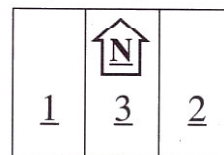


PanzerBlitz

Situation #28-3/1

Map Configuration



RUSSIAN INFANTRY/CAVALRY ASSAULT; ACTION NEAR TULA (3/12/41). Elements of the Russian 50th Army along with a Russian cavalry corps are supporting the opening phases of the Soviet Winter Offensive. A battle group from the German 17th Panzer Division is attempting to stop them.



RUSSIAN FORCES



Enter anywhere along the northern edge of the board.

5 I 4	10 I 3	8 I 1	3 I 1	3 I 2	2 M 12	3 M 12	24 M 20
16 RIFLE 1	8 CAVALRY 3	12 SMC 1	4 RECON 1	8 1	3 82 mm 1	3 82 mm 1	2 120 mm 0
x9	x4	x1	x1	x2	x2	x3	x1

7 A 3	3 H 10	0 C 0	0 C 0	5 A 3
3 45 mm 0	2 76.2 mm 0	1 WAGON 1	1 TRUCK 12	5 T-26 6
x3	x2	x7	x1	x2

VICTORY CONDITIONS:

The Russian player receives one point for each enemy unit destroyed, one point for each Russian unit 10 - 19 hexes from the north edge of the board, two points for each Russian unit 20 or more hexes from the north edge of the board, and four points for each Russian unit exited off the south edge of the board by game's end. The side with the highest point total at game's end is the winner.



GERMAN FORCES



Set up first, anywhere within 10 hexes of the northern board edge.

8 A 3	5 H 8	2 A 2	3 I 6	3 M 12	8 A 5	2 H 12
6 PzKw III 50/L42 8	7 PzKw IV 75/L24 8	5 PzKw II 10	8 RIFLE 1	3 81 mm 1	3 50 mm 0	2 75 mm 0
x5	x3	x2	x7	x2	x2	x1

2 C(I) 4	0 C 0
4 HALFTK 10	1 TRUCK 12
x7	x5

VICTORY CONDITIONS:

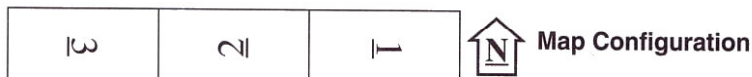
The German player receives one point for each enemy unit destroyed. The side with the highest point total at game's end is the winner.

Russian moves first TURN												
1	2	3	4	5	6	7	8	9	10	11	12	END

PanzerBlitz

Situation #28-3/2

MEETING ENGAGEMENT; ARMOR ACTION NEAR KHARKOV (17/5/42). Elements of the Soviet 10th and 36th Tank Brigades, the 34th Motorized Rifle Brigade, and the 5th Guards Cavalry Division are sent to capture a strategic town. They are confronted approximately 12 miles north-east of Kharkov by a *kampfgruppe* of the German 3rd Panzer Division which had been preparing for an offensive of its own.



RUSSIAN FORCES



Set up second anywhere on the No. 1 Board.

12 A 6	12 A 6	2 A 3	5 I 4	8 I 1	3 I 1
9 T-34 C 11	13 KV-1 10	6 T-40 10	16 RIFLE 1	12 SMC 1	4 RECON 1
x12	x2	x3	x6	x6	x2

10 I 3	3 M 12	0 C 0	2 C(I) 4
8 CAVALRY 3	3 82 mm 1	1 TRUCK 12	2 HALFTK 10
x4	x2	x10	x6

VICTORY CONDITIONS:

The Russian player wins if he captures and occupies all hexes of the town of Opustoschenia, and the town is clear of German units at game's end.



GERMAN FORCES



Group A: Sets up first anywhere on the No. 2 Board.

8 A 3	8 A 6	5 H 8	2 A 2	12 A 8	5 H 8	3 I 6	3 M 12
6 PzKw III 50/L42 8	7 PzKw III 75/L24 9	7 PzKw IV 75/L24 8	5 PzKw II 10	7 MARBER 8	12 SC-II 8	8 RIFLE 1	3 81 mm 1
x4	x8	x2	x2	x2	x2	x6	x2

2 H 12	8 A 5	4 H 10	2 C(I) 4	0 C 0
2 75 mm 0	3 50 mm 0	1 20 mm 0	4 HALFTK 10	1 TRUCK 12
x2	x2	x1	x10	x3

Group B: Set up first anywhere in the town of Opustoschenia on the No. 3 Board.

2 I 4	8 A 5	4 H 10	0 C 0
5 EFFORTY 1	3 50 mm 0	1 20 mm 0	1 TRUCK 12
x2	x1	x1	x4

VICTORY CONDITIONS:

The German player wins by avoiding the Russian victory conditions.

Russian moves first TURN												
1	2	3	4	5	6	7	8	9	10	11	12	END