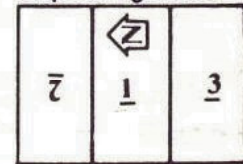


PanzerBlitz Situation #18

COMBINED RUSSIAN OFFENSIVE: SOMEWHERE IN RUSSIA (1944). A theoretical situation. Two heavily reinforced rifle regiments and an independent tank brigade take on a German infantry regiment. An illustration of problems of unit boundaries – and of the infantry support capabilities of certain German armored vehicles.

Map Configuration



Soviet forces may not cross from one board to another (e.g., from board 1 to board 2, etc.). They may, however, fire from one board to another.

Russians set up first east of Route 61.



8 17 3 5 2 1 3 2

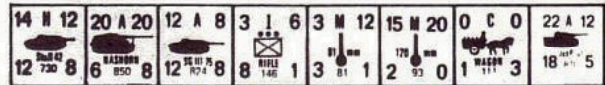
Enter on East edge, Turn: 1



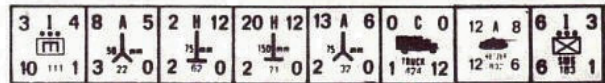
GERMAN FORCES



Set up west of Rt. 61 after Russian.



1 1 4 18 2 2 4 1



3 1 3 1 3 10 2 6

VICTORY CONDITIONS:

Award points as follows: Germans get 1 point for each eliminated Russian unit; Russians get 1/2 point for each eliminated German unit and 1 point for each Soviet unit off the West edge of the map.

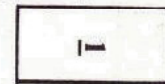
Rus moves first Turn

1 2 3 4 5 6 7 8 9 END

PanzerBlitz Situation #19

THE MINIGAME APPROACH: THE CONVOY (2/43). A German front-line unit is hard-pressed and needs supplies and ammunition. The relief convoy must reach them through partisan-infested territory. The Germans win if all 5 trucks (which are fully loaded and can't be used for transport) get off the board by way of row GG. The partisans win if any trucks are destroyed. The swamp hexes are frozen and considered clear hexes except at gullies. Any other result is a draw. Game Length: 8 turns. Germans move first.

Map Configuration



FORCES



2 4 4

Set up on board:

FORCES



1 2 2 5

Enter on row A:

THE MINIGAME APPROACH: THE CROSSROADS (1/42). The first winter on the Eastern Front was one of thinly stretched lines and bitter holding actions. Here, a Russian motorized SMG battalion contests a vital road junction with a German fusilier company. The side occupying 2 or more squares of Bednost at the end of the game wins. Game Length: 6 turns.

RUSSIAN FORCES

Russians move first. Enter on any edge:



1 3 5 1

GERMAN FORCES

Set up on board:



1 1 1 4 2

IN

THE MINIGAME APPROACH: THE PROBE (6/42). A Soviet recon battalion learns more than it bargained for. Award Germans 1 point for each eliminated Russian unit; award Russians 1 point for each unit that leaves board by row GG. Any Russian unit still on board at end of game is eliminated. Game Length: 6 turns. Germans move first.

RUSSIAN FORCES

Set up in Grabyosh:



1 1 4 4

GERMAN FORCES

Enter on row A:



1 4 3 1 1

IA

Turn 1 2 3 4 5 6 7 8 END