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**WORLD WAR II**  
**Barbarossa 1941**  
**Scenario Booklet**

Welcome to WORLD WAR II: Barbarossa 1941 and the Art of Tactic battle system! This unique game puts you in the boots of a real army commander, facing some of the most difficult challenges in the history of warfare. You will need to use a flexible and clever strategy, switching from urgent attack to deep defense as the situation on the battlefield changes before your eyes. You will need to use every trick you can imagine, and always keep tactics at the front of your mind!

These scenarios allow you to recreate the types of battles that were common on the Eastern Front during World War II. Each scenario presents you with a number of objectives, representing your orders from High Command. Succeed at these objectives, and you will earn Glory Points. When the dust settles at the end of the fight, the commander who has gathered the most Glory Points will be the winner!

Different objectives have a different tactical value. As commander, you must weigh your options to maximize the effectiveness of your forces. Will you focus on a single critical task, or perform a number of secondary tasks that may be even more important when combined? The decision is yours!

Reading your orders may make each mission look easy, but things are not as obvious as you may think. Your enemy will seek to mislead you with actions that seem illogical. You will have to prove your tactical skill if glory is going to be yours!

### Playing These Scenarios

Each scenario in this booklet provides you and your opponent with a unique battlefield challenge. Before the game begins, you and your opponent must choose which scenario to play. The scenario will tell you how to set up the gameboard, what units you will have available, and what objectives you must complete in order to win the game.

The scenarios are presented as follows:

#### Introduction

A brief summary of the overall strategic situation sets the stage for the battle.

#### Battlefield Map

Set up the board as shown in this illustration. Often, you will need to place terrain tiles on the map. Special areas on the map, such as objectives, are also listed here.

#### Force Lists and Objectives

The large map at the bottom of the page shows you where you can deploy your units. Around this map you will find lists of all the units available for each side, divided into one or more groups. Often, you will have the ability to choose which units you will use, by spending the Force Points listed here. Next to each group listing is a colored hex that tells you which zone on the gameboard that group can be deployed in. Find the area of the map that matches the color of the hex.

Each group on the force list is divided into two parts: the "main detachment" lists a few specific units that you automatically receive (for "free"). The "additional forces" lists the Force Points you can spend to choose your own units.

In some scenarios, one side (or both) will receive additional reinforcements during the game. The force list will also tell you which turn the units will arrive.

Each group will also list the objectives for that group, and the number of Glory Points you can earn by completing that objective. In order to get credit for a group's objective, units from that group must fulfill the requirements.

At the beginning of the game, all units on the board must have room to maneuver. You must place your units on the board such that each unit can move into at least one adjacent hex.

## Special Rules

Any special rules that apply during this scenario are listed here.

### Force Points

Most scenarios give you a number of Force Points to spend on your units for the battle. Each Unit Card has a cost shown in the upper left corner. Each player chooses the units he wants to use. The total cost of your units cannot be more than the Force Points you have available. Any unspent Force Points are lost.

Each player chooses his units secretly. Do not reveal your unit choices to your opponent until both sides have chosen all of their units.

### Reinforcements

The force lists for the scenario will often include reinforcements that will be added to an army during the game. Usually a specific turn will be listed for the arrival of these reinforcements. Sometimes a specific objective will have be completed before you can get your reinforcements.

Reinforcement units are chosen the same way as regular units: the force list will tell you how many Force Points you may spend, and where the units will enter the board.

### Glory Points

During the game, you will have many opportunities to earn Glory Points, by completing the objectives listed in the scenario. Each time you complete a mission, record the Glory Points you have earned. At the end of the game, the player with the most Glory Points wins the game, even if all of his units on the gameboard have been destroyed!

When you earn Glory Points, you keep them for the rest of the game. Glory Points can never be lost or taken away!

In some scenarios, your objective will be to destroy the enemy units. Each time you destroy an enemy unit in one of these scenarios you earn Glory Points equal to the unit's Force Point cost.

#### How to Count Glory Points

You will need to record Glory Points as you earn them during the game. You will also need to keep track of the number of turns you have played during the game:

- 1 - Before the game begins, take a sheet of paper and divide it into three sections. Write the player's names at the top of two sections. The third is used to record the turn number.
- 2 - Each turn, update the current turn number. This will tell you when reinforcements arrive, and when the game will end.
- 3 - When either player completes an objective and earns Glory Points, record the number of Glory Points earned in his section of the paper.
- 4 - If the scenario awards Glory Points for destroying enemy units, write down the Force Point Value of each unit that you destroy in your section of the paper.
- 5 - At the end of the game, add up the Glory Points for each player. The player with the highest Glory Point total is the winner of the game!

