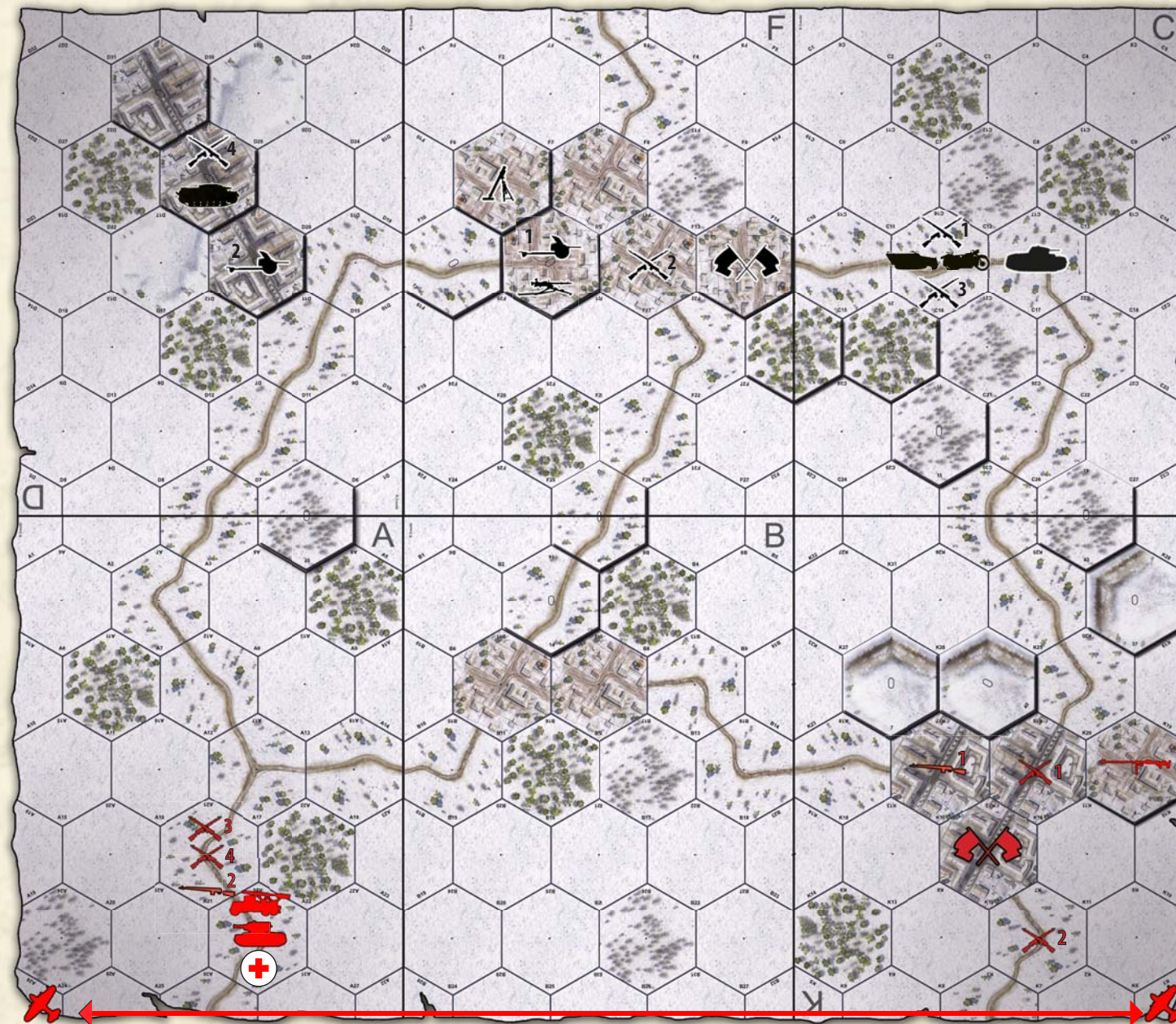


SCENARIO

The battle for the village Dedovo



"I hung up, then immediately contacted K. Rokossovsky and demanded an explanation on why the Front Headquarters knew nothing about the leaving of Dedovsk. And it very soon became clear that the Dedovsk city was not occupied by the enemy, but the Dedovo villiage probably was. In the Hovanskoe-Dedovo-Snegiri region and southward the 9th Guards Rifle Division was fighting a hard battle, preventing the enemy breakthrough to Dedovsk-Nahabino along the Volokolamsk Highway. I decided to call the Supreme Commander, and explained that it was a mistake. But it was a case of diamond cut diamond: J. Stalin got absolutely angry. He demanded to immediately drive out to K. Rokossovsky and make this unhappy settlement to be retaken by all means".

Georgy Zhukov: "Memoirs".

	HQ	K12	
	REGULAR INFANTRY 1	K16	
	REGULAR INFANTRY 2	K7	
	REGULAR INFANTRY 3	A21	
	MILITIA COMPANY 1	K17	
	MILITIA COMPANY 2	A21	
	ANTI-TANK TEAM	6	
	SOVIET SKIERS	A21	
	BM-13 "Katyusha": withdrawn	A26	
	MEDICAL PERSONNEL	A26	
	HEAVY TANK KV-1	A26	
	STORMOVIK IL-2	A23-A28	B23-B28
		K1-K5	

	5	HQ	
	C16	REGULAR INFANTRY 1	
	F17	REGULAR INFANTRY 2	
	C16	GERMAN ELITE TROOPS 1	
	2	GERMAN ELITE TROOPS 2	
	4	81-MM MORTAR status at player's choice	
	58	MG-34 MACHINE-GUN deployed	
	58	75-MM INFANTRY GUN deployed	
	1	PAK-36 ANTI-TANK GUN deployed	
	2	STUG III AUSF. B Assault Gun	
	C16	MOTORCYCLE R-12	
	C16	SD.KFZ.251/1 AUSF B Personnel Carrier	
	C17	PZ. KPFW. III G Medium tank	

MISSION OBJECTIVES.
Game Length: 8 turns

Place terrain tiles on the gameboard:

A4 28	B7 14	B3 42	C20 29	C25 11
D16 1	D21 2	D26 3	F15 13	F16 58
F18 5	F11 4	F23 8	K11 7	K21 40
	K24 37	K29 43	K15 6	

Soviet Army:

1. Hold the Dedovsk city (K12, K16, K17, 6) – 75 points per occupied city hex.
2. Take the Dedovo villiage (4, 5, 58, F12, F17) – 50 points per occupied hex.
3. Destroy the enemy armored vehicles – points equal to the value of destroyed enemy unit.
4. Keep BM-13 – 50 victory points.
5. Mop up the enemy in the town in the north (1, 2, 3) – 50 points per occupied hex.

Wehrmacht:

1. Take the Dedovsk city (K12, K16, K17, 6) – 75 points per occupied city hex.
2. Hold the Dedovo villiage (4, 5, 58, F12, F17) – 50 points per occupied hex.
3. Destroy or take BM-13 – 50 victory points, 100 points for taken unit.
4. Hold the town in the north (1, 2, 3) – 50 points per occupied hex.

Special rules:

1. Soviet Army has not many vehicles, and they are needed in other sectors of the battlefield. Therefore the Soviet Army commander can use Air Support only once per game.
2. Soviet Army must hold the Dedovsk city at any cost: if the German Army takes all 4 hexes of Dedovsk, the game is immediately over, and Wehrmacht is declared the winner.