



# ARMOURED TRAIN

**DURATION OF THE GAME:** 12 turns.

## OBJECTIVES:

- ❗ – Capture village hexes and railway station (hexes 85, 86, 90, 665) - 20 victory points for each hex captured by player's troops. A hex counts as captured if by the end of the game there is at least one unit of player's army and no enemy units.
- ❗ – Destroy enemy troops - the cost of destroyed enemy units is added to Victory points.

## TERRAIN TILES

A	70-655; 71-661; 72-657; 73-656
B	116-385
C	38-663; 39-665; 40-664; 41-667

### SOVIET ARMY

	HQ
	Soviet infantry
	Soviet regular infantry
	Soviet machinegun unit
	76-mm infantry gun
	Armoured train
-	Trench 1
-	Trench 2

### GERMAN ARMY

	HQ
	German truck unit
	German mortar unit
	German PAK-36 anti-tank gun unit
	German regular infantry 1
	German regular infantry 2
	German motorcycle unit
	Pz.II tank unit
	Stug III ausf.B unit