PanzerBlitz Situation #4

GERMAN DELAYING ACTION AGAINST A MOBILE FORCE: BATTLE OF MINSK (2/7/44). More economical (and often more effective) than a blocking action, this became a widely practiced tactic for the Germans during 1944.

Map Configuration

RUSSIAN FORCES

Leading Elements of the 2nd Guards Tank Corps. Enters from east edge of No. 2 board. All units must be on board by turn 2. Russians move first.

12 A 6	15 A 8	14 A 8	40 H 10	8 I 1	3 I 1	3 M 12
9 T 34 C 934 11	10 T-34/85 953 11	12 SU 85 822 11	16 SU 152 741 7	12 SMG 183 1	4 RECON 134 1	3 82 mm 88 1
x4	x5	x2		x4	x2	x2

5 I 4	7 A 3	12 A 5	0 C 0
16 RIFLE 142 1	3 45 mm 14 0	2 76 2 mm 32 0	1 TRUCK 432 12
x6	x3	x2	x15

2 C(I) 1
2 HALFTRK 444 10
x5

VICTORY CONDITIONS:

Marginal = Destroy 5 or more German units. Tactical = destroy 10 or more. Decisive = Destroy 15 or more.

GERMAN FORCES

Battle Group of the 5th Panzer Division (elements of the 13th PG Rgt, 116 Arty Rgt, 288th Flak Bn, 534d and 654th AT Bns). Enter on north edge of No. 2 board on turn 1.

16 A 12	16 A 12	3 I 6	40 H 32	60 H 24	20 A 20	13 A 6
12 PANTH 955 10	9 JgdPz IV 840 8	8 RIFLE 151 1	5 SPA WESPE 622 8	6 SPA HUMMEL 632 8	1 88 mm 42 0	2 75 mm 33 0
		x2				x2

20 A 20	0 C 0
6 NASHORN 850 8	1 TRUCK 428 12
	x4

2 C(I) 4
4 HALFTRK 448 10
x3

VICTORY CONDITIONS:

Marginal = 30 or less Russian units on No. 3 board at end of game. Tactical = 20 or less. Decisive = 10 or less.

Rus moves first Turn 1	2	3	4	5	6	7	8	9	END 10		