**Panzergruppe Kleist (Generaloberst Ewald von Kleist, commanding)**

The Kleist tank group, renamed Panzergruppe 1, forms the left wing of a massive German army. The main force executes a two-pronged attack into Russian territory, supporting the 17th Corps of the 6th Army. On the left, the 3rd Motorized Division and the 24th Army Corps strike along the Kiev-Zhitomir axis. During the first day of the operation, the 3rd Motorized Division presses to the Bug River, approaching from multiple directions. Meanwhile, the 228th and 44th Infantry Divisions seize a critical bridge across the river near Khrubeshuva. These divisions are reinforced by the 14th Tank Group and various infantry detachments with orders to hold the bridge before the enemy armor arrives. Colonel-General Kirponos, commanding the South-West Front is planning a counterattack to divide the German army from their support...

The largest tank battle of Operation Barbarossa was about to begin!

**Scenario I**

**Bridge on the River Bug**


Elements of the German First Panzer Group have reached the banks of the Bug River. They have been ordered to secure a bridge across the river, and hold it against the expected Russian counterattack.

The scenario ends when the Soviet Group 3 arrives and either recaptures the bridge zone or is eliminated. The player with the most Glory Points is the winner.

**Battlefield Map**



**Place terrain tiles on the gameboard:**  
 163 – 395, 168 – 428, 172 – 429, 177 – 417,  
 103 – 410, 107 – 411, 111 – 403

 **The objective zone includes hexes 102 through 110, including 103 to 410, 107 to 411, and the bridge at 395.**

In order to take and hold the bridge zone, you must have at least two units in the area, and there must be no enemy units in the area.

**Force Lists**


The Soviet player must place his units from Group 1 on the gameboard first.

 **German Army: Group 1: First Attacking Wave**

**Main Detachment:** You receive (1) German HQ unit and (1) Sturmpanziere unit.

**Additional Forces:** You receive 45 Force Points to purchase additional units.


**Objective:** Take and hold the bridge zone until the end of turn 8: 50 Glory Points.

**Reinforcements:**  
 **Group 2: Second Attacking Wave**

At the beginning of Turn 8, you receive these additional units, which enter the battlefield from hexes 210 or 190:

**Main Detachment:** (1) Pz.Kpfw. II unit and (1) Pz.Kpfw III ausf. G unit.


**Additional Forces:** You receive 35 Force Points to purchase additional units.  
**Objective:** Take and hold the bridge zone until the end of turn 14: 25 Glory Points.

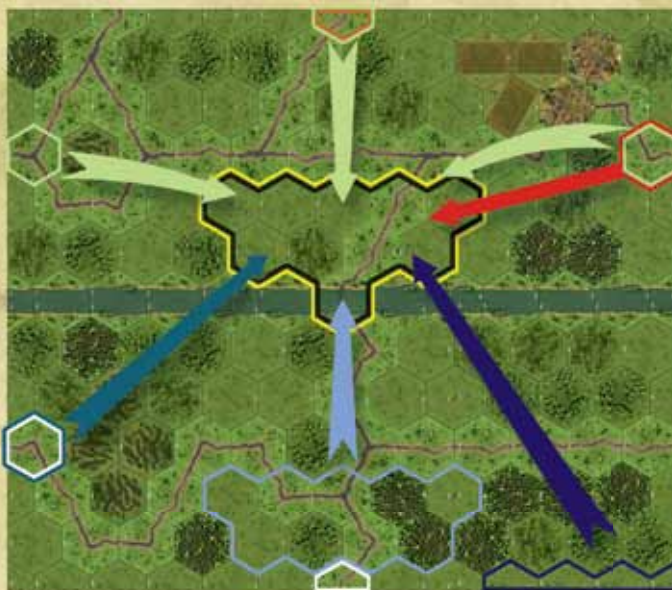
 **Group 3: Air Support**  
 At the beginning of any Turn, starting on Turn 15, if the German forces do not control the bridge zone, you may add these units to your forces. This unit is at the airfield, ready for use:

**Main Detachment:** (1) Ju 87 B2 Air Unit.

**Overall Objectives for the German Army:** Take the bridge zone after turn 14: 25 Glory Points (only if you did not earn Glory Points for taking it earlier in the game).

**Prevent the Russians from holding the bridge zone at the end of the game: 75 Glory Points.**

 **German transport units can leave the map from hex 210 or hex 190 to load supplies**



 **Soviet Army: Group 1: Bridge Defense Force**

These units can be placed anywhere inside the bridge zone:

**Main Detachment:** (1) Anti-Tank Gun 45mm Gun 53-K.

**Additional Forces:** You receive 50 Force Points to purchase additional units. You may only select infantry units for this group.


**Battlefield Fortifications:** You receive 40 Force Points to spend on battlefield fortifications of your choice. You may not place any minefields.

**Objective:** Hold the bridge zone until at least one unit from Group 2 reaches the bridge: 25 Glory Points.


**Reinforcements:**  
 **Group 2: Motorized Infantry**

At the beginning of Turn 2, you receive these additional units, which enter the battlefield from hex 126.

