

PanzerBlitz

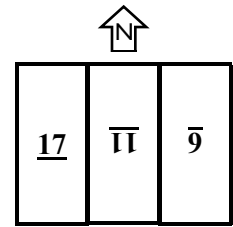
Situation # AT-2

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

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, supported by the 1st Armored Train Battalion, northeast of Glakhov.

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.

Map Configuration



RUSSIAN FORCES



Sets up first anywhere on Boards 11 and 6. Both armored trains set up on the railroad on Board 6.

3 I 4 10 RFL 1	6 I 1 10 RFL 1	3 I 2 8 RFL 1	3 I 1 4 RECON 1	0 - 0 1 CP 0	6 I 6 2 127 mm 0	5 A 3 3 45 mm 0	3 H 10 2 76.2 mm 0
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x9 x3 x3 x3 x2

20 H 16 2 76.2 mm 0	3 M 12 3 82 mm 1	24 M 20 2 120 mm 0	5 A 3 5 1-35.8 6	14 H 8 5 BP-35 Heavy 8	13 H 6 5 BP-35 Light 8	2 I 2 4 Assault Platoon 1	X
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x2 x3 x3 x2 x6



x8 x8

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 FORCES



Enter anywhere on the west side of the mapboard.

3 I 6 8 RFL 1	3 I 2 10 RFL 1	2 H 12 2 75 mm 0	20 H 12 2 150 mm 0	8 A 5 3 50 mm 0	3 M 12 3 81 mm 1	40 H 32 2 105 mm 0	8 A 3 6 PzKw III G 8
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x15 x2 x2 x3 x2 x6

5 H 8 7 PzKw III E 8	2 A 4 5 PzKw III D 10	5 H 8 9 Stg III B 8	30 H 1 5 Flamingo 10	2 H 4 2 SdKfz 231/16 4	2 C(I) 4 4 Halftrack 10	5 C(A) 2 4 SdKfz 251/16 10	3 M 12 4 SdKfz 251/7 10
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x3 x2 x3 x3 x5 x3



x16

VICTORY CONDITIONS:

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.

German move first Turn 1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	END					