CONFLICT OF HEROES

Awakening the Bear
1941 - Operation Barbarossa

SOLO
MISSIONS

ACADEMY GAMES

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v51

Control ✠

Solo Mission 1 - Search and Destroy

July 12, 1941: Soviet Partisans have been harassing German supply wagons. In an attempt to root out local combatants, a platoon of German trackers are searching a nearby abandoned Soviet village for the Partisans and weapons stockpiles. With the first knock on a door, gunfire erupts from the surrounding woods. The Partisans must eliminate the elite German patrol before they locate the Partisan's base of operations.

Player Command: Soviet **Round 1 Initiative:** Soviet **Soviet CAP Allocation per Round:** 4 **Beginning Victory Points:** 1 German
Action Cards: All Action and Bonus cards 02-05. The Soviets receive 1 card in Round 1 and 1 card each Round thereafter.
Order Cards: 15-55 **Map Setup:** Map 2. Place a German Control Marker on hex 2-I07.
Adjusting Difficulty: For an easier Mission, remove Order Card 55 from the Order Deck.

✠ German AI Forces: Tracker Platoon

Setup: Place the AI as specified below each counter & pictured on map.

The SdKfz 251 may only enter hex I07 to capture the Soviet Control Marker, if it is the only remaining German AI.

3x Rifle
G07, G08, H08

1x 251/1
I08

★ Soviet Player Forces: Partisan Resistance

Setup: Place the AI as specified below each counter & pictured on the map.

3x Rifle
E07, E10, L03

1x SMG
K07

Counteractions

If no Unit just **fired**:
   AI **closest** to a **spent** Unit
   ‣ **Move** towards

Mission Orders

AI in **open closest** to a Unit
   ‣ **Move** towards **cover**

Hit AI **closest** to a Unit
   ‣ **Rally**

Victory Points

Soviets:
1 VP: Immediately, for each eliminated German.
1 VP: Immediately, for control of hex I07. Lose VP if control is lost.

Germans:
1 VP: Immediately, for each eliminated Soviet.

⏱ Mission Track

1 Start Mission	2 Sniper Fire	3	4 Auto-Rally
	Roll 1D6 1 = **0** Soviet CAP 2-3 = **-1** Soviet CAP 4-5 = **-2** Soviet CAP 6 = **-3** Soviet CAP CAP losses are for current Round only.		As AI Action: Hit AI closest to a Unit - 'Auto-Rally', even if spent.
5	6 Bog Down	7	8 Swift Action
	Roll 1D6 1- 4 = the SdKfz 251 is immobilized until the end of the round. Then the AI attempts to execute the current order card as normal.		The AI performs 2 actions in a row, drawing a new Order card for the second action. Only then is it the Player's turn.
9	10 Zeal	11	12 End of Mission
	The Player immediately receives 2 extra CAPs for this current Round only. Then the AI attempts to execute the current order card as normal.		

Mission Track

Space 4: If the Mission Track Marker ends on space 4, the hit AI closest to a Unit will take the Auto-Rally action. Once taken, it is the Player's turn. If no AI is hit, the AI continues to execute the Card Order.

Space 8: The AI will attempt to execute an order on the current Order Card. After making any AP Spent Check, another Order Card is drawn and the AI will execute another order. Only then is it the Player's turn again.

All other actions on the Mission Track are in addition to any normal order execution on the current Order Card.

Note: The wording on this Mission Track is consistent throughout all of the rest of the Missions. 'As AI Action' *replaces* any order the AI would normally attempt to execute on the current Order Card. If a Mission Space does not begin with 'As AI Action', then any Mission Track action influences or is in addition to the normal Order Card execution progression.

Replaying the Mission as the Germans

Players have the option to play this scenario as the Germans, letting the Soviets be controlled by the AI. During setup, the German Player receives 4 CAPs and receives 1 card at the beginning of each turn instead of the Soviet AI. Use Order cards 1-42. Also reverse who the Mission Track affects, except for space 6. Everything else in the mission remains the same, including the Germans beginning with 1VP.

We will be posting new and updated missions on our website. Visit www.AcademyGames.com for extra campaign record sheets, new and updated missions, and new campaigns.

