

## Scenario 9 The Velikaya Crossing

The Velikaya River presents a major obstacle for the German offensive. The Wehrmacht must secure a way across the river to move forward. The bridge near the ancient city of Pskov provides the perfect opportunity, if the Soviets can be convinced to give it up...

The scenario lasts exactly 20 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:

320-410, 366-416, 369-413, 368-385,  
361-409, 382-394, 367-435, 363-428,  
358-412, 9-393, 13-389, 17-391,  
21-387, 20-388, 27-432, 18-414,  
103-433, 107-411, 111-422



Hills: x1 105+418, x1 110+402,  
x2 155+404, x1 156+387,  
x1 8+401

### Force Lists

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

#### German Army



##### Group 1: Main Assault

These units can be placed on any hexes in the area shown (264, 265, 268, and 269).

##### Main Detachment:

(1) German HQ.

##### Additional Forces:

You receive 150 Force Points to purchase additional units.

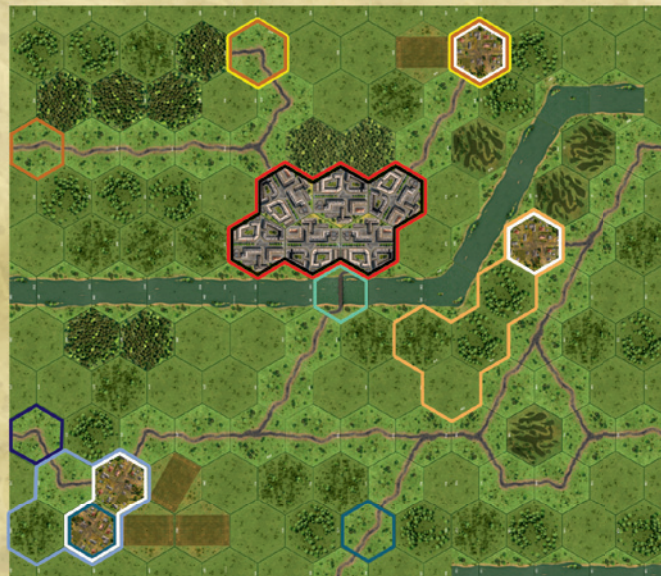


##### Group 2 Reinforcements:

At the beginning of Turn 8, you receive 250 Force Points to spend on additional units and battlefield fortifications. These units can be placed in hexes 264 and 122.



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



#### Soviet Army



##### Group 1: City Defenses

These units can be placed on any hexes in the city of Pskov (372, 373, 374, 376, 377, and 378).

##### Main Detachment:

(1) Soviet HQ and (3) Rifle Companies.

##### Additional Forces:

You receive 60 Force Points to purchase additional units.



##### Group 2 Reinforcements:

At the beginning of Turn 5, you receive 150 Force Points to spend on additional units and battlefield fortifications. These units can be placed in hexes 412 and 432.



Soviet transport units can leave the map from hexes 432, 239, 412 to load supplies.

### Mission Objectives

#### 1. Objective: Take and Hold Pskov—180 Glory Points

The side that holds the city zone at the end of the scenario wins this objective. In order to take and hold the city, you must have at least two units in the area, and there must be no enemy units in the area.

#### 2. Objective: Take and Hold the Villages—10 Glory Points per Hex

Each village hex (marked on the map) held at the end of the scenario is worth 10 Glory Points. To hold a village you must have at least one unit in the hex, and there must be no enemy units there.

#### 3. Objective: Hold the High Ground—30 Glory Points per Hex

Each hill hex (marked on the map) held at the end of the scenario is worth 30 Glory Points. To hold a hill you must have at least one unit in the hex, and there must be no enemy units there.

#### 4. Objective: Destroy the Enemy

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

#### 5. Objective: The Velikaya Bridge

If the bridge is not destroyed at the end of the scenario, the German player earns 50 Glory Points.

If the bridge is destroyed, the German player loses 30 Glory Points and the Soviet player earns 30 Glory Points.