PanzerBlitz Situation #28-3/5

RUSSIAN ARMORED ASSAULT; THE BATTLE OF KHARKOV (19/8/43). The 5th Guards Tank Army has ordered the Russian 18th Tank Corps to break through to Kharkov. Remnants of the German 3rd Panzer Division and the 503rd Tiger Battalion attempt to hold them back.

2	3	1

Map Configuration

RUSSIAN FORCES

Set up second anywhere on the No. 1 Board.

12 A 6 — 9 T-34 C 11	12 A 6 — 13 KV-1 10	5 A 3 — 5 T-70 9	12 A 5 — 9 SU-76 9	40 H 10 — 16 SU-152 7	8 I 1 — 12 SMG 1
x12	x3	x3	x2	x2	x6

3 M 12 — 82 mm 3 1	7 A 3 — 45 mm 3 0	12 A 5 — 76.2 mm 2 0	0 C 0 — 1 TRUCK 12
x2	x3	x6	x17

VICTORY CONDITIONS:

Marginal = Exit 10-19 units off the west edge of the No. 2 Board by game's end. Tactical = 20-34 Units. Decisive = 35 units.

GERMAN FORCES

Set up first anywhere on the No. 3 Board.

15 A 12 — 12 TIGER I 8	20 A 12 — 15 Elefant 4	16 A 12 — 12 PANTH. 10	14 A 8 — 8 PzKpfw IV 8	12 A 8 — 12 SG III-75 8	40 H 32 — 5 WESPE SPA 8	3 I 6 — 8 RIFLE 1	3 M 12 — 81 mm 3 1
x2	x1	x3	x2	x2	x1	x6	x2

15 M 20 — 120 mm 2 0	13 A 6 — 75 mm 2 0	2 C(I) 4 — 4 HALFTRK 10	0 C 0 — 1 TRUCK 12
x1	x2	x8	x3

VICTORY CONDITIONS:

Marginal = Destroy 10-19 Russian units. Tactical – Destroy 20-34 Russian units. Decisive = Destroy 35 Russian units.

Russian moves first TURN 1	2	3	4	5	6	7	8	9	10	11	END 12

PanzerBlitz Situation #28-3/6

RUSSIAN ARMORED ASSAULT; BATTLE OF KUSTRIN (22/3/45). A Russian Guards Tank Corps from the 5th Shock Army launches an attack along the Kustrin-Berlin Highway. In their path, a hastily-assembled *kampfgruppe* of no name or number prepares to make a last stand.

1	3	2

Map Configuration

RUSSIAN FORCES

Set up second anywhere on the No. 2 Board.

12 A 6 — 9 T-34 C 11	16 A 8 — 15 SU-100 8	40 H 10 — 16 SU-152 7	18 A 8 — 12 JS II 8	8 I 1 — 12 SMG 1	5 I 4 — 16 RIFLE 1	3 I 1 — 4 RECON 1	3 M 12 — 82 mm 3 1
x18	x2	x2	x2	x6	x9	x4	x3

24 M 20 — 120 mm 2 0	12 A 5 — 76.2 mm 2 0	0 C 0 — 1 TRUCK 12	2 C(I) 4 — 2 HALFTRK 10
x2	x2	x16	x4

VICTORY CONDITIONS:

Marginal = Get 20-29 active units onto the No. 1 Board by game's end. Tactical = 30-39 units. Decisive = 40 or more units.

GERMAN FORCES

Set up first anywhere on the No. 3 Board.

16 A 12 — 12 PANTH. 10	15 A 12 — 12 TIGER I 8	20 A 12 — 16 TIGER II 6	3 I 6 — 8 RIFLE 1	6 I 3 — 6 SMG 1	0 – 0 — CP 1 0	3 M 12 — 81 mm 3 1	15 M 20 — 120 mm 2 0
x7	x4	x2	x9	x1	x1	x1	x1

13 A 6 — 75 mm 2 0	2 H 12 — 75 mm 2 0	4 H 10 — 20 mm 1 0	0 C 0 — 1 WAGON 3	2 C(I) 4 — 4 HALFTRK 10
x1	x2	x1	x5	x2

VICTORY CONDITIONS:

Marginal = Russian player has 14-19 units on the No. 1 Board at game's end. Tactical = 6-13 units. Decisive = 0-5 units.

Russian moves first TURN 1	2	3	4	5	6	7	8	9	END 10		