**Main Detachment:** (1) ZIS-5 Truck unit and (1) Anti-Aircraft Gun.  
**Objective:** Deploy the Anti-Aircraft Gun in the bridge zone: 30 Glory Points.

 **Group 3: Strategic Reserve**  
 At the beginning of any turn, if the German forces hold the bridge zone, you may add these units to your forces. They enter from hex 126:

**Main Detachment:** (1) T-34 unit.

**Additional Forces:** You receive 30 Force Points to purchase additional units. You may only select infantry units for this group.  
**Objective:** Recapture the Bridge Zone: 40 Glory Points  
 **Soviet transport units can leave the map from hex 126 to load supplies.**

## Scenario 2 Russian Villages

As the wave of German soldiers flowed into Russia, securing the roads and railways was a critical component to their strategy. Unfortunately for the villages along those roads, this meant that the focus of a battle was often in the center of town. The scenario ends when all Soviet units have either reached the rendezvous area or have been destroyed. The player with the most Glory Points is the winner.

### Battlefield Map



**Place terrain tiles on the gameboard:**  
**130 – 407, 131 – 414, 132 – 385, 133 – 413,**  
**287 – 404, 286 – 402, 285 – 405, 284 – 406**

In order to hold the town, you must have at least one unit in the area, and there must be no enemy units in the area. In order to hold the village, you must have at least one unit in the area, and there must be no enemy units in the area.

### Force Lists

**The Soviet player must place his units on the gameboard first.**

#### German Army:

##### **Group 1: Group “Heinrich”**

###### **Main Detachment:**

You receive (1) Pz.Kpfw II, (1) German HQ unit, and (1) Opel Blitz unit.

**Additional Forces:** You receive **40** Force Points to purchase additional units.

##### **Group 2: Group “Otto”**

###### **Main Detachment:**

(1) Pz.Kpfw. III ausf. G unit.

**Additional Forces:** You receive **50** Force Points to purchase additional units.

###### **Overall Objectives for the German Army:**

Take and hold the village before the end of Turn 15:

**30** Glory Points.

Take and hold the town before the end of Turn 15:

**40** Glory Points.

Destroy as many enemy units as possible: Glory Points equal to the Force Points of each unit destroyed.

##### **German transport units can leave the map from hex 143 to load supplies.**



#### Soviet Army:

##### **Group 1: Town Garrison**

These units can be placed anywhere inside the town:

###### **Main Detachment:**

(1) Anti-Tank 45mm Gun 53-K and (1) Machinegun Platoon.

###### **Additional Forces:**

You receive **40** Force Points to purchase additional units. You may purchase battlefield fortifications.

**Objectives:** Hold the town until the end of turn 15: **50** Glory Points.

After turn **15**, retreat all survivors to the rendezvous area:

**30** Glory Points.

##### **Group 2: Village Garrison**

These units can be placed anywhere in the village:

Main Detachment: (1) 82mm Mortar Platoon.

**Additional Forces:** You receive **40** Force Points to purchase additional units. You may purchase battlefield fortifications.

**Objectives:** Hold the village until the end of Turn 15:

**40** Glory Points.

After turn 15, retreat all survivors to the rendezvous area:

**30** Glory Points.

###### **Reinforcements:**

##### **Group 3: Relief Column**

**At the beginning of Turn 15**, you receive these additional units, which enter the battlefield in the rendezvous area:

**Additional Forces:** You receive **60** Force Points to purchase additional units.

**Objective:** Defend the rendezvous area until all survivors of Group 1 and Group 2 reach the rendezvous area: **20** Glory Points.

##### **Soviet transport units can leave the map from hex 47 to load supplies.**

## Scenario 3 City Fight

The first principle objective for the First Panzer Group was the city of Kiev. Along the way, they would be forced to assault the city of Brody. The tenacious Soviet defense of the city would make it a costly battle for the Wehrmacht. The scenario ends at the end of Turn 30, or when all units on either side have been destroyed. The player with the most Glory Points is the winner.

### Battlefield Map



**Place terrain tiles on the gameboard:**  
**200 – 422, 195 – 428, 384 – 404, 383 – 406,**  
**382 – 400, 381 – 405, 380 – 414**

In order to take and hold the city, you must occupy more city hexes than your opponent. Any units fighting in Close Combat do not count as occupying the city hex for this purpose.

### Force Lists

**The Soviet player must place his units on the gameboard first.**

#### **German Army** **Group 1:** **Group “Fritz”**

**Main Detachment:**  
 You receive (1) Pz.Kpfw III Ausf. G, (1) German HQ unit, and (1) Opel Blitz unit.

**Additional Forces:**  
 You receive **60** Force Points to purchase additional units.  
**Objective:** Advance at least two units into the city (units in Close Combat do not count):  
**30** Glory Points.

