

PanzerBlitz Situation # AT-9

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

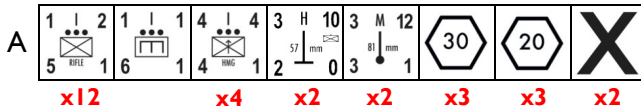
Breakthrough of the Peel-Raam Defensive Line; The Battle of Mill (10 May, 1940). The Germans run a troop train, accompanied by an armored train, through a temporarily unoccupied section of the Dutch Peel-Raam Defensive Line to plant an infantry battalion (3rd Bn/481st Inf Rgt) deep in the rear area as part of the opening offensive of the battle for Holland. The local Dutch forces who are part of Group Schaijk of the Dutch Peel Division, are unaware that the offensive has even begun and are at first slow to react, but eventually they cover the gap in their defenses and send reinforcements to deal with the threat in their rear. (Note: Since this is a Western Front scenario, the Panzer Leader rules are used.)

Map Configuration

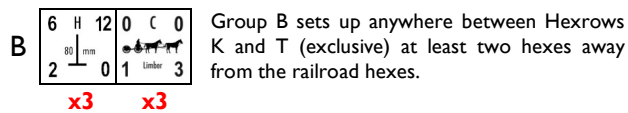


DUTCH FORCES

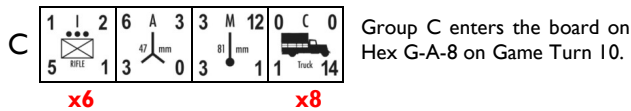
Group A sets up anywhere between Hexrows T and AA (exclusive), west of the stream from G-Y-1 to G-Y-10, with the following restrictions; Blocks in Hexes G-Z-6 and G-W-9 Strength 30 Forts in Hexes G-V-10, G-W-6, and G-Y-5. All other units must set up at least two hexes away from the railroad hexes. (The fort in G-W-6 will start the game empty.)



x2



Group B sets up anywhere between Hexrows K and T (exclusive) at least two hexes away from the railroad hexes.



Group C enters the board on Hex G-A-8 on Game Turn 10.

Historical Note: The Dutch 57mm and 80mm artillery units were composed of all steel, breach-loading cannons which dated from the late Nineteenth Century. These were direct fire weapons only. Their primary round was an old shrapnel round. The 57mm was used as an infantry gun and the 80mm (which was in reality 84mm, but listed as 80mm) was used as a field gun. Each counter represents four guns.

VICTORY CONDITIONS:

Victory is based on victory points earned by the German during the game.

- 1 point for each Dutch unit destroyed.
- 1 point for each German unit west of the River at the end of the game.
- 2 points for each town hex west of the River that the Germans control at the end of the game.
- 1 point for each German unit destroyed. (This includes units being transported.)
- 3 points if the Lokomotiv (troop train) is destroyed.
- 5 points if the PzZug II armored train is destroyed.

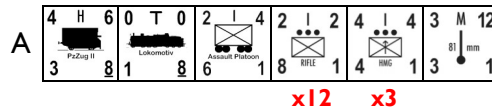
40 points or less – Allied Victory.
41 - 55 points – Draw
56 points or more – German Victory



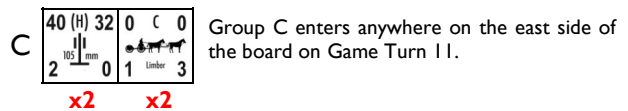
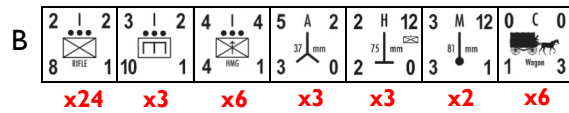
GERMAN FORCES



Group A enters the board on Hex G-GG-8 on Game Turn 1.



Group B enters anywhere on the east side of the board on Game Turn 3.



Group C enters anywhere on the east side of the board on Game Turn 11.

Special Rules: The Dutch units use French counters. The German units use PL 1940 counters. The HMG for both sides use Greg Moore's counters. The Dutch 57mm and 80mm gun units will have to be made. The railway is a single-track railroad. There is a railroad siding in Hex G-D-2. No Damaged Track counters are set up on the board. The PzZug II train is transporting the Assault Platoon. The Lokomotiv (which represents a troop train) is transporting the rest of German Group A. The Lokomotiv may unload up to four units per turn at the cost of half of its movement allowance. Once unloaded, these units may not reload on the either train for the duration of the game. The stream from G-Y-1 to G-Y-10 is actually the Maas River, no units may enter it except at the bridges at Hexes G-Z-6, G-X-7, and G-W-9. No die-roll is necessary to check for entry. (Exception: See below.) On any turn after Game Turn 10, the German player may move up to four Rifle units into the Maas River hexes. On the turn after entry, the Rifle units may exit into a hex on the opposite side of the river. (No die-roll is necessary for entry or exit.) While in the river hexes, the Rifle units have a defense factor of 1 against all fire. Dispersed units in the river hexes may not move out until they become undispersed. The German player may only do this once in the game. (This represents the use of assault boats that were brought up during the battle.) The Dutch player may not move or fire any of his units during the first four Game Turns. (It is the pre-dawn hours and the Dutch are unaware that the German offensive has started.) The Dutch Engineer unit may create a Damaged Track counter on the railroad by spending one complete turn stationary on the railroad hex performing no other missions. At the beginning of his next turn before any attack takes place, he may place the Damaged Track counter in the hex. It must not be dispersed during that turn. If dispersed during that time, it must start all over again when it becomes undispersed. (The Dutch engineer unit had a special device they could install on the railroad to block further train travel on it.)

Germans move first												
Turn	1	2	3	4	5	6	7	8	9	10	11	12
								END				
	13	14	15	16	17	18	19	20				