

PanzerBlitz

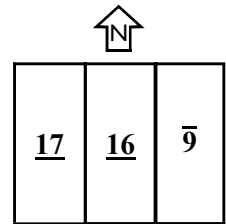
Situation # PO-5

Scenario created by Alan Arvold
Formatted by Greg Moore

KALININ 12:00 12 July, 1943. Elements of the Russian 2nd Guards Tank Corps and 183rd Rifle Division assault the eastern flank of the II SS Panzer Corps which is defended by units of the Das Reich SS Panzer-grenadier Division.

Special Rules: Units in both Russian Group C and German 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.)

Map Configuration



RUSSIAN FORCES



Group A sets up second anywhere on Board 6 east of the railroad.
Group B sets up fourth anywhere on Board 6 east of the railroad.

A

12 A 6	5 A 3	11 A 5	40 H 24	2 I 4	5 I 2	6 I 5	8 I 1
x9	x5	x3	x2	x2	x10	x6	

3 I 2	2 I 1	6 I 6	7 A 3	12 A 5	15 A 8	2 M 12	3 M 12
x2	x4	x2	x2	x6	x2	x2	x3

24 M 20	0 C 0	0 C(I) 1
x34	x6	

B

5 I 4	8 I 1	0 C 0	6 I 6	7 A 3	3 H 10	3 M 12	24 M 20
x18	x2	x2	x2	x3	x2	x3	x5

50	2-1	X
x8	x6	x2

C

40 H 20	20 H 16
x4	

VICTORY CONDITIONS:

Each German unit destroyed = 1 point.
Each controlled town on Boards 16 and 17 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.

GERMAN FORCES



Group A sets up first anywhere on Board 16. Group B sets up third anywhere on Board 17. Group C enters anywhere along the western edge of the board on Game Turn 4. Group D enters anywhere along the southern edge of Board 17 on Game Turn 10.

A

3 I 6	6 I 3	0 C 0	6 A 2	8 A 5	15 A 20	4 H 10	2 H 12
x18	x9	x3	x3	x2		x2	x3

3 M 12	15 M 20	10 H 12	6 H 12	0 C 0
x3	x3	x3		

B

12 A 8	12 A 8	10 H 12	4 H 10	3 I 6	6 I 3	2 I 4	0 C 0
x4	x2	x3	x2	x6	x3	x3	

6 A 2	8 A 5	13 A 6	4 H 10	2 H 12	3 M 12	15 M 20	60 H 16
x3			x4				x3

0 C 0	0 C 0
x4	x2

C

15 A 12	14 A 8	14 A 8	12 A 6	10 A 6	40 H 32	6 H 12	3 I 4
x3	x2	x2	x8	x3	x2	x3	

15 A 20	2 C(I) 4	0 C 0
x2	x3	x2

D

2 H 4	2 H 4	5 H 8	4 H 10	3 I 4	3 I 4	8 A 5	2 H 12
x2				x6			

E

60 H 36	40 H 32	36 H 50
x2	x4	

0 C 0
x3

VICTORY CONDITIONS:

Each Russian unit destroyed = 1 point.
Each controlled town on Board 6 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.

Russians move first																END
Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	