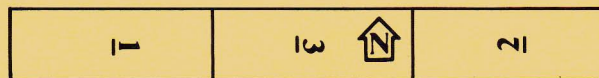


PanzerBlitz Situation #4

GERMAN DELAYING ACTION AGAINST A MOBILE FORCE:
BATTLE OF MINSK (2/7/44). More economical (and often more effective) than a blocking action, this became a widely practiced tactic for the Germans during 1944.



Map Configuration



RUSSIAN FORCES



Leading Elements of the 2nd Guards Tank Corps. Enters from east edge of No. 2 board. All units must be on board by turn 2. Russians move first.

12 A 6 9 1 34 C 934 11	15 A 8 10 134 185 953 11	14 A 8 12 85 822 11	40 H 10 16 SU 152 741 7	8 I 1 12 SMO 183 1	3 I 1 4 RECON 134 1	3 M 12 3 82 mm 88 1	5 I 4 16 ARIFLE 142 1
x4	x5	x2		x4	x2	x2	x6

7 A 3 3 45 mm 14 0	12 A 5 2 76 2 mm 32 0	0 C 0 1 TRUCK 432 1	2 C(I) 1 2 HALETNK 444 10
x3	x2	x15	x5

VICTORY CONDITIONS:

Marginal = Destroy 5 or more German units. Tactical = destroy 10 or more. Decisive = Destroy 15 or more.



GERMAN FORCES



Battle Group of the 5th Panzer Division (elements of the 13th PG Rgt, 116 Arty Rgt, 288th Flak Bn, 534d and 654th AT Bns). Enter on north edge of No. 2 board on turn 1.

16 A 12 12 12 955 10	16 A 12 9 JnPz IV 840 8	3 I 6 8 RIFLE 151 1	40 H 32 5 WESPE 622 8	60 H 24 6 HUMMEL 632 8	20 A 20 1 88 mm 42 0	13 A 6 2 75 mm 33 0	20 A 20 6 NASHORN 850 8
		x2				x2	

0 C 0 1 TRUCK 428 1	2 C(I) 4 4 HALETNK 448 10
x4	x3

VICTORY CONDITIONS:

Marginal = 30 or less Russian units on No. 3 board at end of game. Tactical = 20 or less. Decisive = 10 or less.

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