

TANK COLUMN

SOVIET ARMY



In this scenario, you may decide which units to include in your army. You have 100 points to spend on your troops. You may only include the following units in your army: Soviet infantry company, Anti-tank guns platoon, 45mm guns battery, 76mm infantry guns battery, ZiS-3 guns battery.

Soviet units may be placed on any hexes in sectors C and D. All Soviet troops placed on terrain that allows execution of the Ambush order, count as being Hidden. Soviet player should not tell his opponent where his Hidden units are placed.

Soviet HQ had acquired some information regarding the route of a German tank column. It was decided to ambush German tanks and destroy them before they could reach main German force...



GERMAN ARMY

In this scenario, you may decide which units to include in your army. You have 150 points to spend on your troops. You may only include tank units in your army.

German troops may be placed on the following hexes: 200, 205, 210.

In this scenario German units may move off the gameboard via hex 271.

Duration of the game: 12 turns

OBJECTIVES:

SOVIET ARMY:

Destroy German tanks. You get 10 Victory points for each destroyed enemy tank unit.

GERMAN ARMY:

Move your tank units off the gameboard. You get 100 Victory points for each tank unit that leaves the gameboard.

If both players have accumulated equal amount of Victory points, the player who has destroyed more enemy units than his opponent wins.