

BEHIND THE LINES

A CAMPAIGN GAME FOR ADVANCE OF THE REICH



INTRODUCTION

The scenarios in this campaign make use of two features that were not available in advance of the Reich before the 4.02 update, Civilian Units and Remote Demolition Charges. Having campaigned vigorously for these features to be included in the update, I felt a moral obligation to make use of them! One scenario also uses Collateral damage hexes. Civilians, Remote demolition Charges and Collateral damage hexes had never been fully documented in the manual. That missing information has now been edited into a supplement which now gives a more comprehensive description of how they operate. This will be added to the manual in the next update. The manual supplement is bundled with the campaign files and can be found in the "Notes" folder.

Please read the manual supplement before playing these scenarios.

DESIGN NOTES

All the campaign files are zipped into a JSGME compliant package.

The scenarios are designed to be played solely as Human Soviet V AI German.

Disappearing Civilians.

The fact that civilians will disappear when out of LOS of a combat unit has been used in two ways in this campaign.

Firstly, as lost Paratroopers in a night scenario. In this situation the paratroopers are visible as they descend in their parachutes but as soon as they hit the ground, if they are out of LOS they will disappear. This represents paratroopers landing and finding themselves lost. You will need to send out some troops to locate them and then extract them safely.

Secondly, I have used civilians them to represent the grooms who would look after partisan's horses during combat. These grooms would often not be of fighting age or perhaps just be locals recruited for a specific operation. Their job was to take the horses to a safe place and wait for the partisans to return after their operation. These grooms were not always as reliable as might have been hoped!

Setting the grooms as civilians complicates their management for the player because if the grooms lose contact with a combat unit, they will no longer be controllable, will no longer be visible on the map and could potentially be captured. If you allow the grooms and the combat troops to become separated in this way you will need to send a combat unit back to find them, so remember where you told them to go!

Unreliable Reinforcements.

In these campaign scenarios it is possible that some reinforcements will arrive late, and it may be that they do not turn up at all.

Although the game allows the time of arrival to be randomised it does not allow the for the absolute non-arrival of reinforcements. To achieve this some maps, have areas that are isolated from the "game map". Any reinforcements that arrive in those hexes can take no part in the action since they have no LOS and cannot move onto the "game map" The AI is prevented from using indirect fire from these off-map areas by making them jungle terrain and setting the appropriate PDT value.

%CG__Simerov_main.pdt: a custom PDT file

The only difference between the standard "Main.pdt" and "%CG__Simerov_main.pdt" is in the values attributed to "High Grass" Terrain. These have been changed so that "High Grass" is nothing more than a visual variation of clear terrain.

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Scenario Scoring

Because of the design of these scenarios, they will not necessarily be balanced. Randomised reinforcement schedules may mean that sometimes a scenario will be a walkover and other times it will be almost impossible. These scenarios aren't intended to be fair fights, just good fun.

CAMPAIGN AND SCENARIO DESCRIPTIONS



Campaign Introduction

Operation Barbarossa caught the Soviets completely off guard. By July 1941 Minsk had been encircled and Smolensk was about to fall. The rapid German advance resulted in the encirclement and capture of huge numbers of Soviet troops. Many of these troops perished in German prison camps but some managed to escape, and these men and women, behind the lines, would become the Partisans. Well trained, well-armed, often resupplied by air from Moscow and eventually with an established command chain that stretched all the way to Moscow and Stalin, these troops harried the German supply lines over the following years. They made a major contribution to the subsequent defeat of Germany. This campaign concerns Simerov, an officer in the Red Army. In the early days of Barbarossa, he finds himself on the outskirts of Minsk having been overrun by the German advance and needing to lead his men through an encirclement to break out into the German rear area.

Simerov: Breakout; Sanctuary or Death.

Date:

Monday 30th June 1941

Location:

About 10 miles West of Minsk,

Situation:

Simerov's company has been engaged in heavy fighting over the last two days, communication with his superiors has been sporadic and now, even though the fighting seems to have subsided he has had no radio contact with battalion for over six hours. Patrols sent out during the night report that the companies on the northern and southern flanks seem to have gone, their positions deserted. The runner he sent to battalion HQ should have returned more than two hours ago. The Germans appear to be both to Simerov's front and rear. To wait here means that with the dawn will likely come Simerov's final battle. In the absence of orders there is only one option. He will fight his final battle on his own terms, head west, try and break through the lines and then into the forest. Death or sanctuary?

Briefing:

Exit your troops from the Western edge of the map.

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Simerov: Liberate; Safety Off.

Date: Sunday 3rd July 1941

Location:

Dzyarzhynsk District, Southwest of Minsk.

Situation:

Having evaded capture Simerov found Rakutin's brigade, a group of partisans, operating out of a camp deep in the forest. They conducted various acts of sabotage on the railway network around Minsk. Simerov retained his rank and command, so he and his company continued to fight together.

Two days ago, ten villagers, including some partisans were arrested. They are being moved from Dzyarzhynsk to Minsk where they will be handed over to the SS for interrogation. Simerov has been tasked with ambushing the convoy and rescuing the prisoners.

