Track 1 and the other on Track 2). In the case of designated siding hexes, a third train counter may be stacked with the other two, but only the Germans can use this advantage.

C. In the case of railways located in swamp hexes, the above rules still apply but only to trains. A train can not stack with non-train vehicle counter in a swamp hex, but can with other types of units.

Railroad Tunnel

On Panzerblitz Board 15, on Hill 231, there is a railway tunnel that goes through the hill. It has entrances in hexes 15-G-8 and 15-K-7. The actual hexes where the tunnel exists are 15-H-8, 15-I-7, and 15-J-7. Trains may travel through these tunnel hexes even though there are no actual tracks on the map. Because of the nature of railway tunnels, they will always go through hills and the entrances will always be on slope hexes. The following rules apply to movement through the railway tunnel.

A. Trains may enter the entrance and tunnel hexes following the above rules for normal rail movement.

B. A train may even stop in a tunnel or entrance hex. When stopped in a tunnel hex, an "In Tunnel" counter is placed on top of the train counter.

C. A train that is stopped in a tunnel does not count toward the stacking limitations of that hex. This also applies if there are two train counters in a tunnel hex on a double track railway.

D. Normal units may not enter tunnels, although they may enter and occupy the hexes where the tunnels exist. They are considered to be in the hilltop hexes above the tunnels. Normal units may enter and occupy the entrance hexes.

E. Passenger units being carried by the train counter may not dismount from or mount onto a train counter in a tunnel hex. They may do so in the entrance hexes though.

F. In the highly unlikely event that opposing train counters are in the same tunnel, on a double tracked railroad, a train counter can not enter or pass through a tunnel hex occupied by an enemy train counter.

It must stop in the adjacent tunnel hex and can not move further ahead, although it could reverse direction and back away, providing it has movement points to expend to do so.

Combat

General

Armored trains follow the rules for normal attacking. It is most important to know that trains CAN NOT move on the same player-turn that they fire, in keeping with the Panzerblitz rules. Those trains listed as armored targets on the Unit Function Tables can only be attacked in the same processes as any other armored unit (even those with a defense Factor of 1). Those trains that are non-armored targets may be attacked in any manner. Note that while trains can not disperse, they can be disrupted and so the D and DD results on the Combat Results Table still apply to them as Disrupted and Double-Disrupted.

A. Train counters under tunnel counters may not use direct fire, even against enemy units that are adjacent or on top of the them. Like wise enemy units may not use direct fire against train counters underneath an "In Tunnel" counter, even if they are adjacent or on top of them. This also applies to opposing train counters in the same tunnel.

B. Train counters in the entrance hexes may use direct fire on enemy units and like have direct fire applied to them from enemy units.

Overrun Attack

A. Trains counters can make overrun attacks if they are listed as being able to on the Unit Function Chart. Trains follow all the rules for overrun attacks with the following additions.

B. Trains counters may overrun any normal enemy units on a rail hex. Note that train counters with I Class weapons may only overrun rail hexes with only non-armored enemy units.

C. To make the an overrun attack the entrance hex, enemy occupied hex, and exit hex must all be on the same railroad line that the train counter can move along.

D. If the train counter can not move into enemy occupied hex or exit hex along the railroad for any reason then the overrun attack can not occur. Note that since the exit hex must be directly opposite of the entrance hex, if say the railroad curves to the left or right in the enemy occupied hex so that there is no railroad in the exit hex, then the overrun can not occur.

E. Train counters may not overrun enemy train counters on a single line railway.

F. Train counters may overrun enemy train counters on a double line railway provided the friendly and enemy trains are on different tracks (i.e. one train on Track 1 and the other on Track 2). If there are two enemy train counters on the hex then the overrun can not occur (both tracks are blocked to friendly train movement). If two friendly train counters on the same double line (on different tracks) want to overrun an enemy train counter, only the one train counter whose rail movement is not blocked may do so.

G. Train counters may not use the siding to perform an overrun on enemy units in a siding hex on either

a single or double track railway. (Presumably the enemy units in the hex would control the switches to the sidings, preventing such a maneuver.)

H. Trains counters with indirect fire capability on the Unit Function Chart may perform overrun attacks if they are listed to do overruns also. (Indirect fire was a secondary function for some armored trains, not a primary function as with SPA and SPM units.)

I. Trains may not make overrun attacks in tunnels or entrance hexes. Entrance hexes may serve as the entrance or exit hexes for overrun attacks on open terrain hexes adjacent to the entrance hex.

Close Assault Tactics (CAT)

A. Trains counters can not close assault, but like any other unit in Panzerblitz, can be close assaulted. Thus they follow the same rules as other target units in close assaults.

B. The Assault Platoons and Rail Engineer platoons that are carried on armored trains can perform close assaults. They follow the same rules as other infantry and engineer type units in Panzerblitz. Rail engineer platoons have all the special engineer functions and abilities that the normal engineer units have.

C. Assault Platoons, Rail Engineer Platoons, and any other normal infantry and engineer type units can not close assault on the same player turn that they dismount from a train. (Exception: Panzerblitz Assault)

D. Train counters that are underneath an "In Tunnel" counter may not be close assaulted, even from enemy units that are adjacent to them (entrance or not) or from those enemy units on top of them.

E. Train counters that are on entrance hexes may be close assaulted.

Weapon-to Target Relationships

Trains counters follow the same rules as other units in the rules section.

Obstacles and Elevations

Trains counter follow the same rules as other regular units in this rules section. Trains counters do not block Line-of-Sight between units or hexes.

A. The Bridge-Gorge hex (15-Y-5) on Panzerblitz Board 15 is considered to be a clear hex to any train counter that occupies it for Line-of-Sight and combat purposes.

Spotting

Train counters follow all the rules in this section. Train counters do have to be spotted in Woods and Town hexes. Train counters with "In Tunnel" counters on top of them may not be spotted nor may they themselves spot.

Wreckage

Train wreck counters follow the same rules as the regular wreck counters with the following additional rules.

A. When a train counter, regardless whether it is armored or non-armored, is destroyed, it is replaced with a train wreck counter in the hex where it was destroyed. Each train wreck counter counts as one wreck counter towards the stacking limitations of the hex in question.

(Yes, regular non-armored trains also get a wreck marker as they tend to leave a lot of wreckage around when they are destroyed.)

B. Train wreck counters permanently block movement into and through the hex by any other train counter along a single track railway and permanently block movement into and through a particular numbered track on a double track rail line. On a double track rail way two train wreck counters on a hex, one on each track, permanently blocks the hex to all further train movement into or through it.