Three Soviet T-34a Tanks set up on row 12. For each Tank, roll 2d6 and place the Tank this many full hexes in from the west side of the map. Re-roll a result that places a Tank on the same hex as another Tank or on water.

Solo Mission 2 - Tank Hunt

Nov 31, 1941 Tula, Russia: 'I was wounded last month, shot in the leg. The doctors deemed me fit to return to the front, damn them. They sent me to a ruin of a city, where I hear we are still fighting it out with the Soviets block by block. I am in a group of veterans that has been tasked with guarding a supply convoy on its way to the front. However, we have spotted enemy movement ahead, including tanks! I am sure they would like nothing more than to 'liberate' our convoy of wagons. Damn them, they are not going to take our *Ersatz Kaffee* rations, no matter how shitty they are! We have been given orders to set a tank ambush. Hopefully we and our wagons will get through unscathed.'
- From the journal of Erich Bölsch

Player Command: German   **Round 1 Initiative:** German   **German CAP Allocation per Round:** 6   **Beginning Victory Points:** 1 Soviet
Action Cards: All Action and Bonus cards 02-05, 08-12, 20 and 40. The Germans receive 'Bogged Down' card 20 in Round 1 and 1 card each Round thereafter. The Germans also receives the 'Grenades' Weapon Card that can be used once by any Unit.
Order Cards: 13-55   **Map Setup:** Map 5.
Mission Objective: German Wagons are an objective.
Adjusting Difficulty: For an easier Mission, the German may place 1 hidden mine anywhere on the map. In addition, the Germans receive the 'Careful Aiming' card 09, in addition to the 'Bogged Down' card 20 at the beginning of Round 1.

⭐ Soviet AI Forces: Tank Patrol
Setup: The T-34a Tanks set up on row 12. For each Tank, roll 2d6 and place the Tank this many full hexes in from the west side of the map. Tanks face the southern hex edge that is angled towards the map's center. Tanks are placed before German setup.

3x T-34a

✠ German Player Forces: Veteran Convoy Guards
Setup: Setup hidden on or south of row 9. Mark all hidden Units with a Rumored Enemy Marker.

1x Tank Hunter   1x 8cm Mortar   3x Pioneer

Hidden Units can not be the target of an AI order.

Setup: Place on G03.

1x Wagon G03

Supply Wagons: Place on G02 as ordered on the Mission Track.

2x Wagon

Counteractions
If all German Units on the map are hidden
▸ **AI Passes and +1** ⏱

Note: Wagons cannot be hidden, so if a wagon is on the map, this Counteraction is ignored.

Mission Orders
T-34 **farthest** from wagon
▸ **Move** towards wagon

Victory Points
Soviet AI:
1 VP: Immediately, score for each eliminated German wagon.
German Player:
1 VP: Immediately, score for each eliminated Soviet.
1 VP: Immediately, score for each wagon that leaves the map or is alive at the end of the Mission.

⏱ Mission Track

1 Start Mission	2 Wagons Move	3 Wagon Enters	4 Wagons Move
	Move all wagons along road.	Place a German wagon on hex G02 ① and then move **all** wagons along the road.	Move all wagons along road.

5 Wagon Enters	6 Wagons Move	7 Wagons Move	8 Wagons Move
Place a German wagon on hex G02 ① and then move **all** wagons along the road.	Move all wagons along road.	Move all wagons along road.	Move all wagons along road.

9 Wagons Move	10 Wagons Move	11 Wagons Move	12 Wagons Move
Move all wagons along road.	Move all wagons along road.	Move all wagons along road.	Move all wagons along road and end of Mission.

Special Rules
Wagons Move - For **each** 'Wagons Move' space the Mission Marker advances to or passes, all wagons move 2 hexes each along the road leading to hex L10 ② and then off the map. Wagons move through and even onto enemy Units or smoke hexes. If a wagon cannot move because it is 'pinned' or 'stunned' (due to being hit), it instead will attempt to rally. The Player may never take any actions with a wagon, and thus wagons never check if spent when they move along the road or make a rally attempt.
                    Wagons count as Mission Objectives for the purpose of AI order executions.
Mission Track Advancement - If all T-34a Tanks are Spent, the Mission Track DOES NOT advance.
Smoke - Pioneers and the Mortar may fire smoke. A hidden Unit may fire smoke without revealing itself, if it is not in LOS of the AI.
Mines - The Tank Hunter may pay the cost to attack in order to lay a mine in its hex. A hidden Tank Hunter may lay a mine without revealing itself, if it is not in LOS of the AI. If the hex the mine is laid in is not in AI LOS, then the mine is hidden.
Grenades - Discard the Grenade Card after one use.

