

PanzerBlitz Situation # AT-12

Italian Anti-Partisan Operations: Slovenia (July, 1942). In northern Yugoslavia the Italians conducted a major operation to clear the region of Slovenia of Partisans. Here Slovene Partisans, reinforced by some mortars and guns left over from the former Yugoslavian Army, blocked a major rail line heading north, interdicting the movement of strategic minerals and Romanian oil to Greater Germany. Units of the Italian Ist "Taurinense" Alpini Division, reinforced by an armored train and corps artillery, conducted a sweep operation with the goal of clearing the area of the guerilla stronghold. (Panzer Leader units and rules are used in this scenario.)

Map Configuration



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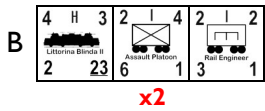
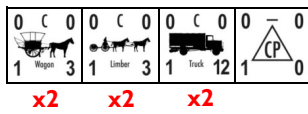
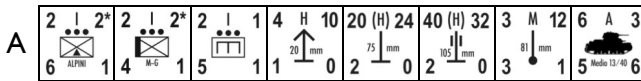
Train Rules & Counters by Glen Coomber
Scenario by Alan Arvold
Formatted by Greg Moore



ITALIAN FORCES



Group A sets up first anywhere south of Hexrow O (exclusive).

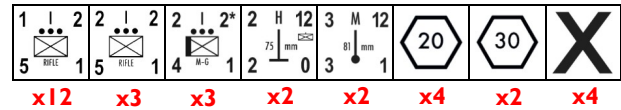


Group B enters the board on Hex I5-GG-3 on Game Turn 1.



SLOVENE FORCES

Slovenes set up second anywhere north of Hexrow N (exclusive).



Special Rules: Slovene units use the Czech counters. The railway is a single track railroad. There are no railway sidings in this scenario. The Litterina Blinda II counter is transporting the Railroad Engineer internally and the two Assault Platoons externally on special flat cars. The Slovene player may set up one Damaged Track counter on any rail hex in his setup area before the beginning of the game. No units or Damaged Track counters may be set up inside the three tunnel hexes.

VICTORY CONDITIONS:

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

- Gain 1 point for each Slovene unit destroyed.
- Gain 3 points for each Tunnel Entrance hex controlled at the end of the game.
- Gain 4 points for each Level 2 Woods Hilltop hex controlled at the end of the game.
- Gain 5 points for control of the town of Kolkohz 708 at the end of the game.

The side with the most victory points wins.

VICTORY CONDITIONS:

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

- Gain 1 point for each Italian unit destroyed.
- Gain 3 points for each Tunnel Entrance hex controlled at the end of the game.
- Gain 4 points for each Level 2 Woods Hilltop hex controlled at the end of the game.
- Gain 5 points for control of the town of Kolkohz 708 at the end of the game.

The side with the most victory points wins.

Italians move first																			END
Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15					