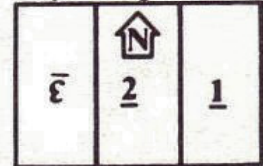


# PanzerBlitz Situation #14

GERMAN REAR AREA RAID: WESTERN BYELORUSSIA (9/44). During and after the great 1944 offensives, there would be periods when no stable, clearly-defined front existed. A German reconnaissance battalion (reinforced) has penetrated Russian lines and is now in striking distance of a Soviet army headquarters.

### Map Configuration

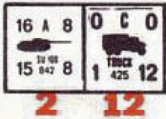


## RUSSIAN FORCES



The Russian CP represents army HQ (it can still spot); the recon companies represent hastily-mobilized HQ personnel (clerks, cooks, etc.).

Enter East edge of Board 1 on Turn 1:



Gold & any 2 adjoining hexes:



Bednost & any 2 adjoining hexes:



## GERMAN FORCES



Enter West edge of Board 2 on Turn 1.



### VICTORY CONDITIONS:

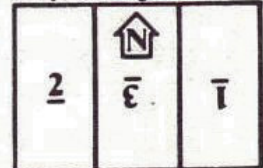
Award each side the following points for destruction of units: CP: 12; recon: 3; AFV (excluding halftracks): 2; all others: 1. Double the Russian total and compare to the German total – the side with the most points wins.

Ger moves first Turn	1	2	3	4	5	6	7	8	END				
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# PanzerBlitz Situation #15

SOVIET REAR AREA OPERATIONS: MORSHANOVO-DIAGLEVO REGION, VYAZMA SECTOR (10/2/42). In early 1942, numerous Russian units were cut off in the confused fighting around the German stronghold of Vyazma. The 1st Cavalry Corps and the 8th Airborne Brigade, two such units, managed to evade their pursuers and return to Russian lines in the early summer of '42. They owed their survival to the co-operation of partisan forces and to captured German supplies.

### Map Configuration



Elements of the 8th Airborne, supported by cavalry-corps and partisan formations. Recon & wagon companies represent Russian partisans. These may disband anytime during the game when it is not within 5 hexes of any German unit, and be regarded as evacuated. No unit may reassemble once disbanded. No other units may disband.

Enter Turn 1 on North edge:



On Board; one each within 3 squares of any 5 villages:



### VICTORY CONDITIONS:

Award Russians 16 points for capture and evacuation of CP. Award each side points for destruction of units as follows: AFV's (all) and recon: 2 points each; all others (including CP): 1 point each. Double the German total and compare to the Russian's. Side with most points wins. Russians can leave board by East or South edges. Any Russian units not evacuated or disbanded by end of game are considered eliminated for victory purposes.

The German CP represents the HQ and supplies of the 5th Panzer Division. The CP may be captured by CAT attack (X or DD if previously dispersed). Upon capture, replace with 1 Russian CP counter which may not spot in any manner but can be transported normally. The Germans can recapture the CP in the same manner. Prior to its capture by the Russians, the German CP may spot for indirect fire.

In Golod, Adski or Grabyosh: Bednost: On Board in Opustoschenia:



Enter Turn 1 on hex 1A3:



Enter Turn 2 on East edge:



Enter Turn 3 on East edge:



Rus moves first Turn	1	2	3	4	5	6	7	8	9	10	END		
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