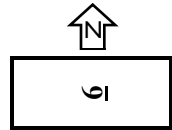


PanzerBlitz Situation # AT-1

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

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.

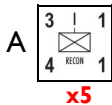
Map Configuration



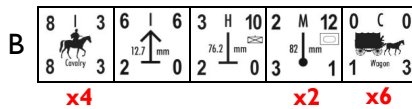
RUSSIAN FORCES



Sets up second. Group A sets up anywhere on the board at least three hexes away from a railway hex 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.



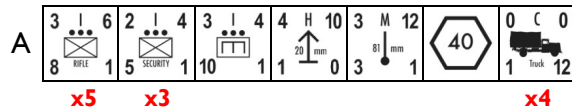
Group B enters anywhere along the southern edge of the board on Game Turn 6.



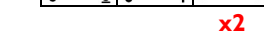
GERMAN FORCES



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



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



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



Special Rules: The railway is a single-track railroad. There is a railroad siding on hex 6-T-9. The Russian player during his setup 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.

VICTORY CONDITIONS:

Victory is based on the number of victory points that each side has at the end of the game.

- 10 points if they prevent German control of the town of Arvoldgrad (control all four town hexes) 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.

The side with the highest point total wins.

VICTORY CONDITIONS:

Victory is based on the number of victory points that each side has at the end of the game.

- 10 points if the Germans control the town of Arvoldgrad (control all four hexes) 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.

The side with the highest point total wins.

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