

IS PB #4: Gimme Shelter

Hypothetical. Winter of 1941–42.

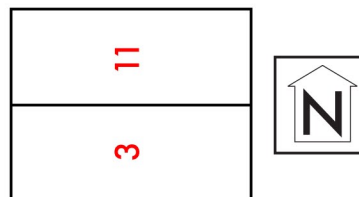
An intact Russian mechanized brigade, augmented by a fresh infantry battalion, rumbles with an ersatz kampfguppe to secure shelter as night falls.

Russian forces enter via any or all four roads on the eastern edge; ditto for the Germans from the west.

MAXIMUM FIRE RANGES: turns 1–6: normal; turns 7–9: ten hexes; turns 10–12: five hexes

LENGTH: 12 turns. Russians move first.

Map Configuration



German Order of Battle

8 A 5 3 50 mm BO1 0	15 A 20 1 88 mm DO1 0	2 H 12 2 75 mm IO1 0	20 H 12 2 150 mm JO1 0	3 M 12 3 81 mm OO1 1	15 M 20 2 120 mm PO1 0	3 I 4 10 1A01 1	3 I 6 8 1CO1 1	6 I 3 16 1BO1 1
1	1	1	1	1	1	1	6	2
0 C 0 1 Wagon 4A01 3	0 C 0 1 Truck 4BO1 12	2 C(I) 4 4 Halftrack 4DO1 10	5 C(A) 2 4 Sdkfz 231/18 4EO1 10	3 I 4 2 Motorcycle 5A01 12	2 H 4 2 Sdkfz 222 5BO1 10	2 H 4 2 Sdkfz 231/8 5CO1 16	3 M 12 4 Sdkfz 251/9 6A01 10	
2	4	4	1	1	1	1	2	
10 H 12 5 Gw 30 (A) 7A01 6	4 H 10 4 Sdkfz 10/4 7DO1 10	5 H 8 12 Stug III B 7HO1 8		2 A 4 5 Pzfw III D 9A01 10	8 A 3 6 Pzfw III G 9DO1 8	5 H 8 7 Pzfw III E 9CO1 8		
1	1	2		3	6	3		

Russian Order of Battle

7 A 3 3 45 mm BO1 0	20 H 16 2 76.2 mm IO1 0	2 M 12 3 82 mm MO1 1	3 M 12 3 82 mm NO1 1	3 I 4 10 RIFLE 1FO1 1	5 I 4 16 RIFLE 1CO1 1	0 C 0 1 Wagon 4A01 3	0 C 0 1 Truck 4BO1 12	0 C 0 1 Limber 4PO1 3
1	2	1	1	3	3	3	7	2
2 A 3 6 T-60 A 9A01 10	5 A 3 5 BT-5 9CO1 13	10 H 5 5 BT-7 A 9DO1 13	5 A 3 5 T-26 B 9EO1 6	6 H 6 7 T-28 E 9FO1 10	12 A 5 9 T-34 A 9JO1 11	5 A 3 2 BA-32 A 5CO1 12	50 H 10 10 KV-II 7A01 8	
2	4	1	5	2	2	3	1	

Victory Conditions

- 1 point for each enemy unit destroyed.
- 1 point for each enemy unit not in a town hex at the game's end.
- 3 points for the uncontested control of any town or farm.