



Scenario 4E: German Briefing

It is early November 1941. The German army has pushed its way into Russia with a speed surpassing anything achieved in France last year. You are part of 87th Infantry Division attached to 8th Infantry Corps which, in turn is part of Panzer Group 3, under Hoth, which in turn is part of Heeresgruppe Mitte (Army Group Centre), and have moved north of Smolensk as part of the pincer movement that surrounded and took the city in August.

In the opening phase of Operation Teifun (Typhoon), the German army attacked Izdeshkovo as one step on the path that aimed to take Vyazma and open the road to Moscow. In the battle for Izdeshkovo, your company failed to take and hold a vital part of the main Smolensk/Izdeshkovo highway, leading to the attack's eventual failure. In disgrace, you were next assigned to guard the divisional artillery HQ during the Russian counter-attack that followed the retreat from Sychevka. Here you redeemed yourself, getting the HQ to safety allowing properly co-ordinated artillery fire to totally fracture the Russian assault on Belyj. You were then assigned to a small town near Izdeshkovo again, where you unfortunately failed to take a vital bridge and prevent the Soviet troops retreating from their unsuccessful attack on Belyj rejoining the main Russian army. High Command are extremely unhappy...again!

The result of your failure is that the Russians now have the men to launch an attack designed to push your army out of their toehold in Yelna. As a "reward" for your failure, you have been sent to the very front line in Yelna, where you will hold your position at all costs. Remember, Comrade: not one step backwards.

Objectives

Hold your sector of the town.

You score a minor victory if at the end of the game you hold the railway station and goods yards i.e. you have infantry within buildings 1 and 2. You may claim a major victory if at the end of the game there are no Russian troops further west than your westernmost unit.

NB If you lose this battle, the Soviets score a Major Campaign Victory.

Initial Deployment

Your troops may deploy anywhere on the map west of the end of the canal. Mark your positions on the map below, as you deploy under Blinds.

Terrain

It is now early November and the weather is closing in rapidly. There are regular snow falls, the temperature is well below freezing at night, and days are a time of perpetual gloom. All spotting rolls are made at one level extra difficulty.

This sector of the town consists mainly of industrial and residential buildings all in various states of ruin. Some seem almost untouched by war, others are mere shells or piles of rubble. All roads are strewn with debris.

The railway station has four yards around it: two filled with odd piles of packing crates, two filled with mounds of minerals. All the yards provide excellent cover, as it's quite hard to see or shoot through a couple of tons of coal or tractor parts!



It costs one initiative die to move into or out of a building or a garden. Thus a section on three dice could move up a street 1d6 inches at a time: rushing out of one house, up the street a bit, then into another house.

Air Support

The winter weather means that no air support is available. This surprises you, as your men regularly report sightings of Soviet aircraft!

Your Troops

Big Men

- 1 x Major
- 1 x Hauptmann
- 1 x Oberleutnant
- 2 x Feldwebel

Troops/Dice	0	1	2	3	4
Line Troops	1,2,3	4,5	6	7,8	-

Company HQ

- 1 x Rifle Squad (8 men each)
- 1 x PzB39 ATR (2 men)
- 1 x Sniper

Infantry Anti-Tank	0-4"	4-8"	8-12"	12-16"	16-24"
Infantry section	2	1	-	-	-
MMG/HMG	3	3	2	2	1
PzB39 ATR	4	3	2	2	1

1st Platoon

- 4 x Rifle Squad (8 men each)
- 1 x 50mm Mortar

Vehicle	Armour	Weapon	Speed
Panzerjager I	2	7	Average
SiG33 B	2	6	Slow
Panzer IV D	4	6	Average
75mm Gun		5	
37mm Pak35		5	

2nd Platoon

- 4 x Rifle Squad (8 men each)
- 1 x 50mm Mortar

Support Platoon

- 2 x MMG (3 men each)
- 1 x 81mm Mortar (3 men each)

Support Artillery

- 2 x 75mm Infantry Gun (5 crew each)

Anti-Tank Guns

- 3 x 37mm PaK35 (4 crew each)

Scraped Together Armour

- 1 x Panzerjager I
- 1 x SiG33 B
- 1 x Panzer IV D