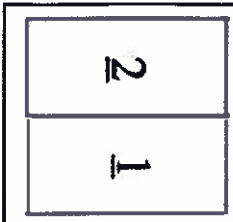


PanzerBlitz

Situation # 1A

Russian Partisan Attack – May '42

Partisans along with elements of the Russian 28th army make a surprise attack on a forward supply depot and attempt to interdict the German east/west supply road. Elements of the 3rd Panzer Division set out to search for partisans and to protect the forward supply depot and supply road.



Map Configuration



RUSSIAN FORCES



3 I 1 RECON 4 1	5 I 4 RIFLE 16 1	12 A 6 T-34c 9 11	2 M 12 82 mm 3 1	0 C 0 WAGON 1 3	10 I 3 CAVALRY 8 3
x5	x4	x4	x3	x3	x4

RECON 3-I-1-4-1 units represent partisans. Partisans set up any where but they must have three empty hexes between them and any German unit. They cannot begin the game stacked. Cavalry units enter on ANY Board 1 road hex. All other units must enter on any SOUTHERN edge hex of Board 1

VICTORY CONDITIONS: The side with the most points wins. The Russian player wins ties. Russian Points based on end of turn 9:

- 1 point for each artillery unit able to fire on the EAST/WEST road on Board 2
- ½ point for each dispersed unit on that EAST/WEST road
- 1 point for each un-dispersed unit on that EAST/WEST road
- 1 point for each eliminated German unit
- 2 points for each CP unit destroyed



GERMAN FORCES



Set up first on Board 2.

0 CP 1 0	14 A 8 Panzer IV 8 8	8 A 5 50 mm 3 0	3 I 6 RIFLE 8 1	3 M 12 81 mm 3 1	15 M 20 120 mm 2 0	4 H 10 20 mm 1 0	14 H 10 WIRELWD 6 8
x3	x2	x2	x9	x2		x2	x2
16 A 12 Panzer IV/70 9 8	2 CD 4 HALFTRACK 4 10	0 C 0 TRUCK 1 12					
x6		x10					

The 3 CPs (depots) must setup anywhere along the EAST/WEST road on Board 2 (running from GG3 to A3). They cannot stack together but they can be adjacent. They cannot be moved or destroyed by the German player.

VICTORY CONDITIONS: The side with the most points wins. The Russian player wins ties. German points based on the end of turn 9:

- 1 point for each eliminated Russian unit
- 3 points for each CP still on the board

Russian moves first									
TURN									END
1	2	3	4	5	6	7	8	9	