

SCENARIO

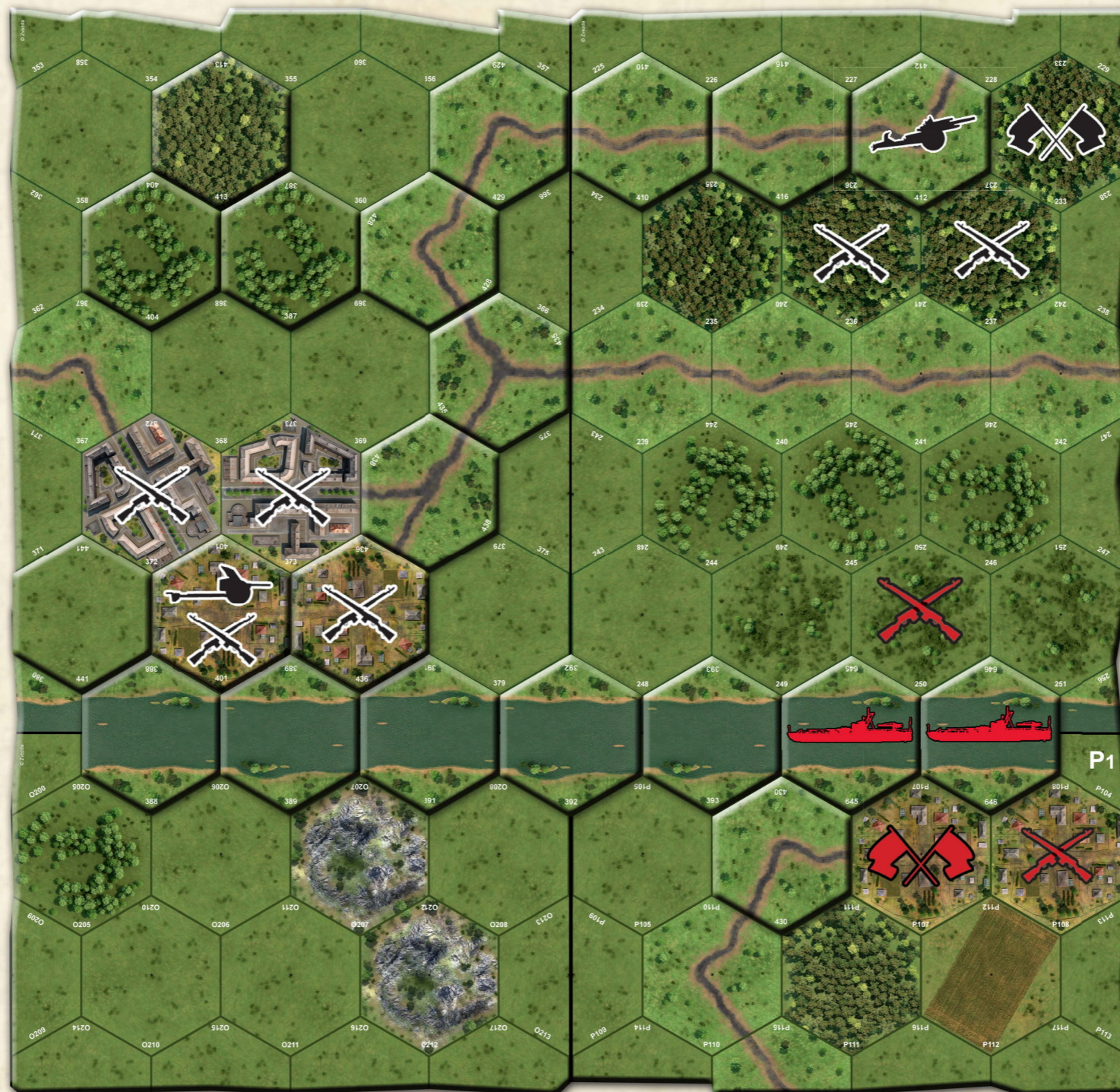
“RIVER LANDING”

Game Length: 9 turns



SOVIET ARMY

	HQ	P107
	NAVAL INFANTRY 2 UNITS	P108
	FRONTIER GUARD 2 UNITS	250
	ARMORED GUN BOAT	645
	ARMORED MISSILE BOAT (project 1125)	646



Actions of armies attacking or defending near rivers were often supported by monitors and armored boats. Due to their firepower and maneuverability armored boats were called “river tanks”.



GERMAN-ROMANIAN ARMY

401	PAK-35/36 ANTITANK GUN	
401	ROMANIAN INFANTRY	
436	ROMANIAN INFANTRY	
405	105mm HOWITZER	
372	REGULAR INFANTRY	
373	REGULAR INFANTRY	
233	HQ	
236	REGULAR INFANTRY	
237	REGULAR INFANTRY	

Place terrain tiles on the gameboard

359 363 364 361 365 370
413 404 387 429 428 435

374 378 377 376 230 231
438 436 401 441 410 416

232 0201 0202 0203 0204 P101
412 388 389 391 392 393

P102 P103 P106
645 646 430

MISSION OBJECTIVES:

The mission of the Soviet Army is to take a town on the opposing river bank. If the Soviet army takes this town, it wins the game.

The mission of the Romanian-German army is to keep the town.

The Soviet army must control more than half of the town hexes. To control a hex you must have at least one unit on that hex, and there must be no enemy units there.

If the town is controlled equally by both Romanian-German and Soviet armies, nobody wins.

Special Rules:

According to the normal rules, units transporting infantry may not be loaded above their unit size. This scenario is an exception: soviet Armored Missile boat (project 1125) with unit size 3 may transport 1 full size infantry company.