PanzerBlitz Situation #28-3/3

RUSSIAN DELAYING ACTION (Hypothetical); SOUTHERN RUSSIA (1942). During the German Summer Offensive, the Russians made extensive use of delaying tactics to slow the German mobile units and gain time to allow major Russian forces to safely withdraw.

2	1	3

Map Configuration

RUSSIAN FORCES

Set up first anywhere on the No. 1 and No. 2 Boards.

5 A 3 T-34b 5 6	2 A 3 T-60 6 10	12 A 6 KV-1 13 10	5 A 3 BA-32a 2 12	5 I 4 RIFLE 16 1	8 I 1 SMG 12 1	3 I 1 RECON 4 1	2 M 12 82mm 3 1
x4	x2	x2	x2	x3	x4	x1	x2

24 M 20 120mm 2 0	7 A 3 45mm 3 0	6 I 6 12.7mm 2 0	12 A 5 76.2mm 2 0	0 C 0 TRUCK 1 12
x1	x3	x1	x1	x6

VICTORY CONDITIONS:

The Russian player gets one point for each enemy unit destroyed. The side with the highest point total at game's end is the winner.

GERMAN FORCES

Enter on the west edge of the No. 2 Board.

8 A 6 PzKpfw III 7 9	8 A 3 PzKpfw III 50/L42 6 8	5 H 8 PZKW-IV 75/L24 7 8	5 H 8 SG-III 12 8	10 H 12 GW 38(M) 5 6	3 I 6 RIFLE 8 1	3 I 4 10 1	3 M 12 81mm 3 1
x8	x2	x4	x2	x1	x9	x1	x1

4 H 10 20mm 1 0	14 H 10 20(4) mm 1 0	40 (H) 12 105mm 2 0	2 C(I) 4 HALFTRK 4 10	0 C 0 TRUCK 1 12
x2	x2	x2	x11	x6

VICTORY CONDITIONS:

The German player receives one point for each enemy unit destroyed and one point for each German unit that exits off the east edge of the No. 3 Board by game's end. The side with the highest point total at game's end is the winner.

German moves first TURN 1	2	3	4	5	6	7	8	9	10	11	END 12

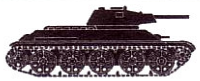
PanzerBlitz Situation #28-3/4

GERMAN ATTACK ON ORGANIZED RUSSIAN DEFENSE; KURSK CAMPAIGN (5/7/43). As the spearhead of the German northern pincer commences its attack on the forward line of Russian defenses, infantry units of the German 258th Infantry Division, supported by elements of the 20th Panzer Division, assault units of the Russian 15th Rifle Division, itself supported by an independent tank brigade and a heavy tank regiment.

Map Configuration

3	2	1

RUSSIAN FORCES



Group A: Set up first anywhere on the No. 2 Board.

5 I 4 RIFLE 16 1	8 I 1 SMG 12 1	3 I 2 8 1	3 I 1 RECON 4 1	0 – 0 CP 1 0	3 M 12 82mm 3 1	24 M 20 120mm 2 0	7 A 3 45mm 3 0	9 A 4 57mm 3 0
x18	x2	x2	x4	x2	x6	x2	x4	x2

12 A 5 76.2mm 2 0	3 H 10 76.2mm 2 0	40 H 20 122mm 1 0	6 I 6 12.7mm 2 0	0 C 0 WAGON 1 3	0 C 0 TRUCK 1 12	40	X	MINES 2-1
x6	x2	x2	x2	x8	x4	x8	x14	x11

Group B: Set up second anywhere on the No. 1 Board.

12 A 6 T-34 C 9 11	12 A 6 KV-1 13 10	40 H 24 M-13 2 12	2 M 12 82mm 3 1	8 I 1 SMG 12 1	3 I 1 RECON 4 1	8 H 12 37mm 1 0	0 C 0 TRUCK 1 12
x6	x2	x1	x1	x4	x1	x1	x7

VICTORY CONDITIONS:

The Russian player receives one point for each enemy unit destroyed. The side with the highest point total at game's end is the winner.

GERMAN FORCES

Set up last on the No. 3 Board, at least four hexes from the nearest Russian units.

15 A 12 TIGER I 12 8	16 A 12 PANTH. 12 10	14 A 8 PzKpfw IV 8 8	5 H 8 SG-III 12 8	12 A 8 MARDER 7 8	20 A 12 Elefant 15 4	10 H 12 GW 38(M) 5 6	40 H 32 SPA WESPE 5 8
x4	x8	x6	x4	x2	x1	x1	x2

60 H 24 SPA HUMMEL 6 8	3 I 6 RIFLE 8 1	6 I 3 SMG 6 1	3 I 4 10 1	3 M 12 81mm 3 1	15 M 20 120mm 2 0	13 A 6 75mm 2 0	14 H 10 20(4) mm 1 0
x1	x18	x6	x3	x2	x2	x3	x2

4 H 10 20mm 1 0	6 H 12 37mm 1 0	0 C 0 TRUCK 1 12	2 C(I) 4 HALFTRK 4 10
x2	x1	x16	x11

VICTORY CONDITIONS:

The German player receives one point for each enemy unit destroyed, one point for each friendly unit on the No. 1 Board at game's end and two points for each friendly unit that exits off the south edge of the No. 1 Board by game's end. The side with the highest point total at game's end is the winner.

German moves first TURN 1	2	3	4	5	6	7	8	9	10	11	END 12