

SCENARIO

"Green Brama"



"As soon as the bombing subsided, our counterattacks resumed. Kamechenye and other surrounding villages were changing hands. Several counterattacking detachments managed to break out, force a crossing over the Sinyuha river, escape from jagers, who had encircled us from every side."

"On a wheat field between the western outskirts of Podvysokoe and Kopeynkovatoe stay without fuel the last tanks of the 15th division. These are T-26, there are eight of them, and only their guns are operating. Their charred carcasses will be later listed by the enemy as trophies."

Eugene Dolmatovsky "Green Brama"

	HQ	268	
	REGULAR INFANTRY 1	436	
	REGULAR INFANTRY 2	419	
	REGULAR INFANTRY 3	273	
	RECONNAISSANCE TEAM	268	
	MEDICAL PERSONNEL	268	
	ENGINEERS	269	
	45-MM ANTI-TANK GUN DEPLOYED	436	
	MACHINEGUN <small>STATUS AT PLAYER'S CHOICE</small>	404	
	ZIS-5 TRUCK	264	
	T-26 LIGHT TANK 1 <small>IN AMBUSH ON ANY HEX OF PLAYER'S CHOICE</small>	419	436
	T-26 LIGHT TANK 2	269	

Mission Objectives:
Game Length: 9 turns.

Place terrain tiles on the gameboard

260 436	259 429	258 419	263 404	262 413
267 387	272 420	271 385	276 706	280 715
285 650	457 412	318 396	313 430	309 433
305 428	300 438	295 421	296 401	

Warehouses:

401	580	430	
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Red Army:

1. Protect Headquarters—150 points if the Headquarters units survives until the end of the game.
2. Take the Village Beyond the Sinyuha River—50 points each for controlling hexes 421 and 401.
3. Extract as Many Soldiers as Possible From the Encirclement—15 points for each unit that crosses the unit and survives until the end of the game (at least one Unit Size Point is needed).
4. Annihilate the Enemy—If the southern village is held by the Red Army, and all German units on that side of the river are destroyed or suppressed, the game immediately ends: The 6th and 12th Armies have broken out of the German encirclement and win the game!

Wehrmacht:

1. Take Podvysokoe Village—35 points each for controlling hexes 436, 264, and 268 at the end of the game
2. Hold the Southern Village—50 points each for controlling hexes 421 and 401 at the end of the game
3. Destroy or Capture the Soviet HQ—100 points if the Soviet Headquarters unit is removed from the board before the end of the game
4. Prevent the Soviet Breakout—If the Wehrmacht has more units on the eastern side of the river than the Soviets at the end of the game, you gain 15 points for each unit on that side of the river.

Special Rules.

1. All Soviet tanks in this scenario are very experienced: use the unit cards from the Tank Combat set.
2. Podvysokoe Village has been subject to attacks for many weeks, so it has been highly fortified. All hexes of this village (436, 264, and 268) have trenches along all hex sides, making them suitable for holding an all-around defense.

	WEHRMACHT	521	HQ 1	
		401	HQ 2	
		521	INFANTRY 1	
		516	INFANTRY 2	
		585	INFANTRY 3	
		580	REGULAR INFANTRY 4	
		314	REGULAR INFANTRY 5	
		455	GEBIRGSJAGER 6	
		450	GEBIRGSJAGER 7	
		428	MACHINEGUN 1 <small>STATUS AT PLAYER'S CHOICE</small>	
		433	MACHINEGUN 2 <small>STATUS AT PLAYER'S CHOICE</small>	
		401	81-MM MORTAR <small>STATUS AT PLAYER'S CHOICE</small>	
		585	STUG III AUSF B	
		240	PZ. KPFW. III G. MEDIUM TANK	
		421	SD.KFZ. 222 ARMORED CAR	