

# Armor Clash



## SETTING

**Date:** 22 June 1941, 1200 hours

**Location:** About 10 kilometers southwest of Kobrin near the village of Staroje.

**History:** The 3<sup>rd</sup> Panzer Division crossed into Soviet territory early in the day. Around midday it ran into advancing elements of the Soviet 22<sup>nd</sup> Tank Division sent to intercept the German advance.

**German Orders:** Exit at least four AFVs off the eastern board edge.

**Soviet Orders:** Exit at least two vehicles off the western board edge.

**Game Length:** 10 Turns.

## SCENARIO RULES

1. All woods are light woods.
2. The hills are a series of low ridges and are high enough to block line of sight for any size vehicle.
3. If neither side accomplishes their objectives at the end of turn ten, the five victory points for achieving scenario victory (orders) are not awarded. The winning side is then determined by victory points for enemy soldiers KIA, heavily wounded, or captured (see page 3).



## AFTERMATH

The advance of the 22<sup>nd</sup> Tank Division was poorly coordinated and poorly supported. While temporarily slowing the advance of the 3<sup>rd</sup> Panzer Division, it did little to disrupt the German attack.

## SCENARIO OPTIONS

**Soviet Organization:** Soviet organization was variable due to shortages and combat losses. Roll a d4 for each Soviet Infantry Squad and reduce the number of riflemen in the squad by the number rolled.

**Variable Terrain:** The map includes three dotted features, one hill, a patch of woods, and one gully. To reflect the unfamiliarity of the Germans with the terrain, the Soviet player may decide which two of these three features to use. This decision is made after both sides have completed their set up and is revealed to the German player when German units are in a position to observe the features.

**Variable Soviet Infantry Set-up:** The base force Soviet infantry squad may start in woods anywhere on the board, with the exception of the area within 12 inches of the western board edge.

