

PanzerBlitz

Situation # PO-1

Scenario created by Alan Arvold
Formatted by Greg Moore

HILL 252.2 08:30 July 12, 1943. Shortly after receiving a fifteen minute artillery bombardment, the lead elements of the LAH SS Panzergrenadier Division, set up on the hill mass named Hill 252.2, are savagely attacked by elements of the 18th and 29th Tank Corps, plus units from the 9th Guards Airborne Division in an attempt to break through and proceed to the southwest towards the Kosomolets Collective Farm.

Special Rules: Units in Russian Group H are not set up on the board, but instead are held off of the board. These units may only fire Indirect Fire at any hex on the board using the Optional and Experimental Indirect Fire Rules. These units are presumed to be firing at targets at greater than half range. Furthermore, these units may not be attacked by enemy units by any means. (These units represent artillery batteries that are in reality located off map.)

Map Configuration



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14

RUSSIAN FORCES



Sets up second. Groups A, B, and E set up anywhere on Board 11 between Hexrows A and Q (inclusive). Groups C and F set up anywhere on Board 11 between Hexrows R and GG (inclusive). Group D enters anywhere along the western edge of Boards 8 on Game Turn 4. Group G enters the board at Hex 11-GG-8 on Game Turn 6.

A

12 A 6 9 T-34 C 11	5 A 3 5 T-70 A 9	40 H 24 2 M-13 12	8 I 4 12 SMG 1	5 I 4 16 RIFLE 1	6 I 6 2 12.7 mm 0	12 A 5 2 76.2 mm 0	2 M 12 3 82 mm 1
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x3 x3 x2 x2

0 C 0 1 Truck 12

x5

B

12 A 6 9 T-34 C 11	40 H 10 16 SU-152 7	30 H 8 11 SU-122 11	8 I 4 12 SMG 1	5 I 4 16 RIFLE 1	6 I 6 2 12.7 mm 0	12 A 5 2 76.2 mm 0	2 M 12 3 82 mm 1
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x6 x2

24 M 20 2 120 mm 0	0 C 0 1 Truck 12
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x2 x7

C

12 A 6 9 T-34 C 11	5 A 3 5 T-70 A 9	12 A 5 9 SU-76 9	8 I 4 12 SMG 1	5 I 4 16 RIFLE 1	6 I 6 2 12.7 mm 0	12 A 5 2 76.2 mm 0	2 M 12 3 82 mm 1
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x3 x3 x2

24 M 20 2 120 mm 0	0 C 0 1 Truck 12
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x2 x7

H

80 H 30 1 203 mm 2	40 H 20 1 122 mm 1	20 H 16 2 76.2 mm 0
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x2 x5 x4

D

12 A 6 9 T-34 C 11	5 A 3 5 T-70 A 9	8 I 4 12 SMG 1	5 I 4 16 RIFLE 1	2 M 12 3 82 mm 1	6 I 6 2 12.7 mm 0	12 A 5 2 76.2 mm 0	0 C 0 1 Truck 12
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x3 x2 x2

x5

E

6 I 5 18 GUARDS 1	8 I 1 12 SMG 1	3 I 1 4 RECON 1	3 M 12 3 82 mm 1	24 M 20 2 120 mm 0	3 H 10 2 76.2 mm 0	7 A 3 3 45 mm 0	0 C 0 1 Wagon 3
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x9 x2 x3

x3

F

6 I 5 18 GUARDS 1	8 I 1 12 SMG 1	3 I 1 4 RECON 1	3 M 12 3 82 mm 1	24 M 20 2 120 mm 0	3 H 10 2 76.2 mm 0	7 A 3 3 45 mm 0	0 C 0 1 Wagon 3
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x9 x2 x3

x3

G

15 A 8 2 85 mm 0	12 A 5 2 76.2 mm 0	8 H 12 1 37 mm 0	3 I 2 8 16 RIFLE 1	0 - 0 1 CP 0	0 C 0 1 Truck 12
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x3 x6 x2 x2 x14

VICTORY CONDITIONS:

Each German unit destroyed = 1 point.
Each Russian unit on Hills 133 and 136 on Board 8 at game end = 1 point.
Each Russian unit exited off of southern edge of board after game turn 10.
Side with the highest point total wins.

GERMAN FORCES



Sets up first. Group A sets up anywhere on Board 8 between hexrows T and GG (inclusive). Blocks must be set up on Slope Hexes on the southern side of Hill 133 starting in Hex 8-BB-8 and ending on Hex 8-W-8. Group B sets up anywhere on Board 8 between hexrows A and S (inclusive). Group C sets up in the woods hexes on or adjacent to Hexes 8-S-9 and 8-V-10. Group D enters the board anywhere along the southern edge of Board 4 on Game Turn 3.

A

3 I 6 8 RIFLE 1	6 I 3 16 SMG 1	3 I 4 10 16 RIFLE 1	8 A 5 1 50 mm 0	2 H 12 2 75 mm 0	15 M 20 2 120 mm 0	14 A 8 7 PakW IV 2	3 M 12 4 SdSfz 251/7-10
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x6 x3 x2

5 C(A) 2 4 SdSfz 251/10-10	2 C 0 1 SdSfz 9	2 C(I) 4 4 Halftrack 10	40	X
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x3 x3 x7 x6 x7

B

3 I 6 8 RIFLE 1	6 I 3 16 SMG 1	3 I 4 10 16 RIFLE 1	8 A 5 1 50 mm 0	4 H 10 1 20 mm 0	2 H 12 2 75 mm 0	3 M 12 3 81 mm 1	15 M 20 2 120 mm 0
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x12 x6 x2 x2 x2 x2 x2 x2

0 C 0 1 Truck 12	40
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x30 x8

C

10 H 12 5 SdSfz 251/6	4 H 10 4 SdSfz 10/1-10	14 H 10 1 SdSfz 7/1-10	30 H 1 4 SdSfz 251/76-10	8 A 5 3 50 mm 0	13 A 6 2 75 mm 0	0 C 0 1 Truck 12
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x3 x2

D

15 A 12 12 Tiger I 8	14 A 8 8 PakW IV 8	14 A 8 7 PakW IV 2-8	10 A 6 5 PakW II D 10	2 A 4 4 Mofette 10	50 H 12 4 Mofette 10	40 H 32 5 Weigje 8	60 H 24 6 Hummel 8
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x3 x4 x3 x2

14 H 10 1 SdSfz 7/1-10	3 I 4 10 16 RIFLE 1	2 C(I) 4 4 Halftrack 10
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x3 x3

Special Rules: The Block hexes on the southern side of Hill 133 may not be entered by vehicular units from either side. They may be entered by units with a movement factor of 1 (infantry and medium mortars) from either side. (These Blocks represent a very deep anti-tank ditch that historically prevented any vehicles from crossing it.)

The German Fort counters may only be set up on Clear Hexes, on both Ground and Hilltop levels on Board 8. (Historically, the Germans had a very long extensive defensive line on top of Hill 252.2. The Forts, in conjunction with the Town and Woods hexes, recreate that line.)

VICTORY CONDITIONS:

Each Russian unit destroyed = 1 point.
Each German unit on Hills 133 and 136 on Board 8 at game end = 1 point.
Side with the highest point total wins.

Russians move first	Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	END
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