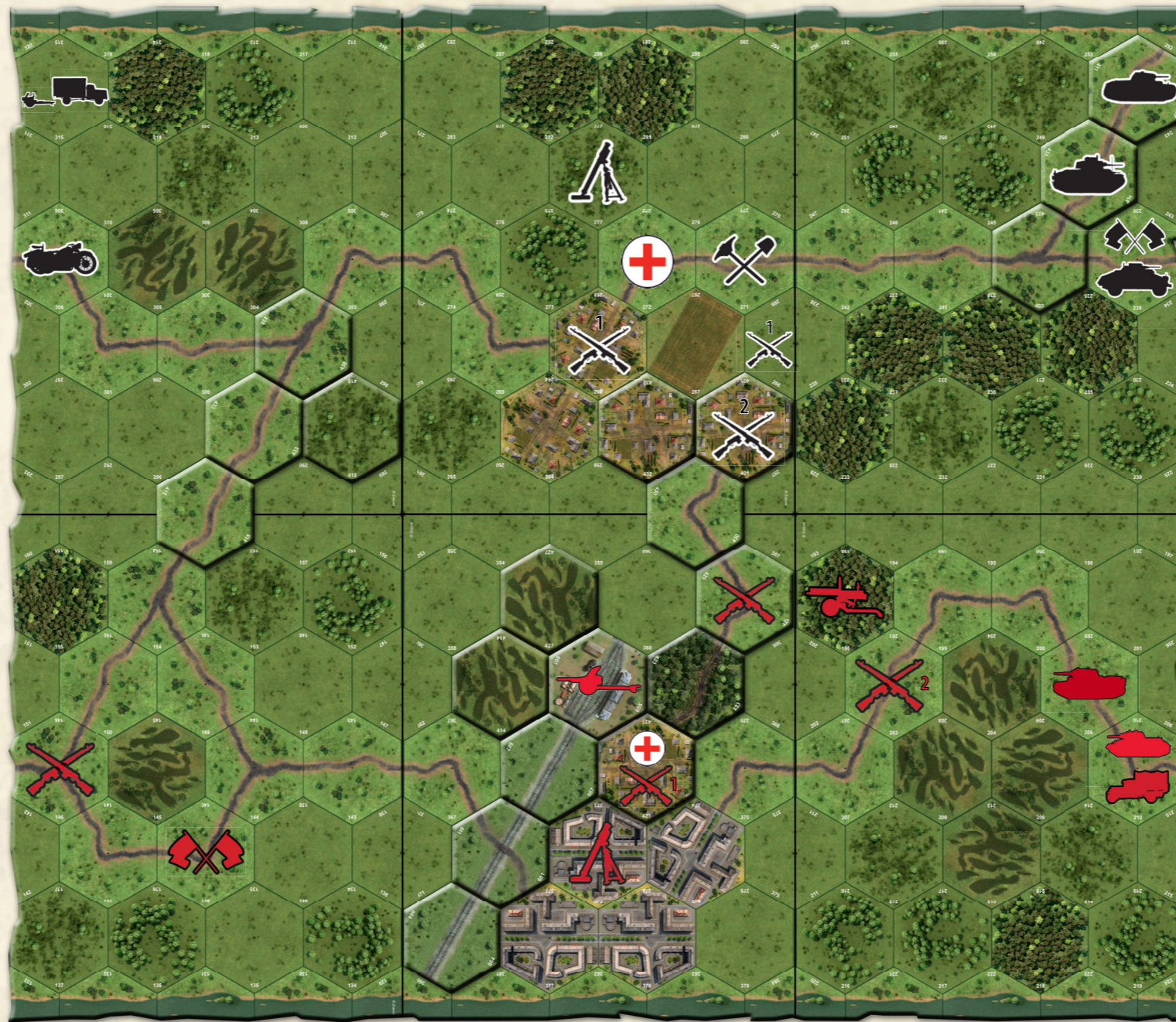


SCENARIO

"OKUNINOVO"

Game Length: 8 turns



The German forces, chasing the retreating Soviet 5th Army, managed to create a springboard near the Okuninovo village. The Soviet Headquarters ordered to destroy this springboard, which is a threat to Kiev.



RED ARMY

	HQ	140
	BORDER GUARDS	146
	45-MM GUN	665
	REGULAR INFANTRY	429
	INFANTRY 1	421
	INFANTRY 2	203
	INFANTRY 3 INSIDE A TRUCK	210
	MACHINE-GUN DEPLOYED	198
	82-MM MORTAR DEPLOYED	373
	MEDIC TEAM	421
	BT-5 LIGHT TANK	205
	T-34 MEDIUM TANK	210
	ZIS-5 MEDIUM TANK WITH INFANTRY INSIDE	210

Mission Objective:

PLASE TERRAIN TILES ON THE GAMEBOARD


299 438	294 418	295 433	291 415
359 427	363 414	364 665	368 667
372 661	376 664	361 429	365 423
369 421	356 430	263 432	262 401
240 403	244 434	248 411	

Red Army:

1. Take the Okuninovo village (hexes 264, 401, 432,436). To hold a hex you must have at least one unit in it, and there must be no enemy units there. The village is also considered to be taken if you have your HQ on any village hex, and the nearest enemy unit is situated not closer than 3 hexes from any edge of the village. – 50 points per occupied hex.
2. Destroy enemy tanks – 50 points per destroyed tank.
3. Destroy the enemy HQ – 75 points.
4. Keep your tanks – 10 points per each unit size symbol on a tank unit card. Example: At the end of the 8th turn the T-34 has unit size 2, and the BT-5 has unit size 1 – 3 in total, so the player gains 30 victory points.

Wehrmacht:

1. Take the Okuninovo village (hexes 264, 401, 432,436). To hold a hex you must have at least one unit in it, and there must be no enemy units there. The village is also considered to be taken if you have your HQ on any village hex, and the nearest enemy unit is situated not closer than 3 hexes from any edge of the village. – 50 points per occupied hex.
2. Destroy enemy tanks – 50 points per destroyed tank.
3. Take the city (hexes 373, 374, 377, 378) – 75 points per hex.
4. Destroy the Soviet artillery – 25 points per each destroyed target (mortar and gun).



WEHRMACHT

	HQ	239
	INFANTRY 1	266
	INFANTRY 2	401
	REGULAR INFANTRY 1	268
	REGULAR INFANTRY 2 INSIDE SD.KFZ. 251/1	239
	MEDIC TEAM	272
	STURMPIONIERE	271
	81-MM MORTAR DEPLOYED	277
	MOTORCYCLE	306
	SD.KFZ.251/1 AUSF B WITH INFANTRY INSIDE	239
	PZ-II LIGHT TANK	411
	PZ-38(T) LIGHT TANK	434
	75-MM GUN TRANSPORTED BY TRUCK	315
	OPEL-BLITZ TRUCK TRANSPORTING 75-MM GUN	315