

mini SCENARIO

"Dingo Armoured Car"

A reconnaissance detachment reinforced with armored vehicles was executing an important mission in the enemy's rear. The Wehrmacht decided to destroy the troublesome detachment at all costs on its way back. An enemy tank company can be already seen far behind! So the British detachment should act very fast to survive.

Game Length: 8 turns

MISSION OBJECTIVES:

Британская армия:

1. Move as many units as possible to the hex D15 – 50 victory points per each unit situated on this hex.
2. Destroy the antitank gun – 50 victory points.
3. Keep at least one unit size point of the Dingo Armoured Car - 50 victory points.

Вермахт:

1. Don't allow the enemy to break out of encirclement – 50 victory points per each enemy unit which hasn't reach the hex D15 by the end of the 8th turn.
2. Keep the antitank gun – 50 victory points.

Both Armies: add the value of all destroyed enemy units to your victory points.



BRITISH ARMY



1



INFANTRY 1

E11

2



INFANTRY 2

E15

3



INFANTRY 3

E15



DINGO ARMoured CAR

E11



WEHRMACHT

D17

REGULAR INFANTRY



D25

MG-34 MACHINE-GUN
DEPLOYED



D22

PAK-36 ANTI-TANK GUN
DEPLOYED

