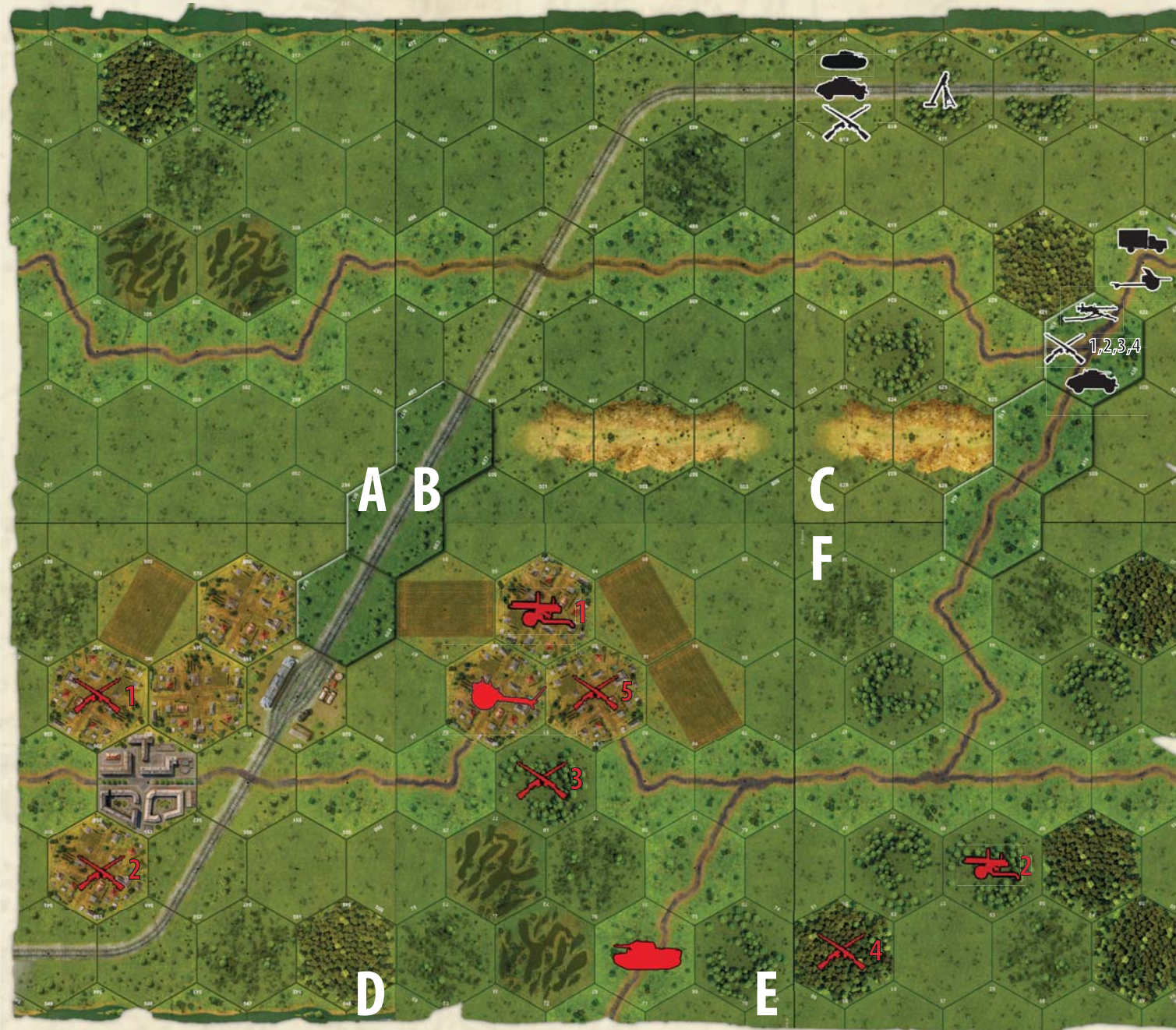


SCENARIO

THE BATTLE FOR THE VILLAGE POPELNYA



"To close the gap between Kiev fortified region and the 6th Army to the west of Fastov on the line Skragilevka – Sushanka – Kornin – Skochishe the composite frontier detachment had been sent. This certainly wasn't enough for the 70 km frontline, but the headquarters had no other forces.

M. Padjev: "Through the Whole War".

"In the morning haze, from the height, the forest edge could be seen, from where the enemy tanks moved towards us on July 14, 1941"

M. Padjev: "Through the Whole War".

	SOVIET INFANTRY	562	
	SOVIET REGULAR INFANTRY	553	
	FRONTIER TROOPS 1	81	
	FRONTIER TROOPS 2	56	
	FRONTIER TROOPS 3	85	
	BT-5 LIGHT TANK	71	
	MACHINE-GUN 1: any hex of the Popelnya village (85, 86, 90) in Ambush Status.	85 86 90	
	MACHINE-GUN 2: hex 52, 53 or 54 in Ambush Status	52 53 54	
	76-MM INFANTRY GUN: any hex of the Popelnya village (85, 86, 90) in Ambush Status.	85 86 87	

Mission Objectives:
Game Length: 8 turns.

Place terrain tiles on the gameboard:

B	500 657	
C	626 438	630 416
D	564 664	568 663
F	35 434	

Soviet Army:
Hold the hexes of the Popelnya village (85,86,90) - 200 points.
Hold the Railway Station.
You must have more units on the "lower" fields of the gameboard (D, E, F) than the opponent. Add the value of your units situated on this side of the gameboard at the end of the 8th turn to your victory points. Count the value according to the following example: "A soviet infantry unit costs 10 points, but only 1 soldier remained in this unit at the end of the 8th turn", so the final value of this unit is: 10-4=6. The Soviet Army receives 6 victory points for this unit. Suppressed status doesn't affect the final value.

Wehrmacht:
Take any 2 hexes of the Popelnya village (85, 86, 90). -200 points.
Take the Railway station. 150 points.
You must have more units on the "lower" fields of the gameboard (D, E, F) than the opponent. Add the value of your units situated on this side of the gameboard at the end of the 8th turn to your victory points. Count the value according to the following example: "A soviet infantry unit costs 10 points, but only 1 soldier remained in this unit at the end of the 8th turn", so the final value of this unit is: 10-4=6. The Soviet Army receives 6 victory points for this unit. Suppressed status doesn't affect the final value.

Special rules:
No ammunition depot:
The Soviet troops were redeployed in haste; the region has no ammunition depot, so no ammo supply is possible. The German troops have an OpelBlitz Truck with ammunition in their disposal, but no more than that.

	438	MG-34 MACHINE GUN: withdrawn	
	438	GERMAN INFANTRY 1	
	438	GERMAN INFANTRY 2	
	438	GERMAN INFANTRY 3	
	438	GERMAN INFANTRY 4	
	438	SD.KFZ.222 Light Armored car:	
	622	OPEL BLITZ TRUCK :	
	622	PAK 36 ANTI-TANK GUN: mounted with Opel Blitz Truck on hex 622	
	611	81-MM MORTAR: withdrawn.	
	610	PZ. KPFW. II	
	610	SD.KFZ.251/1 AUSF B Personnel Carrier	
	610	GEBIRGSJAGER: transported by Sd.Kfz. 251/1 Personnel Carrier on hex 610	