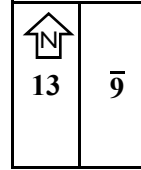# PanzerBlitz Situation #GS-3

Southeastern Poland (Late September 1939)
A hypothetical three way battle in which a German battlegroup and a Russian battlegroup fight the Poles and each other for control of a key city in Southeastern Poland.

Map Configuration

13	9̄

POLISH FORCES

Set up first anywhere east of the big river on board 13 and west of the long river on boards 6 and 13. No more than 12 units may begin in Novgorod .

2 I 2	1 I 2	3 M 12	5 A 2	6 A 3	2 H 12	40 H 32	4 A 2
6 RIFLE 1	5 RIFLE 13	81 mm 3 1	37 mm 3 0	47 mm 3 0	75 mm 2 0	105 mm 2 0	2 VAU-33 6
x6	x6	x2	x3	x3	x2	x2	x2

2 A 2	0 C 0
2 TKS 8	1 Truck 12
x2	x6

RUSSIAN FORCES

Set up second east of the long river on boards 6 and 13.

5 A 3	5 A 3	10 H 6	3 I 4	3 I 2	3 M 12	5 A 3	20 H 16
3 T-26 C 6	3 BT-5 11	3 T-28 6	10 RIFLE 1	1 8	82 mm 3 1	45 mm 3 0	76.2 mm 2 0
x4	x4	x8					x2

0 C 0	0 C 0
1 Wagon 1	3 Truck 12
x3	x8

GERMAN FORCES

Set up third west of the big river on board 13.

6 A 2	5 H 8	2 A 2	2 I 4	3 I 4	3 M 12	5 A 2
3 PzKw III F 8	2 PzKw IV D 8	2 PzKw II c 8	8 RIFLE 1	10 1	81 mm 3 1	37 mm 3 0
x5	x2	x5	x12	x2	x2	x3

2 H 12	20 H 28	40 H 32	0 C 0
75 mm 2 0	75 mm 2 0	105 mm 2 0	1 Truck 12
x2	x2		x18

VICTORY CONDITIONS
Decisive = Control more than half of the hexes of Novgorod and destroy the most enemy units.
Tactical = Control more than half of the hexes of Novgorod.
Marginal = Destroy the most enemy units.

Special Rules

Three-Way Battle : all three players are fighting each other and have the same victory conditions.

Fog of War: the player order will be randomly determined each turn. Players will "roll off" to determine the player order at the beginning of each game turn.

Rivers : all rivers may only be crossed at the bridges and the ford. Stacking is limited to one unit on the center span of the two long bridges.

Railroad : The railroad hexes count as clear terrain for all purposes, including the railroad bridge.

Stacking : Germans and Poles may stack three units in a hex. Russians may only stack two units in a hex.

Control : Control of a city hex in Novgorod is defined as occupying the hex at the end of the game or having been the last player to pass through the hex.

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