

MICRO ARMOUR®: THE GAME - WEHRMACHT '47®

The atmosphere around OKW headquarters in Linz (Grosse Deutschland's shiny new capital) was becoming ever more tense over

the the latest news from the Scandinavian Front. The Finns, emboldened by recent battlefield successes and greatly strengthened by a heavy infusion of Allied "Lend-Lease" equipment and supplies, have formed a new and powerful coalition with the Free Norwegian, and Free Polish forces. This coalition has been able to put up stout resistance against Axis troops attempting to maintain their hold on the Lagoda Peninsula, advancing toward Leningrad from Karelia, along the Eastern shores of Lake Lagoda. Here, the two rail lines running South from the allied supply base at Murmansk down through Karelia diverge in two separate directions; one eastward to carry supplies to bolster Russian resistance, and the other to feed the advance of Allied forces hammering their way toward Leningrad.

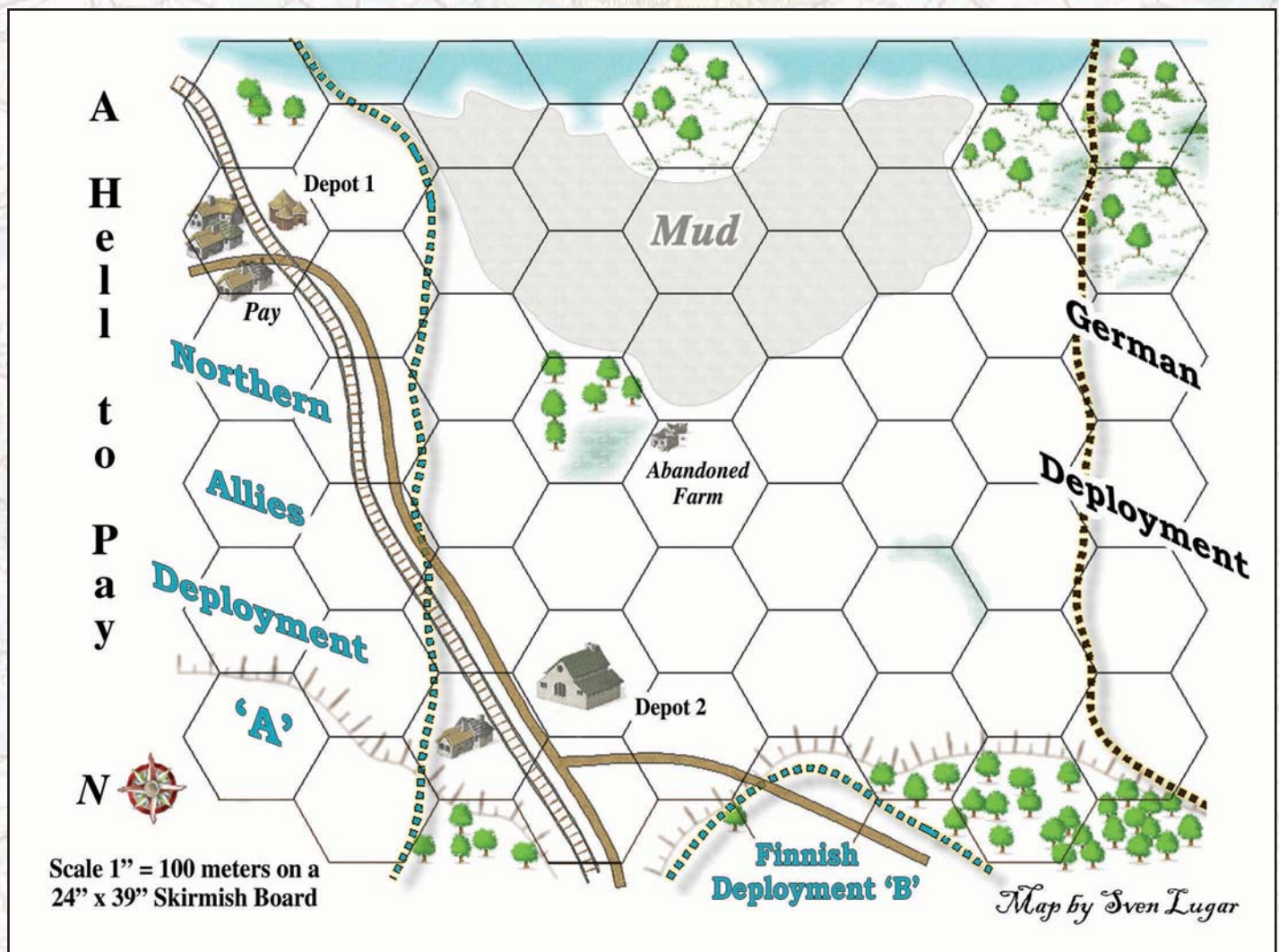
The German Command feels the best response to this dangerous situation is to relieve the pressure on the Northern Front by executing a series of raids on the Allied supply depots supporting it, cutting the rail-lines that lead to Leningrad and Eastern Russia,

A HELL TO PAY - JUNE 1, 1948 A RAID ON THE DEPOTS AT PAY

thereby gaining time and breathing space in which to plan more ambitious countermoves. German Intelligence has found that there is

an important forward depot located near the town of Pay along Lake Onega's northeastern shore, protected by only one company of dug-in infantry and two companies of second-line medium armor. The Finns believe this to be sufficient as the base, though of critical importance, is located far enough to their rear as to make the likelihood of an attack here a slim one. A well armed and organized, highly mobile command, accompanied by sufficient infantry and engineers might quickly take the installation, destroy the supplies stockpiled there, and rip up enough track to disrupt the Allied supply effort enough to cause a considerable delay in continuing their otherwise inexorable advance. With luck a German task force might even hold the site long enough to be the focal point for their own counter-offensive.