Solo Mission 3 - Hunting Chernov

Oct 2, 1941 Grigorovo near Mtsensk: The German XXIV Panzer Corps has punched through the Soviet defenses south of Warsaw. Unfortunately, the Panzers are low on fuel and are now threatened by the hastily reformed remnants of the 26th Soviet Army. The Germans can barely stop the superior Soviet Heavy Tanks, having succeeded so far only with use of their advanced communication networks and tactics. The experienced Soviet commander Col. Petr Chernov is in charge of the 141st Tank Brigade and is severely threatening the German 4th Panzer Division, his 219th and 220th Tank Regiments having crippled several Panzers and threatening the German northern flank. In an attempt to prevent a complete stall of their advance towards Moscow, a hasty counterattack has been launched by the remaining German Panzers. The dangerous Chernov must be found and eliminated at all costs.

Player Command: German   **Round 1 Initiative:** German   **German CAP Allocation per Round:** 8   **Beginning Victory Points:** 1 Soviet

Action Cards: All Action and Bonus cards 02-05. The Germans receive the 'Careful Aiming' card 09 and 'Luck!' card 12 in Round 1, plus 2 additional cards. The German Player receives no additional Action Cards for the remainder of the Mission!

Order Cards: 1-43   **Map Setup:** Maps 1, 2, 3, and 4.

Wrecks: If playing with the 'Wrecks and Destructions' Counter Expansion, set up random Wreck counters as follows: Map 1- B09, C07, E05, G09, H08, I02, I10   Map 2- B10, B18, F05, H15, J08   Map 3- B10, B18, D14, H11   Map 4- A08, B15, D10, E12, G02

Adjusting Difficulty: For an easier Mission, use only Order Cards 3-43. The Player also receives an extra Action Card and an extra Pz IIIe Unit at the start of the Mission.

✠ German Player: Elements of the 4th Pz Div.
Enter Round 1: From East Map Edge.

2x Pz IVe	1x Pz IIIe	1x Pz 38t	1x 232L	3x Pz II f

★ Soviet AI: 141st Reinforced Tank Brigade
Setup: Place in Rumored Enemy Cup.

4x T-26	2x BA-10	2x BT-7	1x T-35	2x KV-1a	5x NE

Setup: Place as specified.

16x Rumored Enemy
Map 1: D13, F08, F16, G05   **Map 2:** C13, E10, F16, H08
Map 3: F08, E12, F14, H16   **Map 4:** C04, C12, E07, G10

Counteractions
AI with more **in-LOS** Units within **5 hexes** than in-LOS AI:
▶ **Low Risk Move** towards **closest** AI

Mission Orders
Highest FP AI **closest** to **lowest DV** Unit
▶ **Fire**

If there are more **Spent** AI (including RE) than **Spent** Units
▶ **AI Passes**

AI **farthest** from Unit
▶ **Move** towards

Victory Points
Soviet AI:
1 VP: Immediately, for each eliminated German Unit.
3 VP: At the end of the Mission, if the Soviet Commander KV1a Tank has not been destroyed.

German Player:
1 VP: Immediately, for each eliminated Soviet.
3 VP: Immediately, when the Soviet Command KV1a Tank is destroyed. The Mission immediately ends. (Destroying the KV1 also awards the 1 VP for eliminating a Soviet, for a total of 4 VP).

⏱ Mission Track

1 Start Mission	2 Sniper Roll 1D6. 1 = 0 German CAP 2-3 = -1 German CAP 4-5 = -2 German CAP 6 = -3 German CAP CAP losses are for current Round only.	3	4 Bog Down As AI Action: Roll 1D6: 1-4 = The **fresh, highest FP** German Tank **closest** to an AI is **immobilized** until the next Round.
5	6 Seek Cover Place a Hasty Defense on the **lowest DV** AI **closest** to a Unit.	7	8 Battlefield Confusion As AI Action: Mark **Fresh, Highest FP** Unit **closest** to AI as **spent**.
9	10 Swift Action The AI performs 2 actions in a row, drawing a new Order card for the second action. Only then is it the Player's turn.	11	12 End of Mission End of Mission Scoring

Special Rules

Rumored Tanks - All Rumored Enemy AI receive 1 track ▶️ bonus movement (since they represent Tanks). RE follow all AI vehicle rules in section *5.4*, including that they will not move into a hex that restricts their bonus movement.

