

EAST FRONT TANK LEADER

PB Situation #3

Typical 1941 Mobile Action: The Battle of Vyazma (20.9.41).
Advancing German units scatter remnants of shattered Russian units during the push on Moscow.

Visibility: 10. **Game length:** 10

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RUSSIAN FORCES

Remnants of the 119th Rifle Division.

Card	Unit
220-222	73 Rifle Rgt. Omit 120mm mortars.
228	112 SMG Bn.
234	AT Company.
3 wagons, 6 trucks.	

The units can set up anywhere on the map.

Victory Conditions: Establish an unbroken line covered by either units or fields of fire from west to east edge of board by end of Turn 10.

Balancing Variant: If this is found to be too hard for the German player, try it without counting suppressed Russian units for victory.



GERMAN FORCES

Vanguard of 10th Pz Division (elements of 7th Pz Rgt, 89th PzGr Rgt, 90th AT Bn).

Card	Unit
100	KG Hintze. Controls 110 instead of 111.
110	B/2 Company. (Use 5-4-3 PzIII if you have Desert Steel.)
112	C/3 Company.
113	HQ/Hintze.
107	C/33 Company.

3 trucks, 4 halftracks. Ignore HT affiliation. (Use an extra HT instead of a truck if you own WFTL or Desert Steel.)

All units enter on the south edge of the map on turn 1.
Victory Conditions: Clear a path 5(3) hexes wide by the end of turn 10 from the southern to the northern map edge that does not contain a Russian unit or can be fired on by a Russian unit. (Note: Firing requires being able to spot, i.e., it is insufficient to have a hex in range of an indirect fire capable unit without a spotter.)

Turn	1	2	3	4	5	6	7	8	9	10	11	12
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EAST FRONT TANK LEADER

PB Situation #4

German delaying action against a mobile force: Battle of Minsk (2.7.44). More economical (and often more effective) than a blocking action, this became a widely practiced tactic for the Germans during 1944.

Visibility: 10 **Length:** 10 turns.



RUSSIAN FORCES

Leading elements of the 2nd Guard Tank Corps.

Card	Unit
200	6 Tank Brigade.
201,204-205	1st Bn, 6 Tank Brigade.
202,206-207	2nd Bn, 6 Tank Brigade.
214	7 Guards Tank Brigade.
235,232-233	1st Bn, 7 Guards Tank Brigade.
236,229-230	2nd Bn, 7 Guards Tank Brigade.
231	52 SMG Bn.
237-239	HQ and 1st Bn, 62 Rifle Brigade.
234	119 AT Company.
9 trucks. If you own WFTL or Desert Steel, replace up to 3 by halftracks.	

All units enter from east edge of map 2 on turns 1 or 2.

Victory Conditions: Marginal - destroy 5 or more German units. Tactical - destroy 10 or more. Decisive - destroy 15 or more.



GERMAN FORCES

Battle Group of the 5th Panzer Division (elements of 13th PG Rgt, 116 ArtyRgt, 288Flak Bn, 534 AT Bn).

Card	Unit
104	KG Sturm (controls 110 instead of 116).
102	HQ/Sturm. If you own WFTL, replace StGill with JpgPz IV.
110	B/1 Company. Omit 2 PzV.
106	B/33 Company.
119	9th AT Company. Omit 7-1-1 infantry.
4Trucks, 1 Halftrack (ignore affiliation)	

All units enter the north edge of map 2 on turn 1.

Victory Conditions: Marginal - less than 30 Russians on map 3 at end of game. Tactical - 20 or less. Decisive - 10 or less.

Balancing Variants:

- (1) Use card 110 at full strength.
- (2) Replace 110 with 116 as normal for KG Sturm.

Turn	1	2	3	4	5	6	7	8	9	10	11	12
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