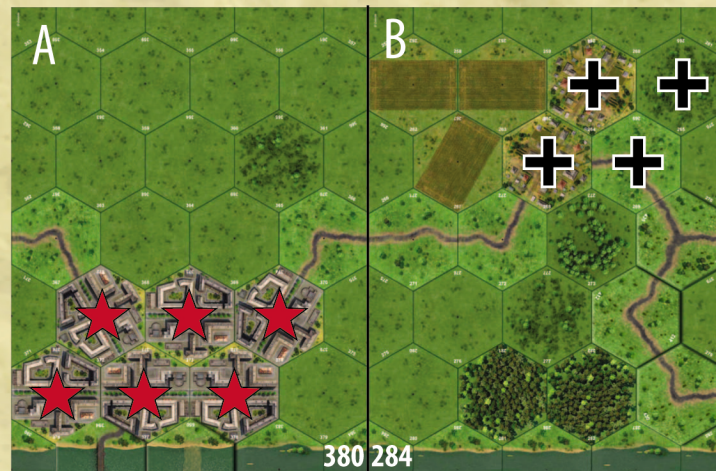


Flamethrowers were first used during World War I, and they were even more terrifying than tanks! A flamethrower was quite useful against enemy fortifications. Also, flamethrowers were not cumbersome, so mounting them on tanks was only a matter of time...



# DRAGON

**DURATION OF THE GAME:** 8 turns.

## OBJECTIVES:

- 1 Soviet army: defend the city in sector A. If by the end of turn 8 at least one of the city hexes is occupied by at least one Soviet unit, and there are no German units on the city hexes, you get 100 Victory points.
- 1 German army: Capture the city in sector A. If by the end of turn 8 at least one of the city hexes is occupied by at least one German unit, and there are no Soviet units on the city hexes, you get 100 Victory points.
- ! Both players gain additional Victory points equal to the cost of destroyed enemy units.

## TERRAIN TILES:

A	381-394
B	217-390

## SOVIET ARMY:

	Regular infantry company 1: 372, 373, 374, 376, 377, or 378.
	Regular infantry company 2: 372, 373, 374, 376, 377, or 378.
	Machinegun platoon: 372, 373, 374, 376, 377, or 378.
	Anti-tank guns platoon: 372, 373, 374, 376, 377, or 378.
	Pillbox: 372, 373, 374, 376, 377, or 378.

## GERMAN ARMY:

	Pz.Kpfw. III (flam) tank platoon: 264, 265, 268, or 269.
	Regular Infantry: 264, 265, 268, or 269.
	81mm mortar platoon: 264, 265, 268, or 269.
	Sturmpioniere company: 264, 265, 268, or 269.