#### **Group 2:** **Group “Wilhelm”**

**Main Detachment:**  
 (1) Pz.Kpfw. II unit and (1) Mortar Platoon.  
**Additional Forces:**  
 You receive **50** Force Points to purchase additional units.  
**Objective:** Advance at least three units into the city (units in Close Combat do not count):  
**40** Glory Points.

#### **Group 3: Group “Artur”** **Additional Forces:** You receive **55** Force Points to purchase additional units. **Objective:** Seize control of the city: **50** Glory Points.

#### **Group 4: Air Support** This unit is at the airfield, ready for use: **Main Detachment:** (1) Ju 87 B2 air unit. **Objective:** Destroy the T-34 unit (Your Ju 87 B2 must inflict at least one casualty on the T-34 unit before it is destroyed): **35** Glory Points.

**German transport units can leave the map from hex 143 to load supplies.**



#### **Soviet Army** **Group 1:** **City Defenders**

These units can be placed anywhere inside the city:  
**Main Detachment:**  
 (1) Anti-Tank 45mm Gun 53-K, (1) Machinegun Platoon, (1) Soviet HQ, (1) Anti-Aircraft Gun 61-K, and (1) T-34 unit.  
**Additional Forces:**  
 You receive **80** Force Points to purchase additional units.  
**Battlefield Fortifications:**  
 You receive **50** Force Points to spend on battlefield fortifications of your choice. You may also place 3 minefields in any city hexes.  
**Objectives:** Hold the city until the end of Turn 30: **100** Glory Points. Destroy the German HQ: **50** Glory Points.

Destroy as many enemy units as possible: Glory Points equal to the Force Points of each unit destroyed.

## Scenario 4 Hill 327


A high point in the terrain is a valuable location for artillery spotters and officers to deploy. From the top of a tall hill they can see the enemy's movements and call down deadly attacks. Many battles were fought for these hills and high points. The scenario ends at the end of Turn 15. The player with the most Glory Points is the winner.

### Battlefield Map



#### Place terrain tiles on the gameboard:

**91 – 405, 90 – 402, 89 – 441,  
86 – 428, 85 – 429, 84 – 390**

 **The hill objective zone is located in hexes:  
296(abrupt slope) – 440,  
295 – 418, 95 – 419, 94 – 420, 93 – 406**

In order to take and hold the hill, you must occupy more hill hexes than your opponent. Any units fighting in Close Combat do not count as occupying the hill hex for this purpose.

### Force Lists

The Soviet player must place his units on the gameboard first.

#### German Army

##### **Group 1: Assault Group**

These units can be placed at any hex on the gameboard marked in light blue.

##### **Additional Forces:**

You receive **100** Force Points to purchase units.

**Objectives:** Destroy the enemy HQ: **50** Glory Points.

Destroy the enemy Anti-Aircraft Gun: **40** Glory Points.

Take the hill: **70** Glory Points.

Destroy as many enemy units from the relief column as possible before they reach the hill: Glory Points equal to the Force Points of each unit destroyed.

##### **Group 2: Dive Bomber Wing**

This unit is at the airfield, ready for use:

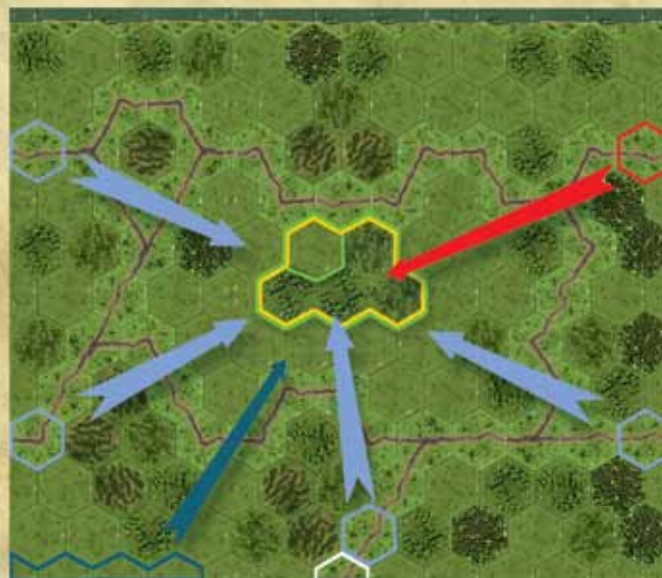
##### **Main Detachment:**

(1) Ju 87 B2 air unit.

**Objectives:** Destroy the T-34 unit (Your Ju 87 B2 must inflict at least one casualty on the T-34 unit before it is destroyed): **35** Glory Points.

Destroy the Soviet HQ unit (Your Ju 87 B2 must inflict at least one casualty on the HQ unit before it is destroyed): **45** Glory Points.

