

WW2 Assault

Scenario Prochorovka

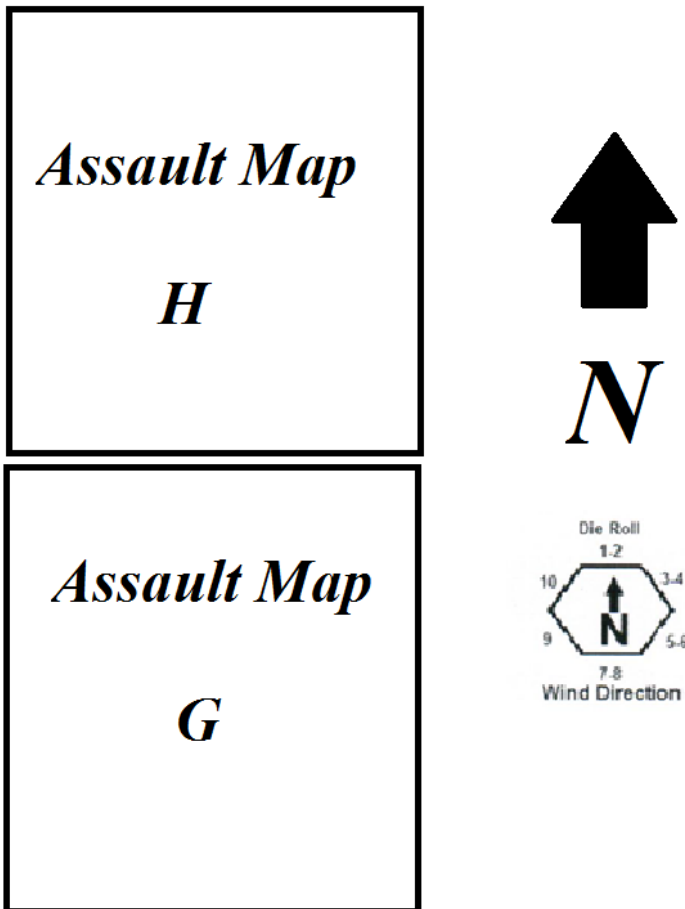
Use Assault Maps G and H

Turn Length 20 turns

Russian set up 26th Anti-Tank Brigade on map G no further south than hexrow 17

German 2nd SS Panzer Das Reich enters from south edge of Map G

Russian 18th Tank Corps may enter from the North edge of Map H on the turn following the first fire phase after a unit of the 26th Anti-tank Brigade fires or is fired upon by direct fire. The 26th Anti-tank brigade may start the game entrenched and under cover. The Russian player may place 15 ATC minefields and 10 APC minefields during setup, anywhere on either map.



Victory Conditions:

Germans: 4 points for every Russian AFV destroyed; 2 points for P and W class units destroyed; 3 points for every AFV exited off the north edge of Map H by game turn 15; 1 point for every AFV exited off the north edge of Map H between game turn 16-20.

Russians: 5 points for every German AFV destroyed; 3 points for every P and W class unit destroyed; 2 points for every German AFV unit on Map G; 1 point for every German AFV unit on map H.