C. One train wreck counter on a siding hex (on a single track railway) or two on a double track railway, prevents the use of the siding as well as blocking the hex to train passage. The siding can still be used if there is only one train wreck counter in the siding hex on a double track railway. (The wreckage is presumed to be blocking the entrance to the siding.)

D. Regular units may enter and pass through a hex with one or two train wreck counters in it. Units can even occupy the hex providing stacking limitations are observed.

E. Regular wreck counters on a railway hex do not block that hex for train counter movement.

(Okay, let's be honest here. No self-respecting tank commander is going to park his tank directly on a railroad track in the face of an on-coming armored train, or any train for that matter, even if it does make for a dramatic scene in a certain future World War Two movie. They are going to park out of the way, off the track. And even if a tank gets knocked out while crossing or moving along a railroad track, the train locomotives of the day were powerful enough to gently push the tank wreck out of the way with minimal damage to the train.)

F. Like regular wreck counters, train wreck counters have no effect on Combat except preventing Overruns from being conducted on the hexes that they are in.

G. Train wreck counters on hexes where the rail way line crosses a road do negate the road movement rate in that hex. Regular vehicle counters can not enter or pass through a railway in a swamp hex if it has a train wreck counter in it.

Minefields

Trains follow the same rules for Minefields as other units in that they must stop as soon as they enter the minefield, suffer a minefield attack on the next enemy player turn, then move on if they survive the attack (get a die roll of "six" on the minefield attack.). "D" and "DD" results still disrupt the train and it will be stuck in the hex until the magic number of "six" roll on the minefield attack.

(Minefields which had a railroad going through them would not have anti-personnel and anti-tank mines laid on the tracks as they would have little effect on an armored train. Instead large cratering

charges would be laid down on the tracks and be remotely detonated. As these charges would be larger than those in mines, it would be hoped that they would damage the train so it could not run or at the very least, derail the train.)

A. Rail engineer units can remove minefields using the same process as regular combat engineers.

B. Minefield counters may be placed in the hexes where a railroad tunnel exists but are not considered to be in the tunnel itself, but instead on the ground above it. Thus a minefield counter will never affect a train counter in a tunnel. However, minefield counters may be placed on the entrance hexes to a tunnel and thus can affect a train on those hexes.

Positional Defenses

Blocks

A. Blocks have no effect on trains. A train may move through a hex with a block on it as if it is not there, although the block will affect all other units.

B. Damage Track counters affect only train counters. A train counter can not enter a rail hex with a Damaged Track counter in it. On a Double Track Railway hex with a Damage Track counter on it both tracks are presumed to be damaged. The Damaged Track counter has no effect on the movement of other units into or through the hex.

C. When setting up a game where one side has block counters in the owning player's order of battle, the owning player may if he puts a block counter in a rail hex, opt to also place a damaged track counter in that hex also. Some scenarios may require the placement of a Damaged Track counter on a rail hex during the set up. Damaged Track counters may not be created during the game.

(Again the train locomotives of the day were generally powerful enough to push most anti-personnel and anti-vehicular obstacles on the tracks out of the way, although small engines may have a problem. The only sure way to prevent a train from moving through the area was to damage the track. This rule gives the player owning the block counters the option of wrecking the tracks if he places a block on a rail hex.)

D. Assault Platoon and Rail Engineer units may remove Damaged Track counters from rail hexes. The procedure to do this is the same as removing a Minefield counter and follows the same rules. There is one additional requirement, the train counter that is carrying the Assault Platoon/Rail Engineer unit(s) must remain adjacent to the rail hex during the whole procedure. If the train counter is destroyed before the procedure is completed, the procedure is terminated and the Damaged Track counter remains on the map. In the case of a Double Track Railway, only one track can be worked on at a time. When one track is fixed, place a numbered track counter on the Damaged Track counter to signify which track is still damaged, the other track is assumed to be clear and can be used by a train. When the second track is repaired, the numbered track counter and the Damaged Track counters are both removed and that track can now be used.

(Armored trains which carried Assault Platoons and Rail Engineers, who were trained to make quick repairs on damaged railroad tracks, also carried spare railroad rails, ties, spikes, etc., with which to make quick repairs on damaged rails.)

E. Damaged Track counters may not be placed in tunnel hexes although they may be placed on the entrance hexes.

Fortifications

A. Fortifications in rail hexes do not affect train movement into or through the hex.

(Let's face it, no one is going to build a bunker on top of a railroad track, only to have the first train that comes through run it over and destroy it.)

B. Train counters may not be move inside fortifications (be under the fortification counter), they may only be on top of the counter.

C. Trains may move into rail hex with an enemy fortification counter on it, providing there are no enemy units on top of the fortification counter. If there is at least one enemy unit on top of the fortification counter, then the train counter may not move into the hex.

D. Trains may not make an overrun attack against a rail hex with a fortification in it, even if there are enemy units on top of the fortification counter.

E. Trains may occupy a rail hex with an enemy fortification counter, even if there are enemy units inside the fortifications. Train counters may fire at the enemy fortification counter they are on top of as if they are adjacent to it. Trains may not be close assaulted by enemy units under a fortification counter if the train counter(s) are on top of it. Trains may not close assault a fortification counter that they are on top of but any infantry or engineer passenger that they were carrying may close assault the the fortification counter and the units under it providing they were dismounted on a previous turn.

F. The destruction of unwanted fortifications does not affect the railway in the hex.

Game Procedure

Setting Up for a Game

Scenarios containing trains, armored and/or non-armored, will have the following rules listed in the scenario special instructions as necessary:

1. Whether the railway is single or double tracked railroad.
2. For double track railways, what numbered track each train is on.
3. The placement and location of siding and damaged track counters on the mapboard.
4. Movement limitations of trains on the railway (maximum speed).
5. What passenger units the train is carrying, at least at the beginning of the scenario.
6. Any special rules for a particular train counter whose functions are not normally covered in these rules.

Optional Rules

Indirect Fire

Certain German train counters are capable of employing Indirect Fire as indicated on the Unit Function Tables. They follow the rules in the Indirect Fire section. The trains are treated as SPA units in that they may only use Indirect Fire against targets which are at more than half the train counter's range.

Panzerblitz Assault

Trains may conduct Panzerblitz Assaults against units that they overrun on rail hexes. Any personnel units that they are carrying, both those inside the train as in the case of Assault Platoons and Rail Engineers, and those being carried on the outside, may “jump off” in the entrance hex adjacent to the enemy unit(s) being overrun and close assault the hex just overrun by the train counter.

