

## **If you go out in the woods today, you better not go alone...**

This scenario is adapted from a Miniature Wargames January 2001 article called "Steppe Forest" (used with permission). The MW scenario is designed for a skirmish battle, but I am adapting it to Battlefront: WWII by the simple expedient of doing an approximate 1:1 substitution of stands for figures. Also, the forces are not fixed, and part of the interest of the scenario is the uncertainty of the forces involved. You can consider this scenario a framework for building battles around a general theme. We have not playtested this scenario, so if you find that it is unbalanced, feel free to add some forces to the losing side, and please let me know how it works out. - Jim Baker

Miniature Wargames is a very good source of scenario ideas and we recommend the magazine highly.

Their address in the UK is: Miniature Wargames

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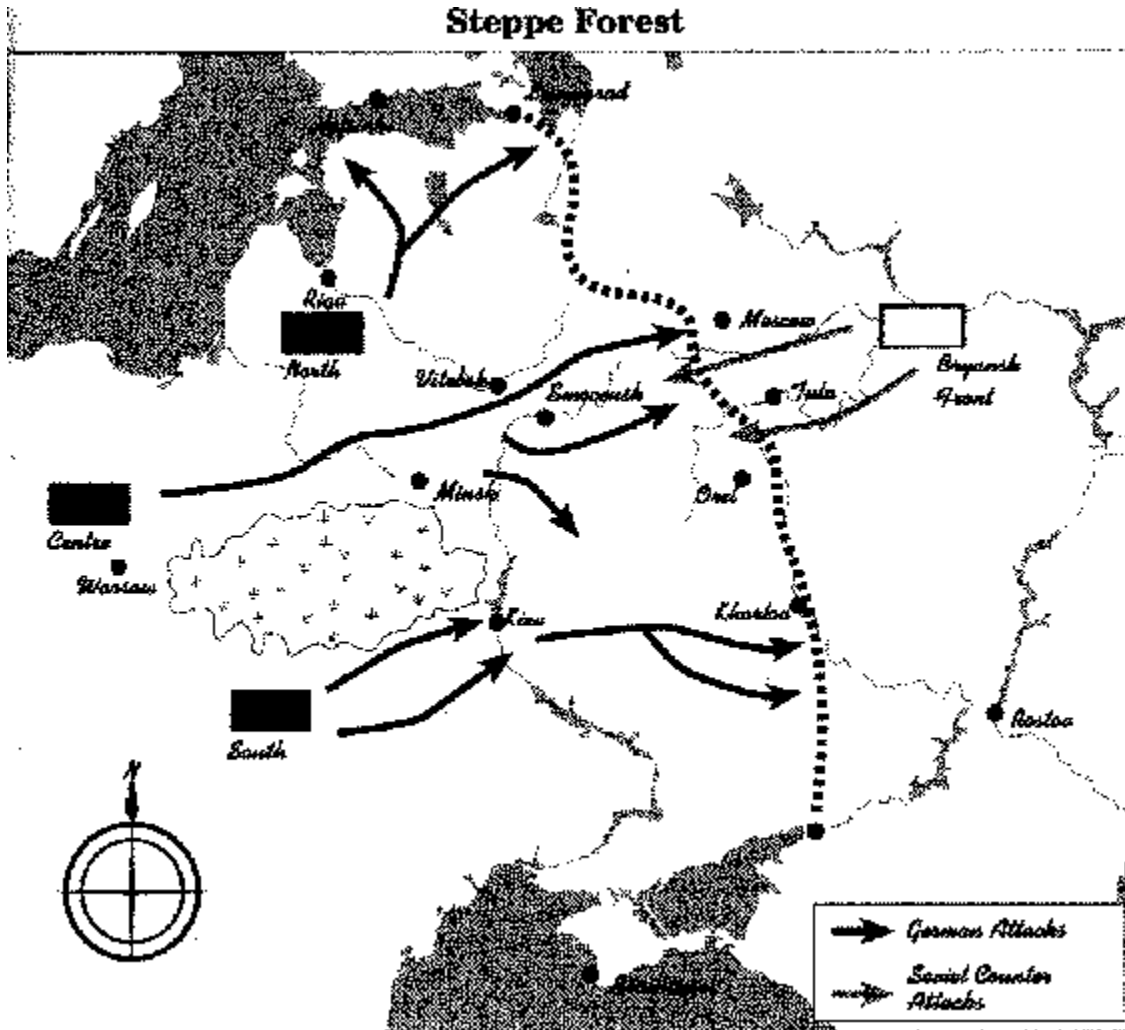
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## The General Situation.

