# PanzerBlitz Situation \* AT-8

Train Rules & Counters by Glen Coomber Scenario by Alan Arvold Formatted by Greg Moore Rescue of an Isolated Armored Train: Action near Lagoda Karelia (23 January, 1940). During the lull between the battles at the beginning of the war and the final Soviet offensive in February 1940, the Finnish would send their armored trains out into the no-man's land between the front lines to perform a quick bombardment of Russian positions then scooting back to their friendly lines before the Soviets could react. However, on this day the Russians did react quickly with a heavy bombardment during which a round made a direct hit on the track behind the armored train, damaging it and thus trapping the train out in the middle of no-man's land. An infantry battle quickly developed where the Russians were trying to capture the train, while the Finns were protecting it while bringing up a repair train to fix the track and allowing the armored train to escape.

Map Configuration



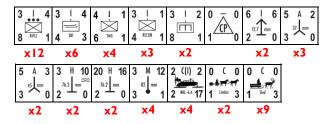




## **RUSSIAN FORCES**



Russians set up first anywhere south of Hexrow W (exclusive) on Board 3 and of Hexrow K (exclusive) on Board 6.

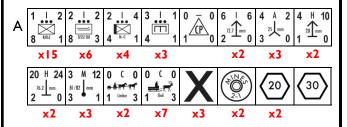


Special Rules: This scenario uses units and rules from the Panssari Salama module. Refer to that module for reference. Winter weather rules from Panssari Salama are in effect. Due to heavy snow, all train counters have a maximum movement allowance of six. The railroad is a single-track railway. There is no railroad siding in this scenario. A Damaged Track counter is placed in Hex 6-P-9 before the start of the game. The Panssarijuna 2 has no Assault Platoon and is not transporting any units on the outside at the beginning of the game. It may load, transport, and unload units during the course of the game. Use the German Locomotiv counter for the repair train. It is carrying a Rail Engineer unit inside, but no units on the outside at the beginning of the game. The Panssarijuna 2 counter may be captured by the Russians, and recaptured by the Finnish, by Close Assault. Treat the Destroyed result on the Combat Results Table as a Captured result instead when close assaulting the train. A captured train may be moved and fired by the capturing player and may transport up to two units (or one unit in the case of the Russians) on the outside.

# FINNISH FORCES

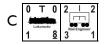


Group A sets up second anywhere north of Hexrow S (exclusive) on Board 3 and of Hexrow Q (exclusive) on Board 6.





Group B sets up in Hex 6-M-9.



Group C enters on the railway on the northern edge of Board 6 on Game Turn 1.

### **VICTORY CONDITIONS:**

Victory is based on the status of the Panssarijuna 2 counter at the end of the game.

Train south of Hexrow R on Board 6 under Finnish control. - Draw Train north of Hexrow K on Board 6 under Russian control - Marginal Russian Victory.

Train moved south of Hexrow L on Board 6 under Russian control. - Tactical Russian Victory

Train exited off of the southern edge of the board. - Decisive Russian Victory.

### **VICTORY CONDITIONS:**

Victory is based on the status of the Panssarijuna 2 counter at the end of the game.

Train south of Hexrow R on Board 6 under Finnish control. - Draw Train destroyed if under Russian control. - Marginal Finnish Victory Train moved north of Hexrow Q on Board 6 – Tactical Finnish Victory. Train exited off of the northern edge of the board. - Decisive Finnish Victory

Russians move first											
Turn											END
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		J	, <del>,</del>	<b>J</b>	J	, <i>1</i>	U	9	וו	11	12