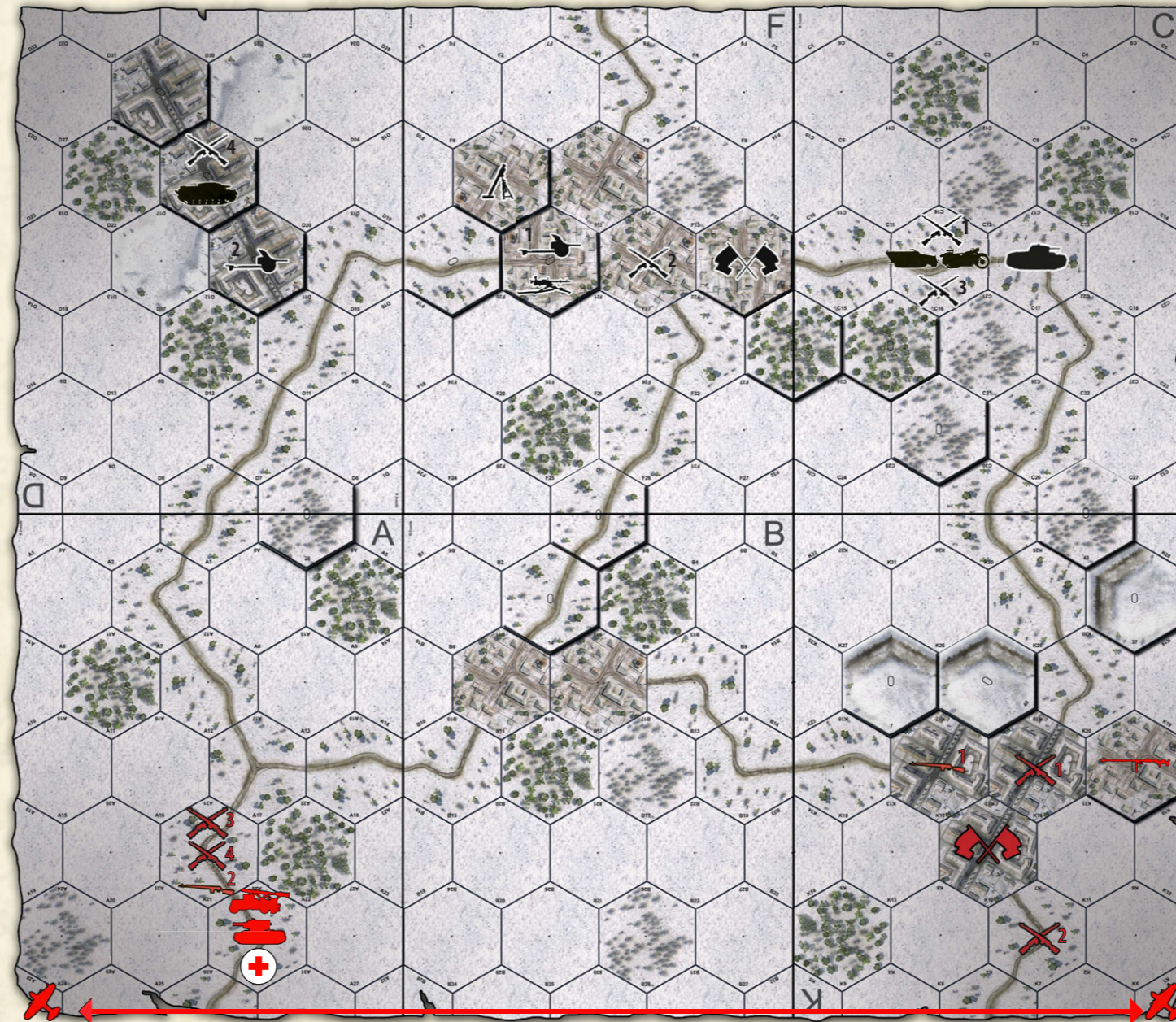


SCENARIO

THE BATTLE FOR DEDOVO VILLAGE



"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	BM-13 "Katyusha": withdrawn	A26	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 is 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 Dedovsk City (K12, K16, K17, 6)—75 points per occupied city hex.
2. Take Dedovo Village (4, 5, 58, F12, F17)—50 points per occupied hex.
3. Destroy Enemy Armored Vehicles—points equal to the value of destroyed enemy units.
4. Protect the Katyusha—50 points if the BM-13 survives.
5. Mop Up the Enemy in the Northern Town (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:

The Soviet Army has few aircraft, and they are all needed in other sectors of the battlefield. The Soviet Army commander can call on Air Support only once during the game.

The Soviet Army must hold Dedovsk at all costs: If the German army ever holds all 4 hexes of Dedovsk, the game ends immediately and the Wehrmacht wins.