

PanzerBlitz

Situation #8

RUSSIAN ORGANIZED DEFENSE: GERMAN RELIEF ON THE KORSUN POCKET (16/2/44). German units often became trapped during Russian advances and had to be rescued. The Russians usually took the opportunity to use their own tenacious defensive tactics.

Map Configuration

		
<u>3</u>	<u>I</u>	<u>2</u>



RUSSIAN FORCES



Elements of the 180th and 51st Guards Rifle Divisions plus 428th Tank Destroyer Regiment Must set up on No. 1 board. CP's may only spot for 120mm mortar(within 4 hexes.)

5 I 4 16 RIFLE 1	6 I 5 18 GUARDS 1	8 I 1 12 SMC 1	3 M 12 87 mm 1	24 M 20 120 mm 2	3 H 10 76 mm 2	3 I 1 4 RECON 1	12 A 5 76 mm 2
x6	x8	x3	x5	x3	x2		x6

40 H 20 122 mm 1	14 A 8 88 mm 12	X	 2-1	 1125	0 A 0 CP 1
x2	x2	x6	x10	x8	x2

VICTORY CONDITIONS:

Marginal = destroy 10 or more German units. Tactical = destroy 20 or more. Decisive = destroy 30 or more.



GERMAN FORCES



Elements of the 5th SS Pz Div, 905th Assault Gun Bn, 255th Infantry Div, SS Brigade "Wallonien." Set up on the No. 2 board.

16 A 12 12 PzH 953	14 A 8 8 PzH 935	12 A 8 12 SG III-75 824	3 I 6 8 RIFLE 1	3 M 12 81 mm 3	15 M 20 120 mm 2	40 H 32 5 WESPE 621	60 H 24 6 HUMMEL 631
x3	x4	x3	x11	x2	x3		

3 I 4 10 m 111	0 A 0 CP 1	10 H 12 5 GW 38 (M) 710	14 H 12 12 StuG 42 730	2 C (I) 4 4 HALFT 445	0 C 0 1 TRUCK 424
x2	x2			x8	x16

VICTORY CONDITIONS:

Marginal = get 30 units off west edge of the No. 3 board by the end of the game. Tactical = get 40 units off. Decisive = get 50 units off.

Ger.
moves first
Turn

1

2

3

4

5

6

7

8

9

END
10