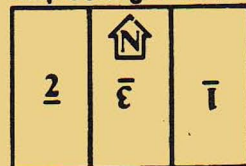


PanzerBlitz Situation #15

SOVIET REAR AREA OPERATIONS: MORSHANOVO-DIAGLEVO REGION, VYAZMA SECTOR (10/2/42). In early 1942, numerous Russian units were cut off in the confused fighting around the German stronghold of Vyazma. The 1st Cavalry Corps and the 8th Airborne Brigade, two such units, managed to evade their pursuers and return to Russian lines in the early summer of '42. They owed their survival to the co-operation of partisan forces and to captured German supplies.

Map Configuration



Elements of the 8th Airborne, supported by cavalry-corps and partisan formations. Recon & wagon companies represent Russian partisans. These may disband anytime during the game when it is not within 5 hexes of any German unit, and be regarded as evacuated. No unit may reassemble once disbanded. No other units may disband.

Enter Turn 1 on North edge:

5 1 4 16 BIFLE 142	3 M 12 87 85 1	15 A 8 13 92 10	12 A 6 9 34 11	3 H 10 76 81 1	10 I 3 8 CAVALRY 304	0 C 0 1 TRUCK 425	7 A 3 13 0
9	3	2	4	2	4	12	4

On Board; one each within 3 squares of any 5 villages:

3 1 1 4 RECON 133	0 C 0 1 WAGON 415
5	5

VICTORY CONDITIONS:

Award Russians 16 points for capture and evacuation of CP. Award each side points for destruction of units as follows: AFV's (all) and recon: 2 points each; all others (including CP): 1 point each. Double the German total and compare to the Russian's. Side with most points wins. Russians can leave board by East or South edges. Any Russian units not evacuated or disbanded by end of game are considered eliminated for victory purposes.

The German CP represents the HQ and supplies of the 5th Panzer Division. The CP may be captured by CAT attack (X or DD if previously dispersed). Upon capture, replace with 1 Russian CP counter which may not spot in any manner but can be transported normally. The Germans can recapture the CP in the same manner. Prior to its capture by the Russians, the German CP may spot for indirect fire.

In Golod, Adski or Grabyosh: Bednost:

On Board in Opustoschenia:

2 H 4 3 531 16	2 1 4 0 SECURITY 122	0 C 0 1 TRUCK 121
1	3	3

12 A 8 7 811 8
2

3 1 4 10 112 1	14 H 10 1 53 0	0 - 0 1 202 0
1	1	1

Enter Turn 1 on hex 1A3:

3 1 6 8 BIFLE 142	0 C 0 1 TRUCK 122	2 H 4 3 531 16	10 H 12 5 710 6	40 H 32 6 WESPE 623 8
3	3	1	1	1

Enter Turn 2 on East edge:

3 1 6 8 BIFLE 145	0 C 0 1 TRUCK 423	12 A 8 12 701 8
6	6	4

Enter Turn 3 on East edge:

14 A 8 8 811 8	14 H 10 1 53 0	0 C 0 1 TRUCK 421 12
10	1	1

Rus
moves first
Turn

1

2

3

4

5

6

7

8

9

END

10