

# PanzerBlitz Situation #19

 **FORCES**



2 M 12	0 C 0	3 I 1
 87 83 1	 1 WAGON 415 3	 4 RECON 133 1

**2 4 4**

Set up on board:

 **FORCES**



2 A 4	2 I 4	2 C(I) 4	0 C 0
 6 10	 5 SECURITY 171 1	 4 MAULTIN 447 10	 1 TRUCK 427 12





**1 2 2 5**

Enter on row A:

**THE MINIGAME APPROACH: THE CROSSROADS (1/42).** The first winter on the Eastern Front was one of thinly stretched lines and bitter holding actions. Here, a Russian motorized SMG battalion contests a vital road junction with a German fusilier company. The side occupying 2 or more squares of Bednost at the end of the game wins. Game Length: 6 turns.

## RUSSIAN FORCES

Russians move first. Enter on any edge:

7 A 3	8 I 1	0 C 0	3 M 12
 11 0	 12 185 1	 1 TRUCK 427 12	 3 87 1

**1 3 5 1**

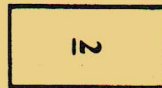


 **GERMAN FORCES**

Set up on board:

3 I 6	3 M 12	2 M 12	0 C 0	6 I 3
 8 BIFLE 146 1	 3 81 1	 1 WAGON 411 3	 6 SMC 181 1	


**1 1 1 4 2**



**THE MINIGAME APPROACH: THE PROBE (6/42).** A Soviet recon battalion learns more than it bargained for. Award Germans 1 point for each eliminated Russian unit; award Russians 1 point for each unit that leaves board by row GG. Any Russian unit still on board at end of game is eliminated. Game Length: 6 turns. Germans move first.

 **RUSSIAN FORCES**

Set up in Grabyosh:





2 C(I) 1	7 A 3	3 I 1	0 C 0
 2 443 10	 3 12 0	 4 RECON 131 1	 1 TRUCK 426 12

**1 1 4 4**

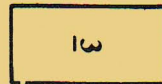


 **GERMAN FORCES**

Enter on row A:

2 A 4	2 C(I) 4	3 I 6	3 M 12	13 A 6
 6 10	 4 MAULTIN 444 10	 8 BIFLE 145 1	 3 84 1	 2 33 0

**1 4 2 1 1**



Turn

1

2

3

4

5

**END**  
6

7

**END**  
8