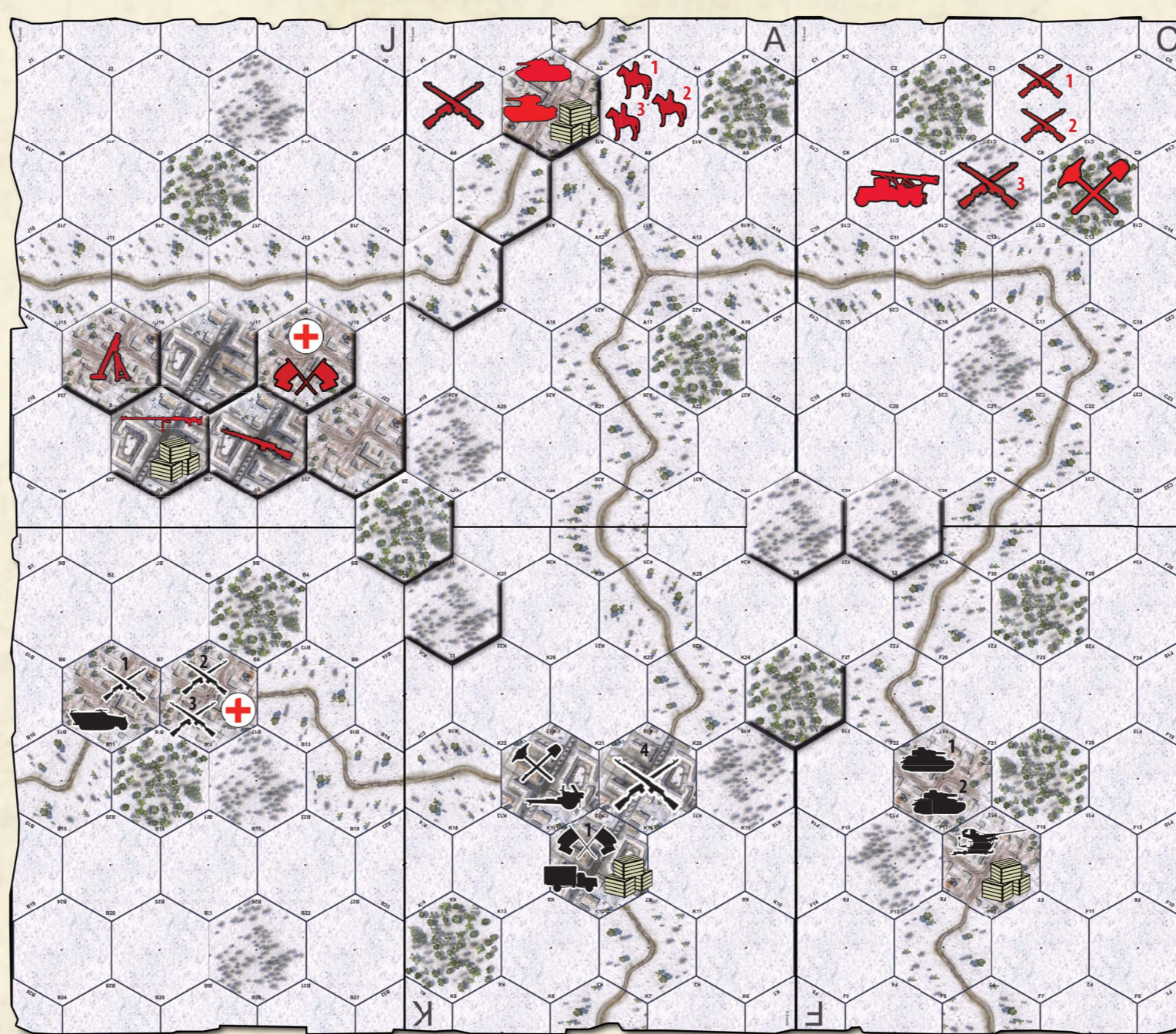


SCENARIO

"THE RETALITION UNDER KASHIRA"

November 24, 1941, the units of the 2nd Panzer Group under commandment of Heinz Guderian stayed about 3 km off Kashira city. On this day only the 173 Rifle division (former 21 militia division) and anti-aircraft detachments took part in the battle for the city. To counter the strike the Red Army HQ had hastily redeployed the 1st Guards Cavalry Corps under commandment of the general Belov. On 27-29 of November this Corps conducted a counterattack and threw the Germans back to the West. This success dispelled the doubts of the Soviet command about the date to start a decisive counterattack near Moscow.



RED ARMY

- HQ 5
- REGULAR INFANTRY 1 C8
- REGULAR INFANTRY 2 C8
- REGULAR INFANTRY 3 C12
- MILITIA 3
- MEDICAL PERSONNEL 5
- ENGINEERS C13
- ANTI-TANK TEAM 2
- 81-MM MORTARS DEPLOYED 6
- CAVALRY 1 A8
- CAVALRY 2 A8
- CAVALRY 3 A8
- SKIERS A6
- T-34 MEDIUM TANK 58
- T-26 LIGHT TANK 58
- BM-13 "KATYUSHA" C11

BEPMAXT

- HQ 1 K12
- REGULAR INFANTRY 1 B11
- REGULAR INFANTRY 2 B12
- REGULAR INFANTRY 3 B12
- REGULAR INFANTRY 4 K16
- MEDICAL PERSONNEL B12
- ENGINEERS K17
- OPELBLITZ TRUCK K12
- 75-MM INFANTRY GUN K17
- FLAKK 38 AA-GUN DEPLOYED F12
- SD.KFZ. 251/1 AUSF. B PERSONNEL CARRIER B11
- PZ-IV MEDIUM TANK 1 F17
- PZ-IV MEDIUM TANK 2 F17

Mission Objectives:
Game Length: 15 turns

PLACE TERRAIN TILES ON THE GAMEBOARD

B5 29	K27 11	K19 9	K28 28	F31 12
A7 58	A11 15	A15 38	J20 6	J25 2
J26 3	J21 1	J27 4	J22 5	

Warehouses

58	2
K12	F12

RED ARMY:

- Take Balabanovo village (K12, K16, K17) – 50 victory points per occupied hex.
- Take Nikulino village (F12, F17) – 50 victory points per occupied hex.
- Hold Kashira city (1,2,3,4,5,6) – 50 victory points per occupied hex.

WEHRMACHT:

- Hold Balabanovo village (K12, K16, K17) – 50 victory points per occupied hex.
- Hold Nikulino village (F12, F17) – 50 victory points per occupied hex.
- Take Kashira city (1,2,3,4,5,6) – 50 victory points per occupied hex.
- Destroy the rocket mortars – 100 victory points for destroyed BM-13 "Katyusha" unit.

Special rules.

- If the German army takes Kashira city (1,2,3,4,5,6), it is immediately declared a winner. The city is considered to be taken if there is no Red army unit inside.
- If the Soviet army reaches the hexes K7 and F8, it is immediately declared a winner. To fulfill this condition the Red Army must hold Kashira city (1,2,3,4,5,6) and hexes K7 and F8.