



SCENARIO BOOKLET

WORLD WAR II

BLITZKRIEG 1940

Welcome to WORLD WAR II: Blitzkrieg 1940 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 Western 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 Victory Points. When the dust settles at the end of the fight, the commander who has gathered the most Victory 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 add terrain tiles to the map. The additional tiles are listed below the scenario objectives.

OBJECTIVES

The mission objectives are listed for both armies, which explain what you need to do to win the game.

DURATION OF GAME

The maximum length of the game, in game turns, is listed here.

FORCE LISTS

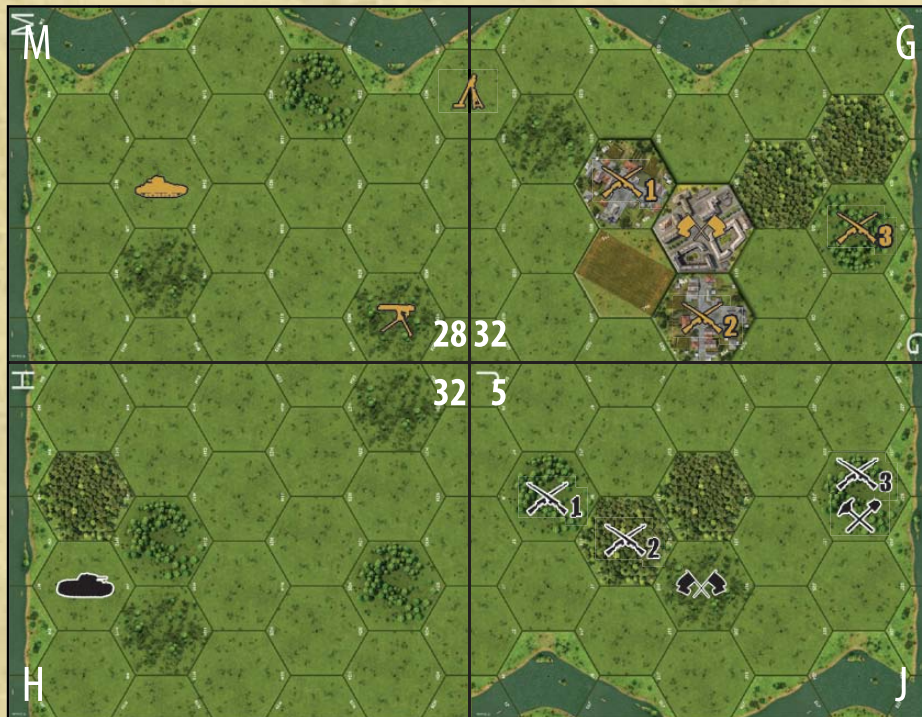
The units each army receives for the battle, and the location where they begin play, are listed here.

SPECIAL RULES

If the scenario has any special rules or if there are more details for any of the objectives, they will be listed below the force lists.

INTRODUCTION: This scenario is not based on any historical battle, but is a perfect way for new players to experience their first battle. Your goal is simple — destroy the enemy's HQ to win the game!

In the first turn we will assume command of your armies and show you the game basics and the most important orders. Then you will take over the troops and lead them to victory.



TUTORIAL SCENARIO

DURATION OF GAME: 6 Game Turns.

OBJECTIVE FOR BOTH ARMIES:

- I** — Destroy the enemy HQ before the game ends – 50 victory points
- I** — Destroy enemy units – each destroyed or captured enemy unit is worth a number of points equal to its cost

The player who has the most Victory Points at the end of the game wins.

TERRAIN TILES

G	G22 – 710; G18 – 694; G17 – 703x1; G21 – 699x1
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THE BRITISH ARMY

	HQ: hex 703 (G17).
	Infantry 1: hex 699, in ambush.
	Infantry 2: hex 694.
	Infantry 3: hex G8.
	Machinegun: hex M24, deployed.
	Mortar: hex M31, deployed.
	Matilda MK1 tank unit: hex M12.
—	Anti-infantry minefields: hexes J13, J14, J18 and J23.
—	Trench 1: hex M24 towards hex M28.
—	Trench 2: hex 694 (G18) towards hex J18.
—	Trench 3: hex G8 towards hex G9.

THE GERMAN ARMY

	HQ: hex J16.
	Infantry 1: hex J8.
	Infantry 2: hex J12.
	Infantry 3: hex J26.
	Sturmpioniers: hex J26.
	Pz. II tank unit: hex H7.

PREPARATIONS FOR PLAY:

- Combine the game boards as shown in the picture. Note the four numbers marked in white are the numbers of the partial hexes in the corners of the boards. When you combine the boards, those hexes should be in contact with each other as shown.

