

# PanzerBlitz

## Situation # 51r2

3



Map Configuration



### RUSSIAN FORCES



Elements of 15<sup>th</sup> Corps sets up first

At Opustoschenia:

10 I 3 8 CAVALRY 3	8 I 1 12 SMG 1	3 I 1 4 RECON 1	9 A 4 3 57mm 0	0 C 0 1 WAGON 3	2 C 1 2 HALFTRK 10
x3	x2		x2	x4	

At Zabvenia

3 I 2 8 1	3 I 1 4 RECON 1	0 T 0 1 CP 0	3 M 12 82mm 1	40 (H) 20 122mm 0	0 C 0 1 TRUCK 12	0 C 0 1 WAGON 3	6 I 6 12.7mm 0
				x2	x3		

**VICTORY CONDITIONS:** The side with the most points wins. The German player wins ties.

Russian gets

- 1 point for each German unit destroyed
- 1 point for each town hex controlled at the end of turn 12



### GERMAN FORCES



Elements of the 11<sup>th</sup> Panzer division set up in Graybosh

6 I 3 6 SMG 1	2 I 4 5 SECURITY 1	2 H 12 75mm 0	4 H 10 20mm 0	0 C 0 1 TRUCK 12	2 C 4 4 HALFTRK 10	2 A 4 6 LYNX 10	2 H 4 3 Sd Bfz 234/116
x3	x2	x2		x3			x3

6 A 5 3 Sd Bfz 234/244
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**VICTORY CONDITIONS:** The side with the most points wins. The German player wins ties.

German gets

- 5 points for each town hex controlled at the end of turn 12.
- 5 points for destroying the Russian CP
- 1 point for each Russian unit destroyed (not the CP)

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