When determining if the Priority Order that states **Fresh AI < Fresh Units** ▶ **AI Passes**, do not count RE as 'Fresh AI'. Off map German Units still count as Fresh Units.

Soviet Commander KV1a - When the second KV-1a is drawn from the Rumored Enemy Cup, place a Control Marker under the Tank to designate it as the Soviet Commander Tank. The Control Marker moves and remains with the KV-1a Tank.

Then **remove Order Cards 1-12** from the order deck and **replace them with Order Cards 44-55**. Reshuffle the order deck.
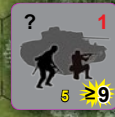Note: The Soviets will now become much more aggressive!

N

Trucks enter here on a 1d6 1-3 result.

b

K10

Control
★

Control
✠
a

Any AI or Player occupation of this hex removes this German Control Marker. If this Control Marker is removed by a Soviet AI, then immediately place a German Control Marker on hex K10, if the AI Mission Objectives placement conditions are met.

c

D02

3 Trucks enter here on a 1d6 4-6 result.

Germans Enter

Solo Mission 4 - Partisans

Oct 17, 1941 Soviet Field Order: "*Comrades, this is a main supply route for the Germans. We will mine the road and ambush the next convoy. Destroy as many trucks as possible and then melt away to the east. We will rendezvous at camp.*" - Partisan Leader Viktor S.

General Situation: Remnants of cut-off Soviet infantry Units, scattered after the fall of Kiev, have begun partisan activities. A heavily armed group of partisans operating near Priluki have been tracked by a group of soldiers from the German 161st Inf. Div. sent to secure the area. Worse for the Soviets, a detached squad of SS Trackers are trailing a group of partisan reinforcements arriving from the north.

Player Command: German   **Round 1 Initiative:** German   **German CAP Allocation per Round:** 6   **Beginning Victory Points:** 1 Soviet
Action Cards: All Action and Bonus cards 02-06 and 08-11. The German receives 1 card in Round 1 and 1 card each Round thereafter.
Order Cards: 1-41   **Map Setup:** Map 1. Place a Soviet Control Marker on hex G09 and a German Control Marker on hex H07.
Adjusting Difficulty: For an easier Mission, add Order Cards 42 and 43 to the Order Deck and remove Order Card 1.

German Player Forces: 1/2 Rifle Platoon

Enter Round 1: From the south map edge.   **SS Trackers:** Enter as ordered on the Mission Track.
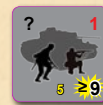
2x Rifle   2x LMG   **1x Pioneer** *No flamethrower.*

Soviet AI Forces: Partisans

Setup: Place as specified.   **Hidden Units:** Place in Rumored Enemy Cup.

1x MMG D11 *May never move into a 0 DM hex.*

4x Rumored Enemy B05, F12, H11, J14   2x Rifle   1x SMG   1x No Enemy

Counteractions

AI with no Unit within 3 hexes **closest** to a German Control Marker
▸ **Low Risk Move** towards

AI Mission Objectives

As soon as a condition is met, place a German Control Marker on the listed hex:

K10 If the AI moved on and removed the Control Marker on hex H07 (a) and hex K13 (b) is not in the Fire Zone of either German LMG, then place a German Control Marker on hex K10.

D02 If both German LMGs have moved onto the map and neither has LOS to hex C03 (c), and no Unit is within 4 hexes of hex D02, then place a German Control Marker on hex D02.

These German Control Markers, along with the Control Marker on hex H07, are removed as soon as they are occupied by any AI or Unit. (This does not include the Control Marker on hex G09.)

Mission Orders

AI farthest from Unit or German Control Marker
▸ **Move** towards

Victory Points

Soviet AI:
1 VP: Immediately, score for each eliminated German Unit.
1 VP: When the Mission Marker advances to or passes a 'Score Victory Hex' space, score for control of **only** hex G09.