- Place the terrain tiles as listed in the terrain tiles table. An “x1” means that you need to place 1 plastic hill tile below the terrain tile. For example, “G17 – 703x1 means that you place 1 hill tile and the tile numbered 703 on hex G17 (on the “G” board).

- Place the units on the battlefield as shown in the picture and the force lists. The British infantry unit in hex 699 starts the game “hidden”. That means that the unit model is not placed on the board. Instead, place it on the matching Unit Card and write on the card the number of the hex the unit is in (699).

Now everything is ready and the battle can commence!

Game Turns

Each turn starts with the Planning Phase, when you give orders to your units. Let’s start giving the orders. Both players give their orders simultaneously. But, to keep things clear, we’ll explain the orders one side at a time, and pretend that we don’t know what orders the enemy units will receive.

Planning Phase

British army

Infantry 1: This unit is in ambush, and we wrote the hex number on the Unit Card. We must also write down the number of the hex the hidden unit will face, and the range of its Kill Zone. We chose a range of 3 hexes, so it will shoot at any enemy unit that enters the minefield. On the front of the card, we also have to mark the Hidden Status Box.

Infantry 2: This unit is already in a good position, and gets additional defenses for being in a village. We can further reinforce the position by putting it in the trench. To do this, we must issue the Defend order. On the Unit Card, we write the number of the hex the unit in the trench will face, and the range of its Kill Zone. This time, we’ll use a range of 1 hex.

Infantry 3: We also want this unit to occupy the trenches, so it also gets the Defend order. Again, we mark the hex the unit will face and the range of its Kill Zone. Let’s use a range of 2 hexes this time.

HQ: We need to protect this unit, so we’ll give it Defend orders as well, marking the hex the unit will face and the range of the Kill Zone (1 hex).

Machinegun: This unit has already been deployed, so all we need to do is occupy the trenches. As before, we must use the Defend order, and write down the direction the unit will face and its Kill Zone range (2 hexes).

Mortar: The German infantry unit in hex J8 is already in range for the mortars and in Line of Sight. This is a perfect opportunity for Suppression Fire! We issue this order to the mortar unit, and write down the number of the target enemy unit.

Matilda MK I: This is the British army’s reserve, ready to respond to whatever the Germans will do, so let’s keep it where it is for now. Don’t mark any orders on this Unit Card—the tank will execute the Wait order.

German Army

HQ: This unit is too important to risk, so we’ll give it the Defend order. Mark the hex the unit will face, and the range of the Kill Zone, which will be 1 hex.

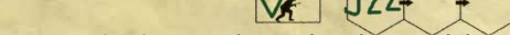
Infantry 1: The British clearly will not leave their fortified positions, so the best plan is to approach them with minimal losses. This unit must move towards the machinegun as quickly as it can and knock it out, then deal with the mortar. So, this unit gets the March order, moving towards hex H27. We mark the March order on the Unit Card, and write the hexes the unit will move through.



Infantry 2: This unit is in less hurry, so it can use the safer Careful Movement order. Write in the hex the unit will move to.



Infantry 3: This unit also gets the Careful Movement order, and will move to hex J22.



Sturmpioniers: We know that the British have placed minefields, so we want to use our engineers to take them out. We need to protect them until they reach the mines, so we issue Careful Movement orders to them. Again, we write down the hex they are moving to (J22).

Pz. III: We don’t know what part of the battlefield we need to focus on yet, so we’re going to hold this tank in reserve. We don’t mark any orders, and it will execute the Wait order.

Execution Phase

Now that all units have their orders, the Planning Phase ends and the Execution Phase begins.

The Defend order is always executed first. All units with this order are now considered to be “defending” and receive their defense bonus. Units defending a hex with trenches are now in the trenches, so we mark the Entrenched Status Box on the front of their Unit Cards.

The next order is Suppression Fire. Only one unit is executing Suppression Fire orders this turn: the British mortar team.

The mortars are shooting at an enemy infantry unit. Normally, they get to roll 10 dice, as indicated on the Firepower Chart on its Unit Card.

But, since this is Suppression Fire, they increase the Firepower by one half: so we roll 15 dice (10 basic + 5)! The accuracy of the mortar is “1” at all ranges, so each die that shows the number “1” will score a hit.

Let’s say that we roll the dice and get these results: 2, 3, 3, 6, 1, 4, 6, 1, 5, 4, 2, 3, 5, 6, and 3. This means the mortar scores 2 hits!

The first hits against a unit count against its Defense Value. The basic Defense Value for the German infantry is 1, but the unit is currently in light woods, which adds +1 to its Defense. This makes the unit's total Defense Value 2. We subtract the number of hits from the unit's current Defense. Since the Defense has been reduced to exactly 0, no casualties are inflicted, but any additional hits the unit suffers this turn will cause casualties! For now, we mark a "0" on the Unit Card as a reminder.

