

Double Surprise Bialystok, USSR, 1200 June 23, 1941

Historical Background:

Hitler's arrogant boast about Russia's defenses, "Kick down the door and the whole rotten structure will collapse!" seemed to be coming true. On the second day, the 18th Panzer Division was making tremendous headway into the heartland of western Russia. In fact, so were all units of the Wehrmacht. So fast were the motorized forces penetrating into enemy territory that infantry units had a difficult time keeping the pace. Looking for some Russians to fight, units of the 18th Panzer Recon and Motorcycle battalions raced down the empty roads. Coming at them in a hastily prepared advance were units of the Russian 6th Mechanized Corps out of Biayl'stok. Both forces were rushing to find the enemy. They suddenly found one another at a sharp bend in the winding dirt road. Russian and German stared in disbelief at the other, less than 100 yards apart. Reacting almost simultaneously, vehicles and troops on both sides began putting out a hot hail of fire into one another. Suddenly armored cars and light tanks milled in confusion, smoke curling up in lazy circles in the hot summer air from those already fatally hit. Then the accompanying infantry on both sides quickly dismounted and fired blindly into the melee. This minor confrontation and hundreds like it throughout the war would be swallowed up into the pages that recorded the much larger battles in the Soviet Union in 1941. It was nevertheless very important to the men who were involved. For them it was a life and death struggle.

This scenario is a variant of an Encounter Scenario, based on Scenario #110 in Matrix Games' Steel Panthers World at War. It is set at the scale of 1:1 for vehicles, 1 stand = 1 squad for infantry.

<u>German Order of Battle</u>	<u>Points</u>	<u>Russian Order of Battle</u>	<u>Points</u>
CO (CV 10)	100	CO (CV 8)	50
HQ (CV 9)	60	HQ (CV 7)	30
Light Armored Car Section		Light Tank Platoon	
3 Recce Units (Sdkfz 222)	60	3 Light Tank Units (BT)	135
Heavy Armored Car Section		Armored Car Platoon	
3 Recce Units (Sdkfz 231/232)	105	4 Recce Units (BA-6/10)	160
Armored Recon Platoon		Motorized Rifle Platoon	
3 Recce Units (Infantry)	60	4 Infantry Units	60
3 Transport Units (Hanomag)*	60	4 Transport Units (Trucks)	40
Motorcycle Platoon		Motorized Rifle Platoon	
3 Infantry Units	60	4 Infantry Units	60
3 Transport Units (Motorcycles)	45	4 Transport Units (Trucks)	40
Panzer Jager Section			
1 SPAT Unit (Panzerjager I)	40	o 575 Points	
		o Breakpoint 8	
		o Deduct 15 from the Victory Points awarded to your opponent at the end of the game.	

*Note: these should be Sdkfz 250/1s

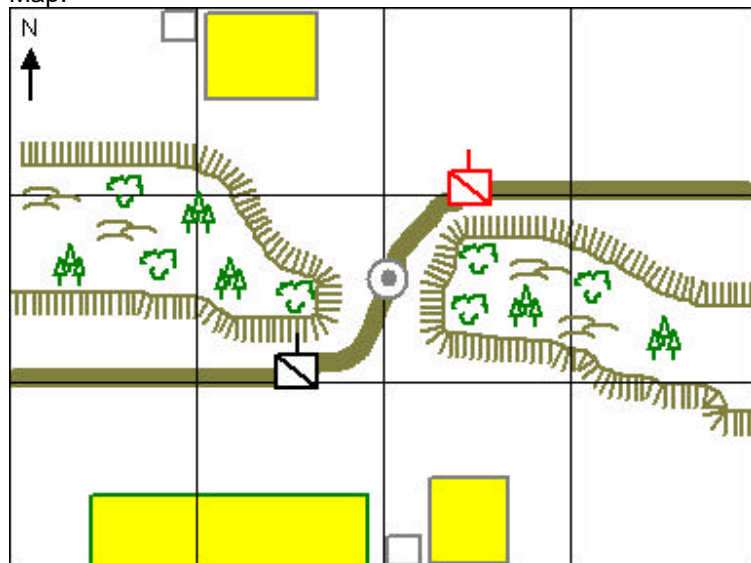
- o 590 Points
- o Breakpoint 7

Special Rules:

1. As this is a battle between light recon troops, more of the units are "Recce" units than normally allowed through the Army Lists. The "Recce" Optional Rule should NOT be used. Accordingly, the costs of the "Recce" units have been reduced by 20 points each.
2. Other Optional Rules may be used as agreed to by the players.
3. There should be 3 objectives, each worth 100 points, as shown on the map. One begins German controlled, one Russian controlled, and one neutral in the center.
4. The two forces should each begin placed in a road column with their leading unit on their respective objective/start point.
5. The game is limited to 6 turns. Dice to see who goes first.
6. If neither battle group breaks, calculate victory points to determine the winner.

Double Surprise
Bialystok, USSR, 1200 June 23, 1941

Map:



The Map should be approximately 4'x3'. The important features are the road and hills/ridges. Feel free to improvise, especially on the hills/ridges, with additional features such as woods, scrub/brush, rough ground, etc.

Elements of 18th Panzer Reconnaissance Battalion, 18th Panzer Division

Quantity	Troops	Type	Move	Attacks	Hits	Save	Points	Total	Notes
1	CO (CV 10)	Command	60	3	6	6	100	100	
1	HQ (CV 9)	Command	40	2	4	6	60	60	
3	Recce Unit (Infantry)	Recce	10	3/30*	3		20	60	
3	Recce Unit (Sdkzz 222)	Recce	20	1/30	3	6	20	60	(o)
3	Recce Unit (Sdkfz 231/232)	Recce	30	1/30	3	6	35	105	
3	Infantry Unit	Infantry	10	3/30*	6		20	60	1
1	SPAT Unit (Panzerjager I)	Anti-Tank	20	2/50	3	6	40	40	(r/o)
3	Transport Unit (Motorcycles)	Transport	20	1/20*	3		15	45	
3	Transport Unit (Hanomags)	Transport	20	1/20*	3	6	20	60	(o)

Note 1: Infantry Unit
 1/20 attacks against armor.

Summary:
 ○ 590 Points
 ○ Breakpoint 7

Lead Reconnaissance Elements of 6th Mechanized Corps

Quantity	Troops	Type	Move	Attacks	Hits	Save	Points	Total	Notes
1	CO (CV 8)	Command	60	3	6	6	50	50	
1	HQ (CV 7)	Command	40	2	4	6	30	30	
4	Recce Unit (BA 6/10)	Recce	20	2/50	3	6	40	160	
8	Infantry Unit	Infantry	10	2/30*	6		15	120	1
3	Light Tank Unit (BT)	Armor	30	2/50	3	6	45	135	(r)
8	Transport Unit (Trucks)	Transport	20		3		10	80	

Special Rules:
 Stubborn: do not roll for fall-back when dug-in.

Note 1: Infantry Unit
 1/20 attacks against armor.

Summary:
 ○ 575 Points
 ○ Breakpoint 8
 ○ Deduct 15 from the Victory Points awarded to your opponent at the end of the game.