PanzerBlitz Situation *P0-2

Scenario created by Alan Arvold Formatted by Greg Moore

PSEL RIVER VALLEY 11:30 July 12, 1943. Elements of the Russian 18th Tank Corps proceed down the Psel River Valley, which is the unit boundary between the German LAH and Totenkopf SS Panzergrenadier Divisions, in order to relieve units of the Russian IIth Motorized Rifle and 99th Tank Brigades and then continue on to attack the right flank of the Totenkopf SS Panzergrenadier Division. Units of both German divisions strive to destroyed the 11th and 99th Brigades in order to prevent this from happening.

Special Rules: Units in both Russian Group G and German Group F are not set up on the board, but instead are held off of the board. These units may only fire Indirect Fire at any hex on the board using the Optional and Experimental Indirect Fire Rules. These units are presumed to be firing at targets at greater than half range. Furthermore, these units may not be attacked by enemy units by any means. (These units represent artillery batteries that are in reality located off map.)

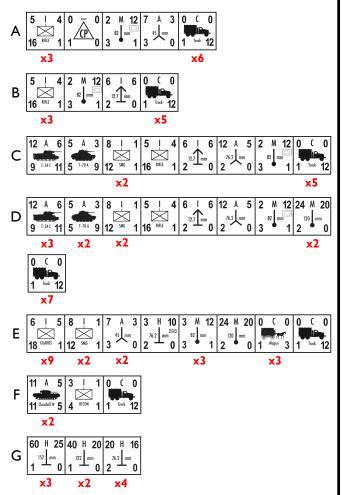
Мар Configuration ΊΝΪ 7 <u>3</u>



RUSSIAN FORCES



Group A sets up second anywhere on Board 7 north of Hexrow S (exclusive) and east of the River. Group B sets up fourth anywhere on board 7 north of Hexrow S (exclusive) and west of the River. Group C sets up sixth in Opustoschenia. Group D enters anywhere along the northern edge of the board east of the River on Game Turn I. Group E enters anywhere along the northern edge of the board east of the River on Game Turn 3. Group F enters anywhere along the eastern edge of the board north of Hexrow S (exclusive) on Game Turn 6.



VICTORY CONDITIONS:

Each German unit destroyed = I point.

Each town hex controlled at the end of the game = 4 points.

(Control is defined as having a friendly unit in each town hex or having been last passed through by a friendly unit).

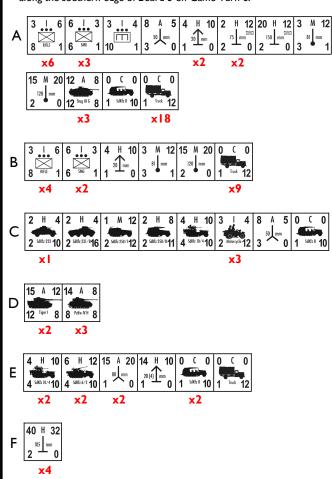
Each unit exited off the southern edge of the board at game end = 1 point. Side with the highest point total wins.



GERMAN FORCES



Group A sets up first anywhere on Board 7 south of Hexrow U (exclusive) and east of the River. Group B sets up third anywhere on Board 7 south of Hexrow U (exclusive) and west of the River. Group C sets up fifth anywhere on Board 3 south of Hexrow U (exclusive). Group D enters anywhere along the western edge of the Board south of Hexrow U (exclusive) on Game Turn 4. Group E enters anywhere along the southern edge of Board 3 on Game Turn 6.



Special Rules: No units from either side may enter or cross the River on Board 7. However, units from either side may fire at hexes or enemy units across the River.

VICTORY CONDITIONS:

Each Russian unit destroyed = I point.

Each town hex controlled at the end of the game = 4 points.

(Control is defined as having a friendly unit in each town hex or having been last passed through by a friendly unit).

Side with the highest point total wins.

Russians move first **END** Turn 4 5 6 8 9 10 11