Because the German infantry was the target of a Suppression Fire attack, it has to make a Fortitude Test, even though it did not suffer any casualties. To make a Fortitude Test, we roll 2 dice and add the results together. If the total is equal to or less than the unit's current Fortitude, it passes the test. Let's say we roll a 4 and a 1, for a total of 5. The German infantry has a Fortitude of 8, so it passes the test.

Since the British mortar fired a Suppression Fire attack, we cross off 3 Ammunition Points on its Unit Card.



The next order to execute would be Open Fire, but there are no units with those orders this turn. We also have no units with Air Missions, Assault, Ambush, or Special Orders, so we skip past those steps and go directly to movement orders.

German infantry 1 executes its March orders, moving first into hex J4. The British machinegun has Defend orders, with a Kill Zone pointed towards hex J5 at a range of 2 hexes. So, the German infantry just entered the machinegun's Kill Zone and it opens fire!

The machinegun has a Firepower value against infantry of 10, with an accuracy of "2" at 2 hexes range. Each die that shows "1" or "2" will score a hit. Let's assume that we roll 5, 5, 1, 3, 6, 3, 3, 2, 6, and 4. That's 2 hits! Because the infantry was attacked earlier in the turn, its Defense Value is already reduced to 0, so each hit inflicts 1 casualty. 2 symbols in the Unit Size area of the Unit Card are crossed off. Each time a unit suffers a casualty, its Fortitude Value is also reduced by 1, in this case it goes down to 6.

When a unit suffers casualties, it has to make a Fortitude Test. This time, we roll a "6" and a "2"—they failed the test! The unit immediately becomes "suppressed". The unit's movement for the turn ends in the hex where it was suppressed, and we mark the Suppressed Status Box on the front of the Unit Card.




Since the machinegun fired its weapons, we must also cross off 1 Ammunition Point on its Unit Card.

German infantry 2 now executes its Careful Movement order and enters hex J13. Unfortunately, this hex has been mined and the mines detonate! The minefield makes a Fire Test, just like the units described above. Since the target is infantry, it rolls 6 dice and needs "1" or "2" to hit.

The minefield rolls 4, 6, 2, 6, 4, and 5, which means 1 hit. The infantry has a base Defense Value of 1, but it gets +1 for executing the Careful Movement order, for a total of 2. The hit reduces it back to 1. Since there were no casualties, the unit does not have to make a Fortitude Test.

Sadly for the Germans, though, the minefield is also in the Kill Zone of British infantry 1 (which is in ambush in hex 699), so it gets to attack now. The British unit has Firepower 8 against infantry, so it rolls 8 dice. Normally, it would have to roll a "1" to hit at this range, but it receives a +1 Accuracy bonus for being hidden. That means that all "1" and "2" results will hit.

Let's say that the British roll 4, 6, 1, 4, 2, 5, 6, and 5: that's 2 more hits. The German unit's current Defense is 1, so the first hit reduces it to 0. The second hit will cause 1 casualty. We cross off 1 Unit Size symbol on the infantry's Unit Card  and reduce its Fortitude Value by 1. Since it suffered a casualty, it has to make a Fortitude Test, as we described above. Let's assume that they pass their test.

The British unit must cross off 1 Ammunition Point, as usual. Also, since it was a hidden unit that fired its weapons, it is no longer hidden: the unit model is placed on the game board in hex 699.

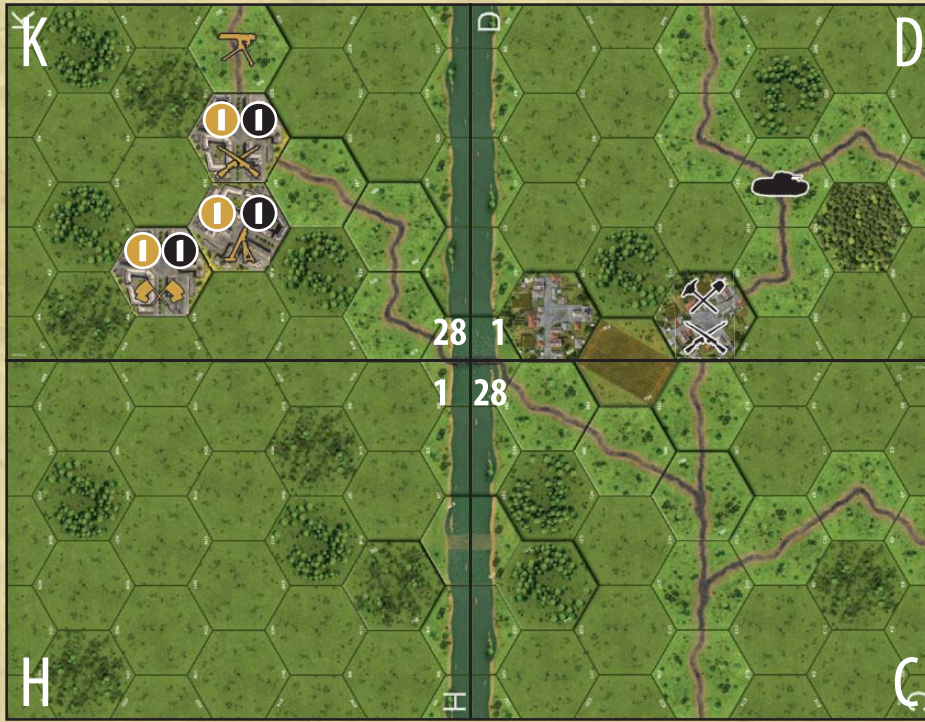
The Germany infantry 3 and the Sturmpanziers also have Careful Movement orders, and move into hex J22. These units did not enter a minefield or Kill Zone, so nothing interrupts their movement.