Ammunition Rule

“H” class train units may use Intensive Fire where they triple their normal attack factor. As per the rules they may only do this once in the game and they may not do it in conjunction with an overrun attack. However, the train counter is not removed from the board like normal units. Instead a “No Fire” counter is placed on the train counter. The train counter can still move and carry units, it just can not perform any type of combat, including overruns. (In essence, it becomes a “C” class unit.) Passenger units are not affected by the “No Fire” counter and may dismount and move and fire normally. Any “H” class vehicular passenger unit which uses Intensive Fire while dismounted from the train is removed from the game as per the rules.

Experimental Rules

Experimental Indirect Fire

As per the rules any German unit(s) may perform the fire-direction function of a CP unit for a German train capable of using indirect fire. Russian trains may not use Indirect Fire even if the Unit Function Table says that do.

Errata

There are a few errors on the Unit Function Charts as follows:

Soviet Units

The BP-35 Light and BP-35 Heavy do not have Indirect Fire Capability. (Their range factors are too short to warrant it.)

The NKPS-42, Kozma Minim, and BP-43 do not have Indirect Fire Capability. (They are “A” class weapons, not “H”.)

German Units

The PzZug 1941 (2) is an “H” class weapon, not “I”.

The PzKpfw 35c 793 (f) – 3 is an “H” class weapon, not “I”.

The PzKpfw 35c 793 (f) – 4 is an “H” class weapon, not “A”.

Both the BP-35 Light (beute) and (captured) do not have Indirect Fire Capability. (Their range factors are too short to warrant it.)

BP-43 (beute) does not have Indirect Fire capability. (It is an "A" class weapon.)
The Rail Truck is missing from the Unit Function Chart.
The BP-43 (beute) is missing from the Notes on German Armored Trains section.

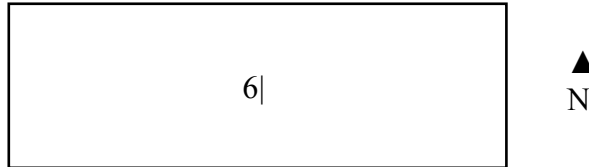
Japan

Both Type 94 and Experimental do not have Indirect Fire Capability. (Their range factors are too short to warrant it.)

Situation AT-1

Russian Interdiction of a German Rail Supply Column north of the Pripet Marshes (21 January, 1942)
Units of Army Group Center's 3rd Rail Security Division are escorting the vitally needed supplies going to the German front line units, protecting it against local Russian partisans and left behind units of General Bolden's 50th Army.

Mapboard:



Russian Forces: Group A: 5 Recon

Group B: 4 Cavalry (1941), 1 12.7mm MG, 1 76.2mm IG, 2 82mm Mortar (M),
6 Wagons

German Forces: Group A: 5 Rifle, 3 Security, 1 Engineer, 1 20mm AA, 1 81mm Mortar, 1 Fortification,
4 Trucks

Group B: 1 BP-35 Light (beute), 1 Assault Platoon (3-I-4-6-1), 2 SMG

Group C: 4 Rail Trucks

Set Up: German Group A sets up first anywhere on the board. The fortification counter must be placed in one of the four hexes of the town of Arvoldgrad

Russian Group A sets up next anywhere on the board at least three hexes way from a railway hex, at least five hexes away from the west edge of the board, and at least five hexes away from each other. Also, these units, which represent partisans, must be in woods hexes at the start of the game.

Reinforcements: German Group B enters on the western edge of the board along the railway on Game Turn 1.

German Group C enters on the western edge of the board along the railway on any Game Turn of the German player's choosing.

Russian Group B enters anywhere along the southern edge of the board on Game Turn 6.

Special Rules: The railway is a single-track railroad.

There is a railroad siding on hex 6-T-9.

The Russian player during his set up may place one Damage Track marker anywhere on the railroad between Hexrows F and DD (inclusive). He may not place it on the hex with the railroad siding.

Due to heavy snow, all train counters are limited to a maximum movement allowance of six. All vehicle counters and the Russian cavalry units have their movement allowance reduced by 1/3.

The German BP-35 Light (beute) is transporting the Assault Platoon inside, and the two SMG units outside when it enters the board.

Game Length: 15 Game Turns – Russians move first.

Victory Conditions: Victory is based on the number of victory points that each side has at the end of the

game.

Russian: 10 points if they prevent German control of the town of Arvoldgrad at the end of the game.

5 points if they control the hex with the railroad siding at the end of the game.

5 points if no German rail trucks exit off of the east edge of the board by the end of the game.

5 points if they destroy the German armored train unit.

1 point for every other German unit destroyed.

German: 10 points if the Germans control the town of Arvoldgrad at the end of the game.

5 points for every German rail truck unit exited off of the board by the end of the game.

1 point for every Russian unit destroyed.

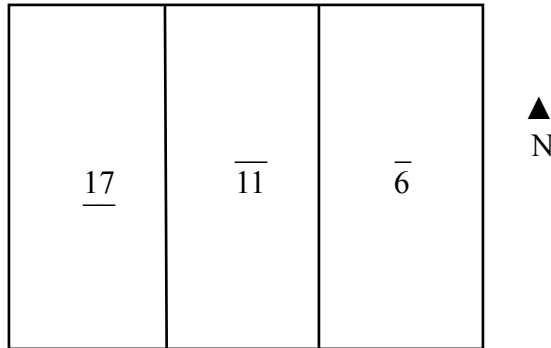
Side with the highest point total wins.

Situation AT-2

German Attack on 2nd Line of Russian Defenses: Action near Glakhov (3 October, 1941)

After smashing through the forward line of Russian defenses at the start of Operation Typhoon, units of the German 4th Panzer Division run into the second defense line held by elements of the Russian 121st Rifle Division and supported by the 1st Armored Train Battalion, northeast of Glakhov

Mapboard:



Russian Forces: 9 Rifle (1941), 3 SMG (1941), 1 Engineer, 3 Recon, 1 CP, 1 12.7mm MG, 2 45mm ATG (Early), 2 76.2mm IG, 2 76.2mm How, 3 82mm Mortar, 1 120mm Mortar, 3 T-26, 1 BP-35 Heavy, 1 BP-35 Light, 2 Assault Platoons (2-I-2-4-1), 6 Blocks, 8 Minefields, 8 Forts

German Forces: 15 Rifle, 2 Engineer, 2 75mm IG, 1 150mm IG, 3 50mm ATG, 1 81mm Mortar, 2 105mm How, 6 Pz IIIg, 3 Pz IVe, 2 Pz IId, 2 SG IIIb AG, 1 Flamingo Flame Tk, 3 SdKfz 231/8 AC, 5 Halftracks, 3 SdKfz 251/10 HT, 1 SdKfz 251/2 SPM, 16 Trucks

Set Up: Russians set up anywhere on Boards 11 and 6. Both armored trains set up on the railroad on Board 6.

