**PanzerBlitz**

**Situation #28-3/1**

**RUSSIAN FORCES**

Enter anywhere along the northern edge of the board.

<table>
<thead>
<tr>
<th>16</th>
<th>10</th>
<th>4</th>
<th>8</th>
<th>6</th>
<th>2</th>
<th>12</th>
<th>8</th>
<th>12</th>
<th>24</th>
<th>20</th>
</tr>
</thead>
<tbody>
<tr>
<td>x5</td>
<td>x4</td>
<td>x3</td>
<td>x2</td>
<td>x2</td>
<td>x2</td>
<td>x3</td>
<td>x1</td>
<td>x1</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**GERMAN FORCES**

Set up first, anywhere within 10 hexes of the northern board edge.

<table>
<thead>
<tr>
<th>8</th>
<th>5</th>
<th>2</th>
<th>A</th>
<th>10</th>
<th>5</th>
<th>3</th>
<th>M</th>
<th>12</th>
<th>8</th>
<th>A</th>
<th>5</th>
<th>2</th>
<th>12</th>
</tr>
</thead>
<tbody>
<tr>
<td>x5</td>
<td>x3</td>
<td>x2</td>
<td>x2</td>
<td>x7</td>
<td>x2</td>
<td>x2</td>
<td>x2</td>
<td>x1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**VICTORY CONDITIONS:**
The Russian player receives one point for each enemy unit destroyed, one point for each Russian unit 10 - 19 hexes from the northern edge of the board, two points for each Russian unit 20 or more hexes from the northern edge of the board, and four points for each Russian unit exited off the south edge of the board by game’s end. The side with the highest point total at game’s end is the winner.

**Situation #28-3/2**

**RUSSIAN FORCES**

Set up second anywhere on the No. 1 Board.

<table>
<thead>
<tr>
<th>8</th>
<th>A</th>
<th>6</th>
<th>12</th>
<th>6</th>
<th>2</th>
<th>3</th>
<th>5</th>
<th>4</th>
<th>1</th>
<th>3</th>
<th>1</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>x12</td>
<td>x2</td>
<td>x3</td>
<td>x6</td>
<td>x6</td>
<td>x2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>10</th>
<th>1</th>
<th>3</th>
<th>M</th>
<th>12</th>
<th>0</th>
<th>C</th>
<th>2</th>
<th>O</th>
<th>4</th>
<th>2</th>
<th>(I)</th>
<th>A</th>
</tr>
</thead>
<tbody>
<tr>
<td>x4</td>
<td>x2</td>
<td>x10</td>
<td>x6</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**GERMAN FORCES**

Group A: Set up first anywhere on the No. 2 Board.

<table>
<thead>
<tr>
<th>8</th>
<th>5</th>
<th>2</th>
<th>A</th>
<th>10</th>
<th>5</th>
<th>3</th>
<th>M</th>
<th>12</th>
<th>8</th>
<th>A</th>
<th>5</th>
<th>2</th>
<th>12</th>
</tr>
</thead>
<tbody>
<tr>
<td>x4</td>
<td>x8</td>
<td>x2</td>
<td>x2</td>
<td>x2</td>
<td>x2</td>
<td>x6</td>
<td>x2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>2</th>
<th>C</th>
<th>12</th>
<th>A</th>
<th>5</th>
<th>8</th>
<th>H</th>
<th>10</th>
<th>2</th>
<th>C</th>
<th>O</th>
<th>0</th>
<th>C</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td>x2</td>
<td>x2</td>
<td>x1</td>
<td>x10</td>
<td>x10</td>
<td>x6</td>
<td>x2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Group B:** Set up first anywhere in the town of Opustyosenych on the No. 3 Board.

<table>
<thead>
<tr>
<th>2</th>
<th>I</th>
<th>4</th>
<th>B</th>
<th>4</th>
<th>4</th>
<th>10</th>
<th>0</th>
<th>0</th>
<th>C</th>
<th>4</th>
<th>0</th>
<th>0</th>
<th>12</th>
</tr>
</thead>
<tbody>
<tr>
<td>x2</td>
<td>x1</td>
<td>x1</td>
<td>x1</td>
<td>x4</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**VICTORY CONDITIONS:**
The Russian player wins if he captures and occupies all hexes of the town of Opustyosenych, and the town is clear of German units at game's end.

**VICTORY CONDITIONS:**
The German player wins by avoiding the Russian victory conditions.

**Russian moves first**

<table>
<thead>
<tr>
<th>TURN</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
<th>END</th>
</tr>
</thead>
</table>

**Meeting Engagement: Armor Action near Kharkov**

(17/5/42)

Elements of the Soviet 10th and 26th Tank Brigades, the 54th Motorized Rifle Brigade, and the 5th Guards Cavalry Division are sent to capture a strategic town. They are confronted approximately 12 miles northeast of Kharkov by a Kampfgruppe of the German 3rd Panzer Division which had been preparing for an offensive of its own.

**Map Configuration**

<table>
<thead>
<tr>
<th>Map Configuration</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
</tr>
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**PanzerBlitz**

**Situation #28-3/1**

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<th>0</th>
<th>C</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td>x2</td>
<td>x2</td>
<td>x1</td>
<td>x10</td>
<td>x10</td>
<td>x6</td>
<td>x2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Group B:** Set up first anywhere in the town of Opustyosenych on the No. 3 Board.

| 2 | I | 4 | B | 4 | 10 | 0 | 0 | C | 4 | 0 | 0 | 12 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| x2 | x1 | x1 | x1 | x4 |

**VICTORY CONDITIONS:**
The Russian player wins if he captures and occupies all hexes of the town of Opustyosenych, and the town is clear of German units at game’s end.

**VICTORY CONDITIONS:**
The German player wins by avoiding the Russian victory conditions.