Briefing:

When the convoy's lead security element comes to a halt at the barricade a demolition charge set in the road will be detonated. That is the cue to assault the convoy. Time is of the essence, You must hit the convoy hard, liberate the prisoners quickly, and exfiltrate to the forest.

Simerov didn't envy the prisoners, they were as likely to die in this ambush as survive. At the sound of the convoy drawing to a halt he slid the cocking handle to fully automatic. Safety off.

Scenario Notes:

Detonate the demolition charge on the first turn.

The charge has a large blast radius of two so will catch several German units when it detonates.

The prisoners are set to arrive as reinforcements, but they can only enter the map when their arrival hex, one or more of the collateral damage hexes, is cleared of German units.

The HMG and ATR sections will exfiltrate themselves from the battle, they are set as withdrawals, but you must evacuate everyone else including the prisoners via the exit objective.



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Simerov: Traitors; Taking the Price in Blood.

Date: Thursday 24th July 1941

Location: Zarecheye, Belarus

Situation:

To manage rear area security the Germans organised Polizei forces these paramilitary forces were often recruited from communities who were fiercely anti-communist. They were poorly equipped, poorly trained, lacked proper discipline and had a reputation for brutality. They were responsible for many atrocities and were both despised and feared.

Briefing:

Three men from the village of Zarecheye have joined the Polizei. These traitors have been sentenced to death.

Simerov is accompanied by members of the Zarecheye Diversionary Company who will help to find and identify the traitors. Once Simerov has rounded them up he will inform them of their sentence and then supervise their removal to the forest to carry out the executions.

This was not Simerov's idea of war, it was a dirty job he could take no pride in, a job for a slaughterman not a soldier. But these men had betrayed their country in collaborating with the enemy and they would pay the price for that. Simerov would take that price in blood.

Scenario Notes:

Search the village for the traitors, capture them before they escape and remove them from the map via the exit objectives. Be aware of possible patrols.

Simerov: Demolition; Trusting in Popov.

Date: Wednesday 30th July 1941

Location: Belarus

Situation:

The poor road network in the Soviet Union and the vast distances that the Germans must cover to keep the frontline supplied make the railways essential for their push east towards Moscow. The locations which are most vulnerable are the bridges, these are relatively easy to damage or destroy but difficult to repair.

Briefing:

Simerov has been ordered to destroy the rail bridge. He will lead two platoons on the northern bank and coordinate his assault with Lt Popov who will lead a third platoon on the southern bank. Popov and Simerov will coordinate their attacks to assault both ends of the bridge at the same time, lay demolition charges and blow the bridge.

There are both static guard posts and mobile patrols that will need to either be bypassed or eliminated.

The challenge with this operation is ensuring the assault on the bridge is coordinated properly from both sides at the same time, otherwise taking it could be very difficult. Simerov wouldn't know for sure that Popov had arrived until he got to the bridge himself. With no radio, he would just have to trust that Popov would be there.

House Rule:

A major victory can only be recorded if at least one demolition charge is detonated on one of the bridge hexes.

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Simerov: Arrival; The Security of the Night.

Date: Wednesday 13th August 1941

Location: Zelivka, Dzyarzhynsk District, southwest of Minsk

Situation:

Moscow is sending some new fighters to join the partisans. They will arrive as paratroopers tonight. Simerov's task is to meet the paratroopers and bring them safely back to camp.

Briefing:

Two teams from the diversionary company will act as scouts forward of the drop zone to help spot the paratroopers as they land. The majority of Simerov's men will remain in the treeline in case the Polizei are out in force, these missions have been compromised before so better to be safe.

The signal fire was already alight and Simerov heard the aircraft fly overhead, but he didn't see any parachutes. They might be dropping off target. Hopefully the forward scouts would spot them landing, he urged his horse forward and started moving out into the fields, his men followed in silence. Disorientated during the drop, the paratroopers could easily be lost. The security of the night was double edged.

Scenario Notes:

The paratroopers are set as civilians so it is quite possible you will lose sight of some of them after the drop, Locate them and evacuate them from the drop zone using the horses.



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SUMMARY OF SCENARIO FEATURES.

File name	Scenario Name	Features
%CG__Simerov_1_Breakout.scn	Simerov: Breakout; Sanctuary or Death	Standard
%CG__Simerov_2_Liberate.scn	Simerov: Liberate; Safety Off.	Civilians (as prisoners) Collateral damage hexes Demolition Charges
%CG__Simerov_3_Arrival.scn	Simerov: Arrival; The Security of the Night.	Civilians (as lost paratroopers & grooms)
%CG__Simerov_4_Traitors.scn	Simerov: Traitors; Taking the Price in Blood.	Civilians (requiring capture) Unreliable reinforcements
%CG__Simerov_5_Demolition.scn	Simerov: Demolition; Trusting in Popov.	Unreliable reinforcements, Demolition charges Civilians (as grooms)

Bibliography

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