All of the orders have been executed, so the first turn ends. Now you've had a glimpse of what the action is like in Art of Tactic! You're ready to take over command of the British and German armies. You've seen how the basic orders work, and you can achieve the mission objectives.

For now, things look pretty grim for the Germans, but don't forget your Pz. II in reserve: it's almost invulnerable to all the weapons the British have in this scenario. Also, don't forget that the scenario lasts only 6 turns, one of which is already over.

Good luck!

INTRODUCTION: Remnants of the British 5th Infantry Brigade have retreated to a small French town after destroying a bridge to delay the German attack. German command now faces a choice: either rebuild the bridge under British fire, or find another way to cross the river. A suitable ford was found nearby, but German command could not know that the opposite bank of the river had been mined by the British.



SCENARIO №2

RIVER OF FIRE

DURATION OF GAME: 15 Game Turns.

OBJECTIVE FOR BOTH ARMIES:

- ① — British: Hold the crossing—If there is at least 1 British unit in hexes 708 (K11), 721 (K16), or 698 (K18) at the end of the game, the British player earns 50 VP.
- ② — Germans: Push the British back—If there are no British units in hexes 708 (K11), 721 (K16), or 698 (K18) at the end of the game, the German player earns 50 VP.

TERRAIN TILES

C	C16 – 682; C20 – 686; C24 – 684; C26 – 711
D	D6 – 694; D10 – 700; D15 – 691
H	H3 – 671; H8 – 702
K	K11 – 708; K16 – 721; K17 – 698; K18 – 685; K21 – 687; K24 – 679; K25 – 680; K28 – 727

THE BRITISH ARMY

	HQ: hex 708 (K11).
	Infantry: hex 698 (K17).
	Mortar: hex 721 (K16). The mortar begins the game deployed.
	Machinegun: hex 685 (K18). The machinegun begins the game withdrawn.

THE GERMAN ARMY

	Sturmpioniers: hex 691 (D15).
	Infantry: hex 691 (D15).
	Pz. II tank unit: hex D 21.

NOTES: The British player must place four minefields of any type anywhere in Sector H.

INTRODUCTION: The British troops are defending an important objective, controlling several roads and bridges. The British positions are too well-fortified for a direct assault. Instead, the Germans have decided to drop some paratroops in the British Army's rear area, and attack the fortifications from both directions.



SCENARIO №3

PARATROOP ASSAULT

DURATION OF GAME: 12 Game Turns.

OBJECTIVES:

- ① — British: Defend the pillbox—If the pillbox is not destroyed or captured before the end of the game, the British player earns 50 VP.
- ① — Germans: Destroy the pillbox—If the pillbox is destroyed or captured by German troops, the German player earns 50 VP.

TERRAIN TILES

A	A11 – 694; A16 – 685; A18 – 711; A21 – 687; A26 – 680; A27 – 721
D	D2 – 697; D7 – 688; D12 – 668; D15 – 704; D 17 – 683; D20 – 710; D21 – 691
L	L9 – 679; L13 – 684; L17 – 699; L21 – 686; L25 – 720; L29 – 695
M	M9 – 696; M13 – 674; M14 – 670; M18 – 675; M23 – 673

