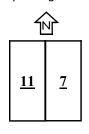
PanzerBlitz Situation [#] PO-3

KLUCHI 12:00 12 July, 1943. Elements of the Russian 95th Guards Rifle Division and the German Totenkopf SS Panzergrenadier Division continue their battle for a second day over the town of Kluchi and the Russian Army barracks about a mile north of it. Meanwhile across the Psel River to the west, units of the Russian 31st Tank Corps and 97th Guards Rifle Division probe the German front line which is mostly held by the 3rd SS Armored Reconnaissance Battalion.

Map Configuration

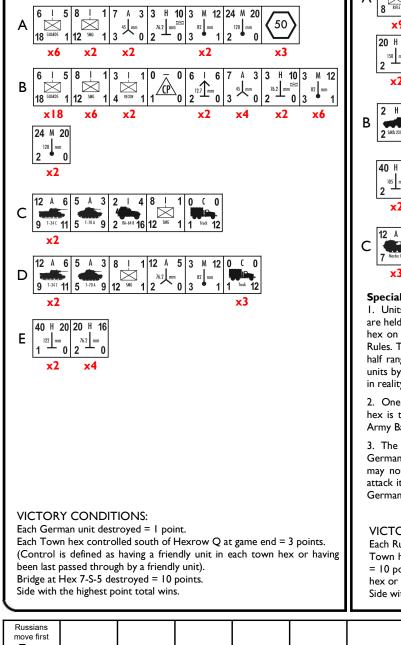


Scenario created by Alan Arvold Formatted by Greg Moore

RUSSIAN FORCES



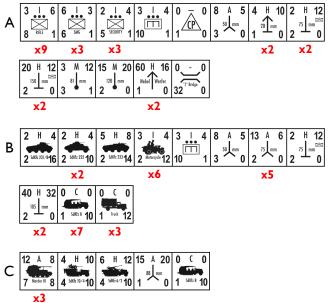
Sets up first. Group A sets up anywhere on Board 7 north of Hexrow M (exclusive) east of the River. Group B sets up anywhere on either board north of Hexrow M (exclusive) and west of the River. Group C sets up anywhere on Board 7 north of Hexrow M (exclusive) and west of the River. Group D sets up anywhere on Board II north of Hexrow M (exclusive).







Sets up second. Group A sets up anywhere on Board 7 south of Hexrow Q (exclusive). Group B sets up anywhere on Board 11 south of Hexrow Q (exclusive). Group C enters anywhere along the southern edge of the board, west of the River, on Game Turn 6.



Special Rules:

I. Units in Russian Group E 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.)

2. One Fort counter in Russian Group B is set up in Hex 7-L-9. This hex is treated as a Town hex for this scenario.(This represents the Army Barracks that the Russians were defending.)

3. The "J" Bridge counter in German Group A is set up in Hex 7-S-5. German units may move across the River on this bridge. Russian unit may not move onto or through the bridge counter, but they may attack it. No unit from either side may enter a River hex (except the Germans at the bridge) but they may fire through them.

VICTORY CONDITIONS:

Each Russian unit destroyed = 1 point. Town hex at Hex 7-L-9 (Army Barracks) controlled at end of game = 10 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.