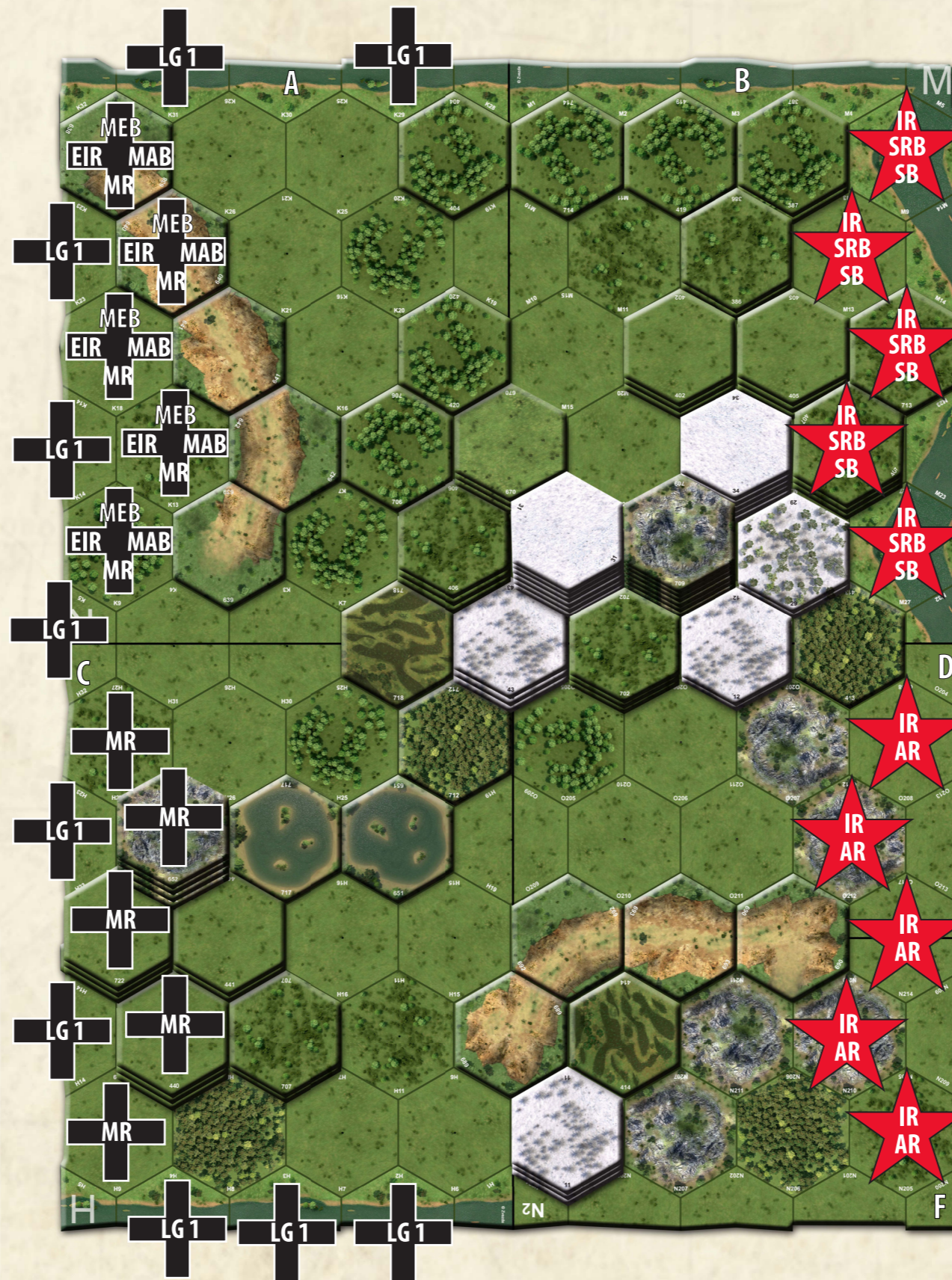


SCENARIO

“ZAPADNAYA LITSA. BATTLE OF THE HEIGHT 173,7.”

... On September 8, 1941, at 6:00 a.m. there was a dull rumble of mortar and artillery bursts from the 112th Rifle Regiment (commanded by the major Fedor Fedotovitch Korotkov). The third German offensive began, supported by the elite 9th Infantry Regiment (commanded by the Obersturmbahnfuhrer Ernst Deutsch) ...