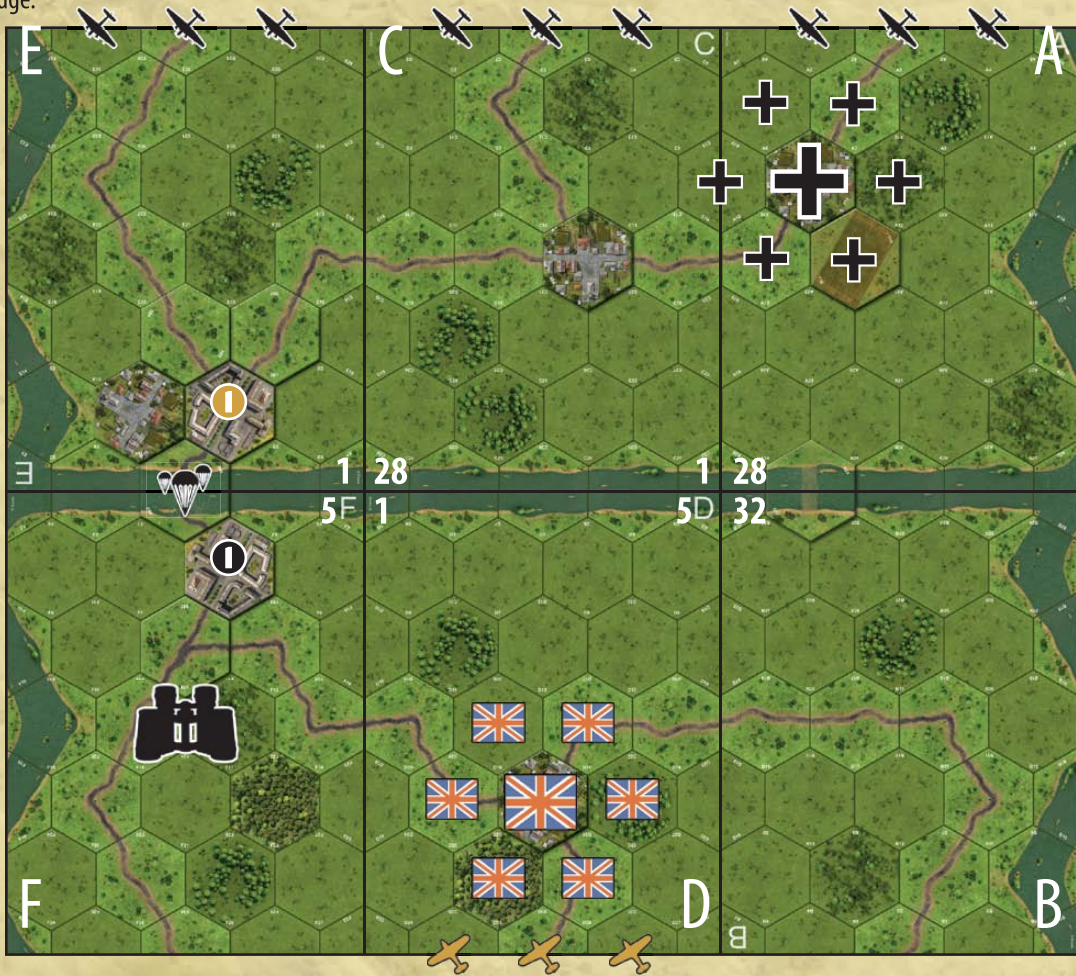
THE BRITISH ARMY

	Infantry 1: hex 721 (A27) .
	Infantry 2: hex 670 (A23).
	Infantry 3: hex 680 (A26).
	Machinegun: hex 721 (A27). The machinegun begins the game withdrawn.
—	Pillbox: hex 721 (A27). The pillbox must face hex A32.
—	Trench: hex 670 (A23). The trench must face hex 696 (M9).
—	Trench: hex 680 (A26). The trench must face hex 695 (A31).

THE GERMAN ARMY

	HQ: either hex 699 (L17) or hex 691 (D21).
	Sturmpioniers: either hex 699 (L17) or hex 691 (D21).
	Pz. II tank unit: either hex 699 (L17) or hex 691 (D21).
	Paratroops unit: on board the Ju-52 air unit.
	Ju-52 air unit: at the airfield, ready for flight. Air Missions can begin from any partial hex in Sector D.

INTRODUCTION: Control of roads and bridges were key goals of the impetuous German advance. Here, German vanguard units rush towards a bridge in the middle of a French town, already occupied by German paratroopers. Meanwhile, on the other side of the river, elements of the British Expeditionary Force are also closing on the bridge.



SCENARIO N°4

RIVER CROSSING

TERRAIN TILES

A	A11 – 716; A16 – 710; A29 – 671	E	E3 – 696; E7 – 698; E8 – 691; E11 – 687; E12 – 684
C	C17 – 694	F	F8 – 721; F12 – 681
D	D21 – 723		

THE BRITISH ARMY

	HQ: hex 723 (D21) and adjacent hexes.
	Infantry 1: hex 723 (D21) and adjacent hexes.
	Infantry 2: hex 723 (D21) and adjacent hexes.
	Infantry 3: hex 723 (D21) and adjacent hexes.
	Machinegun: hex 723 (D21) and adjacent hexes. The machinegun begins the game withdrawn.
	Mortar: hex 723 (D21) and adjacent hexes. The mortar begins the game withdrawn.
	Matador truck unit: hex 723 (D21) and adjacent hexes.
	2-pdr anti-tank gun: hex 723 (D21) and adjacent hexes. The gun begins the game withdrawn.
	Matilda MK1 tank unit: hex 723 (D21) and adjacent hexes.
	Hurricane air unit: at the airfield, ready for flight. Air Missions can begin from any partial hex in Sector D.

