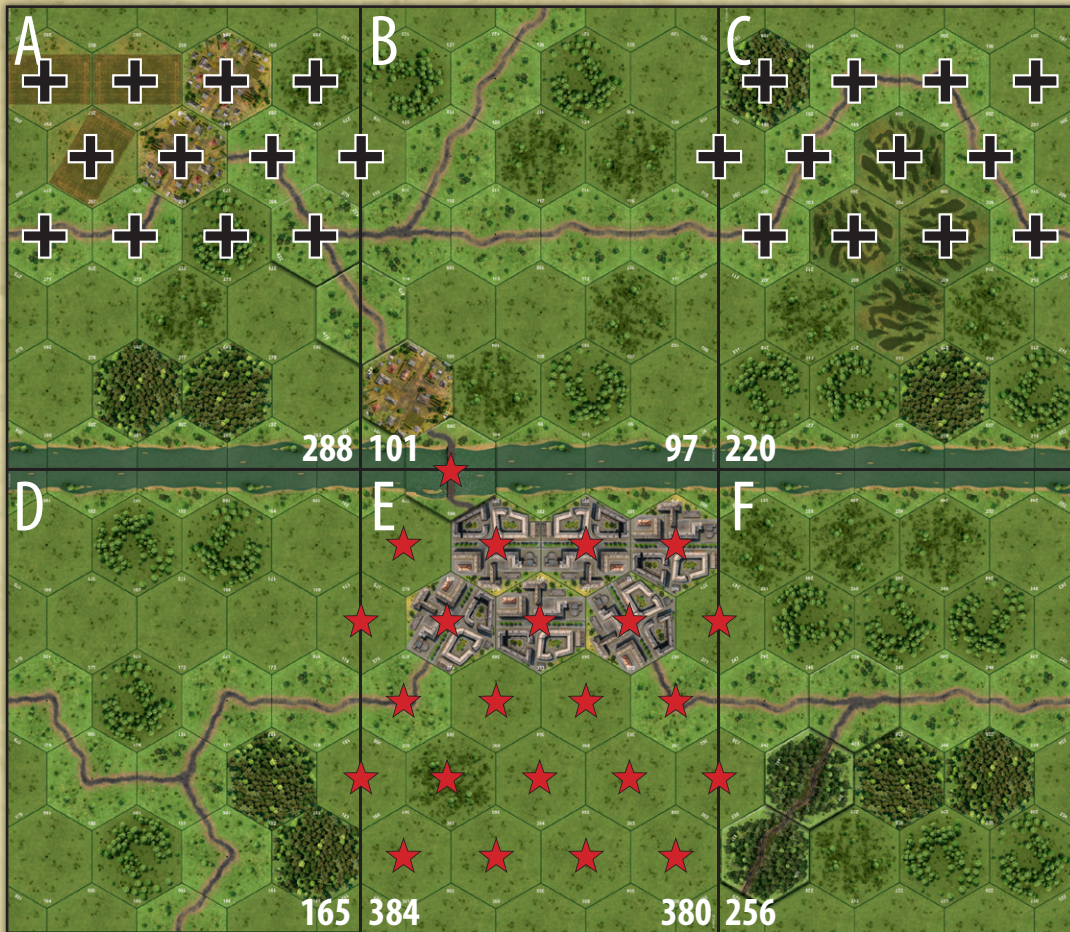


"Breaches near Novy Miropol and Gulsk overshadowed events at other sections of front, for these breaches worsened the standing of troops of 6th, 26th and 12th armies, which could be encircled."

I. H. Bagramyan "Thus the war began"



THE BOUNDARY

Duration of the game: 12 turns

OBJECTIVES:

- Hold the town by the end of the game – 50 Victory points. Don't allow German troops to escape the gameboard via hexes F186 and F233(423).
- As many units as possible must leave the gameboard via hexes F186 and F233(423). For each unit the player gets a number of Victory points equal to its cost. Capture the town – 50 Victory points.
- Destroy enemy units – the cost of destroyed enemy units is added to Victory points.

TERRAIN TILES

A	274-422; 279-415
B	105-421; 100-396
F	233-423; 237-442; 241-403

SOVIET ARMY

	Deployment zone: any hex in sector E
	HQ
	Soviet regular infantry
	Two soviet infantry units
	Soviet borderguards
	Two soviet machinegun units
	82-mm mortar unit
	45-mm anti-tank gun unit
	76-mm infantry gun unit
	BA-10 armored car unit
	Soviet cavalry
	Soviet anti-tank team
	supply depot – any hex in sectors D,E and F.
-	2 minefields of any type may be placed anywhere according to rules of placing of minefields

GERMAN ARMY

	Deployment zone: any hex in sectors A and C (must be at least 2 hexes away from the river)
	HQ
	Two german infantry units
	Two german regular infantry units
	Two sturmpioniere units
	Two german machinegun units
	81-mm mortar unit
	Opiel Blitz truck unit
	Hanomag Sd.Kfz.251/1 ausf.B unit
	Sd.Kfz.222 armored car unit
	Two Stug III ausf.B units