##### **German transport units can leave the map from hex 67 to load supplies.**



#### Soviet Army

##### **Group 1: Hilltop Garrison**

These units can be placed on any hill hexes (marked in yellow):

##### **Main Detachment:**

(1) Anti-Tank 45mm Gun 53-K, (1) Mortar Platoon, (1) Soviet HQ, and (1) Anti-Aircraft Gun 61-K.

##### **Additional Forces:**

You receive **70** Force Points to purchase additional units.

##### **Battlefield Fortifications:**

You receive **60** Force Points to spend on battlefield fortifications of your choice. You may also place 4 minefields in hexes adjacent to hill hexes.

**Objectives:** Hold the hill until reinforcements arrive on a hill hex: **40** Glory Points.

Protect the HQ until the end of the game: **30** Glory Points.

Continue to hold the hill for 5 turns after reinforcements arrive on a hill hex: **50** Glory Points.

If the Reinforcements are destroyed before they reach the hill, hold the hill for 5 turns after the last reinforcements are destroyed: **50** Glory Points.

##### **Reinforcements:**

##### **Group 2: Relief Column**

**At the beginning of Turn 5**, you receive these additional units:

##### **Main Detachment:**

(1) T-34 unit and (1) ZIS-5 Truck unit.

##### **Additional Forces:**

You receive **40** Force Points to purchase additional units.

**Objectives:** Advance at least 1 unit to the hill before the end of Turn **8**: **50** Glory Points.

Advance at least one unit to the hill before the end of turn **10**: **40** Glory Points.

Advance at least one unit to the hill after turn **10**: **30** Glory Points.

**Note:** You can only complete one of these three objectives. Hold the hill for 5 turns after the first reinforcement unit arrives on a hill hex: **30** Glory Points.


## Scenario 5 Strongpoint

Often, a small detachment of troops will establish a strongpoint and defend it against an enemy attack. This scenario lasts exactly 30 turns. At the end of Turn 30, the player who has the highest Glory Point total is the winner. If a strongpoint is cut off from the rest of the army, however, the detachment may be destroyed before support can reach them.

### Battlefield Map



**Place terrain tiles on the gameboard:**  
3 – 410, 301 – 403, 296 – 434, 291 – 412

 **Hill:** 149 – 411, 153 – 409, 154 – 432, 155 – 401, 158 – 416, 156 – 421

In order to take and hold the hill, you must occupy more hill hexes than your opponent. Any units fighting in Close Combat do not count as occupying the hill hex for this purpose.

### Force Lists

Before the game, both players must secretly deploy all units from Group 1.

Write the hex where you want your unit to be located on the unit card. When both players have assigned hexes to all units, reveal the cards and place the unit models on the gameboard.

After both players have placed all units from Group 1 on the board, then the soviet player places his Group 2 units.

#### German Army

##### Group 1: Assault Group


##### Additional Forces:

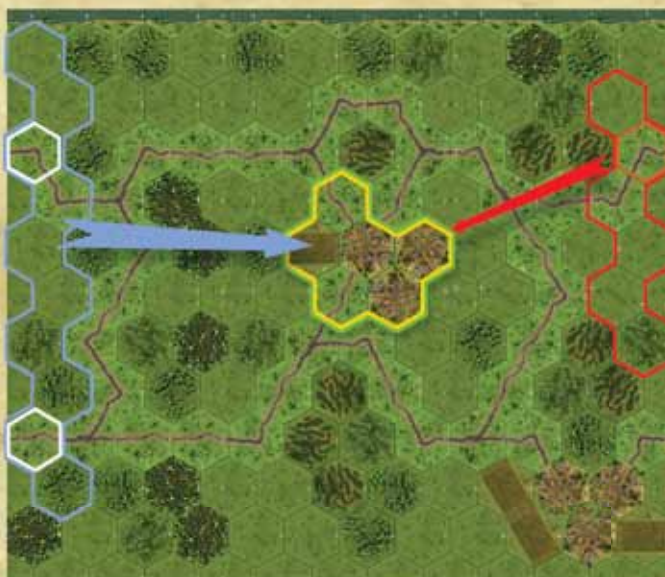
You receive **170** Force Points to purchase units.

You may not place land mines during this scenario. Your engineers cannot build any battlefield fortifications during this scenario.

**Objectives:** Destroy the enemy HQ: **40** Glory Points.

Take the hill: **70** Glory Points. Destroy as many enemy units as possible: Glory Points equal to the Force Points of each unit destroyed.

 **German transport units can leave the map from hex 175 or hex 47 to load supplies.**



#### Soviet Army

##### Group 1: Strongpoint Forces.

##### Main Detachment:

(1) Soviet HQ and (1) Anti-Aircraft Gun 61-K.

##### Additional Forces:

You receive **30** Force Points to purchase additional units. You may only select infantry units for this group.

