PanzerBlitz Situation [#]AT-10

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

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 kampfgruppe from the 18th Division SS "Hoerst Wessel" is attacking elements of the "Janosik" Brigade of the 1st Czecho-slavik Army, supported by the "Harban" Armored Train, which is performing a blocking action to keep the Germans from cutting off other offmap retreating friendly forces.

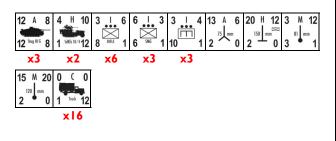


SLOVAKIAN FORCES Set up first anywhere east of Hexrow AA (exclusive). The Armored Train sets up on the railroad, transporting the Assault Platoon. $2 \stackrel{i}{\underset{u}{\longrightarrow}} \frac{4}{1} \stackrel{j}{\underset{u}{\longrightarrow}} \frac{2}{1} \stackrel{i}{\underset{u}{\longrightarrow}} \frac{2}{1} \stackrel{i}{\underset{u}{\longrightarrow}} \frac{2}{3} \stackrel{i}{\underset{u}{\longrightarrow}} \frac{2}{1} \stackrel{i}{\underset{u}{\longrightarrow}} \frac{4}{2} \stackrel{i}{\underset{u}{\longrightarrow}} \frac{1}{2} \stackrel{i}{\underset{u}{\longrightarrow}} \frac{2}{2} \stackrel{i}{\underset{u}{\longrightarrow}} \frac{2}{2}$

Special Rules: The Slovakians use Czech counters. 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.



Enter anywhere along the western edge of the board on Game Turn I.



VICTORY CONDITIONS:

Victory is based on victory points earned during the game.

Gain 2 points for each German unit destroyed. Gain 1 point for each German unit still on the board at the end of the game.

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

VICTORY CONDITIONS:

Victory is based on victory points earned during the game.

Gain 2 points for each Slovakian unit destroyed. Gain 1 point for each German unit exited off of the east side of the board.

Gain 5 points if the "Harban" armored Train is destroyed.

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

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