Game Length: 10 turns



RED ARMY

52nd INFANTRY DIVISION

- LINE HEXES (M9-M13-713-407-M27) SECTOR B **IR**
- RESERVE BATTALION 112th INFANTRY REGIMENT (REGULAR INFANTRY OR WINTER UNIFORM INFANTRY)
- EXIT 3 MOVE WITH LINE HEXES (M9-M13-713-407-M27) SECTOR B **SB**
- 116th SEPARATE BATTALION OF THE MARINES
- EXIT 5 MOVE WITH LINE HEXES (O208-0212-0217-N210-N205) SECTORS D and F **IR**
- 205th INFANTRY REGIMENT (REGULAR AND COMMON INFANTRY)
- LINE HEXES (O208-0212-0217-N210-N205) SECTORS D and F **AR**
- 4th HOWITZER BATTERY OF THE 158th ARTILLERY REGIMENT
- LINE HEXES (M9-M13-713-407-M27) SECTOR B **SRB**
- 1st, 2nd RECON PLATOONS OF THE 65th SEPARATE RECON BATTALION
- LINE HEXES (M9-M13-713-407-M27) SECTOR B **SRB**
- 1st, 2nd SNIPER PLATOONS OF THE 65th SEPARATE RECON BATTALION

WEHRMACHT

2nd MOUNTAIN DIVISION WITH SUPPORTING UNITS

- LINE HEXES (K9-K13-K18-640-638) SECTOR A **MR**
- 3rd BATTALION OF THE 136th MOUNTAIN REGIMENT (GEBIRDSJAGER)
- EXIT 3 MOVE WITH LINE HEXES (H9-440-722-652-H27) SECTOR C **MR**
- 1st BATTALION OF THE 137th MOUNTAIN REGIMENT (GEBIRDSJAGER)
- LINE HEXES (K9-K13-K18-640-638) SECTOR A **MAR**
- 3rd BATTERY OF THE 111th MOUNTAIN ARTILLERY REGIMENT
- LINE HEXES (K9-K13-K18-640-638) SECTOR A **MAR**
- 1st HOWITZER BATTERY OF THE 111th MOUNTAIN ARTILLERY REGIMENT
- EXIT 5 MOVE WITH LINE HEXES (K9-K13-K18-640-638) SECTOR A **MEB**
- 1st ENGINEER COMPANY OF THE 82nd MOUNTAIN ENGINEER BATTALION
- EXIT 5 MOVE WITH LINE HEXES (K9-K13-K18-640-638) SECTOR A **EIR**
- 1st BATTALION OF THE 9th ELITE INFANTRY REGIMENT (ELITE INFANTRY)
- DEPARTURE FROM ANY INCOMPLETE HEXES SECTORS A, C **5th AIR FLEET**
- 2nd FLIGHT OF THE JU-87 (4th AIR GROUP OF THE SQUADRON LG 1)

PLACE TERRAIN TILES ON THE GAMEBOARD

K1 43x2	K2 718	K6 406x2	K8 639	K10 670x2	K11 706	K12 642	K15 420	K17 641	K22 640
K24 404	K27 638	M6 714	M7 419	M8 387x1	M12 386x1	M16 402x2	M17 405x2	M18 713	
M20 390x2	M21 34x4	M22 407x2	M24 31x5	M25 709x5	M26 29x1	M29 702x2	M30 12x1	M31 413	H10 689
H12 707x1	H13 440x2	H17 441x1	H18 722x2	H20 651	H21 717	H22 652x3	H24 712	H26 704	
O214 692	O215 693	O216 690	N208 11x3	N212 414					

Mission Objectives:

Red Army:

- Take the Height 173,7 (hexes 387-386-405-402-407-34-390-670-29-709-31-406-12-702-43) - 100 points per hex.

Wehrmacht:

- Take the Height 173,7 (hexes 387-386-405-402-407-34-390-670-29-709-31-406-12-702-43) - 100 points per hex.

Add the value of all destroyed enemy units to your victory points.

Notes:

- All the units able to be undeployed must be undeployed at the beginning of the game.

Hexes 387-386-405-402-407-34-390-670-29-709-31-406-12-702-43 – Height 173,7;
Hex 11 – Skalistaya height (Zweisteyneberg);
Hexes 652-441-722-440-707 – Priezernaya height (Sternberg).