CHOPPERBLITZ

Situation[#]1

Configuration			\triangle	
Ger. moves first Turn 10	Мар	<u>1</u>	<u>2</u>	<u>3</u>

GERMAN HELICOPTER INSERTION/AR-MORED ASSAULT (22/6/41). In the initial attack, Helicopter companies were landed in front of the panzer divisions to assist their breakthroughs.

RUSSIAN FORCES

One Rifle and One Cavalry regiment set up on Boards One or Two.



VICTORY CONDITIONS:

Decisive: Fewer than ten Russian units destroyed. Substantive: Fewer than fifteen. Marginal: Fewer than twenty.



A Panzergrenadier battalion with armored support, along with one Helicopter battalion enter on West edge.



VICTORY CONDITIONS:

Decisive: Clear a path eight hexes wide free of Russian units from east to west edge, plus exit eight tanks or halftracks off east edge. Substantive: Plus six tanks or HT's. Marginal: Plus four tanks.

Situation#2

GERMAN HELICOPTER RAID (Sept. 1941). Intelligence had learned that a high level staff conference was being held near the front. Heliborne troops were detached to kill or capture generals.

RUSSIAN FORCES In Bednost: In Golod: 3 1 1 0 0 0 8 1 1 0 0 0 12 ¹¹⁵ 1 \boxtimes 429 12 431 12 4 132 1 3 3 n Grabvo)n 2W6 10 1 3 5 i 4 0 0 0 12 A 5 \bowtie 8 CAVALRY 3 1 WAGON 3 16 141 1 9 SU 18 9 2 2 nter Turn 5 on 3Q10 5 1 4 12 A 6 0 0 0 3 M 12 \bowtie 1 A21 12 9 939 11 16 144 1 3 3 2 3 2

VICTORY CONDITIONS:

Receive 2 points for each infantry unit destroyed, 3 points for each helicopter destroyed.



VICTORY CONDITIONS:

Receive 1 point for each infantry or artillery unit destroyed, 3 points for each armor unit destroyed, 8 points for each recon unit destroyed. (Recon units represent generals and bodyguard.)

Situation#3



GERMAN HELICOPTER ASSAULT (June, 1942). A Russian Fort Complex had proven invulnerable to Luftwaffe attacks, and the artillery within had been very successful in aiding Russian infantry holding a line to the east. Helicopters were called in.



VICTORY CONDITIONS:

Marginal: Destroy ten German units. Substantive: Destroy fifteen units, including three Helicopters. Decisive: Destroy twenty units.



Enter on any map edge:



VICTORY CONDITIONS:

Marginal: Destroy three mortars. Substantive: Destroy six mortars. Decisive: Destroy six mortars and lose less than four Helicopters.