DURATION OF GAME: 15 Game Turns.

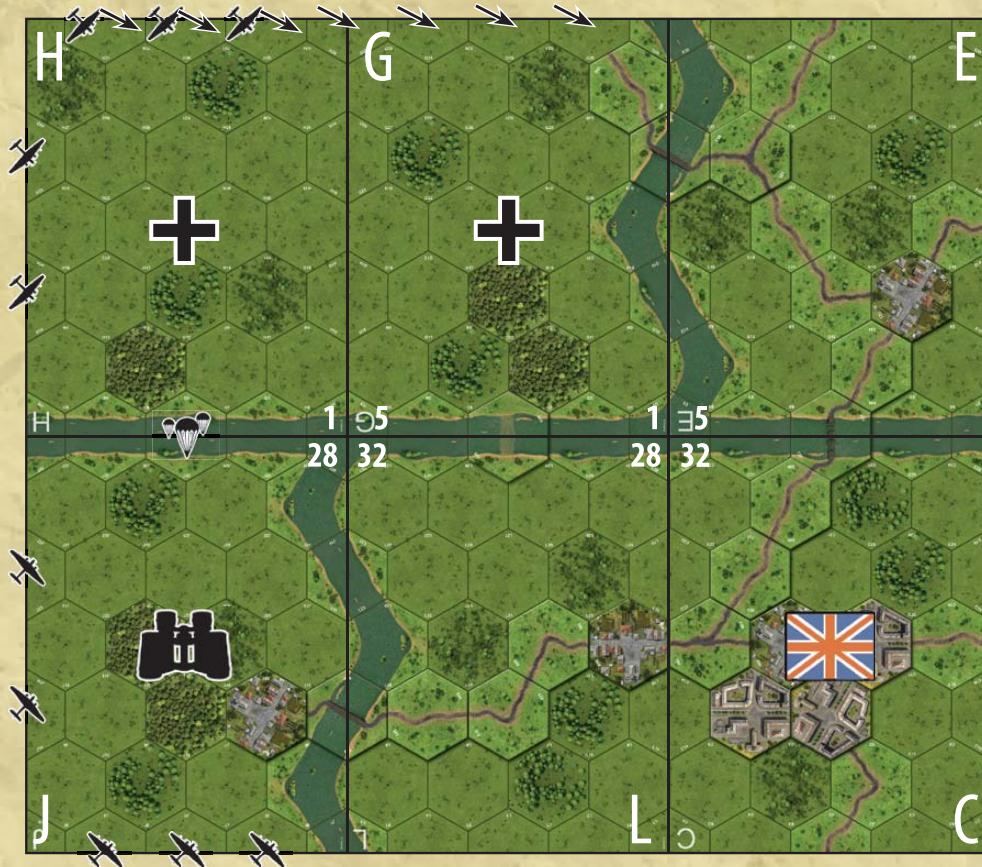
OBJECTIVES:

- British: Reclaim the bridge—If hex 698 (E7) contains at least 1 British unit and no German units at the end of the game, the British player earns 50 VP.
- Germans: Hold the bridgehead—If hex 721 (F8) contains at least 1 German unit and no British units at the end of the game, the German player earns 50 VP.
- Destroy the enemy—Both players earn VP equal to the unit cost of all enemy units destroyed during the game.

THE GERMAN ARMY

	HQ: hex 716 (A11) and adjacent hexes.
	Infantry 1: hex 716 (A11) and adjacent hexes.
	Infantry 2: hex 716 (A11) and adjacent hexes.
	Infantry 3: hex 716 (A11) and adjacent hexes.
	Sturmpioniers: hex 716 (A11) and adjacent hexes.
	Pz. 38 (t) tank unit: hex 716 (A11) and adjacent hexes.
	Reconnaissance team: any hex in Sector F.
	Paratroops unit: hex 696 (E3) and adjacent hexes.
	Ju-52 air unit: at the airfield, ready for flight. Air Missions can begin from partial hexes in Sectors A, C, and E.
	Messerschmitt BF-109 air unit: at the airfield, ready for flight. Air Missions can begin from partial hexes in Sectors A, C, and E.

INTRODUCTION: A small French town has been garrisoned by British troops, and sits in the way of the Germany Army's advance. The defenders are hopelessly outnumbered. Bravely, the commander orders his men to build additional fortifications. However, when the Germany army approaches, it becomes clear that they have almost no chance to hold the town.



SCENARIO N°5

CRUSH THE GARRISON

DURATION OF GAME: 15 Game Turns.

