**PanzerBlitz Situation #14**

German Rear Area Raid: Western Byelorussia (9/44). During and after the great 1944 offensives, there would be periods when no stable, clearly-defined front existed. A German reconnaissance battalion (reinforced) has penetrated Russian lines and is now in striking distance of a Soviet army headquarters.

**Russian Forces**
The Russian CP represents army HQ (it can still spot); the recon companies represent hastily-mobilized HQ personnel (clerks, cooks, etc.).

Enter East edge of Board 1 on Turn 1:

- 15 A 7 4 1 6 2 1 6 1
- 6 3 6 2 1 1

Golod & any 2 adjoining hexes:

- 2 12

Bednost & any 2 adjoining hexes:

- 7 3 5 1 2 1 5 2

**German Forces**
Enter West edge of Board 2 on Turn 1:

- 1 2 3 6 5 4 3 1
- 1 1 1 1 1

**Victory Conditions**: Award each side the following points for destruction of units:
- CP: 12;
- Recon: 3;
- AFV (excluding halftracks): 2;
- All others: 1. Double the Russian total and compare to the German total — the side with the most points wins.

**PanzerBlitz Situation #15**

Soviet Rear Area Operations: Moshanovo-Diaglevo region, Vyazma sector (11/2/42). In early 1942, numerous Russian units were cut off in the confused fighting around the German stronghold of Vyazma. The 1st Cavalry Corps and the 9th Airborne Brigade, two such units, managed to evade their pursuers and return to Russian lines in the early summer of 1942. They owed their survival to the cooperation of partisan forces and to captured German supplies.

Elements of the 8th Airborne, supported by cavalry-corps and partisan formations. Recon & wagon companies represent Russian partisans. These may disband anytime during the game when it is not within 5 hexes of any German unit, and be regarded as evacuated. No unit may reassemble once disbanded. No other units may disband.

Enter Turn 1 on North edge:

- 1 2 3 4 5 6 7 8

On Board; one each within 3 squares of any 5 villages:

- 3 1 1 0 0
- 4 4 3

**Victory Conditions**:
Award Russians 16 points for capture and evacuation of CP. Award each side points for destruction of units as follows: AFV's (all) and recon: 2 points each; all others (including CP): 1 point each. Double the German total and compare to the Russian's. Side with most points wins. Russians can leave board by East or South edges. Any Russian units not evacuated or disbanded by end of game are considered eliminated for victory purposes.

**Map Configuration**

- 2 1