

# DESTROY THE BATTERY

A carefully positioned and well-concealed battery of German guns has halted the Soviet advance! This setback could ruin the entire operation, so Soviet command has ordered reconnaissance teams to locate the German guns-and deal with them.

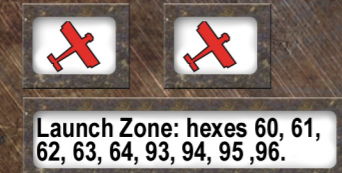
## SOVIET ARMY



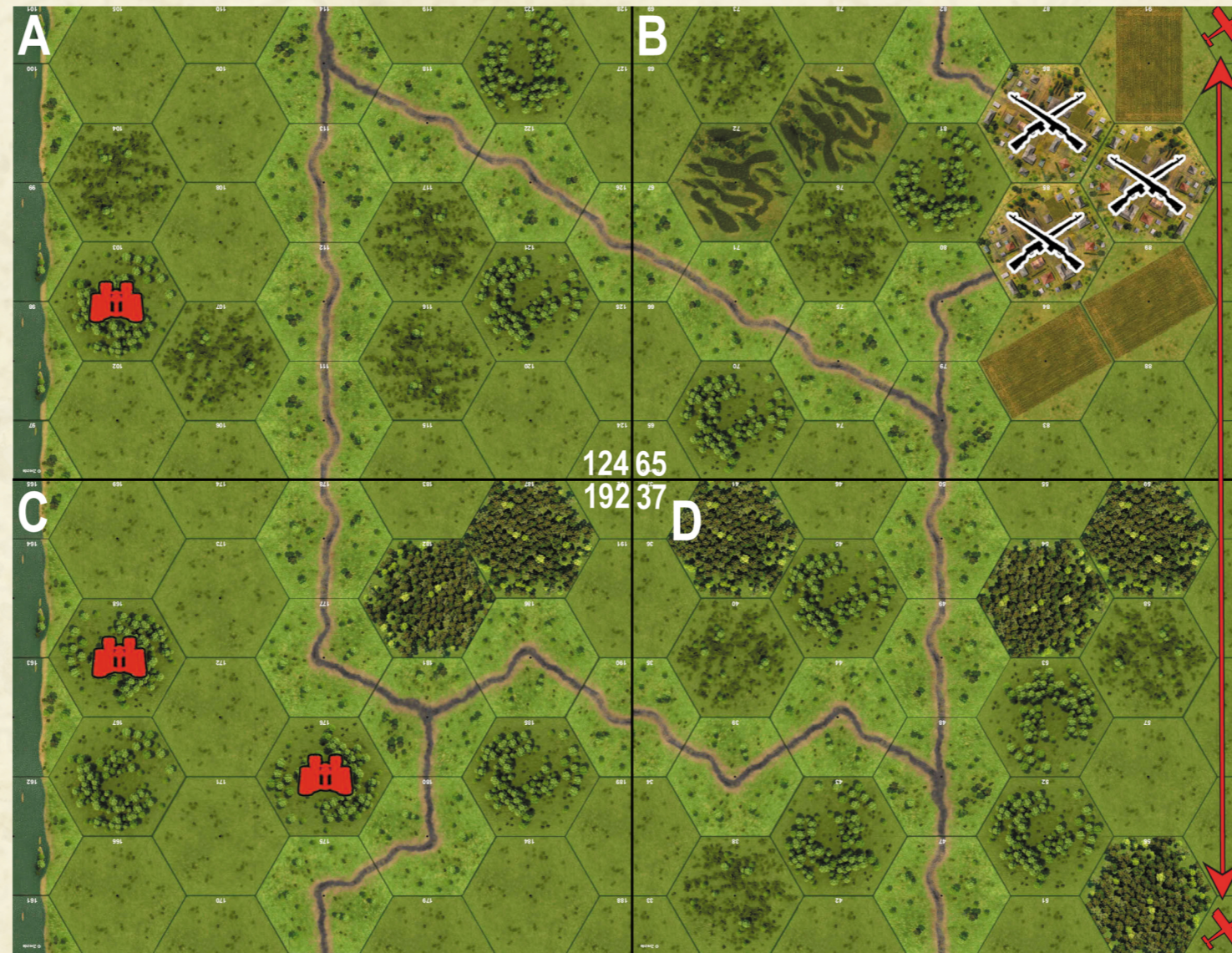
Reconnaissance Team



Po-2 Bomber Unit



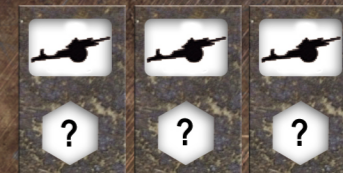
In this scenario Soviet air units may receive orders even though there is no HQ unit, as long as at least one Reconnaissance team is still on the gameboard.



## GERMAN ARMY



Regular Infantry Company



105-mm Howitzer Battery

105mm Howitzer Batteries may be placed in the following hexes: 43, 45, 52, 53, 70, 81, 85, 86, and/or 90.

At the beginning of the game, they are deployed and may face in any direction as long as no Soviet unit is inside their Kill Zones.

Also, all the batteries begin the game Hidden. Do not reveal the location of your 105mm Howitzers to your opponent before the game begins!

Duration of the game: 10 turns

### OBJECTIVES:

**SOVIET ARMY:** Destroy the howitzers - 10 Victory points for each 105-mm howitzer battery destroyed.

**GERMAN ARMY:** Defend the howitzers - 10 Victory points for each 105-mm howitzer battery remaining on the gameboard at the end of the game.

The player who gains the most Victory Points is the winner!