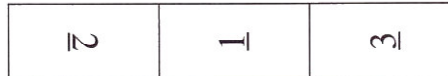


PanzerBlitz

Situation #28-3/3

RUSSIAN DELAYING ACTION (Hypothetical); SOUTHERN RUSSIA (1942). During the German Summer Offensive, the Russians made extensive use of delaying tactics to slow the German mobile units and gain time to allow major Russian forces to safely withdraw.



Map Configuration



RUSSIAN FORCES



Set up first anywhere on the No. 1 and No. 2 Boards.

5 A 3	2 A 3	12 A 6	5 A 3	5 I 4	8 I 1	3 I 1	2 M 12
5 T-34 6	6 T-34 10	13 KV-1 10	2 BA-32a 12	16 RIFLE 1	12 SMG 1	4 RECON 1	3 82 mm 1
x4	x2	x2	x2	x3	x4	x1	x2

24 M 20	7 A 3	6 I 6	12 A 5	0 C 0
2 120 mm 0	3 45 mm 0	2 127 mm 0	2 76.2 mm 0	1 TRUCK 12
x1	x3	x1	x1	x6

VICTORY CONDITIONS:

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



GERMAN FORCES



Enter on the west edge of the No. 2 Board.

8 A 6	8 A 3	5 H 8	5 H 8	10 H 12	3 I 6	3 I 4	3 M 12
7 PzKpf III 6	6 PzKpf III 50/L42 8	7 PzKpf IV 75/L24 8	12 SG-III 8	5 GW 38(t) 6	8 RIFLE 1	10 81 mm 1	1 81 mm 1
x8	x2	x4	x2	x1	x9	x1	x1

4 H 10	14 H 10	40 (H) 12	2 C(I) 4	0 C 0
1 20 mm 0	20(4) 20 mm 0	2 105 mm 0	4 HAFTTRK 10	1 TRUCK 12
x2	x2	x2	x11	x6

VICTORY CONDITIONS:

The German player receives one point for each enemy unit destroyed and one point for each German unit that exits off the east edge of the No. 3 Board by game's end. The side with the highest point total at game's end is the winner.

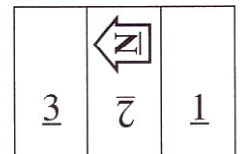
German moves first TURN												END
1	2	3	4	5	6	7	8	9	10	11	12	

PanzerBlitz

Situation #28-3/4

GERMAN ATTACK ON ORGANIZED RUSSIAN DEFENSE; KURSK CAMPAIGN (5/7/43). As the spearhead of the German northern pincer commences its attack on the forward line of Russian defenses, infantry units of the German 258th Infantry Division, supported by elements of the 20th Panzer Division, assault units of the Russian 15th Rifle Division, itself supported by an independent tank brigade and a heavy tank regiment.

Map Configuration



RUSSIAN FORCES



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

5 I 4	8 I 1	3 I 2	3 I 1	0 - 0	3 M 12	24 M 20	7 A 3	9 A 4
16 RIFLE 1	12 SMG 1	8 127 mm 1	4 RECON 1	1 CP 0	3 82 mm 1	2 120 mm 0	3 45 mm 0	3 57 mm 0
x18	x2	x2	x4	x2	x6	x2	x4	x2

12 A 5	3 H 10	40 H 20	6 I 6	0 C 0	0 C 0	40	X	2-1
2 76.2 mm 0	2 76.2 mm 0	1 122 mm 0	2 127 mm 0	1 WAGON 3	1 TRUCK 12	1 40 mm 0	1 X 0	1 2-1 0
x6	x2	x2	x2	x8	x4	x8	x14	x11

Group B: Set up second anywhere on the No. 1 Board.

12 A 6	12 A 6	40 H 24	2 M 12	8 I 1	3 I 1	8 H 12	0 C 0
9 T-34 11	11 KV-1 10	2 M-12 12	3 82 mm 1	12 SMG 1	4 RECON 1	1 37 mm 0	1 TRUCK 12
x6	x2	x1	x1	x4	x1	x1	x7

VICTORY CONDITIONS:

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



GERMAN FORCES



Set up last on the No. 3 Board, at least four hexes from the nearest Russian units.

15 A 12	16 A 12	14 A 8	5 H 8	12 A 8	20 A 12	10 H 12	40 H 32
12 TIGER I 8	12 PANTHER 10	8 PzKpf IV 8	12 SG-III 8	7 MARDER 8	15 Elefant 4	5 GW 38(t) 6	5 WESPE 8
x4	x8	x6	x4	x2	x1	x1	x2

60 H 24	3 I 6	6 I 3	3 I 4	3 M 12	15 M 20	13 A 6	14 H 10
6 HUMMEL 8	8 RIFLE 1	6 SMG 1	10 105 mm 1	3 81 mm 0	2 120 mm 0	2 75 mm 0	1 20(4) 20 mm 0
x1	x18	x6	x3	x2	x2	x3	x2

4 H 10	6 H 12	0 C 0	2 C(I) 4
1 20 mm 0	1 37 mm 0	1 TRUCK 12	4 HAFTTRK 10
x2	x1	x16	x11

VICTORY CONDITIONS:

The German player receives one point for each enemy unit destroyed, one point for each friendly unit on the No. 1 Board at game's end and two points for each friendly unit that exits off the south edge of the No. 1 Board by game's end. The side with the highest point total at game's end is the winner.

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