

PanzerBlitz

Situation RPN23ar4 (original PB pieces)

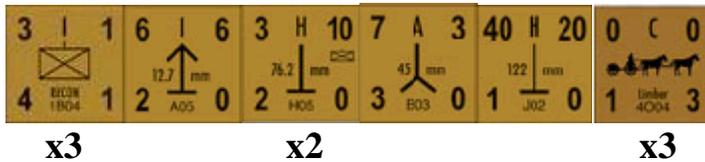
Victory points: **Russian**

- 1 point for each unit(s) on roads†
- 1 pt for each unit with fire to roads†
- 1 pt each Russian unit destroyed
- 2 pts each Russian occupied hex in towns
- 2 pt for ea unit with fire to towns†(spotting rules may apply)
- 2 pt for each German unit destroyed
- [†Units may score for occupation or fire to different hexes]
- [†Each hex is scored once only]

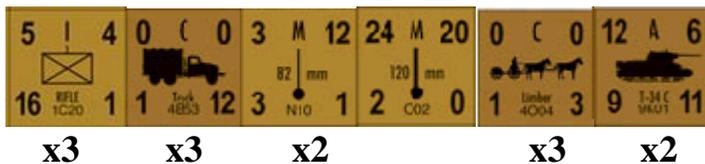
12 turns

Russian Forces

Set up first anywhere, recons; one in each town.



Enters loaded south side on turn 2

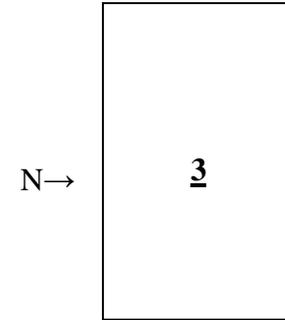


Russians win with points equal to or greater than zero

Playtest: G1: G+16, G2: R+7, G3: G+6, G4r1(2xt-34c): R+1, G5r1: R+1, G6r2(2x StuG3G): R+4, G7r2: G+5, G8r3(1xquad20): R+6, G9r4(scoring): R+4, G10: G+3

Case Blue: Recce 6/28/1942-

40th recce battalion of 24th Panzer attempts to secure a breach in the Russian front lines, at a weak point near Kursk, between the Bryansk and Southwestern fronts. The advance is one of several in the area to make way for the main force. Elements of Soviet 40th Army, 160th Infantry Division are taken by surprise.



German Forces

Germans Move First: Recce battalion enters west side.

