

Battle of Woin - 06 october 1941



Introduction

During the first days of october 1941 the german army begins the operation “typhoon”, a large scale military operation to capture Moscow before the onset of the winter.

At the morning of the 6th october part of the reorganized 4th panzer division (general Von Langermann) moves forward to capture a village called Woin on the road to the city of Tula.

The germans don't know that in the village there are some russians, part of the 4th armoured brigade commanded by the general Lelyuschenko.

The clash will be fierce!

Size of table: 180x120 cm.

Length of game: 10 rounds

German order of battle

medium tank company: 2 PZ III (short 50mm gun)

heavy tank company: 2 PZ IV (short 75mm gun)

AA battery: 1 flak 88mm (4 crew) towed by 1 sdkfz 7

artillery battery: 1 105mm howitzer (4 crew) towed by 1 sdkfz 11

OP team: 2 men on 1 kubelwagen

1 motorized infantry Btn (reorganized):

- Btn HQ: CO + 5 (with 1 50mm mortar + 1 AT rifle) on 1 staff car + 1 light car
- motorcycles company: 9 motorcyclists
- armoured infantry company: 9 men on 1 sdkfz 251/1
- motorized infantry company: 9 men on 1 heavy car o 1 light truck
- heavy weapons company: 2 MMG (6 crew) + 1 81mm mortar (3 crew) on 2 trucks
- artillery of Btn: 1 75mm IG (3 crew) towed by 1 light truck
- AT company: 1 50mm (long bared) ATG (3 crew) towed by 1 sdkfz 10

German briefing

- tanks are elite, others regular
- moral test for infantry Btn and for single tank companies (others no test)
- all german forces enter on the west side of the table at turn 1
- german player must capture Woin in 10 turns
- flak 88mm and 105mm howitzer can do predicted fire on village



Russians order of battle and deployment

1st part of infantry Btn (on table wherever behind the line of the ravine):

- 1 infantry company: 8 men
- 1 MMG (3 crew)
- Btn HQ: CO + 1
- 1 81mm mortar (3 crew)
- 1 45mm (short bared) ATG (3 crew)

light tank company (turn 3 from point A): 2 BT-7 (short 45mm gun)

medium tank company (turn 4 from point A): 2 T-34/76 1941 model (long 76,2mm gun)

heavy tank company (turn 4 from point A): 1 KV-1 1940 model (short 76,2mm gun)

2nd part of infantry Btn (turn 5 from point A):

- infantry company: 8 men on 1 truck
- infantry company: 8 men on 1 truck
- 1 ATR (2 crew) + 1 60mm mortar (2 crew) on 1 truck

OP team for 1 katyuscha (off table) (turn 6 from point A): 2 men on 1 car

Russian briefing

- tanks are elite, others regular
- russian forces on table at the beginning of the game haven't reserved fire
- moral test for infantry Btn or single tank companies
- katyuscha off table begins the fire (2 shoots but alternate turns) only after the deployment on the table of the OP team
- MMG, 81mm mortar, ATG 45mm can be in prepared positions
- russian player must hold Woin for 10 turns



Terrain notes

- wooden houses (hard cover but ruined after 2 damages)
- ravine is hard cover for infantry, heavy weapons and guns
- ravine is continuous obstacle (1/2 speed) for infantry, tanks and half-tracked vehicles, but is impassable for wheeled vehicles
- railroad is only for scenography
- hills are gentle slopes
- woods are impassable for all vehicles
- woods are continuous obstacles for infantry or guns only if hands towed

MAP