Unfortunately for the Germans, there are a few more guests at this party than they expected. When the numbers are totaled and the bill is due, there's going to be Hell to Pay at Pay!



A HELL TO PAY

FINNS

Lagus Division

1st Tank Battalion (Mixed):

Tank Company 1 (2x PzKfw.IVH, 2x T.34/85),

Tank Company 2 (2x PzKfw.IVH, 2x T.34/85)

1st Company/1st Assault Gun Battalion: 4x StuG-III.G

DEPLOYMENT:

The Finns may deploy on either the hill in the Finnish deployment (B) zone or in the Northern Allies deployment zone (A). (ALLIES DEPLOY FIRST)

Base Cohesion Level - 18,
Breakpoint - 59

AMERICANS

Reinforcements and Depot Company

2nd Battalion/32nd Armored Regiment:

Company 'A' (4x T26E4 Super Pershing),

Company 'B' (4x T34C)

Depot Infantry & Support:

Company 'K'/3rd Bn/105th Infantry Regt

(6x Infantry/1xT28)

DEPLOYMENT:

The U.S. troops will deploy in the Northern Allies Deployment zone (A). (ALLIES DEPLOY FIRST)

Base Cohesion Level - 15,
Breakpoint - 38

GERMANS

KampfGruppe Sabine/2nd SS Panzer Division

KampfGruppe HQ: 1x Inf GHQ/SdKfz.351/17,
1x Panther-3 E.50[R],
2x 88mm Flakpanzer Waffenträger I

Panzer Battalion: 1x Panther-3 E.50 HQ,
9x Panther-3 E.50,
1x Panther-3 E.50[R],
1x FlakPanther-2,
1x Engineer/SdKfz.351/7

Grenadier Co.: 1x Infantry HQ/SdKfz.351/17,
3x Infantry/SdKfz.351/1,
1x SdKfz.351/9(1),
1x SdKfz.351/24(1)

Engineer Support: 1x Engineer/SdKfz.351/7

Field Works: 5x Light Improved Positions,
2x Medium Improved Positions.

DEPLOYMENT:

All German forces may be deployed anywhere in the German Deployment zone. (GERMANS DEPLOY SECOND)

Base Cohesion Level - 16,
Breakpoint - 63

SPECIAL RULES

Surprise!: After all forces and fieldworks are deployed, each player must make a Cohesion die-roll. Failure on this roll means that all units of that force immediately suffer an 'S' combat result. All players are vulnerable. i.e. all three forces might conceivably begin the game with every stand in a Suppressed state since all three are surprised.

Forest, Scrub Terrain, & Muddy areas: The Germans have taken advantage of the overcast & drizzle to advance this far undetected but the rain may make ground conditions worse. All the scrub terrain counts as Rough Terrain 2. the Forested areas count as Forest. The muddy area starts as standard Mud/Soft-Sand terrain. At the beginning of each turn the German player rolls 1D20, if the result is 17,18, or 19 all woods, rough terrain, and mud cost an extra one (1) pt of movement per 100 meters and all targets in these zones get an extra -1 to CRT die rolls for the remainder of the game. If a 20 is rolled, heavy rain hits the area: Visibility is reduced from 40 inches to 8 inches for 1D6 turns, all movement costs are increased by one (1) point per 100 meters and all targets in mud, forest, or scrub areas receive a minus one (-1) effect on all CRT die-rolls for the rest of the game. Movement and Combat Effects are not cumulative.

Depots and rail tracks: The two (2) depots cover 10 square inches and should be considered Heavy Buildings. They can be destroyed by Engineers in the same way as minefields or by fire by treating them as Heavy Improved Position (requiring 2 E results. (Infantry are considered to be occupying the buildings if placed on them). Railroad tracks can only be destroyed by Engineers, using the same methods you would use to destroy minefields.

Allies Breakpoints: The Finns and the U.S. each have their own separate breakpoint, based entirely on their own losses. (These are listed above.)

SCENARIO LENGTH ~ This scenario is "Open Ended", meaning it has no specific number of turns.

VICTORY CONDITIONS

Control of the depots and the railroad critical to the allies while their destruction is critical to the Germans.

1. If no railroad tracks have been destroyed and three (3) or less square inches of depot have been destroyed, award the Allies a Major Victory.
2. If less than half the depot areas (in square inches) have been destroyed and two (2) inches or less of track have been destroyed, award the Allies a Minor Victory.
3. If the Germans manage to destroy more than half the depot areas and more than three (3) inches of track have been destroyed, award them a Minor Victory.
4. If sixteen (16) or more square inches of depot and more than ten (10) inches of track are destroyed, award the Germans a Major Victory.
5. If, at any time, the number of Eliminated German stands exceeds twenty (20), Award the Allies a Major Victory.
6. If, at any time, the number of Eliminated Finnish stands exceeds eighteen (18), Award the Germans a Major Victory.