PanzerBlitz Situation [#]**PO-6**

Scenario created by Alan Arvold Formatted by Greg Moore

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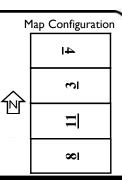
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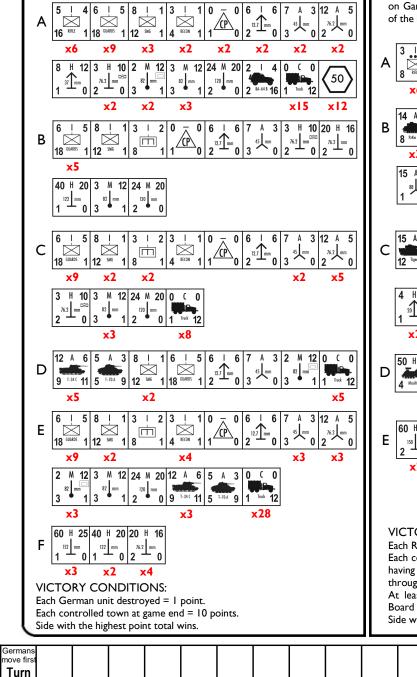
HILL 235.3 13:00 12 July, 1943. A kampfgruppe from the German Totenkopf SS Panzergrenadier Division attempts to drive through elements of both the Russian 95th and 52nd Guards Rifle Divisions, plus the 11th Motorized Rifle Brigade, to capture a critical intersection near Hill 235.3.

Special Rules: Units in both Russian Group F 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.)



Sets up first. Group A sets up anywhere on Board II and within three

Sets up first. Group A sets up anywhere on Board 11 and within three hexes of the northern edge of Board 8. Group B sets up anywhere on Board 3. Group C sets up anywhere on Board 4. Group D enters anywhere along the eastern edge of Board 4 on Game Turn 10. Group E enters anywhere along the eastern edge of Board 4 on Game Turn 15.



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Sets up second: Group A sets up anywhere on Board 8 within five hexes of the southern edge of the board. Group B enters anywhere along the southern edge of the board between Hexrows A and P (inclusive) on Game Turn I. Group C enters anywhere along the southern edge of the board between Hexrows Q and GG (inclusive) on Game Turn I. Group D enters anywhere along the southern edge of the board on Game Turn I.