TERRAIN TILES

G	24 – 688	C	12 – 721; 13 – 698; 16 – 708; 17 – 699; 18 – 682; 22 – 720; 26 – 686; 30 – 727
J	11 – 691	E	7 – 684; 11 – 723; 22 – 683; 23 – 696
L	12 – 679; 13 – 685; 14 – 697; 15 – 694; 16 – 680; 30 – 671		

The British player must place his units on the board first.

THE BRITISH ARMY

	HQ: any hex in Sector C.
	Infantry 1: any hex in Sector C.
	Infantry 2: any hex in Sector C.
	Infantry 3: any hex in Sector C.
	Machinegun: any hex in Sector C. The machinegun begins the game withdrawn.
	Mortar: any hex in Sector C. The mortar begins the game withdrawn.
	Matador truck unit: any hex in Sector C.
	2-pdr anti-tank gun: any hex in Sector C. The gun begins the game withdrawn.
	Matilda MK1 tank unit: any hex in Sector C.
—	Pillbox, 4 trenches, 2 sections of barbed wire, 2 dragon's teeth: anywhere in Sector C.

OBJECTIVES:

- I** — British: Destroy the enemy – If at least 200 points worth of German units are destroyed, the British player earns 50 VP.
- II** — Germans: Minimize German casualties – If the total cost of German units destroyed is less than 200 points and all British units are destroyed, the German player earns 50 VP.

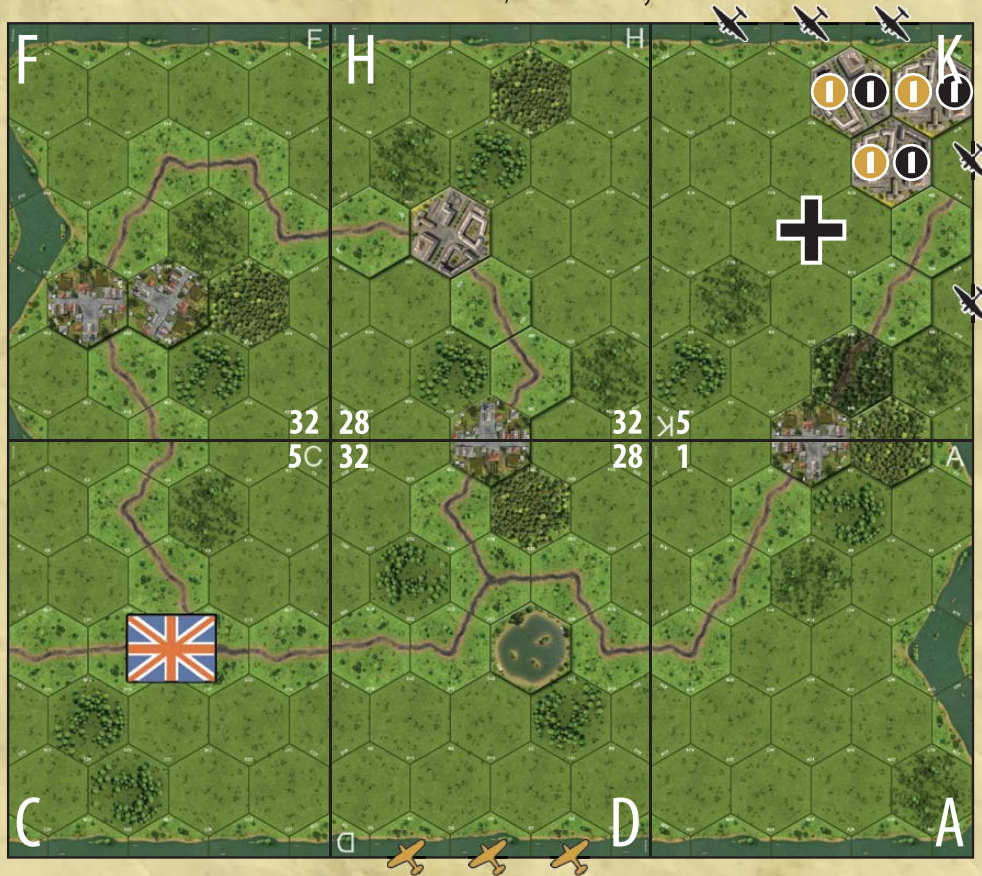
SPECIAL RULES: In this scenario, any German units except the HQ which are destroyed return to play at the beginning of the next turn (before the Planning Phase), and may be placed on any of the following hexes: H4, H9, H13, H18, H22, H27, J9, J13, J18, J22, or J27. Returning units enter play at full strength and with full ammunition, and may receive and execute orders as normal. If the paratroops unit is destroyed, it returns to play on board the Ju-52 unit. If the Ju-52 is not at the airfield, the paratroops return to play as soon as the Ju-52 returns to the airfield.

