

Fin moves first Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14
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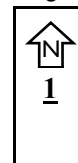
PanzerBlitz

Situation # PS-3

SAIJA (12/13/39). Finish frontier troops move to block Russian units attempting to encircle the port of Petsamo in the far northern Arctic regions of Finland.

SPECIAL RULES : Winter Movement is in effect. Also, the hexes of the town of Adski are presumed to be Woods hexes for this scenario.

Map Configuration



RUSSIAN FORCES



Elements of the Russian 112th Rifle Division. Enter along the northern edge of the board on Turn 1.

3 I 4	3 I 2	3 M 12	20 H 16	0 C 0	2 C(I) 2	0 C 0	0 C 0
4 SKI 3	8 1	82 mm	76.2 mm	1 Sled 3	2 MLI-4 17	2 MLI-4 17	1 Truck 12
x6	x2	x2		x2	x2	x2	

VICTORY CONDITIONS:

Russians win if they control all the hexes of the town of Uschas (Saija) at the end of the game.



FINNISH FORCES



Elements of Detachment Pennanen. Enter along the southern edge of the board on Turn 1.

2 I 2	2 I 4	3 M 12	0 C 0	2 C(I) 2
8 SSSU SKI 3	4 M-6 1	81/82 mm	1 Sled 3	2 Aeroson 12
x9	x3		x2	x2

VICTORY CONDITIONS:

Finns win if they prevent the Russian victory conditions.

Rus moves first									END		
Turn 1	2	3	4	5	6	7	8	9	10		

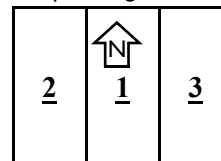
PanzerBlitz

Situation # PS-4

SUMMA (2/1/40). Russian units assault a section of the Mannerheim Line defended by the Finns.

SPECIAL RULES : Winter Movement is in effect. Units inside forts are secretly placed by the Finnish player during setup (blank units are used as dummies). Individual units that fire from a fort are revealed when they first fire. When a fort is close assaulted or dispersed, reveal all counters within and discard the blanks.

Map Configuration



RUSSIAN FORCES



Elements of the Soviet 100th Rifle Division, supported by the 13th and 20th Tank Brigades. Enter anywhere along the eastern edge of the board on Turn 1.

6 H 6	10 H 6	50 H 10	2 I 2	5 A 3	5 A 3	3 I 4	4 I 1
7 T-28 E 10	9 T-35 6	10 KV-II 8	4 T-26 A 6	4 T-26 B 6	5 BT-5 13	1 RIFLE 1	6 SMG 1
x3	x2	x2	x6	x4	x6	x6	
3 I 4	3 I 1	3 M 12	24 M 20	40 H 20	60 H 25	80 H 30	0 C 0
4 SKI 3	4 RECON 1	82 mm	120 mm	122 mm	152 mm	203 mm	1 Truck 12
x8	x5	x4	x2	x2	x2		x14

VICTORY CONDITIONS:

Marginal = Destroy 10 Finnish units.

Tactical = Destroy 15 Finnish units.

Decisive = Establish a corridor four hexes wide, free of Finnish units, from the east side to the west side of the board by the end of the game.



FINNISH FORCES



Elements of the Finnish 7th Infantry Regiment. Set up on Boards 1 and 2.

1 I 2	2 I 4	3 I 1	5 A 2	8 H 12	20 H 28	40 H 32	0 - 0
8 RIFLE 1	4 M-6 1	4 37 mm	1 3	40 mm	75 mm	105 mm	1 CP 0
x16	x6	x3	x2	x2	x3		
3 A 2	40	30	20	X	MINES 2-1	Blank Counters	
4 FT 17 2	x4	x4	x6	x6	x6	x8	

VICTORY CONDITIONS:

Marginal = Destroy 10 Russian units.

Tactical = Destroy 15 Russian units.

Decisive = Destroy 20 Russian units.

Rus moves first											END
Turn 1	2	3	4	5	6	7	8	9	10	11	12

Rus moves first Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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PanzerBlitz

Situation # PS-7

KARKUMAKI (12/6/41). Units of the Finnish army have pushed deep into East Karelia and have come up against strong Russian forces near Karkumaki.

SPECIAL RULES : Winter Movement is in effect.

Map Configuration

€	↑ 2	1
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FINNISH FORCES



Units of the Finnish 1st Jaeger Brigade, including the Finnish Tank Battalion, and supported by the 11th, 12th, and 15th Artillery Battalions. Enter along the western edge of the board on Turn 1.

