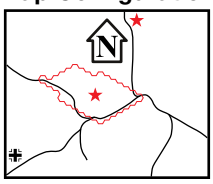
PanzerBlitz Mini-Game

The time is November, 1944. The Russian Fall offensive has just swept into Kiev, the capital of the Ukraine. To the southwest of the city the Germans made a penetration in an attempt to throw the Soviets back. The 159th Russian Rifle Division had one regiment in a blocking position. Behind them the Soviet motorized units were held in reserve, to resupply, rebuild and prepare for the next push or the German counterattack, whichever came first.

Map Configuration



RUSSIAN FORCES

Soviet Rifle Regiment. Set up in the center of the board within the area marked by the dotted red boundary line.

5 I 4 16 RIFLE 1	3 M 12 82 mm 3 1	7 A 3 45 mm 3 0	0 C 0 1 WAGON 3	24 M 20 120 mm 2 0	3 H 10 76.2 mm 2 0	8 I 1 12 SMG 1	3 I 1 4 RECON 1
x7	x3	x2	x2				

8th Guards Tank Brigade. Enter north edge of board between hex-rows O and W inclusive. Units enter on the third turn after the first Russian unit is fired upon by a German unit, or a German unit comes within four hexes of a Russian unit.

0 C 0 1 TRUCK 12	15 A 8 10 T-34/85 11	8 I 1 12 SMG 1	12 A 5 76.2 mm 2 0
x3	x6	x2	

VICTORY CONDITIONS:

Russians must prevent German victory conditions.

GERMAN FORCES

Battle group from the 25th Pz Div (147th PG Rgt, 9th Pz Rgt, 87th AT Bn). Enter on road at southwest corner of the board. No unit may leave road on first move.

14 A 8 8 PzKpfw IV 8	16 A 12 12 PANTH 10	3 I 6 8 RIFLE 1	3 M 12 81 mm 3 1	15 M 20 120 mm 2 0	16 A 12 9 JgdPz IV 8	12 A 8 12 SG III 8	4 H 10 20 mm 1 0
x3	x3	x7				x3	

14 H 10 6 WIRBELWD 8	2 C(I) 4 4 HALFTRK 10
	x9

VICTORY CONDITIONS:

Germans must clear the road from the southwest edge of the board to either the north or northwest edge of the board by turn 12 of the game.

Ger. moves first Turn 1	2	3	4	5	6	7	8	9	10	11	END 12