Germans enter anywhere on the west side on the mapboard.

Special Rules: The railroad is a double track railroad.

There are no railroad sidings in this scenario.

The BP-35 Heavy is on Track 1 and the BP-35 Light is on Track 2.

Each train starts the game transporting an Assault Platoon inside. While both are capable of transporting an infantry company on the outside, none are loaded at the start.

Game Length: 18 Game Turns – Germans move first.

Victory Conditions: Russian victory levels are based on the number of German units destroyed.

Marginal Victory – 20 German units destroyed

Tactical Victory – 30 German units destroyed.

Decisive Victory – 40 German units destroyed.

German victory levels are based on the number of German-controlled town hexes on Boards 6 and 11 at the end of the game.

Marginal Victory – 6 Town hexes.

Tactical Victory – 9 Town hexes.

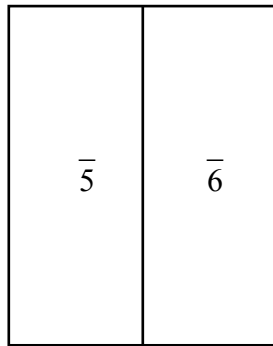
Decisive Victory – 12 or more Town hexes.

Situation AT-3

German Attack on Russian Infantry Position near Nebykovo (13 December, 1942)

On the second day of Operation Wintergale, elements of the German 23rd Panzer Division, supported by an armored train from the 10th Panzer Zug Battalion, assault second echelon units of the Russian 302nd Rifle Division from the 51st Army.

Mapboard:



Russian Forces: 9 Rifle (1942), 1 SMG (1941-42), 1 Recon, 1 Engineer, 1 CP, 1 12.7mm MG, 2 45mm ATG, 1 76.2mm IG, 2 76.2mm How, 3 82mm Mortars, 1 120mm Mortar, 1 37mm AA, 4 Wagons, 2 Limbers, 1 Truck, 2 T-34c MT, 6 Blocks, 3 Forts

German Forces: 6 Pz IVf/2 MT, 2 Pz IVe MT, 6 Pz IIIj MT, 4 Pz IIIg MT, 1 Pz IIId LT, 2 Marder I, 1 Sd Kfz 251/2 SPM, 10 Rifle, 3 Engineer, 1 CP, 2 105mm How, 2 Sd Kfz 251/10, 5 Halftracks, 2 Sd Kfz 8, 7 Trucks, Pz Zug 10a, 1 Assault Platoon (3-I-4-6-1)

Set Up: Russians set up anywhere on both boards 5 and 6 north of Hexrow K (exclusive).

Germans enter anywhere along the southern edge of either or both boards on Game Turn 1.

Special Rules: The railroad is a single-track railroad.

There are no railroad sidings in this scenario.

The German Pz Zug 10a is transporting an Assault Platoon inside. It is not capable of transporting any additional passengers on the outside.

If the Russian player sets up a Block on a Railroad hex, he may also opt to place a Damaged Track counter in the same hex. Only one Damaged Track counter may be placed in the game.

Game Length: 15 Game Turns – Germans move first.

Victory Conditions: Victory is based on points earned in the scenario.

10 points for control of each town at the end of the game.

2 points for each enemy unit destroyed.

1 point for each German unit exited off of the northern edge or either board by the end of the game.

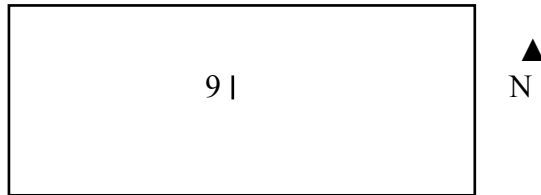
Side with the most points at the end of the game wins.

Situation AT-4

German Anti-Partisan Operations, White Russia (Late Spring 1943)

The Russians organized large groups of partisans during the war, often reinforcing them with weapons and officers to train, organize and lead them. This led to many areas in German-occupied Russia being actually controlled by the partisans. The Germans would periodically launch anti-partisan operations during the war to clear out these areas when they had the forces to spare. Here a German force, supported by an armored train, comes to the rescue of a German supply point being threatened by a large Russian partisan force.

Mapboard:



Russian Forces: 4 Rifle (1941), 5 Rifle (1939-40), 5 Recon, 2 Cavalry (1939-41), 2 12.7mm MG, 2 76.2mm IG, 3 82mm Mortar (Mot)

German Forces: Group A: 3 Security, 2 50mm ATG, 2 20mm AA, 1 CP
Group B: 9 Rifle, 1 Engineer, 2 75mm IG, 1 150mm IG, 1 81mm Mortar,
1 120mm Mortar, 15 Trucks
Group C: 1 BP 42 Light, 1 38(t) Tank Unit, 1 Assault Platoon (3-I-4-6-1)

Set Up: German Group A sets up first anywhere in Vyshgorod.

Russians sets up next anywhere on the board at least three hexes away from the nearest German unit.

German Group B enters along either the east or west side of the board on Game Turn 1, all units must enter on the same side. See Special Rules.

German Group C enters either on Hex 9-A-8 or 9-GG-3 on Game Turn 1. See Special Rules.

Special Rules: The Railroad is in the same hexes as the east-west road that starts in Hex 9-A-8 and ends in Hex 9-GG-3. (The railroad parallels the road and is only about 50 meters away from it.) Each of the hexes along are treated as either a road hex or the other terrain in the hex to all the regular units and is treated as railroad hexes for the Armored Train for movement purposes.

The railroad is a single-track railroad.

There are no railroad sidings on the mapboard.

The German BP 42 Light is transporting an Assault Platoon inside and the 38(t) Tank Unit on the outside at the beginning of the game. The Armored Train may transport up to two infantry platoons only after it dismounts the Tank Unit.

The German CP unit represents supplies and once placed on the board, can not be moved or transported during the course of the game.

The Russian player may set up one Damaged Track counter on the railroad but only in a woods hex.

Before the Russian player places the Damaged Track counter, the German player secretly writes down the map side and map hex that his Groups B and C will enter the board. After the Damaged Track counter is placed the German player reveals what he

wrote down to the Russian player and abides by it during the game.