German Player:
1 VP: Immediately, score for each eliminated Soviet.
1 VP: When the Mission Marker advances to or passes a 'Score Victory Hex' space, score for control of **only** hex G09.
1 VP: Immediately, score for each truck that safely exits the map.

Mission Track

1 Start Mission	**2 Place RE**	**3 Place RE**	**4**
5 Score Victory Hex G09	**6 Reinforcements** Add a Soviet Rifle into the Draw Cup and place an RE on hex G18 (1).	**7 Place RE**	**8 Reinforcements** Add a Soviet Rifle into the Draw Cup and place an RE on hex G18 (1).
9 Score Victory Hex G09	**10 SS Trackers** Place SS Trackers on hex A18 (2).	**11 Supply Truck** A Supply Truck enters along road. See Special Rules below.	**12 Landmine** A RE is placed on hex D12 and a Landmine is placed in the Draw Cup.
13 Supply Truck A Supply Truck enters along road. Score Victory Hex G09	**14 Place RE**	**15 Place RE**	**16**
17 Score Victory Hex G09	**18 Vodka** A Hit AI closest to Unit Auto-Rallies.	**19**	**20 End of Mission** Score Victory Hex G09

Special Rules

Place RE - When the Mission Marker advances to 'Place RE', add a 'No Enemy' counter into the Rumored Enemy Cup. Then a new RE will be placed 2 hexes away from an existing RE that is closest to a Unit. Roll 1d6. The new RE is placed 2 hexes away in the direction that the die result indicates, as shown to the right. If this hex is already AI or Unit occupied or if there is better cover within 1 hex of where the new RE should be placed, then place the new RE into the adjacent hex, with the highest DM, that is closest to a Unit. If no RE exist on the map, do not place a new RE.

Supply Truck - When the mission marker advances to 'Supply Truck', roll a die. If a 1-3 is rolled, a German truck is placed on hex G18 (1) and will immediately move along the road to exit from hex F02 (3). If a 4-6 is rolled, a German truck is placed on hex F02 (3) and will immediately move along the road to exit from hex G18 (1). For each space the MT advances, each German Truck will move 3 hexes along the road towards its exit point. The Player may not move or rally the Trucks. Trucks are also never spent. The Trucks will move into and through AI Soviet occupied hexes. Trucks may not capture Control Markers.

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Solo Campaign 1 Score Sheet

Mission 1 VPs Negative for AI Soviet VP	+	Mission 2 VPs Negative for AI Soviet VP	+	Mission 3 VPs Negative for AI Soviet VP	+	Mission 4 VPs Negative for AI Soviet VP	=	Campaign VP Total
_____		_____		_____		_____		_____

Designer's Note: Players may choose to play any of the Missions of the following campaigns, in any order, as stand alone Missions.

Campaign Unit Count

	Mission 1	Mission 2	Mission 3
Rifle	_____	_____	_____
LMG 34	_____	_____	_____
Pioneer	_____	_____	_____
Opel		_____	_____
Wagon		_____	_____
5 cm Mortar		_____	_____
Krad		_____	_____
Tank Hunter		_____	_____
German T-34a		_____	_____
SdKfz 232L			_____
Protze 36			_____
HMG 34			_____
PaK 36			_____

*Hit Units at the end of a Mission begin as Un-Hit at the beginning of the next Mission.

Visit www.AcademyGames.com for extra Campaign Record Sheets, new and updated Missions, and new Campaigns.

Action Card Count

Follow Me! Automatic Rally	Rally Up! One Rally Attempt	Rapid Deployment Move 2 Hexes	Battlefield Confusion Mark as Spent	Frontline Officer +1D6 CAP	Grenades Stielhandgranate m24	Molotov Cocktail Petrol Bomb	Tellermine Anti-Tank Weapon
2	0	0	2	2	0	0	2
Cost: 2 AP/CAP	Cost: 0 AP/CAP	Cost: 0 AP/CAP	Cost: 2 AP/CAP	Cost: 2 AP	Cost: 0 AP/CAP	Cost: 0 AP/CAP	Cost: 2 AP/CAP
Automatically rally a unit, even if in close combat.	Attempt to rally a unit not in close combat.	Move a friendly unit 2 hexes over passable terrain.	Mark an enemy unit as spent.	The activated unit may roll 1D6 and add the result to the CAP track for use this round.	A fresh or spent squad may use grenades as an action. Long range at 1 hex. CC modifiers do not apply.	A fresh or spent squad may use a Molotov as an action. Long range at 1 hex. CC modifiers do not apply.	A fresh or spent squad may use a Tellermine as an action. No long range. Close combat FP and terrain modifiers do not apply.
03	04	05	06	08	AYG.5011	AYG.5011	AYG.5011

