

# PanzerBlitz Situation # AT-6

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## Breakout from an Encirclement: Action near Minsk (3 July, 1944).

The Germans, having a large force encircled around the city of Minsk during the second phase of Operation Bargration, attempt a breakout as their defense collapses. Among the attacking forces is an armored train which is escorting a regular train carrying wounded soldiers and non-combatants back to the homeland.

**Special Rules:** The railroad is a Double-Track railway. There are no railway sidings on the mapboard. No Damaged Track counters are placed on the board. The BP-44 is transporting an Assault Platoon inside and the SdKfz 135/1 AG on the outside. Once it has dismounted the assault gun, it may transport up to two infantry type units on the outside. The Lokomotiv represents a train carrying civilian government officials which are being evacuated back to the Reich. It may not transport any units.

Map  
Configuration



## RUSSIAN FORCES



Russians set up first anywhere west of Hexrow K (exclusive).

15 A 8 10 F-34/85 11	12 A 6 9 F-34 C 11	14 A 8 12 Sd-85 11	5 I 4 16 RIFLE 1	8 I 1 12 SMC 1	3 I 1 4 RECON 1	9 A 4 3 57 mm 0	12 A 5 2 76.2 mm 0
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x2 x4 x2 x2 x2 x2

2 M 12 3 87 mm 1	6 I 6 2 12.7 mm 0	0 C 0 1 Tank 12
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x7

### VICTORY CONDITIONS:

Victory is based victory points earned during the game.

Russian player receives 10 points if the German Lokomotiv is not moved off the board by the end of the game.

Russian Player earns one victory point for each German unit destroyed.

Side with the most points at the end of the game wins.



## GERMAN FORCES



Group A sets up second anywhere east of Hexrow L (exclusive).

16 A 12 12 Panther 10	14 A 8 8 Tiger II B 8	12 A 8 12 Sieg III G 8	3 I 6 8 RIFLE 1	6 I 3 6 SMC 1	2 I 4 5 SECURITY 1	3 I 4 10 87 mm 1	3 M 12 3 81 mm 1
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x3 x4 x2 x6 x3 x2

15 M 20 2 120 mm 0	0 C 0 1 Tank 12
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x5

45 H 20 8 BP44 8	3 I 4 6 Assault Platoon 1	20 H 12 2 SdKfz 135/1 6
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Group B enters on the railway on the eastern side of the board on Game Turn 1.

0 T 0 1 Lokomotiv 8
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Group C enters on the railway on the eastern side of the board on Game Turn 5.

### VICTORY CONDITIONS:

Victory is based victory points earned during the game.

German player receives 10 points if the Lokomotiv is moved off of the western edge of the board by the end of the game.

German player receives 5 points if the BP-44 is moved off of the western edge of the board by the end of the game,

German player receives 1 point each for moving all other units off of the western edge of the board by the end of the game.

German player earns one victory point for each Russian unit destroyed.

Side with the most points at the end of the game wins.

Germans move first Turn 1	2	3	4	5	6	7	8	9	END 10
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