**Objectives:** Protect the HQ until the end of the game: **30** Glory Points.

Hold the hill until at least one unit from Group 2 reaches a hill hex: **50** Glory Points.


##### Group 2: Support Group

**Additional Forces:** You receive **100** Force Points to purchase units. Battlefield Fortifications: You receive

**50** Force Points to purchase battlefield Fortifications. You may also place 2 minefields anywhere in the red zone.

**Objectives:** Advance at least one unit to a strongpoint hex before the end of turn 3: **50** Glory Points.

Destroy as many enemy units as possible: Glory Points equal to the Force Points of each unit destroyed.

 **Soviet transport units can leave the map from hex 303 to load supplies.**




## Scenario 6 Breakout

Part of the Wehrmacht strategy was to surround Soviet units with their fast-moving armor, then destroying the defenders at their leisure. But the Soviets were not always willing to just sit back and be destroyed. The scenario ends when all Soviet units have reached the escape zone or have been destroyed. The player with the most Glory Points is the winner.

### Battlefield Map



**Place terrain tiles on the gameboard:**  
 59 - 442, 54 - 443, 53 - 444 - forest path  
 35-434

### Force Lists

The Soviet player must place his units on the gameboard first.

#### German Army



##### Group 1 Main Assault Group

The units can be placed anywhere in the light blue zone:

##### Additional Forces:

You receive **40** Force Points to purchase units.



##### Group 2 Support Assault Group

The units can be placed anywhere in the dark blue zone:

Additional Forces: You receive **30** Force Points to purchase units.



##### Group 3: Support Assault Group

The units can be placed anywhere in the blue-green zone:

Additional Forces: You receive **30** Force Points to purchase units.



##### Group 4: Fighter-Bomber Support

This unit is at the airfield, ready for use:

##### Main Detachment:

(1) Ju 87 B2 air unit.

**Objectives:** Destroy the T-34 unit (Your Ju 87 B2 must inflict at least one casualty on the T-34 unit before it is destroyed): **35** Glory Points.

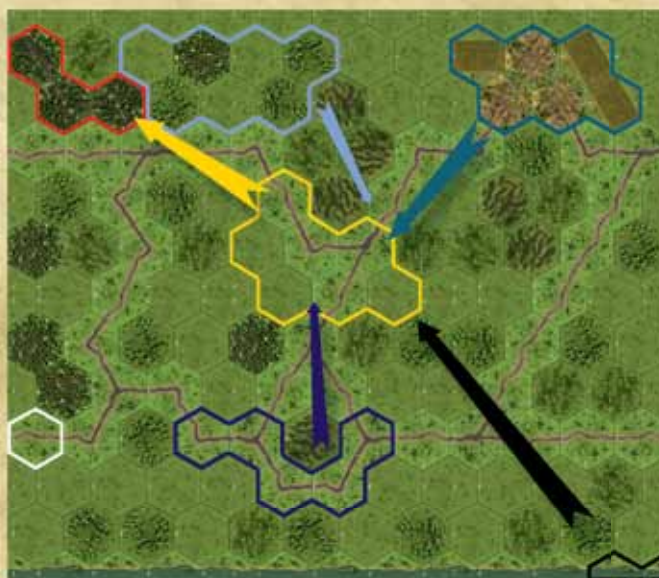
Destroy the Soviet HQ unit (Your Ju 87 B2 must inflict at least one casualty on the HQ unit before it is destroyed): **45** Glory Points.

##### Overall Objectives for the German Army:

Destroy as many enemy units as possible: Glory Points equal to the Force Points of each unit destroyed.



German transport units can leave the map from hex 178 to load supplies.



#### Soviet Army



##### Group 1: Trapped Detachment.

These units can only be placed inside the blockaded area:

##### Additional Forces:

You receive **80** Force Points to purchase units. You must include at least one T-34 unit in this group. You may not choose any Anti-Aircraft Guns.


##### Battlefield Fortifications:

You receive **20** Force Points to purchase battlefield Fortifications. You may not place land mines during this scenario.

**Objectives:** Hold the blockaded area until the end of Turn 10: **50** Glory Points.

Protect the HQ until the end of the game: **30** Glory Points.

Destroy the enemy HQ: **50** Glory Points.

Escape from the enemy encirclement: Glory Points equal to the Force Points of each unit that reaches the escape zone .

## Scenario 7 Combat Engineering

Combat engineers were often called upon to complete their projects under heavy enemy fire.


Their ability to rebuild a damaged bridge could decide the outcome of an entire battle.

This scenario lasts exactly 25 turns. At the end of Turn 25, the player who has the most Glory Points is the winner.