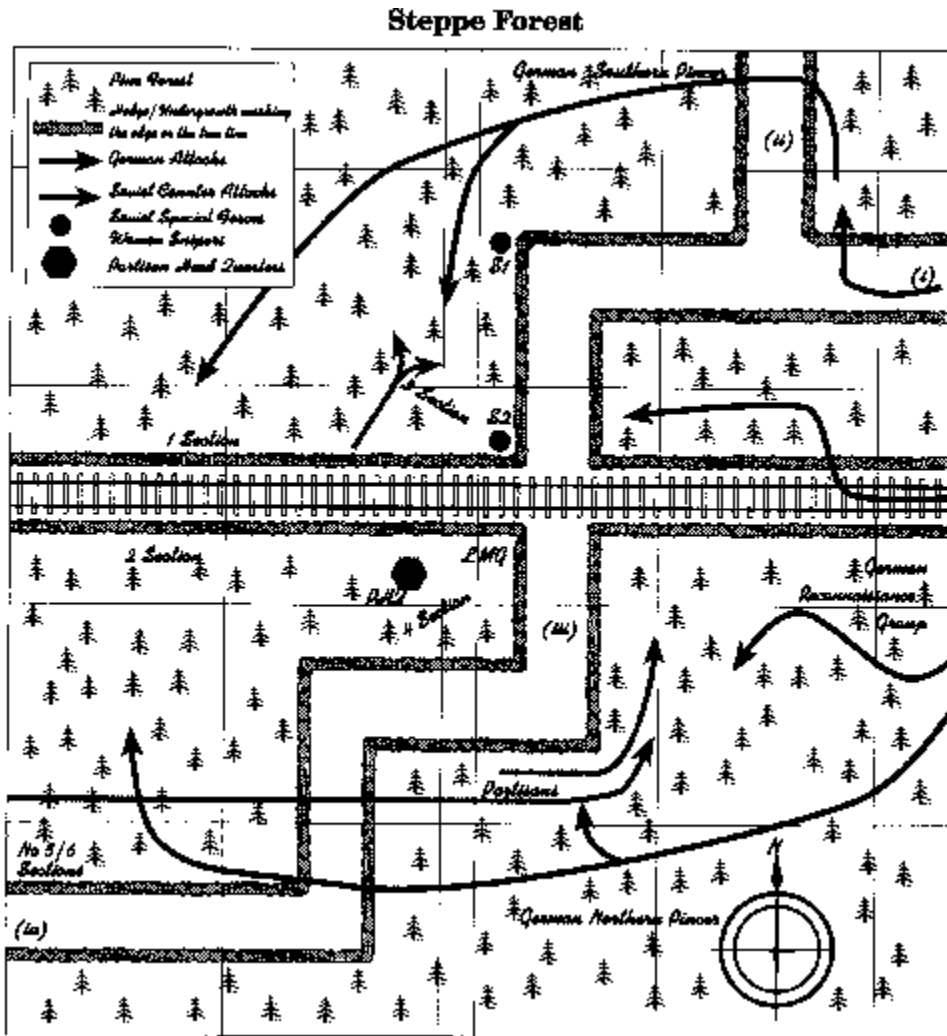


The map represents an area of densely forested terrain just West of Smolensk in 1941. Already, the panzers of Army Group Centre are miles East of this location, closing on Smolensk itself. However, the following German infantry have not consolidated the area yet and pockets of Soviet infantry and Partisans are starting to become active present in the locality.

One of the better Soviet generals, Yeremenko, has just taken over from the faltering general Pavlov to command the Bryansk front, which faces the German Army Group Centre in this sector. Yeremenko is planning a localised counter-attack, so the rail lines are as vital to him as to Von Bock, his German counterpart. The German infantry are moving back to clear a railroad supply line through a forest that is threatened by Russian infantry cut off by the rapid armored advance.

## The scenario

### The Map



Behind the German front line, a railroad runs through the woods. It is a vital supply line for the Germans and the Russians want to control it in case Yeremenko's counterattack succeeds. The forces are comparable in size. The German player has a significant advantage in discipline rating, but the Russians have slightly more troops, and their SMGs are better weapons in close-in fighting. Artillery support is limited to what is organic to the forces involved. The map shown here is the one used in the MW article, which is designed for a 4.5 x 4.5 foot gaming surface, but any configuration will do as long as it:

- Has a railroad passing from West to East. The tracks are 1" wide and the area to 2" of either side of the tracks are considered clear terrain. The RR is considered to be an unpaved road on top of a low embankment.
- Consists mostly of woods (considered dense woods with underbrush)

- You may have cleared areas roughly 4" wide running from approximately N to S.

