

# PanzerBlitz

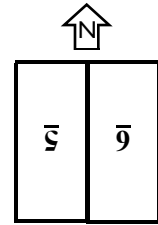
## Situation # AT-3

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

**German Attack on Russian Infantry Position near Nebykovo (13 December, 1942).** On the second day of Operation Wintergale, elements of the German 23<sup>rd</sup> Panzer Division, supported by an armored train from the 10<sup>th</sup> Panzer Zug Battalion, assault second echelon units of the Russian 302<sup>nd</sup> Rifle Division from the 51<sup>st</sup> Army.

**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.

Map Configuration



### RUSSIAN FORCES



Set up first anywhere on Boards 5 and 6 north of Hexrow K.

4 I 4	6 I 1	3 I 1	3 I 4	0 - 0	6 I 6	7 A 3	3 H 10
12 RIFLE 1	10 SMG 1	4 RECON 1	10 CP 1	1 CP 0	2 12.7 mm 0	3 45 mm 0	2 76.2 mm 0

x9

x2

20 H 16	3 M 12	24 M 20	8 H 12	0 C 0	0 C 0	0 C 0	12 A 6
2 76.2 mm 0	3 82 mm 1	2 120 mm 0	1 37 mm 0	1 Wagon 3	1 Limber 3	1 Truck 12	9 T-34 C 11

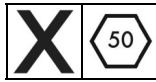
x2

x3

x4

x2

x2



x6



x3



### GERMAN FORCES



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

14 A 8	5 H 8	10 A 6	8 A 3	2 A 4	12 A 8	3 M 12	3 I 6
7 PzW III F 8	7 PzW III E 8	7 PzW III J 9	6 PzW III G 8	5 PzW III D 10	4 Marder I 7	4 SdKfz 251/2 10	8 RIFLE 1

x6

x2

x6

x4

x2

x10

3 I 2	0 - 0	40 H 32	5 C(A) 2	2 C(I) 4	0 C 0	0 C 0	12 H 20
10 CP 1	1 CP 0	2 105 mm 0	4 SdKfz 251/10 10	4 Halftrack 10	1 SdKfz 8 10	1 Truck 12	5 Pz Zug 10a 8

x3

x2

x2

x5

x2

x7



### 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 Russian unit destroyed.

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

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

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