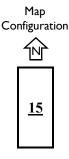
## **PanzerBlitz** Situation<sup>#</sup>AT-5

## Evacuation of a Railway Gun; Action near Taizy (Spring 1943).

The Germans had a large railway gun stationed up near Leningrad to support a planned attack against the city in the late spring. However, the attack was canceled and it was decided to move the gun back to Germany. Knowing what a prize a captured or destroyed railroad gun would be, the Russians organized an attack using local partisans reinforced by larger partisan forces moved there for this mission, as the gun is being moved out of its firing position.



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

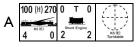
## **RUSSIAN FORCES**

Russians set up last anywhere on the board north of Hexrow DD at least two hexes away from the nearest German unit.

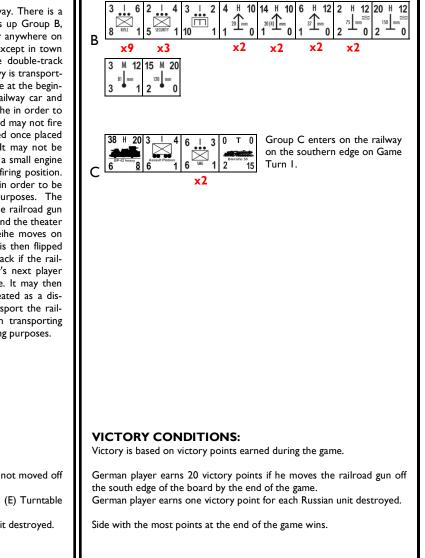
				6 1 6	3 H 10 76.2 mm <sup>∞</sup>	2 M 12 82 mm	0 ( 0 1 <sup>Wagen</sup> 3
10 ™1 <b>x4</b>	12 × 1 ×4	4 × 1 x5	10 ™ 1 <b>x2</b>	2 0 x2	x2	x3	1 ×4

Special Rules: The railroad is a Double-Tracked railway. There is a railroad siding in Hex 15-R-7. Before the German sets up Group B, the Russian player may place a Damaged Track counter anywhere on the railroad between Hexrows N and DD (exclusive) except in town hexes and the Bridge-Gorge hex. Both tracks on the double-track railroad are considered to be damaged. The BP-42 Heavy is transporting the Assault Platoon inside and two SMG units outside at the beginning of the game. The K5(E) railroad gun is a single railway car and must stacked with either the Shunt Engine or the Baureihe in order to be moved. The K5 (E) is an indirect fire weapon only and may not fire in this scenario. The K5(E) Turntable may not be moved once placed and only serves as an objective hex for the Russians. It may not be destroyed by any form of combat. The Shunt Engine is a small engine that is used to move the railroad gun to and from its firing position. The gun must be stacked underneath the Shunt Engine in order to be moved and the stack counts as one unit for stacking purposes. The Baureihe is a powerful locomotive used to transport the railroad gun and its supporting elements between various places around the theater of operations. In order to transport the gun the Baureihe moves on top of the gun counter or gun/shunt engine stack and is then flipped over to its back side. All units must be on the same track if the railroad is double tracked. At the end the owning player's next player turn the Baureihe is flipped back over to its front side. It may then move on succeeding turns. While flipped over it is treated as a dispersed unit if attacked in any manner. It may only transport the railroad gun, the Shunt Engine, or both together. When transporting these units the entire stack counts as one unit for stacking purposes.

Group A sets up first on Hill 231 with the K5(E) Turntable in Hex 15-F -9 and the K5(E) Railway Gun and Shunt Engine stacked together on any Level I Hilltop Railway hex or in the Tunnel.



Group B sets up next anywhere on the board.



## VICTORY CONDITIONS:

Victory is based on victory points earned during the game.

Russian player earns 20 victory points if the railroad gun is not moved off the south edge of the board by the end of the game. Russian player earns 5 victory points if he controls the K5 (E) Turntable at the end of the game.

Russian Player earns one victory point for each German unit destroyed.

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

Russians move first Turn	2	3	4	5	6	7	8	9	10	11	<sup>end</sup> 12
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