

Blitzkrieg!

The German army has launched Operation Barbarossa to rid the world of the Communist menace. Relying on the speed and firepower of its armor and mobile infantry, the Germans advance swiftly into Russian territory. Though their punch is hard, the supply lines lengthen with every mile that the panzers drive east. Meanwhile Russian forces continue to gather in the east for the eventual counter attack.

Blitzkrieg mission uses **Ambush, Mobile Battle, Prepared Positions, Delayed Reserves, Mobile Reserves,** and **Scattered Reserves** special rules.

YOUR ORDERS

ATTACKER

The German push has caught the Russian defenses flat-footed. Their lines are disorganized and their reserves are in disarray. If you can win a swift victory, the Russian masses may welcome you as liberator.

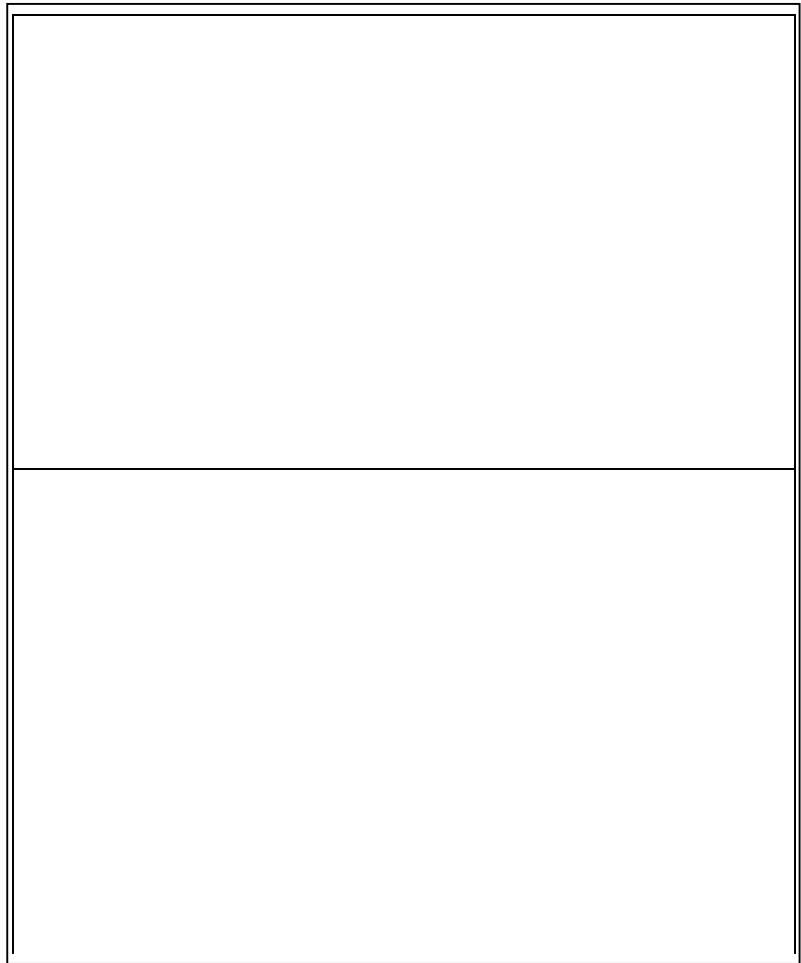
You must assault and capture all of your objectives.

DEFENDER

Stalin has decreed that the Germans advance must be slowed at all costs. Though under-trained and under-equipped, the army must dig in and hold the German tanks at bay until reinforcements can arrive. You must hold the objective and push the enemy back.

PREPARING FOR BATTLE

1. The German forces are the attacker and the Russian forces are the defenders. The German forces are allowed a point total equal 1.5 times that of the total Russian forces' point total. If any of the forces contain more than two companies, they are allowed a Battalion HQ (p. 230).
2. The Russians deploy on the half of the battlefield containing the village.
3. Starting with the Russians, both sides now place one objective each in the Russian's half of the battlefield. The objectives must be at least 8" from the center line of the battlefield, and may not



be placed within 8"/20cm of any table edge. The objective must be at least 48" apart. A final objective is placed in the center of the village.

4. Next, the Russians nominate at least half of their platoons (including those required by Mobile Reserves) to be held off the table in Delayed Reserve at the start of the game. Then the Russians nominates up to half of the remaining platoons to be held in Ambush. Finally, they deploy the remaining platoons in their half of the battlefield. All Delayed Reserves are deployed using the Random Deployment special rules.
5. The Germans deploy their entire force in their half of the battlefield at least 36" back from the battlefield center line.
6. Both forces now place their Independent teams in their deployment areas starting with the defending player.

BEGINNING THE BATTLE

1. The Russians begin the game in prepared positions, so their troops are in Foxholes and Gone to Ground. The Russians also begin the game Pinned Down.
2. Starting with the defender, both forces make Reconnaissance Deployment moves for any Recce Platoons they have on the battlefield.
3. The attacking player has the first turn.

ENDING THE BATTLE

The battle ends if:

- the Germans hold all of the objectives at the start of their turn,
- the Germans concede a stalemate, or
- time expires (four hour/16 turn limit).

DECIDING WHO WON

The Germans wins the game if the game ended because they started one of their turns holding all three objectives. The have broken the defense position and forced the Russians to fall back.

Otherwise, the outcome is a stalemate, with the German advance stalled and the Russian defenses preparing for their counterstroke.

COUNTEROFFENSIVE

The next battle in the campaign finds the Germans meeting stiffer resistance as the Russian reinforcements begin to make their way to the front. The Russians may recover all losses in Blitzkrieg! and augment their point total by half again for Counteroffensive. The Germans must record all losses realized in Blitzkrieg! and the actual point value for each platoon lost. Their recovery and reinforcements are determined by the outcome of the game. If the Germans captured:

- three objectives, then they may recover all losses and reorganize their forces as described on page 239. The Russians must use Delayed Reserves and Mobile Reserves special rules for Counteroffensive.
- two objectives, then they may recover all losses and reorganize their forces as described on page 239. Both forces must use Delayed Reserves special rules for Counteroffensive.
- one objective, then they may recover half their losses and reorganize as described on page 239, but may not exceed the reduced point total. The Germans must use Delayed Reserves special rules for Counteroffensive.

- no objectives, then they may recover half their losses and reorganize as described on page 239, but may not exceed the reduced point total. The Germans must use Delayed Reserves and Random Deployment for Counteroffensive.