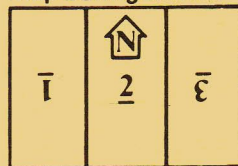


PanzerBlitz Situation #7

MEETING ENGAGEMENT DURING THE GERMAN RELIEF OF KIEV (23/11/43). The Russians had just liberated Kiev and were continuing their advance. The Germans made a desperate attempt to drive them back. Armored units of the 6th Guards Tank Army meet elements of the 19th Pz Div (elements of 27th Pz Rgt, 74th PG Rgt, 19th Recon Bn, 19th AT Bn, 19th Arty Rgt.)

Map Configuration



RUSSIAN FORCES



Enter East edge of No. 3 board on road, unstacked, infantry and guns in trucks and HT, moving at 12 hexes per turn until lead unit comes within three hexes of enemy. Units may then leave road and move full speed. Units unable to enter immediately set-up in road-march-order off board, and enter in that order.

15 A 8 FM 951 10 11	12 A 6 T 34 C 9 11	8 I 1 SMG 185 12 1	17 A 3 45 mm 3 14	12 A 5 76.2 mm 2 32	3 I 1 RECON 131 4	1 6 12 I mm 1 2	14 A 8 SU 85 0 12
x6	x12	x6	x3	x2	x2		x2

0 C 0 TRUCK 423 1 12	2 C(I) 1 HALFTRK 441 2 10	40 H 10 SU 152 16 7
x12	x2	x2

VICTORY CONDITIONS:

Marginal = have more than the Germans on the No. 2 board at end of game. Tactical = have two times as many units there. Decisive = three times as many.



GERMAN FORCES



Enter West edge of No. 1 board on road, unstacked, infantry and guns in trucks and HT, moving at 12 Hexes per turn until lead unit comes within three hexes of enemy. Units may then leave road and move full speed. Units unable to enter immediately set-up in road-march-order off board, and enter in that order.

14 A 8 Pz Kpfw IV 8 8	16 A 12 PANTH 12 8	12 A 8 SG III 75 10 8	3 I 6 INF 143 8	13 A 8 SU80/234H 1 3	15 M 20 120 mm 2 91	13 A 6 75 mm 2 31	40 H 32 WESPE 0 5
x6	x5	x4	x4			x2	

60 H 24 RUMBLE 6 8	2 C(I) 4 HALFTRK 145 4 10
	x7

VICTORY CONDITIONS:

Marginal = have as many units as the Russians on the No. 2 board at end of game. Tactical = have twice as many units there. Decisive = three times as many.

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