

PanzerBlitz

Situation RPN13r1

Russian:

Hold the bridge(hexes B13n4,5,6), clear a 3 hex wide path from the S to N of enemy units and artillery fire, and exit 9 combat units off the N edge.

Special Rules: General Winter

No road bonus, wheeled vehicles expend 2 movement points per hex on roads, four mp's cross country, and 8 mp's on hillsides. Horse-carts may only move one hex, 3 hexes on roads. Infantry and tanks move normally. Urban hexes are still ½ mp.

Place a block on the eastern bridge, board 13, hex cc7. This block is irremovable, and signifies that bridge has been blown. German engineers must be on the temporary pontoon bridge(hexes B13n4,5, -or- 6) for two turns to attempt to blow the bridge. Units cannot be overrun in middle of bridge, nor may attacker end an overrun on the bridge (hexB13n5).

Kalach-on-Don - 11/22/1942

IS Boards 11&13

The Soviet 26th tank corps, 19th armor and 14th mechanized brigades commanded by Lt-Col G.N. Filippov attack the bridge at Kalach-on-Don, 65 km West of Stalingrad. Engineers of the 16th Panzer Division try to block and blow the bridge, preserving an escape route for Paulus' 6th Army SE of the Don River. The encirclement at Kalach on Don concluded the last, crucial battle of operation Uranus.

<u>11**</u>	<u>13</u>
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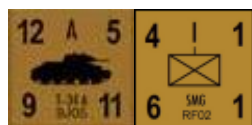
N ⇒

Russian Forces

8 Turns

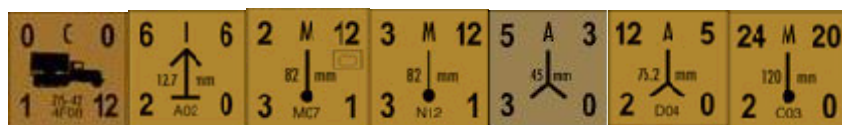
Move first as follows:

19th Tankovy Brigade: enter south side of board 13.



x6 x6

14th Motostrelkovy Brigade: on road GG8 board 11.



x24 x3 x3 x3 x3

German Forces

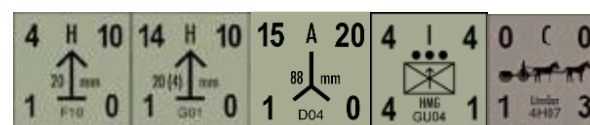
Set-up First on board 13 as follows:

Rear elements and engineers of 16th Panzer set up north of the river, and at least two hexes from the bridge head, in the city of Novgorod (Kalach). Mines may be placed anywhere, except on roads and cities. Place two security platoons unloaded and a truck on the north bridgehead(B13n6).






















x2 x6 x2 x4 x2 IF* x6 x6

FLAK battalion of 16th Panzer set up on hilltops 122 or Fort Novgorod, one battery unloaded per hex with limber. HMG's must be in same hex with a battery.



x4 x2 x6

14th Motostrelkovy Brigade (cont): on road GG8 board 11.

5	A	3	10	H	5	2	A	3	3	I	4	2	I	2	4	I	3	8	I	1	4	I	4
																							
2	BA-32A	12	5	BT-2A	13	6	T-34A	10	10	IND. RFL	1	5	1	10	M-C	1	12	IND. RFL	1	12	IND. RFL	1	1
x2			x2			x9			x2			x2			x2			x2			x2		

*IF-Mortars may Indirect Fire with German CP only.

**Board 11 is *Inverted*, (Imaginative Strategist Boards 11&13).