Game Length: 12 Game Turns – German move first.

Victory Conditions: Victory is based victory points earned during the game.

Russian player earns 10 points if he destroys the German CP.

German player earns 10 points if the CP is not destroyed by the end of the game.

Both sides earn 1 point for each enemy unit destroyed.

Both sides earn 1 point for control of each town hex of the Vyshgorod at the end of the game.

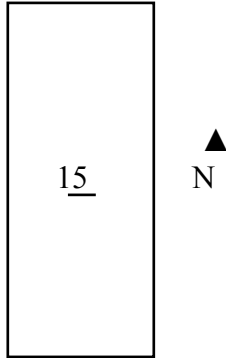
Side with the most points at the end of the game wins.

Situation AT-5

Evacuation of a Railway Gun; Action near Taizy (Spring 1943)

The Germans had a large railway gun stationed up near Leningrad to support a planned attack against the city in the late spring. However, the attack was canceled and it was decided to move the gun back to Germany. Knowing what a prize a captured or destroyed railroad gun would be, the Russians organized an attack using local partisans reinforced by larger partisan forces moved there for this mission, as the gun is being moved out of its firing position.

Mapboard:



Russian Forces: 4 Rifles (1941), 4 Rifles (1942), 5 Recon, 2 SMG (1941-42), 2 12.7mm MG, 2 76.2mm IG, 3 82mm Mortar (Mot), 4 Wagons

German Forces: Group A: 1 K5(E) Railroad gun, 1 Shunt Engine, 1 K5(E) Turntable
Group B: 9 Rifle, 3 Security, 1 Engineer, 2 20mm AA, 2 20mm(4) AA, 2 37mm AA, 2 75mm IG, 1 150mm IG, 1 81mm Mortar, 1 120mm Mortar
Group C: 1 BP-42 Heavy, 1 Assault Platoon (3-I-4-6-1), 2 SMG, 1 Baureihe

Set Up: German Group A sets up first on Hill 231 with the K5(E) Turntable in Hex 15-F-9 and the K5(E) Railway Gun and Shunt Engine stacked together on any Level 1 Hilltop Railway hex or in the Tunnel.

German Group B sets up next anywhere on the board.

Russians set up next anywhere on the board north of Hexrow DD at least two hexes away from the nearest German unit.

German Group C enters on the railway on the southern edge on Game Turn 1.

Special Rules: The railroad is a Double-Track railway.

There is a railroad siding in Hex 15-R-7.

Before the German sets up Group B, the Russian player may place a Damaged Track counter anywhere on the railroad between Hexrows N and DD (exclusive) except in town hexes and the Bridge-Gorge hex. Both tracks on the double-track railroad are considered to be damaged.

The BP-42 Heavy is transporting the Assault Platoon inside and two SMG units outside at the beginning of the game.

The K5(E) railroad gun is a single railway car and must be stacked with either the Shunt Engine or the Baureihe in order to be moved. The K5 (E) is an indirect fire weapon only and thus can not fire in this scenario.

The K5(E) Turntable can not be moved once placed and only serves as an objective hex for the Russians. It can not be destroyed by any form of combat.

The Shunt Engine is a small engine that is used to move the railroad gun to and from its

firing position. The gun must be stacked underneath the Shunt Engine in order to be moved and of course the two count as one unit for stacking purposes.

The Baureihe is a powerful locomotive used to transport the railroad gun and its supporting elements between various places around the theater of operations. In order to transport the gun the Baureihe moves on top of the gun counter or gun/shunt engine stack and is then flipped over to its back side. All units must be on the same track if the railroad is double tracked. At the end of the owning player's next player turn the Baureihe is flipped back over to its front side. It may then move on succeeding turns. While flipped over it is treated as a dispersed unit if attacked in any manner. It may only transport the railroad gun, the Shunt Engine, or both together. When transporting these units the entire stack counts as one unit for stacking purposes.

Game Length: 12 Game Turns – Russians move first.

Victory Conditions: Victory is based on victory points earned during the game.

German player earns 20 victory points if he moves the railroad gun off the south edge of the board by the end of the game.

Russian player earns 20 victory points if the railroad gun is not moved off the south edge of the board by the end of the game.

Russian player earns 5 victory points if he controls the K5 (E) Turntable at the end of the game.

Both players earn one victory for each enemy unit destroyed.

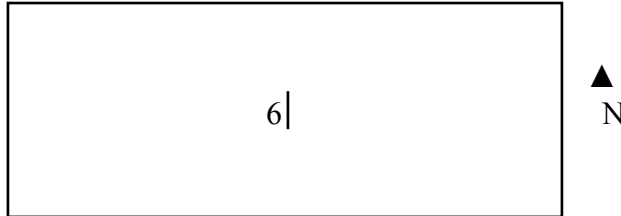
Side with the most points at the end of the game wins.

Situation AT-6

Breakout From an Encirclement: Action near Minsk (3 July, 1944)

The Germans, having a large force encircled around the city of Minsk during the second phase of Operation Bargration, attempt a breakout as their defense collapses. Among the attacking forces is an armored train which is escorting a regular train carrying wounded soldiers and non-combatants back to the homeland.

Mapboard:



Russian Forces: 2 T-34/85 MT, 4 T-34c MT, 2 SU-85 TD, 2 Rifle, 2 SMG, 2 Recon, 1 57mm ATG, 1 76.2mm ATG, 1 82mm Mortar (Mot), 1 12.7mm MG, 7 Trucks

German Forces: Group A: 3 Panthers, 4 Pz IVh, 2 SG IIIg, 6 Rifle, 3 SMG, 2 Security, 1 Engineer, 1 81mm Mortar, 1 120mm Mortar, 5 Trucks
Group B: 1 BP-44, 1 Assault Platoon (3-I-4-6-1), 1 SdKfz 135/1 AG
Group C: 1 Lokomotiv

Set Up: Russians set up first anywhere west of Hexrow K (exclusive).

German Group A sets up next anywhere east of Hexrow L (exclusive).

German Group B enters on the railway on the eastern side of the board on Game Turn 1.

German Group C enters on the railway on the eastern side of the board on Game Turn 5.

Special Rules: The railroad is a Double-Track railway.

There are no railway sidings on the mapboard. No Damaged Track counters are placed on the board.

The BP-44 is transporting an Assault Platoon inside and the SdKfz 135/1 AG on the outside. Once it has dismounted the assault gun, it may transport up to two infantry type units on the outside.