### Battlefield Map



**Place terrain tiles on the gameboard:**  
274 – 403, 211 – 431, 283 – 411,  
287 – 395, 169 – 426, 173 – 434, 177 – 433,  
178 – 440, 143 – 441, 144 – 430

 **The hill objective zone is located in hexes:**  
204 – 420, 208 – 418,  
209 – 419, 213 – 387

In order to take and hold the village, you must have at least two units on the village zone, and there must be no enemy units on the zone. You can earn Glory Points for taking control of the village only once during the game. In order to take and hold the hill, you must have at least two units on the hill zone, and there must be no enemy units on the zone. You can earn Glory Points for taking control of the hill only once during the game.

### Force Lists

**The Soviet player must place his units on the gameboard first.**

#### German Army

##### **Group 1 Engineering Detachment.**

**Main Detachment:** You receive (1) Sturmpanziere unit.

**Additional Forces:** You receive 40 Force Points to purchase additional units. You may only select infantry units for this group.

**Objective:** Rebuild the destroyed bridge: 50 Glory Points.

##### **Group 2 Armored Column**

**Main Detachment:**

(1) Pz.Kpfw. II unit and (1) Pz.Kpfw III ausf. G unit.

**Additional Forces:** You receive 60 Force Points to purchase additional units. You may only select infantry units for this group.

**Objectives:** Destroy the enemy HQ: 50 Glory Points. Take control of the village: 70 Glory Points.

##### **Group 3 Recon Element**

These units begin the game in ambush. Do not place the unit models on the gameboard. Mark the "Ambush Status Box" on each Unit Card, and write down the hex where each unit is located. These units can begin play anywhere on the gameboard.

**Additional Forces:** You receive 70 Force Points to purchase units.

**Objectives:** Destroy the enemy HQ: 50 Glory Points. Take control of the hill: 60 Glory Points.

##### **Group 4 Fighter-Bomber Support**

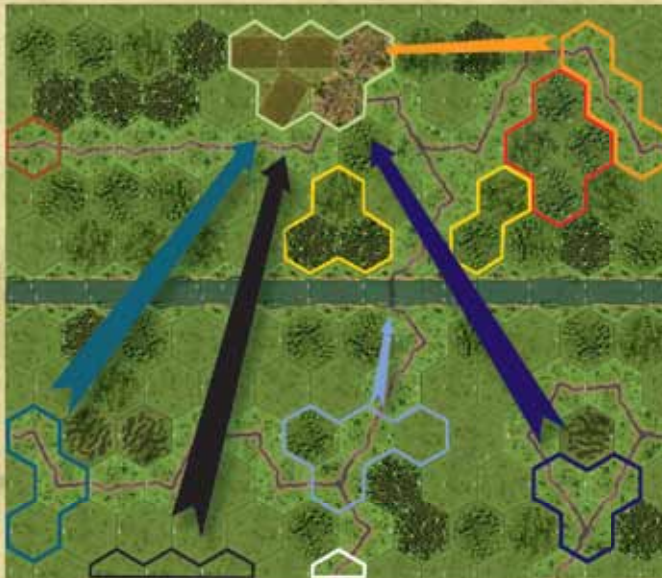
This unit is at the airfield, ready for use:

**Main Detachment:** (1) Ju 87 B2 air unit.

**Objectives:** Destroy the T-34 unit (Your Ju 87 B2 must inflict at least one casualty on the T-34 unit before it is destroyed): 35 Glory Points.

Destroy the Soviet HQ unit (Your Ju 87 B2 must inflict at least one casualty on the HQ unit before it is destroyed): 45 Glory Points.

##### **German transport units can leave the map from hex 190 to load supplies.**



#### Soviet Army

##### **Group 1 Advance Guard**

These units begin the game in ambush. Do not place the unit models on the gameboard. Mark the "Ambush Status Box" on each Unit Card, and write down the hex where each unit is located. These units can begin play anywhere on the gameboard.

**Main Detachment:**

(1) Anti-Tank 45mm Gun 53-K and (1) Machinegun Platoon

**Additional Forces:** You receive 30 Force Points to purchase units.

##### **Group 2 Hilltop Garrison.**

These units must be placed on hill hexes:

**Main Detachment:**

(1) Anti-Aircraft Gun

**Additional Forces:** You receive 50 Force Points to purchase additional units. You may only select infantry units for this group. Battlefield Fortifications: You receive 20 Force Points to purchase battlefield Fortifications.

##### **Group 3 Village Garrison**

These units must be placed on village hexes:

**Main Detachment:** (1) Soviet HQ.

**Battlefield Fortifications:** You may place 1 or 2 minefields in hexes adjacent to the village.

**Objective:** Protect the HQ until the end of the game: 30 Glory Points.

##### **Group 4 Armor Support**


These units begin the game in ambush. Do not place the unit models on the gameboard. Mark the "Ambush Status Box" on each Unit Card, and write down the hex where each unit is located. These units can begin play at any hex on the gameboard marked in orange.

