

GIMME SHELTER DESIGN NOTES

By
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Gimme Shelter was originally designed as a Panzerblitz scenario and was created by Ward McBurney. The scenario can be found on the Imaginative Strategist website. It depicts a meeting engagement between the German 1st Panzer Division and the Russian 58th Tank Division during the early days of the Russian Winter Counteroffensive of 1941. As with keeping with my policy with recent submissions, I am listing Ward as the designer of East Front version of the scenario as he is its creator. I just convert scenarios from one game to another. As noted in the scenario description, the 58th Tank Division was among the few tank divisions left in the Soviet Army. Indeed it was the only one left on the Western Front (the rest being in the Far East) and ended up being disbanded by the end of December 1941 due to losses sustained during the counteroffensive. The scenario was converted to the same standards as the other Panzerblitz scenarios in my previous submissions.

For those who want to use the proper environmental and visibility conditions for this scenario, the settings are as follows; Ground – Snow; Water – Frozen, Trees – Snow, Fields – None, and the maximum visibility is 10 hexes.