**Schutzen Company Briefing**

(Max Maxwell)

It is late June 1941, the invasion of Russia has gone well. The Slav untermensch have been forced to retreat to avoid destruction in battles all along the frontier. The fighting has been bitter indeed. Casualties have been high particularly amongst your experienced NCOs and Officers.

You have been ordered to mop up the enemy forces that have been bypassed by the main panzer forces as they sweep eastwards towards Kiev.

The enemy have retreated to a defensive pocket around a substantial town. Your Company have been given the task of clearing the railway yard and securing access to the town by the eastern road. In addition you are to act as a decoy to suck Russian forces out of the town allowing the rest of the Division to penetrate the defences

Your Abteilung consists of a Company of Motorised and Motorcycle Infantry, a section of infantry guns and an attached Platoon of Sturmgeschutze Assault Guns. To the west of the town Panzer reinforcements are moving up to support your advance. However, they are almost a spent force and are short already on fuel, spares and ammunition. A Platoon of engineers in halftracks have attached themselves to the Panzers to clear away enemy obstacles. Speed is of the essence to divert enemy forces from elsewhere in the town.

You are assured the support of the Luftwaffe’s Stuka squadrons which have battered the town’s defences over the past few days.

The enemy are cowed and desperate, short on food and ammunition, but nevertheless seem unwilling to surrender. The pocket must therefore be wiped out before the advance to the east can continue.

You sent a Platoon of infantry in advance, along with your own HQ to recce the enemy positions. Motorcycle troops have now been ordered up to find out further enemy dispositions. You have also just radioed up for Armoured Schutzen, Infantry gun and Sturmgeshutze supports, anticipating that the reds will make a stand of it. The lead recce elements of the Panzer Company are also just arriving on the western road. You have asked that the entire Panzer force to arrive in support as soon as possible. Tactical Stuka support will be present in the form of three ‘Stonks’which you have marked with smoke for the Luftwaffe.

You have personal contact with a battery of 150mm Infantry guns which are to fire in support of you. You may pre-log TWO LOCATIONS for artillery to fire upon. Although you may direct their fire to other locations as per necessary. You have D6+1 fake blinds.

Heil Hitler!

**Key Objectives:**

Occupy and hold railway yard.

Secure access to the town via eastern road.

Prevent Russian Breakout

**Your Force**

*Company HQ*

Hauptmann (D6) [may act as FO]

One 8-man rifle squad with extra LMG,

SdKfz 251/10

*Infantry Platoon 1*

Leutnant (D4), Feldwebel (D6)

Three 8-man rifle squads with extra LMGs

AT Rifle (2 crew)

Three SdKfz 251/1

One SdKfz 251/10

*Infantry Platoon 2*

Feldwebel (D6+1)

Three 8-man rifle squads with extra LMGs

AT Rifle (2 crew)

One SdKfz 251/10

*Infantry Platoon 3*

Obegfreiter (DAv)

Two 8-man rifle squads with extra LMGs mounted on motorcycles

*Armour 6*

Three StuG IIIE

One SdKfz 253

*Gun 1*

75mm infantry gun

*Gun 2*

75mm infantry gun (4 crew)

Added (Optional) Civilians Move - A group of twenty civilians with four-man SS Einsatzgruppen/Penal troops escorting.

**National Characteristic Cards**

Dynamic Commander

Heroic Leader

Blitzkreig Bonus

Recce Force Bonus (M/C)

Rally

Gun Bonus Fire

Air 1-3

Artillery Pre-Registered Location 1,2

Rapid Deployment

Blinds Move