

PanzerBlitz Situation # AT-4

German Anti-Partisan Operations, White Russia (Late Spring 1943). The Russians organized large groups of partisans during the war, often reinforcing them with weapons and officers to train, organize and lead them. This led to many areas in German-occupied Russia being actually controlled by the partisans. The Germans would periodically launch anti-partisan operations during the war to clear out these areas when they had the forces to spare. Here a German force, supported by an armored train, comes to the rescue of a German supply point being threatened by a large Russian partisan force.

Map
Configuration



91

Train Rules & Counters by Glen Coomber
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RUSSIAN FORCES



Set up second anywhere on the board at least 3 hexes away from the nearest German unit.

3	I	4	3	I	4	3	I	1	8	I	3	6	I	6	3	H	10	2	M	12
10	RIFLE	1	8	RIFLE	1	4	REGON	1	8	Cavalry	3	2	12.7 mm	0	2	76.2 mm	0	3	82 mm	1
	x4		x5		x5				x2			x2			x2					x3

VICTORY CONDITIONS:

Victory is based on victory points earned during the game.

Russian player earns 10 points if he destroys the German CP.
Earn 1 point for each German unit destroyed.
Earn 1 point for control of each town hex of the Vyshgorod at the end of the game.

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



GERMAN FORCES



Group A sets up first anywhere in Vyshgorod.

2	I	4	8	A	5	4	H	10	0	0
5	SECURITY	1	3	50 mm	0	1	20 mm	0	1	CP
	x3		x2			x2				

Group B enters along either the east or west side of the board on Game Turn 1, all units must enter on the same side (see Special Rules).

3	I	6	3	I	2	2	H	12	20	H	12	3	M	12	15	M	20	0	C	0
8	RIFLE	1	10	1	1	2	75 mm	0	2	150 mm	0	3	81 mm	1	2	120 mm	0	1	TRUCK	12
	x9					x2													x15	

Group C enters either on Hex 9-A-8 or 9-GG-3 on Game Turn 1 (see Special Rules).

18	H	20	2	H	2	3	I	4
6	BP-42 light	8	2	38(t) Tank unit	9	6	Assault Platoon	1

Special Rules: The Railroad is in the same hexes as the east-west road that starts in Hex 9-A-8 and ends in Hex 9-GG-3. (The railroad parallels the road and is only about 50 meters away from it.) Each of the hexes are treated as either a road hex or the other terrain in the hex to all the regular units and is treated as railroad hexes for the Armored Train for movement purposes. The railroad is a single-track railroad. There are no railroad sidings on the mapboard. The German BP 42 Light is transporting an Assault Platoon inside and the 38(t) Tank Unit on the outside at the beginning of the game. The Armored Train may transport up to two infantry platoons only after it dismounts the Tank Unit. The German CP unit represents supplies and cannot be moved or transported during the course of the game. The Russian player may set up one Damaged Track counter on the railroad but only in a woods hex. Before the Russian player places the Damaged Track counter, the German player secretly writes down the map side and map hex that his Groups B and C will enter the board. After the Damaged Track counter is placed the German player reveals what he wrote down to the Russian player and abides by it during the game.

VICTORY CONDITIONS:

Victory is based on victory points earned during the game.

German player earns 10 points if the German CP is not destroyed by the end of the game.
Earn 1 point for each Russian unit destroyed.
Earn 1 point for control of each town hex of the Vyshgorod at the end of the game.

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

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