Cards remaining from Mission 2 for Mission 3

_____   _____   _____   _____   _____   _____   _____   _____

Cards remaining from Mission 3 for Mission 4

_____   _____   _____   _____   _____   _____   _____   _____

Mission 2 - Artillery and Bunkers Destroyed

Destroyed Artillery

Control ★

Number of Control Markers Removed

_____

Destroyed Bunkers

+3
+5
16

Hex 3-D12 _____   Hex 3-D14 _____

Hex 3-F14 _____   Hex 3-K10 _____

Campaign Notes

_____

_____

_____

_____

_____

_____

_____

_____
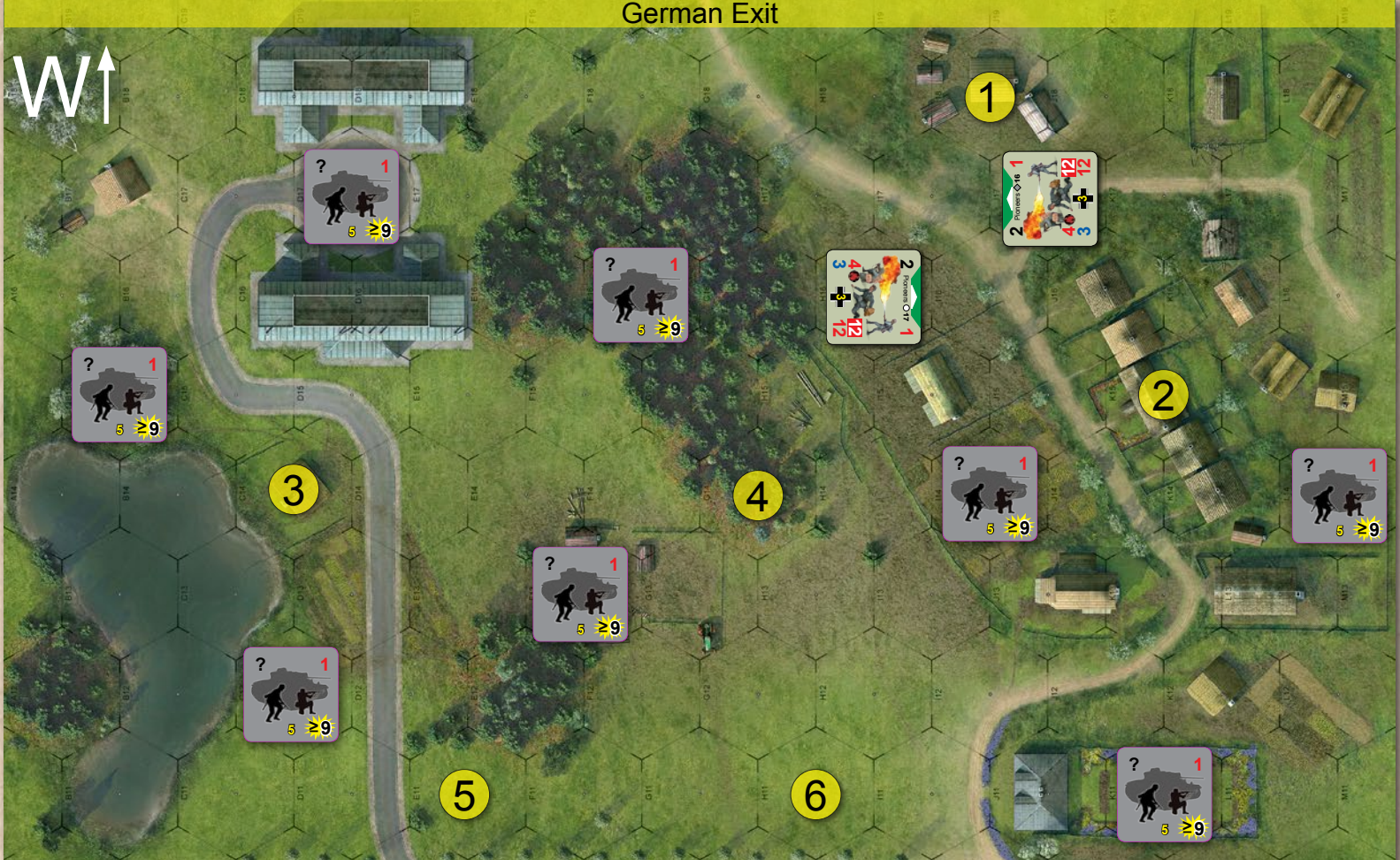
Germans that are on or west of row 10 at the end of the Mission escape capture.

