

SCENARIO

«ON THE CLOSE APPROACHES. DEFENCE OF THE NOVO-PETROVSKOE REGION.»

Game Length: 20 turns

RED ARMY

LINE HEXES (B24-B25-B26) SECTOR C	33rd TANK REGIMENT OF THE 33rd TANK BRIGADE (T-26 LIGHT TANKS, T-34 MEDIUM TANKS, KV-1 HEAVY TANKS)	TR
ANY HEXES SECTORS A и B	1306th INFANTRY REGIMENT OF THE 18th INFANTRY DIVISION (INFANTRY)	IR
HEX 665 SECTOR G	ARMoured TRAIN №2 OF THE 22nd DETACHED DIVISION OF ARMoured TRAINS	AT

WEHRMACHT

LINE HEXES (F24-F25-F26-F27) SECTOR D	BATTALION A OF THE 7th TANK REGIMENT (10th TANK DIVISION, Pz.III LIGHT TANKS)	BTR
LINE HEXES (F6-F11-F15-F20) SECTOR D	1st MOTORIZED SS REGIMENT «DEUTSCHLAND» OF THE MOTORIZED SS DIVISION «DAS REICH» (ELITE INFANTRY)	MR
ANY INCOMPLETE HEX SECTOR D	1st and 2nd JU-87 FLIGHTS OF THE II/STG2 SQUAADRON «IMMELMANN» (8th AIR CORPSE)	JU-87



... From the operations report № 28 of the DTACTION, Western front (20.00 20.11.1941) ... 33rd Tank Brigade (commanded by Semen Leonidovich Gontarev) takes up a defensive position in the Novo-Petrovskoe region ... In the afternoon the tanks of the 10th Panzer Division (commanded by the Generalleutnant Wolfgang Fischer) advanced by 20 km ...

Place terrain tiles on the gameboard

A7 4	A8 653	A9 654	A11 5	A12 6	A23 8	A27 29
A32 43	J3 58	J4 9	J24 657	J25 666	J26 667	J27 656
B2 664	B3 32	B7 660	B12 661	B17 655	B22 663	B27 662
I6 28	I22 12	I27 11	E15 42	E20 33	E24 665	E25 14

Mission Objectives:

Red Army:

1. Keep the Rummyantsevo station (665) – 100 points for the hex; Koren'ki village (958) – 20 points for the hex; Novo-Petrovskoe village (4,5,6) – 30 points per hex;
2. Take Andreykovo village (F12, F17) – 100 points per hex;
3. Don't let the enemy block Volokolamskoe highway between Novo-Petrovskoe and Golovino – 50 points, the railway between Novo-Petrovskoe and Golovino – 40 points;

Wehrmacht:

1. Take the Rummyantsevo station (665) – 100 points for the hex; Koren'ki village (958) – 20 points for the hex; Novo-Petrovskoe village (4,5,6) – 30 points per hex;
2. Block Volokolamskoe highway between Novo-Petrovskoe and Golovino – 40 points per road hex;
3. Block the railway between Novo-Petrovskoe and Golovino – 50 points per railway hex;

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

Notes:

1. All the units able to be undeployed must be undeployed at the beginning of the game.
Hex 58 – Koren'ki; Hex B 11 – Golovino; Hexes 4, 5, 6 – Novo-Petrovskoe; Hexes F12, F17 – Andreykovo.

All forces should be taken from "Zvezda" army lists