You may add other secondary roads, small clearings, and other features if you like, but the emphasis here is on dense terrain and infantry tactics. The Germans should enter from the East and the Russians from the West (the Germans are moving back to clear out a pocket in their rear), but one method of promoting fairness in terrain setup would be for one side to choose the terrain configuration and then the other side to choose which direction is North.

### **German Forces**

1 BG-10 Infantry Battalion Discipline Rating Veteran. Enter from the East edge on turn 1.

NO off-board artillery support (Organic on-board mortars only).

Add 1x50mm mortar to each rifle company (use GE-103 from the Blitzkrieg supplement).

1 RECON company ME-10. Discipline rating veteran, considered RECON troops. The recon company can start up to 18" from the East edge. The recon company does not have a mortar.

As this scenario is set early in the war, do not use the substitutions in notes a and b of ME-10.

### **Russian Forces**

1 Russian Rifle Battalion (BG-06)/Discipline rating Experienced.

The Mortar company (FS-01) will move on-board along with the rest of the force.

Replace the motorized transport for the 45mm AT gun with a Horse-drawn Limber (RU-28). The Russian may choose which of the two infantry organizations to use (2 rifle companies + 1 SMG company OR 3 mixed companies). For the 50mm mortar, use RU-46 from the Late-War supplement. The Russian rifle battalion enters on turn 1 from the West Edge.

1 Partisan Company/Discipline Rating Trained

1 x commander (RU-19), 6 x Rifle (RU-17), 3 x SMG (RU-18). The partisan company may start anywhere on the map up to 18" in from the Western edge. The partisans may place an HQ anywhere in this area. It is a 2 sector wood building.

20 unknown troops, represented by designated markers. These are placed alternately by the Russian and German players within 6" of the center line of the map. When a normal troop from either side comes within 2" of one of these markers, the marker is considered "discovered". Roll a D10:

- On a roll of 1-5, the marker is a dummy.
- On a roll of 6-9, the unit is a Russian disordered rifle stand (RU-17) which is a remnant of the bypassed Russian forces.

- If discovered by Russian Infantry or Partisan, it is immediately incorporated into the discovering ME (increasing the size of the ME by 1 for morale purposes and inheriting the discipline rating of the discovering force). If discovered by the Battalion commander, the Russian may assign it to any subordinate ME. The newly discovered unit is placed on the map as disordered, and may rally and act normally in subsequent turns.
- If discovered by German forces or the NKVD (see below), the unit is removed from the game (the NKVD shoots them because they are cowards, and the German shoots them just because they are Russian).
- On a roll of 10, the unit is an Elite NKVD scout-sniper stand (use RU-21) in good order. Each Scout-sniper stand acts as independent Maneuver element after it is discovered. If discovered by a Russian unit, the NKVD team is NOT incorporated into the discovering maneuver element. If discovered by the German, an NKVD stand may conduct defensive ambush.

### **Scenario Conditions and Victory**

The Germans move first. In the administrative phase of turn 21, roll a D10. A roll of 1 means that the game is over and victory must be evaluated. On turn 22, a roll of 1 or 2 will stop play. Continue rolling each turn, increasing the number needed to end the game by one each turn.

### **Special Rules and ideas**

If possible, use dummy counters to represent all forces until they are spotted, and provide both forces with 10 dummies that can be maneuvered independently. If possible, keep the results of the discovery die rolls made by the Russian secret as well (i.e., leave the marker on the board, but allow it to maneuver).

You can drop the 50mm mortars from both sides to reduce the amount of artillery in the game.

## **Victory**

The side with the most VPs wins

- Normal VPs for destroying enemy forces (table 8 on p.12 of the rules). Note that destroyed Russian NKVD stands and undiscovered unknown stands do NOT count for VP purposes.
- 1/2 VP for each 9" section of RR controlled. Note that if you use the MW configuration, the RR is 54" long, and can thus provide up to 3 VP. At the start of the game, all of the RR up to the West of the center line is considered under German control. All of the RR to the East of the center line is considered under Russian control. Control is established by having no undisordered enemy units within 2" of the RR AND having your forces be the last to control the section of RR or move within 2" of the RR. Each 9" section of the RR is considered separately, starting at the edge of the map. If control of a section is disputed, it does not count for either side. You probably should make control markers to keep track of this during play.