6 H 6	5 A 3	5 A 3	5 A 3	2 I 3	3 I 3	2 I 4	4 I 1
7 T-28 E 10	5 T-26 C 6	5 T-26 E 6	5 BT-5 13	5 T-38 8	8 SMO 3	4 M-6 1	4 I 1

x4 x5 x2 x18 x6 x3

5 A 3	6 A 3	12 A 6	20 H 24	36 H 20	0 C 0	2 C(I) 2
3 45 mm 0	3 47 mm 0	2 76.2 mm 0	2 76.2 mm 0	2 4.5 inch 0	1 SMO 2	2 Artillery 12

x2 x4 x2 x10 x6

VICTORY CONDITIONS:

Marginal = Destroy 15 Russian units.

Tactical = Destroy 15 Russian units and control all of Hill 132 at the end of the game.

Decisive = Destroy 25 Russian units and control all of Hill 132.



RUSSIAN FORCES



Elements of the Soviet 71st Rifle Division (126th Rifle Regiment, 2nd Ski Brigade, 86th Artillery Regiment, 467th Anti-Tank Battalion, 548th Heavy Mortar Battalion) and the 124th Tank Battalion. Set up on Boards 1 and 2.

2 I 2	5 A 3	3 I 4	6 I 4	4 I 4	3 I 1	5 A 3	12 A 5
3 T-40 9	7 T-50 11	10 RIFLE 1	10 SMO 1	12 SMO 3	4 RECON 1	3 45 mm 0	2 76.2 mm 0

x2 x3 x6 x4 x6 x5 x5 x2

24 M 20	0 C 0	0 C 0	0 C 0	2 C(I) 2	2 I 2
2 120 mm 0	1 Wagon 3	2 MCL-4 17	3 MCL-10 12	4 MCL-20 15	4 BT-5 25

x2 x8 x4 x2 x2 x2

VICTORY CONDITIONS:

Marginal = Destroy 10 Finish units.

Tactical = Destroy 15 Finish units.

Decisive = Destroy 25 Finish units.

Fin moves first														END
Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14	

PanzerBlitz

Situation # PS-8

OSINOVETS (7/17/42). Hypothetical attack by the Finnish Tank Division and Cavalry Brigade on the supply center located in Osinovets which is defended by a Russian rifle division.

SPECIAL RULES : Forts may not be set up in Town hexes.

Map Configuration

1	↑ 3	2
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FINNISH FORCES



Elements of the Finnish Tank Division and Cavalry Brigade. Enter anywhere along the western edge of the board on Turn 1.

6 H 6	5 A 3	5 A 3	2 I 3	10 H 8	3 I 4	2 I 4	4 I 1
7 T-28 E 10	5 T-26 C 6	5 T-26 E 6	5 T-38 8	5 BT-42 13	8 RIFLE 1	4 M-6 1	4 I 1

x7 x5 x2 x2 x10 x5

3 I 2	0 CP 0	3 M 12	20 H 28	40 H 32	60 H 36	80 H 36	0 C 0
2 Cavalry 3	1 81/82 mm 0	3 75 mm 1	2 150 mm 0	2 105 mm 0	2 150 mm 0	2 150 mm 0	1 25-42 10

x12 x2 x2 x2 x2

0 C 0	0 C 0
1 Truck 12	1 Lumber 3

x10 x4

VICTORY CONDITIONS:

Marginal = Control the town of Zabvenia at the end of the game.

Tactical = Destroy two forts and control Zabvenia.

Decisive = Destroy all four forts and control Zabvenia.



RUSSIAN FORCES



Elements of the Russian 21st Rifle Division (116th Rifle Regiment, 172nd Anti-Tank Battalion, 341st Light Tank Battalion). Set up on Board 3.

2 A 3	4 I 4	5 A 3	12 A 5	3 M 12	24 M 20	0 CP 0	0 C 0
6 T-40 10	12 RIFLE 1	3 45 mm 0	2 76.2 mm 0	3 82 mm 1	2 120 mm 0	1 25-42 0	1 25-42 12

x6 x2 x2 x2

50	MINES 2-1	X
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x4 x3 x3

VICTORY CONDITIONS:

Marginal = Control the town of Zabvenia at the end of the game.

Tactical = Destroy 10 Finnish units and control Zabvenia.

Decisive = Destroy 15 Finnish units and control Zabvenia.

Fin moves first															END
Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

SPECIAL RULES : None



Map Configuration

Rus moves first Turn 1	2	3	4	5	6	7	8	9	END 10		
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