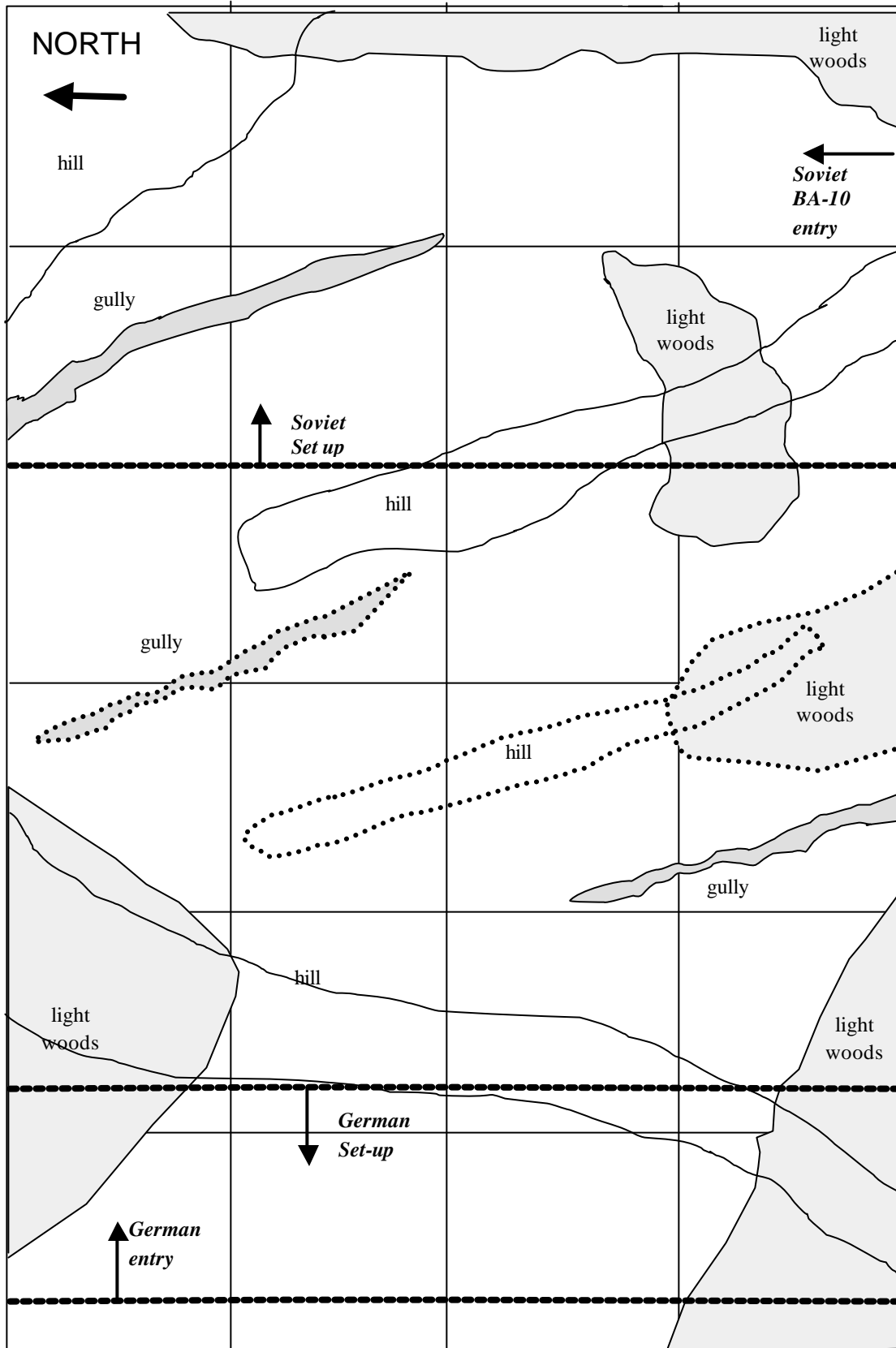
## CAMPAIGN NOTES

This scenario is the first of three engagements, so players may want to exercise some caution, both in deployment and during the advance. Significant casualties could make it very difficult to ultimately prevail in the campaign, and might force a player to run exceptional risks in the subsequent scenarios.

## SCENARIO NOTES

The Soviets have a parity with the Germans in AFVs, but the Germans have two major advantages; the high rate of fire of the 2.0cm autocannons, which can be especially devastating at close range, and the unhindered commander in each vehicle. To counter this, the Soviets may want to consider good defensive locations, such as hull down positions. It is probably advisable to determine the line of the German advance before committing the T-26s. If the Germans have the infantry groups as their variable attachment, the Soviet infantry must be well-supported since the German infantry will be able to deliver a very high volume of fire. The German infantry also benefits from good mobility.

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## German Forces

BASE FORCE	VARIABLE ATTACHMENTS
<p><b>Elements of Panzer Regiment 6 and 3<sup>rd</sup> Recon Battalion, 3<sup>rd</sup> Panzer Division</b></p> <p><b>4x PzKpfw. IIc</b> with Crew of 3 (T2) A*</p> <p><b>2x PzKpfw. IIIg</b> with Crew of 5 (T2) A*</p> <p><b>1x Mechanized Infantry Recon Team</b> (T2)</p> <p>1 Team Leader with P-08 &amp; MP-40 A+*</p> <p>1 Gunner with MG-34 LMG B</p> <p>1 Asst. Gunner with Kar 98k B</p> <p>2 Riflemen with Kar 98k B</p> <p>1 SdKfz. 251</p>	<p><b>Elements of Panzer Regiment 6 and 3<sup>rd</sup> Recon Battalion, 3<sup>rd</sup> Panzer Division</b></p> <p>Roll Attachment</p> <p>1-14 <b>2x SdKfz. 231</b> with Crew of 4 (T2) A*</p> <p>-and-</p> <p><b>1x Motorcycle Platoon Headquarters Squad</b> (T2)</p> <p>1 Lt. with P-08 Pistol &amp; MP-40 A+**</p> <p>1 Sgt. with P-08 Pistol &amp; MP-40 A+*</p> <p>2 Riflemen with Kar 98k B</p> <p>2 Kubelwagens</p> <p>-and-</p> <p><b>1x Motorcycle Infantry Squad</b> (T2)</p> <p>1 Squad Leader with P-08 &amp; MP-40 A+*</p> <p>1 Asst. Squad Leader Kar 98k A*</p> <p>2 Gunners with MG-34 LMG B</p> <p>2 Asst. Gunners with Kar 98k B</p> <p>6 Riflemen with Kar 98k B</p> <p>4 motorcycles with sidecars</p> <p>15-18 <b>2x PzKpfw. IVe</b> with Crew of 5 (T2) A*</p> <p>(enters on turn d4)</p> <p>19-20 <b>2x PzKpfw. IIIg</b> with Crew of 5 (T2) A*</p> <p>(enters on turn d4)</p>

