

Scenario I0

On to Smolensk

The city of Smolensk is a critical objective on the Germans' planned route to Moscow. Can the Soviet defenders hold out long enough for the defenders of the capital to prepare?

The scenario lasts exactly 30 turns.

At the end of Turn 20, the player with the most Glory Points is the winner.

Battlefield Map



Place terrain tiles on the gameboard:

177-432, 172-409, 230-413, 116-415,
112-403, 145-386, 141-408, 137-433,
267-385, 8-404, 13-407, 18-427, 1-419



Hills: x1 120+401, x1 140+444,
x2 2+421, x1 6+420, x1 7+422

Force Lists

The Soviet player must place his units on the gameboard first. No battlefield fortifications or minefields can be placed on the gameboard at the start of the game.

German Army



Group 1: First Attacking Wave

These units can be placed on any hexes in the area shown. You receive **120** Force Points to purchase units of your choice.



Reinforcements

German reinforcements enter the battlefield through hex **433**.

Group 2:

At the beginning of Turn 2, you receive **100** Force Points to spend on additional units.

Group 3

At the beginning of Turn 5, you receive **100** Force Points to spend on additional units.

Group 4

At the beginning of Turn 10, you receive **100** Force Points to spend on additional units.

Group 5

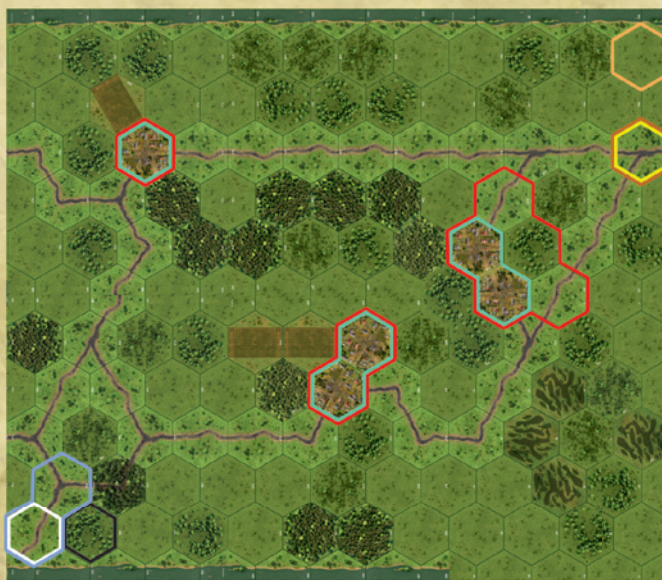
At the beginning of Turn 15, you receive **100** Force Points to spend on additional units.



German transport units can leave the map from hex **433** to load supplies.



German air units can enter the map only from hex **136**.



Soviet Army



Group 1: Smolensk Garrison

These units can be placed on any of the marked hexes. You receive **120** Force Points to purchase units of your choice.



Reinforcements

Soviet reinforcements enter the battlefield through hex **114**.

Group 2

At the beginning of Turn 2, you receive **70** Force Points to spend on additional units.

Group 3

At the beginning of Turn 5, you receive **65** Force Points to spend on additional units.

Group 4

At the beginning of Turn 10, you receive **65** Force Points to spend on additional units.



Soviet transport units can leave the map from hex **114** to load supplies.



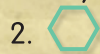
Soviet air units can enter the map only from hex **105**.

Mission Objectives



Objective: The Road to Moscow — 300 Glory Points

The side that holds the crossroads at hex **114** at the end of the scenario wins this objective. To hold the crossroads, you must have at least one unit in the hex, and there must be no enemy units there.



Objective: Take and Hold the Villages—20 Glory Points per Hex

Each village hex (marked on the map) held at the end of the scenario is worth **20** Glory Points. To hold a village you must have at least one unit in the hex, and there must be no enemy units there.

Objective: Hold the High Ground—20 Glory Points per Hex

Each hill hex (marked on the map) held at the end of the scenario is worth **20** Glory Points. To hold a hill you must have at least one unit in the hex, and there must be no enemy units there.

3. Objective: Destroy the Enemy

You receive Glory Points equal to the Force Point value of all destroyed enemy units.