The Lokomotiv represents a train carrying civilian government officials which are being evacuated back to the Reich. It may not transport any units.

Game Length: 10 Game Turns – Germans move first.

Victory Conditions: Victory is based victory points earned during the game.

Each side receives 1 points for each enemy unit destroyed.

German player receives 10 points if the Lokomotiv is moved off of the western edge of the board by the end of the game.

German player receives 5 points if the BP-44 is moved off of the western edge of the board by the end of the game,

German player receives 1 point each for moving all other units off of the western edge of the board by the end of the game.

Russian player receives 10 points if the Lokomotiv is not moved off the board by the of the game.

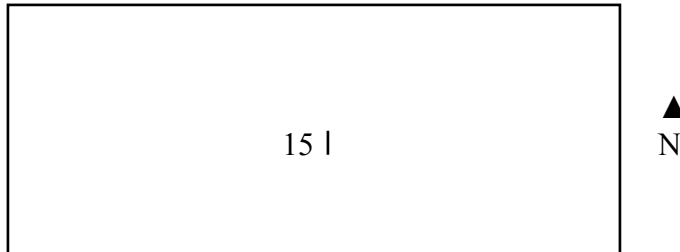
Side with the most victory points at the end of the game wins.

Situation AT-7

Delaying Action with Infantry Forces: Battle of the Seelow Heights (19 April, 1945)

The Germans have been holding off the forces of the Russian 1st Belorussian Front for three days but now on the fourth day their defense is breaking down. The German infantry force has only a few armored vehicles and couple of armored trains in support, to slow the Russians down as they push their way through the Heights.

Mapboard:



Russian Forces: 6 T-34/85 MT, 2 JS-II HT, 2 JSU-122 TD, 2 JSU-152 AG, 9 Guards, 6 SMG, 2 Engineers, 2 Recon, 2 85mm ATG, 1 82mm Mortar (Mot), 3 82mm Mortars, 2 120mm Mortars, 6 Halftracks, 15 Trucks

German Forces: 1 Jgd Pz IV TD, 1 Pz Jd IV/70 TD, 12 Rifle, 6 SMG, 3 Engineer, 2 88mm ATG, 1 75mm ATG, 1 20mm AA, 1 20mm-4 AA, 2 81mm Mortars, 2 120mm Mortars, 1 Pz Zug "Berlin", 1 Steckenschutzzug III, 2 Assault Platoons (2-I-2-4-1), 2 Blocks, 2 Minefields, 3 Forts

Set Up: Germans set up anywhere west of Hexrow DD ((exclusive).

Russians enter anywhere along the eastern edge of the board on Game Turn 1.

Special Rules: The railway is a single-track railroad.

There is a railway siding in Hex 15-R-7.

No Damaged Track counters are placed on the board.

Both the PzZug "Berlin" and Steckenschutzzug are transporting an Assault Platoon inside. The Steckenschutzzug has the ability to transport two infantry units on the outside and the German player may start the game with two infantry units being transported in this manner.

Game Length: 15 Game Turns – Russians move first.

Victory Conditions: Victory is based on victory points earned during the game.

Both sides receive 1 point for each enemy unit destroyed.

Russians receive 1 point for each friendly unit exited off the western edge of the board by the end of the game.

Russians receive 2 points for each town hex they control at the end of the game.

Germans receive 5 points for each town hex they control at the end of the game.

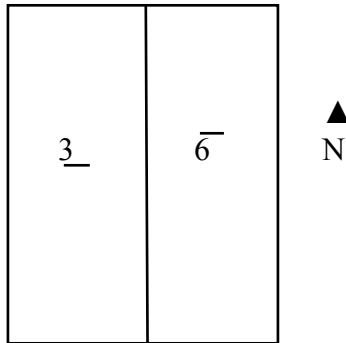
Side with the most victory points at the end of the game wins.

Situation AT-8

Rescue of an Isolated Armored Train: Action near Lagoda Karelia (23 January, 1940)

During the lull between the battles at the beginning of the war and the final Soviet offensive in February 1940, the Finnish would send their armored trains out into the no-man's land between the front lines to perform a quick bombardment of Russian positions then scooting back to their friendly lines before the Soviets could react. However on this day the Russians did react quickly with a heavy bombardment during which a round made a direct hit on the track behind the armored train, damaging it and thus trapping the train out in the middle of no-man's land. An infantry battle quickly developed where the Russians were trying to capture the train, while the Finns were protecting it while bringing up a repair train to fix the track and allowing the armored train to escape.

Mapboard:



Russian Forces: 12 Rifle (1939-40), 6 Ski (1939-40), 4 SMG (1940), 3 Recon, 2 Engineers, 1 CP, 2 12.7mm MG, 3 37mm ATG, 2 45mm ATG, 2 76.2mm IG, 2 76.2mm How, 4 82mm Mortar, 4 NKL-6A Aerosans, 2 Limbers, 9 Sleds

Finnish Forces: Group A: 15 Rifle (1939-40), 6 Sissi (Ski), 4 MG, 3 Engineers, 1 CP, 2 12.7mm MG, 3 25mm ATG, 2 20mm AA, 2 76.2mm How, 3 81/82mm Mortars, 2 Limbers, 7 Sleds, 3 Blocks, 2 Minefields, 2 Forts (20 Strength), 1 Fort (30 Strength)

Group B: 1 Panssarijuna 2

Group C: 1 Locomotiv, 1 Rail Engineer

Set Up: Russians set up first anywhere south of Hexrow W (exclusive) on Board 3 and of Hexrow K (exclusive) on Board 6.

Finnish Group A sets up second anywhere north of Hexrow S (exclusive) on Board 3 and of Hexrow Q (exclusive) on Board 6.

Finnish Group B sets up in Hex 6-M-9.

Finnish Group C enters on the railway on the northern edge of Board 6 on Game Turn 1.

Special Rules: This scenario uses units and rules from the Panssari Salama module. Refer to that module for reference.

Winter weather rules from Panssari Salama are in effect. Due to heavy snow, all train counters have a maximum movement allowance of six.

The railroad is a single-track railway.

There is no railroad siding in this scenario.

A Damaged Track counter is placed in Hex 6-P-9 before the start of the game.

The Panssarijuna 2 has no Assault Platoon and is not transporting any units on the outside at the beginning of the game. It may load, transport, and unload units during the course of the game.

Use the German Locomotiv counter for the repair train. It is carrying a Rail Engineer unit inside, but no units on the outside at the beginning of the game.

