

PanzerBlitz Situation #2

GERMAN DELAYING ACTION AGAINST INFANTRY: RUSSIAN ADVANCE ON NIKOPOL (5/2/44). The vanguards of three Soviet Rifle Divs. advance on a broad front into the German rear with only a small German mobile force to delay them.

Map Configuration

		
<u>1</u>	<u>3</u>	<u>2</u>



RUSSIAN FORCES

Advance elements of the 203rd, 33rd and 266th rifle div. 203rd comes on north edge of board 1, 33rd on No. 3 board, 266th on No. 2 board. All come on turn 1.

5 I 4	3 M 12	3 H 10	24 M 20	8 I 1	0 C 0	0 C 0
 RIFLE 144	 87 mm 86 1	 76 mm 62 0	 120 mm 93 0	 S.M.G. 184 1	 WAGON 415 3	 TRUCK 429 12

x6

x2

1

5 I 4	3 I 1	8 I 1	12 A 5	3 M 12
 RIFLE 141 1	 RECON 132 1	 S.M.G. 185 1	 SU 76 811 9	 87 mm 87 1

x3

x2

x2

x2

3

6 I 5	3 I 1	8 I 1	3 I 2	40 H 20	0 C 0
 GUARDS 166 1	 RECON 133 4	 S.M.G. 186 1	 112 1	 122 mm 72 0	 TRUCK 431 12

x3

x2

x2

2

VICTORY CONDITIONS:

Marginal = have one unit 8 hexes from north edge of board at end of game. Tactical = a unit 12 hexes from north edge. Decisive = 18 hexes.



GERMAN FORCES



Elements of the 23rd Pz Div (23rd Pz Rgt, 126 PG Rgt, 128th AT Bn). ALL must enter on south edge of same board (either No. 1, 2 or 3).

14 A 8	12 A 8	13 A 6	3 I 6	3 M 12	15 M 20	2 C(I) 4	0 C 0
 Panzer IV 937 8	 SS III-75 823 8	 75 mm 32 0	 RIFLE 148 1	 81 mm 84 1	 120 mm 92 0	 HALFTRACK 447 10	 TRUCK 427 12

x3

x3

x2

x5

x2

x5

x5

VICTORY CONDITIONS:

Marginal = destroy 10 Russian units. Tactical = destroy 20 units. Decisive = destroy 30 units.

Ger.
moves first
Turn
1

2

3

4

5

6

7

8

9

END
10