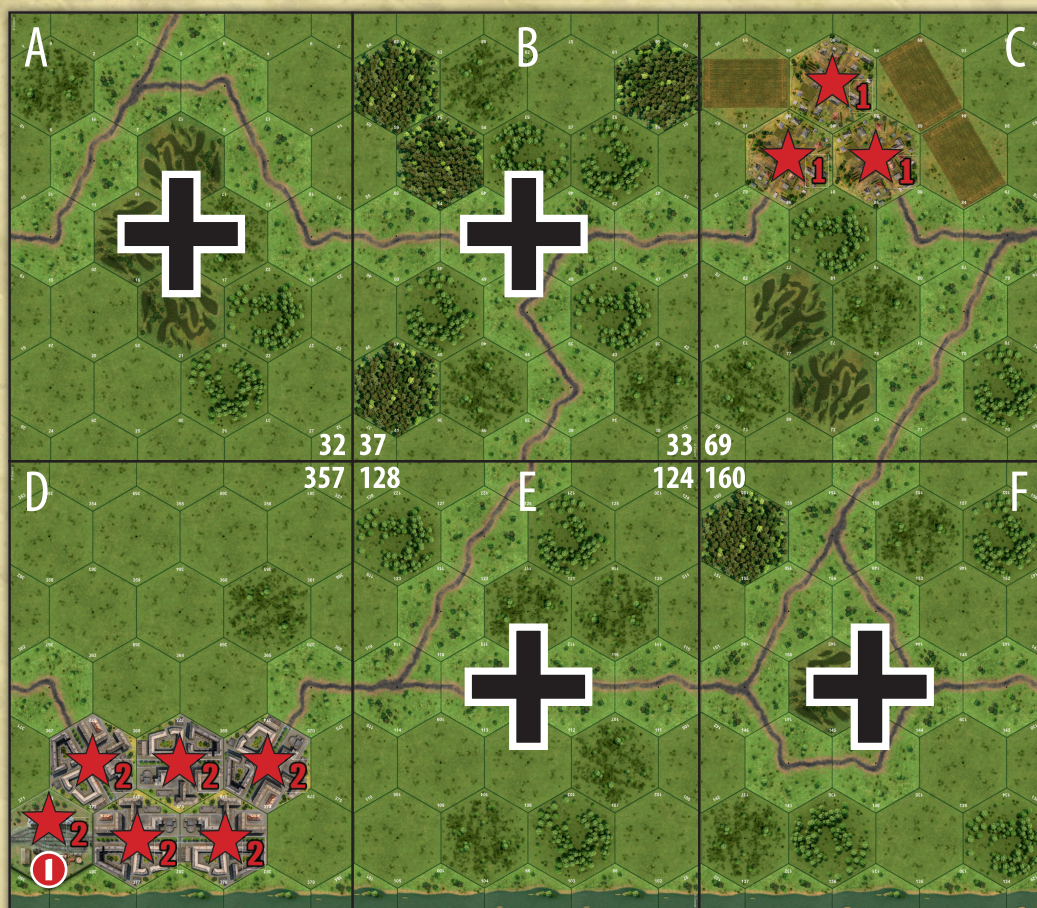


«The most organized amongst these columns were those led by general I. S. Nikitin (6th Cavalry corps' command and a part of the 36th Cavalry Division) and combined groups of 11th Mechanized Corps' divisions. They broke through German screens set on their way, left small units for covering and retreated to the next line.»

D. Yegorov. «The Defeat of the Western Front»



AMBUSH

DURATION OF THE GAME: 10 turns.

TERRAIN TILES

D	376 – 665
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OBJECTIVES:

- Soviet army: Bring ZIS-5 trucks to a hex 665 – 50 Glory Points for each truck unit.
- German army: Destroy ZIS-5 trucks – 50 Glory Points for each truck unit.
- Both armies: Destroy enemy units – each destroyed enemy unit is worth Glory Points equal to the Force Points of each unit destroyed.

SOVIET ARMY

	Group 1. Deployment Zone: any one hex of the following: 85, 86, 90.
	HQ.
	Infantry 1.
	Infantry 2.
	Cavalry 1.
	Cavalry 2.
	Light tank T-26 1 unit.
	Light tank T-26 2 unit.
	Light tank BT-5 unit.
	Truck ZIS-5 1.
	Truck ZIS-5 2.
	Group 2. Deployment Zone: any one hex of the following: 372, 373, 374, 665, 377, 378.
	Paratroops.
	Mashinegun.
	Pillbox.

GERMAN ARMY

	Deployment Zone: any hex in sectors A, B, E or F.
	HQ.
	Pak-36 anti-tank gun.
	Mashinegun.
	Infantry 1.
	Infantry 2.
	Infantry 3.
	Infantry 4.
	Mortar.
	Sturmpioniere.

SPECIAL RULE:

Ammunition Problems: Before the first turn, roll 1 die for each Soviet unit. Cross off a number of Ammunition Points on that unit's card equal to the result of the roll.