1. OOB- Roll (d20) for Variable Attachments to determine additions to your Base Force. See Attachments Rules.
2. Set Up- All *base forces* set up anywhere within 12 inches of the west board edge. The *variable attachment Pz IVs* and *Pz IIIs* enter from the west board edge sometime between turn 1 and turn 4 (inclusive), roll d4 to determine the turn of entry. All starting and entry positions must be recorded prior to play.
3. All Germans start with 2 stick grenades each.
4. AFVs armed with the 2.0cm autocannon (Pz II, SdKfz 231) must roll per vehicle to determine the amount of 2.0cm ammunition on board. Roll d6+6 to determine the number of shots.
5. The LMG in the Mechanized Infantry Recon Team can be mounted on the SdKfz 251; it has a forward-facing gunshield mount.

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## Soviet Forces

BASE FORCE	VARIABLE ATTACHMENTS
<p><b>Elements of the 22<sup>nd</sup> Tank Division</b></p> <p><b>6x T-26</b> with Crew of 3 (T4) <span style="float: right;">B</span></p> <p><b>1x Infantry Squad</b> (T4)</p> <ul style="list-style-type: none"> <li>1 Squad Leader with SVT-40 &amp; Nagant 1895 <span style="float: right;">B</span></li> <li>1 Gunner with Degtyerev DP LMG <span style="float: right;">B</span></li> <li>1 Asst. Gunner with Mosin-Nagant <span style="float: right;">B</span></li> <li>1 Grenadier with Mosin-Nagant-GL <span style="float: right;">B</span></li> <li>1 Asst. Grenadier with Mosin-Nagant <span style="float: right;">B</span></li> <li>7 Riflemen with Mosin-Nagant <span style="float: right;">B</span></li> </ul> <p><b>2x BA-10</b> with Crew of 4 (T4) <span style="float: right;">B</span>  <i>(enters on turn d4)</i></p>	<p><b>Elements of the 22<sup>nd</sup> Tank Division</b></p> <p><u>Roll</u>   <u>Attachment</u></p> <p>1-4   <b>1x AT Rifle Team</b> (T3)</p> <ul style="list-style-type: none"> <li>1 Gunner with PTRD AT Rifle <span style="float: right;">B</span></li> <li>1 Spotter with Nagant 1895 &amp; binoculars <span style="float: right;">B</span></li> </ul> <p>5-6   <b>1x 45mm Model 1938 AT Gun</b> (T4)</p> <ul style="list-style-type: none"> <li>1 Team Leader with Nagant 1895 <span style="float: right;">B</span></li> <li>1 Gunner with Mosin-Nagant <span style="float: right;">B</span></li> <li>1 Asst. Gunner with Mosin-Nagant <span style="float: right;">B</span></li> <li>1 Loader with Mosin-Nagant <span style="float: right;">B</span></li> <li>1 truck</li> </ul> <p>7-20   <b>1x Infantry Squad</b> (T4)</p> <ul style="list-style-type: none"> <li>1 Squad Ldr with SVT-40 &amp; Nagant 1895 <span style="float: right;">B</span></li> <li>1 Gunner with Degtyerev DP LMG <span style="float: right;">B</span></li> <li>1 Asst. Gunner with Mosin-Nagant <span style="float: right;">B</span></li> <li>1 Grenadier with Mosin-Nagant-GL <span style="float: right;">B</span></li> <li>1 Asst. Grenadier with Mosin-Nagant <span style="float: right;">B</span></li> <li>7 Riflemen with Mosin-Nagant <span style="float: right;">B</span></li> <li>1 truck</li> </ul>
<ol style="list-style-type: none"> <li>1. OOB- Roll (d20) for Variable Attachments to determine additions to your Base Force. See Attachments Rules.</li> <li>2. Set Up- Set up anywhere within 24 inches of the east board edge. The <i>base force BA-10s</i> enter from the south board edge within 36 inches from the west board edge sometime between turn 1 and turn 4 (inclusive), roll d4 to determine the turn of entry. All starting and entry positions must be recorded prior to play.</li> <li>3. All Soviets start with one grenade each. Instead of normal grenades, the Grenadiers and Assistant Grenadiers in Soviet squads carry two rifle grenades. These rifle grenades may only be fired by the Grenadier's Mosin-Nagant-GL.</li> <li>4. The 45mm AT Gun rolls a d10 for HE rounds.</li> <li>5. T-26s should be grouped in platoons of three vehicles.</li> </ol>	