The German player may not bring more than 50 points worth of units back into play each turn. If he has lost more units, he must choose which units will return immediately (their total cost must not exceed 50 points). The remaining units will return to play at the beginning of the next turn (up to 50 points).

THE GERMAN ARMY

	HQ: any hex in Sectors J or H.
	Infantry 1: any hex in Sectors J or H.
	Infantry 2: any hex in Sectors J or H.
	Infantry 3: any hex in Sectors J or H.
	Sturmpioniers: any hex in Sectors J or H.
	Pz. 38 (t) tank unit: any hex in Sectors J or H.
	Reconnaissance team: any hex in Sectors J, H, or G.
	Paratroops unit: on board the Ju-52 air unit.
	Ju-52 air unit: at the airfield, ready for flight. Air Missions can begin from partial hexes in sectors J or H.

INTRODUCTION: Advancing German troops were marching on English Channel, cutting off the communications of the British Expeditionary Force. To oppose the German advance, British command prepared a counterattack at Arras. On the 21st of May, the British troops launched their attack. They easily seized Duisans, then Warlus and Berneville. Finally, troops from the 1st Tank Brigade and the 50th Infantry Division of the British Army attacked the village of Walli. Now, all that stands between them and Arras are the soldiers of the 7th German Panzer Division, commanded by Rommel.



SCENARIO №6

THE BATTLE FOR ARRAS

DURATION OF GAME: 15 Game Turns.

TERRAIN TILES

A	3 – 716; 4 – 701	H	15 – 687; 16 – 721; 21 – 720; 26 – 680
D	16 – 704; 30 – 723	K	7 – 668; 11 – 686; 15 – 684; 20 – 708; 24 – 698; 25 – 703
F	20 – 694; 24 – 691		

THE BRITISH ARMY

	HQ: any hex in Sector C.
	Infantry 1: any hex in Sector C.
	Infantry 2: any hex in Sector C.
	Infantry 3: any hex in Sector C.
	Infantry 4: any hex in Sector C.
	Machinegun: any hex in Sector C. The machinegun begins the game withdrawn.
	Mortar: any hex in Sector C. The mortar begins the game withdrawn.
	Matador truck unit: any hex in Sector C.
	2-pdr anti-tank gun: any hex in Sector C. The gun begins the game withdrawn.
	Matilda MK1 tank unit: any hex in Sector C.
	Matilda MK2 tank unit: any hex in Sector C.
	Hurricane air unit: at the airfield, ready for flight. Air Missions can begin from any partial hex in Sector C.

NOTE: To play this scenario, you will need some additional units that are not included in this starter set.

OBJECTIVES:

- I** — British: Take the town – If there is at least 1 British unit and no German units in any of the hexes 708 (K20), 703 (K25), or 696 (K24) at the end of the game, the British player earns 75 VP.
- I** — Germans: Hold the line – If there is at least 1 German unit and no British units in any of the hexes 708 (K20), 703 (K25), or 696 (K24) at the end of the game, the German player earns 75 VP.
- !** — Both: Destroy the enemy – Both players earn VP equal to the unit cost of all enemy units destroyed during the game.

THE GERMAN ARMY

	HQ: any hex in Sector K.
	Infantry 1: any hex in Sector K.
	Infantry 2: any hex in Sector K.
	Infantry 3: any hex in Sector K.
	Infantry 4: any hex in Sector K.
	Sturmpanzer: any hex in Sector K.
	Pz. 38 (t) tank unit: any hex in Sector K.
	Pz. II tank unit: any hex in Sector K.
	Reconnaissance team: any hex in Sector K.
	Paratroops unit: any hex in Sector K.
	Opel Blitz truck unit: any hex in Sector K.
	Heavy anti-aircraft gun FLAK 36/37: any hex in Sector K. The gun begins the game deployed.
	Messerschmitt BF-109 air unit: at the airfield, ready for flight. Air Missions can begin from partial hexes in Sector K.

VARIOUS RANGE OF EXPANSIONS SETS



6136 GERMAN PARATROOPS 1939-42



6145 SOVIET 76-MM GUN



6153 GERMAN RECONNAISSANCE
TEAM 1939-42



6154 GERMAN GEBIRGSJÄGER



6157 SD.KFZ.222 ARMORED CAR



6158 GERMAN HEAVY ANTI-AIRCRAFT
GUN FLAK 36/37



6166 BRITISH INFANTRY 1939-42



6167 BRITISH MACHINE GUN
WITH CREW 1939-42



6171 BRITISH TANK «MATILDA» M-2



6173 BRITISH FIGHTER
«HURRICANE» MK-1



6175 BRITISH TRUCK «MATADOR»

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Moscow region, Russia
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<http://www.zvezda.org.ru>