

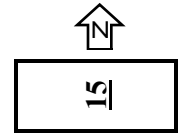
# PanzerBlitz Situation # AT-7

Train Rules & Counters by Glen Coomber  
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**Delaying Action with Infantry Forces: Battle of the Seelow Heights (19 April, 1945).** The Germans have been holding off the forces of the Russian 1<sup>st</sup> Belorussian Front for three days but now on the fourth day their defense is breaking down. The German infantry force has only a few armored vehicles and a couple of armored trains in support, to slow the Russians down as they push their way through the Heights.

**Special Rules:** The railway is a single-track railroad. There is a railway siding in Hex 15-R-7. No Damaged Track counters are placed on the board. Both the PzZug "Berlin" and Streckenschutzzug are transporting an Assault Platoon inside. The Streckenschutzzug has the ability to transport two infantry units on the outside and the German player may start the game with two infantry units being transported in this manner.

Map Configuration



## RUSSIAN FORCES



Enter anywhere on the eastern edge side of the board on Game Turn 1.

15 A 8 10 1-34/85 11	18 A 8 12 JS-8	17 A 10 15 JS8-122 7	40 H 10 17 JS8-152 7	6 I 5 18 GUARDS 1	8 I 1 12 SNG 1	3 I 2 1 8	3 I 1 4 RECON 1
x6	x2	x2	x2	x9	x6	x2	x2
15 A 8 2 85 mm 0	2 M 12 3 82 mm 1	3 M 12 3 82 mm 1	24 M 20 2 120 mm 0	2 C(I) 1 2 Halftrack 10	0 C 0 1 Truck 12		
x2	x3	x2	x6	x15			

### VICTORY CONDITIONS:

Victory is based on victory points earned during the game.

Russians receive 1 point for each German unit destroyed.  
Russians receive 1 point for each Russian unit exited off the western edge of the board by the end of the game.  
Russians receive 2 points for each town hex they control at the end of the game.

Side with the most victory points at the end of the game wins.



## GERMAN FORCES



Set up first anywhere west of Hexrow DD (exclusive).

16 A 12 9 PzJ8W/78 8	12 A 8 9 PzJ8W/48 8	3 I 6 8 RIFLE 1	6 I 3 6 SNG 1	3 I 4 10	20 A 20 88 mm 0	13 A 6 75 mm 0	4 H 10 1 20 mm 0
		x12	x6	x3	x2		
14 H 10 1 20 (4) mm 0	3 M 12 3 81 mm 1	15 M 20 2 120 mm 0	14 A 8 3 PzZug "Berlin" 8	6 A 3 3 Streckenschutzzug 8	2 I 2 4 Assault Platoon 1	X	WINNER 2-1
	x2	x2		x2	x2	x2	
			40 x3				

### VICTORY CONDITIONS:

Victory is based on victory points earned during the game.

Germans receive 1 point for each Russian unit destroyed.  
Germans receive 5 points for each town hex they control at the end of the game.

Side with the most victory points at the end of the game 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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