The Panssarijuna 2 counter may be captured by the Russians, and recaptured by the Finnish, by Close Assault. Treat the Destroyed result on the Combat Results Table as a Captured result instead when close assaulting the train. A captured train may be moved and fired by the capturing player and may transport up to two units (or one unit in the case of the Russians) on the outside.

Game Length: 12 Game Turns – Russians move first.

Victory Conditions: Victory is based on the status of the Panssarijuna 2 counter at the end of the game.

Train exited off of the northern edge of the board. - Decisive Finnish Victory

Train moved north of Hexrow Q on Board 6 – Tactical Finnish Victory.

Train destroyed if under Russian control. - Marginal Finnish Victory

Train south of Hexrow R on Board 6 under Finnish control. - Draw

Train north of Hexrow K on Board 6 under Russian control - Marginal Russian Victory.

Train moved south of Hexrow L on Board 6 under Russian control. - Tactical Russian Victory

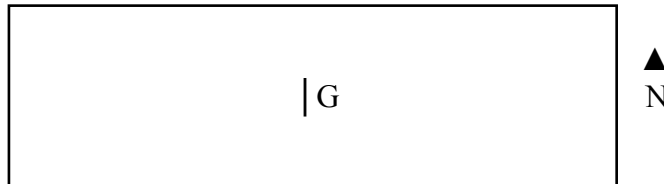
Train exited off of the southern edge of the board. - Decisive Russian Victory.

Situation AT-9

Breakthrough of the Peel-Raam Defensive Line; The Battle of Mill (10 May, 1940)

The Germans run a troop train, accompanied by an armored train, through a temporarily unoccupied section of the Dutch Peel-Raam Defensive Line to plant an infantry battalion (3rd Bn/481st Inf Rgt) deep in the rear area as part of the opening offensive of the battle for Holland. The local Dutch forces who are part of Group Schaijk of the Dutch Peel Division, are unaware that the offensive has even begun and are at first slow to react, but eventually they cover the gap in their defenses and send reinforcements to deal with the threat in their rear. (Note: Since this is a Western Front scenario, the Panzer Leader rules are used.)

Mapboard:



Dutch Forces: Group A: 12 Rifle (1-I-2-5-1), 1 Engineer (1-I-1-6-1), 4 HMG (2-I-4-4-1),
2 57mm IG (3-H-10-2-0), 2 81mm Mortar (3-M-12-3-1),
3 Forts (Strength 30), 3 Forts (Strength 20), 2 Blocks, 2 Mines
Group B: 3 80mm FG (6-H-12-2-0), 3 Limbers
Group C: 6 Rifle (1-I-2-5-1), 1 47mm ATG (6-A-3-3-0), 1 81mm Mortar (3-M-12-3-1),
8 Trucks

German Forces: Group A: 1 Pz Zug II, 1 Lokomotiv, 1 Assault Platoon (2-I-4-6-1),
12 Rifle (2-I-2-8-1), 3 HMG (4-I-4-4-1), 1 81mm Mortar (3-M-12-3-1)
Group B: 24 Rifle (2-I-2-8-1), 3 Engineers (3-I-4-10-1), 6 HMG (4-I-4-4-1),
3 37mm ATG (5-A-2-3-0), 3 75mm IG (2-H-12-2-0),
2 81mm Mortar (3-M-12-3-1), 6 Wagons
Group C: 2 105mm How (40-(H)-32-2-0), 2 Limbers

Set Up: Dutch Group A sets up anywhere between Hexrows T and AA (exclusive), west of the stream from G-Y-1 to G-Y-10, with the following restrictions;
Blocks in Hexes G-Z-6 and G-W-9
Strength 30 Forts in Hexes G-V-10, G-W-6, and G-Y-5
All other units must set up at least two hexes away from the railroad hexes. (The fort in G-W-6 will start the game empty.)
Dutch Group B sets up anywhere between Hexrows K and T (exclusive) at least two hexes away from the railroad hexes.
Dutch Group C enters the board on Hex G-A-8 on Game Turn 10.

German Group A enters the board on Hex G-GG-8 on Game Turn 1.

German Group B enters anywhere on the east side of the board on Game Turn 3.

German Group C enters anywhere on the east side of the board on Game Turn 11.

Special Rules: The railway is a single-track railroad.
There is a railroad siding in Hex G-D-2.
No Damaged Track counters are set up on the board.
The PzZug II train is transporting the Assault Platoon.

The Lokomotiv (which represents a troop train) is transporting the rest of German Group A.

The Lokomotiv may unload up to four units per turn at the cost of half of its movement allowance. Once unloaded, these units may not reload on the either train for the duration of the game.

The stream from G-Y-1 to G-Y-10 is actually the Maas River, no units may enter it except at the bridges at Hexes G-Z-6, G-X-7, and G-W-9. No die-roll is necessary to check for entry. (Exception: See below.)

On any turn after Game Turn 10, the German player may move up to four Rifle units into the Maas River hexes. On the turn after entry, the Rifle units may exit into a hex on the opposite side of the river. (No die-roll is necessary for entry or exit.) While in the river hexes, the Rifle units have a defense factor of 1 against all fire. Dispersed units in the river hexes may not move out until they become undispersed. The German player may only do this once in the game. (This represents the use of assault boats that were brought up during the battle.)

The Dutch player may not move or fire any of his units during the first four Game Turns. (It is the pre-dawn hours and the Dutch are unaware that the German offensive has started.)

The Dutch Engineer unit may create a Damaged Track counter on the railroad by spending one complete turn stationary on the railroad hex performing no other missions. At the beginning of his next turn before he may place the Damaged Track counter in the hex. It must not be dispersed during that turn. If dispersed during that time, it must start all over again when it becomes undispersed. (The Dutch engineer unit had a special device they could install on the railroad to block further train travel on it.)

Historical Note: The Dutch 57mm and 80mm artillery units were composed of all steel, breach-loading cannons which dated from the late Nineteenth Century. These were direct fire weapons only. Their primary round was an old shrapnel round. The 57mm was used as an infantry gun and the 80mm (which was in reality 84mm, but listed as 80mm) was used as a field gun. Each counter represents four guns.

Game Length: 20 Game Turns – Germans move first.

Victory Conditions: Victory is based on victory points earned by the German during the game.

1 point for each enemy unit destroyed.

1 point for each friendly unit west of the River at the end of the game.

2 points for each town hex west of the River that they control at the end of the game.

-1 point for each friendly unit destroyed. (This includes units being transported.)