# SKIRMISHCAMPAIGNS FORMAT

## INTRODUCTION

*SkirmishCampaigns* scenario books focus on specific campaigns in World War II. Each book contains background, pictures, maps, scenarios and a campaign system that will allow the linking of several scenarios all within the context of a campaign from World War II. The scenario format will be generic to allow *SkirmishCampaigns* to be compatible with many popular skirmish rule systems.

## MORALE, TRAINING AND LEADERSHIP VALUES

Morale, training and leadership values for units in this scenario book are listed in a generic format intended to quickly translate to several skirmish rule systems. Mark Bevis first used a similar generic system in his excellent books *WWII Battlezones* and *Kampfgruppe Peiper* (see Acknowledgements). For translations of these values to several popular rule systems, see the "Skirmish Rules Translations" section (p.4). The generic values are:

**Training**, representing the amount of training a unit has and the amount of time a unit has trained and/or fought together, is represented by six possible values:

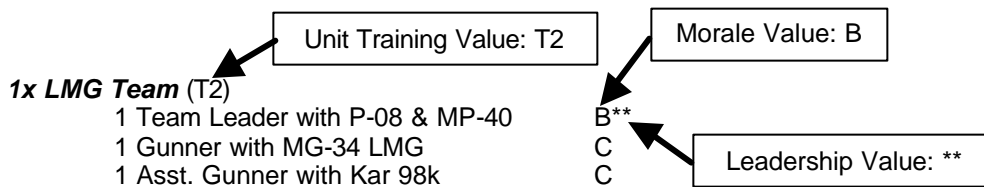
- T1+ = The most elite, extensively trained specialists who have seen combat (Fallschirmjager Engineers or US Rangers).
- T1 = Elite soldiers with extensive experience, very well trained and disciplined.
- T2 = Well trained combat veterans of quality armies, elite units of lower quality armies.
- T3 = Well trained regulars with little or no combat experience, regulars of most armies.
- T4 = Untested green troops with poor training (Russians '41, Norwegians '40).
- T5 = Very poorly trained troops such as civil militia and prison troops.

**Morale**, representing the ability of an individual to stay cool under fire, is represented by six possible values:

- A+ = Fanatics (Kamakazi, etc).
- A = Top quality, highly motivated troops, (SS Pz Gren., Commandos, Rangers, some Japanese).
- B = Veteran troops, troops defending their homeland.
- C = Average motivated troops, motivated partisans, exhausted veterans.
- D = Reluctant or shell-shocked troops.
- E = Extremely unwilling troops, forced conscripts.

**Leadership**, representing the leadership skill of an individual. Squads and teams may have one or more leaders. Leaders are usually listed first and have a higher morale than the rest of the squad or team. Some squad leaders (and/or assistant squad leaders) may have special leadership skills. These special skills are designated by one asterisk (\*) to several asterisks (\*\*\*\*) after that leader's morale- for example, the team leader below has a morale "B" and is very skilled in leadership (as designated by not just one, but two asterisks after his morale rating). These asterisks can be translated into die roll modifiers in many game systems. For example, the leader referenced below may get "-2" (or a +2) on all his die rolls due to his proficiency (again, designated by "\*\*\*\*").

In every scenario, training values are listed for each unit (squad, team etc); morale and leadership values are listed for every individual as follows:



Players should feel free to adjust morale, training and leadership values as they see fit (for example, some players may rate Soviet Airborne Infantry with better (or worse) morale than suggested by the authors).