

PanzerBlitz

Situation # 45

BURNING TANKS (5/5/44) Elements of the 2nd Panzer Division are overrun by units of the 6th Guards Tank Army near Minsk. The morning sky was filled with black smoke.

3



Map Configuration



RUSSIAN FORCES



6th Guards set up first in Woods or Town hexes, north of row J

40 H 10 SU-152 7 16	14 A 8 SU-85 11 12	15 A 8 KV 85 10 13	18 A 8 JS II 8 12	15 A 8 T-34/85 11 10	12 A 6 T-34c 11 9	8 I 1 SMG 1 12	6 I 5 GUARDS 1 18
x2	x2	x2	x2	x6	x4	x2	x4

2 CD 1 HALFTRK 10 2
x6

SPECIAL RULES:

- 1) German units may not move on Turn 1
- 2) Vehicular units may not enter Streambed Hexes in hex rows V through Z inclusive. All units may enter the ford hex Z9 normally

VICTORY CONDITIONS: The side with the higher victory level wins. The German player wins ties.

Russian Levels

- Marginal – Destroy 11 German units
- Tactical – Destroy 14 German units
- Decisive – Destroy 17 German units



GERMAN FORCES



2nd Panzer division artillery set up in Opustoschenia

3 I 6 RIFLE 1 8	2 I 4 SECURITY 1 5	2 CD 4 HALFTRACK 10 4	10 H 12 GW 38(mm) 6 5	14 H 10 MURELWID 8 6	12 A 8 MARDER 8 7	40 (H) 32 WESPE 8 5	60 (M) 24 HUMMEL 8 6
				x2	x2		

2nd Panzer Grenadier Reg. set up in Woods or Town hexes, south of row X

6 I 3 SMG 1 6	3 I 6 RIFLE 1 8	2 CD 4 HALFTRACK 10 4	13 A 6 75 mm 0 2	15 M 20 120 mm 0 2	3 M 12 81 mm 1 3
x6			x3		x2

VICTORY CONDITIONS: The side with the higher victory level wins. The German player wins ties.

German Levels

- Marginal – 10 units on the board at game's end
- Tactical – Destroy 8 Russian units
- Decisive – Control 4 Town hexes or Destroy 12 Russian units

German moves first					
TURN					END
1	2	3	4	5	