-3 points if the Lokomotiv (troop train) is destroyed.

-5 points if the PzZug II armored train is destroyed.

40 points or less – Allied Victory.

41 - 55 points – Draw

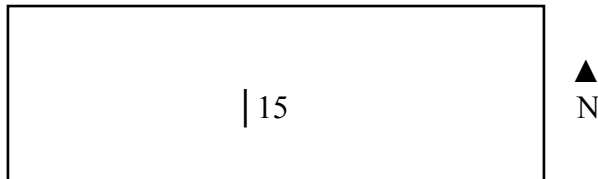
56 points or more – German Victory.

Situation AT-10

Slovakian Blocking Action with Armored Train (October, 1944)

In the late summer/early autumn of 1944, the Slovak National Uprising occurred in central Slovakia. German, Hungarian, and Rumanian combat groups converged on the rebel forces from eight different directions. Here a German kampfguppe from the 18th Division SS “Hoerst Wessel” is attacking elements of the “Janosik” Brigade of the 1st Czechoslovak Army, supported by the “Harban” Armored Train, which is performing a blocking action to keep the Germans from cutting off other off-map retreating friendly forces.

Mapboard:



Slovakian Forces: 12 Rifle (2-I-4-5-1), 3 Rifle (1-I-2-5-1), 3 HMG (2-I-4-4-1),
1 37mm ATG (5-A-2-3-0), 1 20mm AA (4-H-10-1-0), 1 75mm IG (2-H-12-2-0),
1 Motorcycle (2-I-2-2-12), 1 Bicycle (2-I-2-2-2), 1 “Harban” Armored Train,
1 Assault Platoon (2-I-2-4-1)

German Forces: 3 SG IIIg, 2 Sd Kfz 10/4, 6 Rifle, 3 SMG, 3 Engineers, 1 75mm ATG, 1 150mm IG,
1 81mm Mortar, 1 120mm Mortar, 16 Trucks

Set Up: Slovakian: Sets up anywhere east of Hexrow AA (exclusive). The Armored Train sets up on the railroad, transporting the Assault Platoon.

German: Enter anywhere along the western edge of the board on Game Turn 1.

Special Rules: The railway is a single-track railroad.

There is no siding anywhere on the map.

The train is capable of transporting two other Rifle or HMG units, but none may be loaded on the train at the beginning of the game.

The Train may start the game set up inside one of the tunnel hexes.

The Slovakian 1-I-2-5-1 Rifle units represent Partisans.

Game Length: 15 Game Turns – Germans move first.

Victory Conditions: Victory is based on the number of Victory Points earned by the end of the game.

Each side gets 2 points for each enemy unit destroyed.

Germans get 1 point for each friendly unit exited off of the east side of the board.

Germans get 5 points if the “Harban” armored Train is destroyed.

Slovakians get 1 point for each enemy unit still on the board at the end of the game.

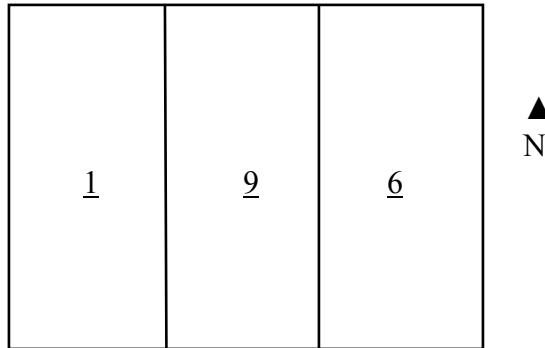
Side with the most victory points wins.

Situation AT-11

German Attack on Polish Cavalry Screen: The Battle of Mokra (2 September, 1939)

Units of the German 4th Panzer Division attempt to blow their way through a cavalry screen conducted by the Polish “Wolynska” Cavalry Brigade, which is eventually reinforced by the Polish Armored Train PP-53 “Smialy”, in the vicinity of the multiple towns of Mokra in southwestern Poland.

Mapboard:



Polish Forces: Group A: 2 TKS Tankettes, 1 Wz-34 AC, 36 Cavalry, 9 Rifle (2-I-2-6-1),
3 Bicycle (2-I-2-2-2), 4 Engineers, 1 CP, 3 Wz-30 HMG, 6 37mm ATG,
3 75mm How, 1 100mm How, 3 Wagons, 11 Trucks, 3 Blocks, 3 Minefields
Group B: 1 Pocaig Pancerny III (PP-53 “Smialy”), 1 Assault Platoon (2-I-4-6-1),
1 TK Rail Scout

German Forces: Group A: 1 Pz IV MT, 6 Pz II LT, 10 Pz I LT, 9 Rifle (2-I-4-8-1), 3 Engineers,
1 37mm ATG, 2 75mm IG, 1 81mm Mortar, 2 105mm How,
1 Kubelwagon/CP, 16 Trucks, 2 Sd Kfz 8
Group B: 1 Pz IV MT, 4 Pz II LT, 8 Pz I LT, 2 Sd Kfz 231/8 AC, 4 Sd Kfz 222 AC,
3 Motorcycles (2-I-4-2-12), 1 Engineer, 1 37mm ATG, 1 75mm IG, 3 Trucks

Set Up: Polish: Group A sets up anywhere on the board at least three hexes away from the western edge. Polish Group B enters the board on Hex 6-A-3 on Game Turn 11.

German: Group A enters anywhere along the west side on the board on Game Turn 1.

Group B enters anywhere along the southern edge of Board 9 on Game Turn 11.

Special Rules: The railroad is a single-track railroad.

There are no railroad sidings in this scenario.

The Pocaig Pancerny III counter is transporting the Assault Platoon internally and the TK Rail Scout unit externally on special flat cars.

The TK Rail Scout may load and unload to and from the train.

The train may transport up to two Rifle units externally when the TK Rail Scout is not on the train.

The Kubelwagon/CP unit may not move in the turn that it spots for Indirect Fire.

Use the Panzer Leader 1940 counters for the German tank units.

Game Length: 20 Game Turns – Germans move first.

Victory Conditions: Polish victory levels are based on the number of German units destroyed.

Marginal Victory – 20 German units destroyed

Tactical Victory – 30 German units destroyed.
Decisive Victory – 40 German units destroyed.

German victory levels are based on the number of German-controlled town hexes on Boards 6 and 9 at the end of the game. (Collective Farm hexes do count as Town hexes.)

Marginal Victory – 8 Town hexes.

Tactical Victory – 12 Town hexes.

Decisive Victory – 15 or more Town hexes.