

# Lithuania Scenario 1

Lithuania set up:

In Seirijai: Hq NVDF1

In Sventezers: Log NVDF1

NVDF1 Companies 1-10: Roll a die and divide result by two, round UP. The number is the number of NVDF1 Companies that may be deployed anywhere on the map. These companies may be deployed entrenched. Regardless of die roll, at least one NVDF1 Company may be deployed and no more than 5 may be deployed on initial set up. Each turn repeat the process until all NVDF1 units are activated. These units may be deployed in any urban, city or urban strip hex that has not been occupied is occupied or adjacent to a Russian unit.

Iron Wolf Brigade

Roll 1 die. This is the game turn in which 1 battalion (Player's choice) of the IW Brigade becomes available. The battalion may enter anywhere along the top edge of the map in any formation desired.

Battle Group Lithuania (NATO): Roll one die. Add 6. This is the total number of BGL steps of the player's choice that may deploy to the map. BGL units enter 6 turns after the IW Brigade battalion deploys to the map.

Russia:

The Russians may deploy 20 steps per turn. The Russian player selects one regiment from which to deploy troops to the map. This is the only regiment that may deploy units to the map. Divisional units may be selected in addition to the one regiment. Divisional units do not count as far as the regimental restriction but still count towards the 20 step limitation. The 275<sup>th</sup> Guards Artillery Regiment is considered to be a divisional unit but only 1 battery and one recon FIST maybe utilized in the scenario. Artillery may be deployed off map.

Russian units may enter anywhere along the eastern edge of the map in any formation desired.

Air Support: Roll one die. This is the TOTAL number of sorties that the Russians have SU-25 CAS available. Any number of sorties may be flown per game turn up

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to the number rolled. For example, The Russian player rolls a 6. This is the total number of SU-25 sorties that may be flown in the game. All 6 may be flown on one game turn but no more would be available.

Game length: 35 turns

Victory Conditions:

## RUSSIA

**DECISIVE:** By Turn 20, Russia must clear 1 road route from the eastern edge of the map to Seirijai to Sventezersis to the western edge of the map. Any combination of road network may be used. This entire route must be free from NATO or Lithuanian direct fire.

**TACTICAL:** By turn 30, Russia must clear 1 road route from the eastern edge of the map to Seirijai to Sventezersis to the western edge of the map. Any combination of road network may be used. No NATO or Lithuanian Unit may be within 4 hexes of this route.

## NATO/LITHUANIA

**Decisive:** Hold Seirijai and Sventezersis at the end of Game Turn 35

**Tactical:** Prevent any of the Russian Victory Conditions