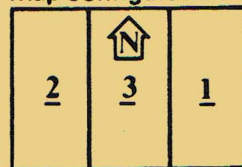


PanzerBlitz Situation #24

SOVIET ASSAULT ON FORTIFICATIONS: BALAKLAVA SECTOR (7/5/44). At the end of the spring, 1944 campaign in the Crimea, German and Rumanian forces were pushed into an ever-shrinking ring around Sevastopol. As the Kriegsmarine attempted to evacuate the 17th Army, the rear guard occupied a final defensive line just outside the city. The Russian objective at the southern end of the line was Sapun Heights, from where artillery could cover the whole anchorage.

Map Configuration



RUSSIAN FORCES



Assault elements of the Independent Coastal Army set up on board 1 East of the road running between 1A3 and 1GG8, after the Germans.

12 A 6 9 934 11	24 M 20 120 93 0	14 A 8 52 85 822 11	40 H 10 50 162 7	8 I 1 516 183 1	40 H 20 122 71 0	3 M 12 87 88 1	6 I 5 18 GUARDS 162 1
12	2	2	2	6	2	4	10

3 I 2 8 111 1	12 A 5 76 32 0	0 C 0 TRUCK 432 12	2 C(I) 1 HALFTR 444 10	0 - 0 CP 202 0
2	6	17	6	2

VICTORY CONDITIONS:

Russians get 1 point for each unit on Hills 132 and 129 at end of game (hilltop hexes only).

Germans get 5 points for each unit on those hills. Side with most points wins.



GERMAN FORCES



The German Fusilier Company and JagdTiger set up on Hill 132. All other units set up anywhere on boards 1 and 3 West of the Board 1 road running between 1A3 and 1GG8. Germans set up first.

12 A 8 12 83 6	2 H 12 75 67 0	3 I 6 8 RIFLE 151 1	0 C 0 WAGON 111 3	3 M 12 81 83 1	20 H 12 150 72 0	13 A 6 75 33 0	15 M 20 126 91 0
2	3	17	4	3	2	3	4

0 C 0 1 TRUCK 428 12	2 I 4 5 SECURITY 171 1	8 A 5 50 21 0	40 111 2-1	0 - 0 CP 202 0
1	3	2	8	3

3 I 6 8 RIFLE 149 1	6 I 3 516 183 1	3 M 12 83 1	22 A 12 18 670 5
1	2	1	1

Fusilier Company

Rus
moves first
Turn

1

2

3

4

5

6

7

8

9

10

11

END
12