# PanzerBlitz Situation \*PO-4

**STOROZHEVOE** 16:00 12 July, 1943. Elements of the Russian 2<sup>nd</sup> Tank Corps attack the eastern flank of the German LAH and Das Reich SS Panzergrenadier Divisions in an attempt to take control of the town of Storozhevoe and the Smoroshevoye Forest and in the process, get units to the railroad berm on the other side of the woods in order to threaten the Kosomolets Collective Farm to the west.

Map Configuration



<u>6</u>

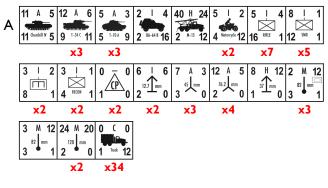
Scenario created by Alan Arvold Formatted by Greg Moore



### **RUSSIAN FORCES**



Sets up second. Group A sets up second anywhere on Board II.





**Special Rules**: Units in both Russian Group B 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.)

#### VICTORY CONDITIONS:

Each German unit destroyed = I point.

Control of Vyshgorad on Board 9 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).

Each other controlled town hex on Board 9 at end of game = 3 points.

Each Russian unit on Board 6 at end of game = 2 points.

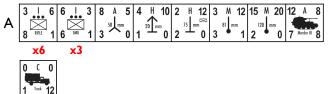
Side with the highest point total wins.



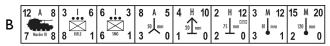
## GERMAN FORCES



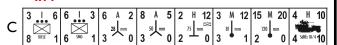
Sets up first. Group A sets up anywhere on Board 9 north of Hexrow W (exclusive). Group B sets up anywhere on Board 9 in between Hexrows L and W (inclusive). Group C sets up anywhere on Board 9 south of Hexrow L (exclusive). Group D sets anywhere on Board 6. Group E enters anywhere along the western edge of the board on Game Turn 6.













10 1 Truk 12







#### x2 x3

VICTORY CONDITIONS: Each Russian unit destroyed = 1 point.

Control of Vyshgorad on Board 9 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).

Each other controlled town hex on Board 9 at end of game = 3 points.

Side with the highest point total wins.

Russians move first <b>Turn</b>			_	_		_					END
1	2	3	4	5	6	7	8	9	10	11	12