**Main Detachment:** (1) T-34 unit.

**Objective:** Move the T-34 unit into the village: 35 Glory Points.

Overall Objectives for the Soviet Army:

Destroy as many enemy units as possible: Glory Points equal to the Force Points of each unit destroyed.

 **Soviet transport units can leave the map from hex 239 to load supplies.**

## Scenario 8 Bridge Over Troubled Waters

Bridges are crucial to the successful advance of an army, and often both sides will want to control the same bridge, at the same time. Here, a large detachment from the 1st Panzer Group clashes with portions of the Soviet 4th Mechanized Corps over a critical bridge on the River Bug.

This scenario lasts exactly 25 turns. At the end of Turn 25, the player who has the most Glory Points is the winner.

### Battlefield Map



**Place terrain tiles on the gameboard:**  
216 – 431, 221 – 395, 283 – 430,  
341 – 408, 345 – 412, 254 – 396, 249 – 415,  
248 – 429, 379 – 435, 244 – 422, 240-403

In order to take and hold the bridge, you must have at least two units on the bridge zone, and there must be no enemy units on the zone.  
Because of the importance of the bridge to both sides, neither player can use engineer units to destroy the bridge.

### Force Lists

**Before the game, both players must secretly deploy all units. Write the hex where you want your unit to be located on the unit card. When both players have assigned hexes to all units, reveal the cards and place the unit models on the gameboard.**

#### **German Army Group 1 First Section.**

These units begin the game in ambush. Do not place the unit models on the gameboard. Mark the "Ambush Status Box" on each Unit Card, and write down the hex where each unit is located.

##### **Main Detachment:**

(1) Pz.Kpfw II unit.

**Additional Forces:** You receive **50** Force Points to purchase additional units.

#### **Group 2 Second Section**

These units begin the game in ambush. Do not place the unit models on the gameboard. Mark the "Ambush Status Box" on each Unit Card, and write down the hex where each unit is located.

**Main Detachment:** (1) Pz.Kpfw III ausf. G unit.

**Additional Forces:** You receive **40** Force Points to purchase additional units.

#### **Group 3 Third Section**

These units begin the game in ambush. Do not place the unit models on the gameboard. Mark the "Ambush Status Box" on each Unit Card, and write down the hex where each unit is located.

**Main Detachment:** (1) German HQ and (1) Opel Blitz unit.

**Additional Forces:** You receive **60** Force Points to purchase additional units.

#### **Group 4 Fourth Section**

These units begin the game in ambush. Do not place the unit models on the gameboard. Mark the "Ambush Status Box" on each Unit Card, and write down the hex where each unit is located. **Additional Forces:** You receive **30** Force Points to purchase units.

**German transport units can leave the map from hex 274 or hex 367 to load supplies.**



#### **Soviet Army Group 1 Artillery Section.**

##### **Main Detachment:**

(1) Anti-Tank 45mm Gun 53-K and (1) Mortar Platoon

##### **Additional Forces:**

You receive

**40** Force Points to purchase units.

#### **Group 2 Headquarters Section.**

##### **Main Detachment:**

(1) Soviet HQ.

##### **Additional Forces:**

You receive **40** Force Points to purchase additional units.

#### **Group 3 Ambush Section.**

These units begin the game in ambush. Do not place the unit models

on the gameboard. Mark the "Ambush Status Box" on each Unit Card, and write down the hex where each unit is located.

##### **Main Detachment:**

(1) T-34 unit.

##### **Additional Forces:**

You receive **40** Force Points to purchase additional units.

**Soviet transport units can leave the map from hex 306 to load supplies.**

#### **Overall Objectives for both Soviet and German Armies:**

This scenario is a direct conflict for control of a valuable bridge.

Both forces have the same objectives:

Seize the bridge and hold it at the end of the game: **40** Glory Points.

Destroy as many enemy units as possible: Glory Points equal to the Force Points of each unit destroyed.

All of these scenarios can be played using the units from your basic game set. You can also play with additional units taken from other sets. Visit our websites for details on how you can get new units for your game:



**6104** SOVIET MACHINEGUN  
MAXIM WITH CREW 1941-43



**6103** SOVIET INFANTRY  
1941-1943



**6122** SOVIET 122 mm HOWITZER



**6125** SOVIET STORMOVIK IL-2



**6113** SOVIET LIGHT TANK T-26 M



**6123** GERMAN DIVE BOMBER  
Ju-87 B2 "STUKA"



**6106** GERMAN MACHINEGUN  
MG-34 WITH CREW 1939-42



**6105** GERMAN INFANTRY  
1939-1942



**6119** GERMAN MEDIUM TANK  
Pz.Kpfw. III G



**6102** GERMAN LIGHT TANK  
Pz.Kpfw. II



**6116** GERMAN FIGHTER  
MESSERSHMITT BF-109 F2

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Check back regularly to find new scenarios on our website too!