

mini SCENARIO

«SB-2»

The Soviet army continued to develop the offensive successfully in December of 1941. Motorized detachments and ski battalions were in advance, leaving out towns and villages for their infantry.

MISSION OBJECTIVES:

Red Army:

Take the town. – 50 victory points per hex occupied at the end of the 7th turn.

Wehrmacht:

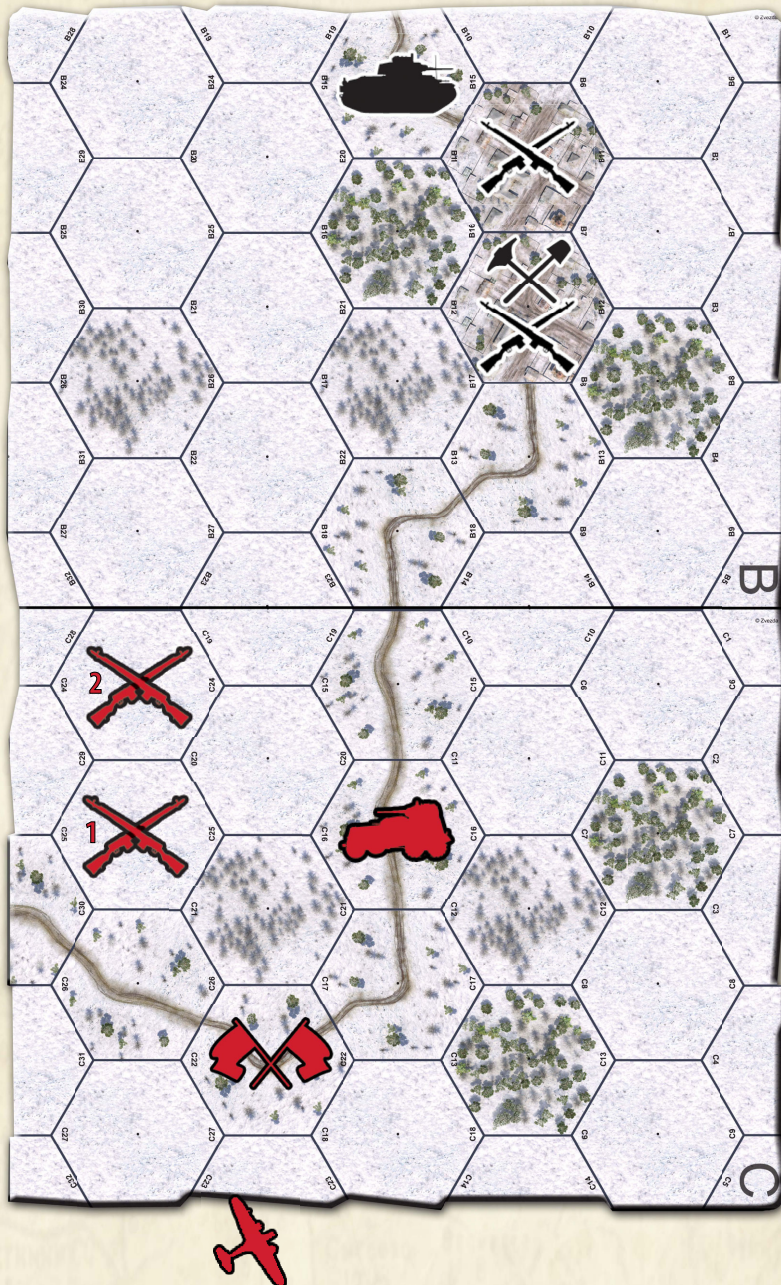
Hold the town. – 50 victory points per hex occupied at the end of the 7th turn.

Both armies:

add the value of destroyed enemy units to your victory points.

Special rules:

At the beginning of the game all German units are in Ambush.
The player may choose the location of his units (but no more than 1 unit per 1 hex).



Game Length: 10 turns

RED ARMY



HQ

C22



BA-10 ARMoured CAR

C16



SKI TROOPS 1

C25



SKI TROOPS 2

C24



SB-2 BOMBER

any hex of the Soviet side (C32 – C5)



WEHRMacht

B11

ELITE INFANTRY



B12

REGULAR INFANTRY
(OR INFANTRY IN
WINTER UNIFORM)



B12

STURPIONIERE



B15

PZ-38(T) LIGHT TANK