Solo Campaign 1, Mission 1 - Behind Enemy Lines

October 3, 1941 - Yukhnov. German High Command Report: After the heavy losses to the Fallschirmjäger (paratroopers) during the capture of Crete, large scale airdrops are no longer a strategic option. Instead, it has been decided to test the effectiveness of small surgical airborne strikes behind enemy lines. The Wehrmacht has captured many Soviet factories, but often vital equipment has already been evacuated by the Soviets. High Command has ordered Fallschirmjäger to be attached to the SS Reich Div under General Stumme, to be dropped behind enemy lines outside of Yukhnov, ahead of the encirclement of Bryansk. They are tasked to disrupt the evacuation of vital equipment. A secondary objective is the rescue of prisoners being held in a compound in the same city. The men must then work their way back to the safety of the advancing 10th Panzer Division. The future use of surgical Fallschirmjäger airdrops may rest on the success of this mission.

Player Command: German   **Round 1 Initiative:** German   **German CAP Allocation per Round:** 7   **Beginning Victory Points:** 1 Soviet

Action Cards: All Action and Bonus cards 02-06 and 08-12. The Germans receive 1 card in Round 1. The German then pulls an additional card each time a German Unit is placed on the map from the Rumored Enemy Cup.

Order Cards: 3-43   **Map Setup:** Map 5. Place Soviet Control Markers on hexes C05 and D05 (these represent German prisoners of war).

Expansions: This mission uses the Monster Tanks expansion. If not playing with the expansion, ignore the 'Hunde!' Mission Track event.

Adjusting Difficulty: For an easier Mission and campaign, replace a Soviet Rifle in the Rumored Enemy Cup with a German Rifle. Also receive 1 extra Action card in Round 1.

German Player Forces: Fallschirmjäger Platoon

Setup: Place as specified.

2x Pioneer *(no flamethrower)* H16, J17

Scattered Landing Sites: Place in Rumored Enemy Cup with Soviet AIs.

4x Rifle   **2x LMG**

Soviet AI Forces: City Garrison

Setup: Place as specified.

1x NKVD F07   **1x MMG** D09

15x Rumored Enemy (RE) A08, B15, C12, D17, E03, F13, F16, H05, H08, I14, J03, J06, K08, K11, L14

Hidden Units: Place in Rumored Enemy Cup with German Units

1x NKVD   **8x Rifle**

Counteractions

If the Player **passed** and all **Revealed** AI within **3 hexes** of Units are **Spent**.
▸ **AI Passes**

AI **closest** to Unit that **Fired**
▸ **Fire** (+1 CAP) or ▸ **Move towards**

Mission Orders

All Fresh RE with the same symbol as the active Order Card symbol
▸ **Move 2 hexes** towards nearest **Control Marker (**Make 1 spent check for all RE)

Victory Points

Soviet AI:
1 VP: Immediately, score for each eliminated German.
1 VP: When the Mission Marker advances to or passes a 'Score Victory Hex' space, score for each Soviet Control Marker.
1 VP: At the end of the Mission, score for each German Unit from the Rumored Enemy Cup that was not placed on the map.

German Player:
4 VP: Immediately, score when a German Unit takes control of a Soviet Control Marker. Remove the Control Marker.
1 VP: Immediately, score for each German Unit that exits the west side of the map, after the Soviet Control Markers have been removed.

⏱ Mission Track

1 Start Mission	2 Place RE See Special Rules below.	3 Flares Units and AI can see others in open terrain at any distance, for this AI and the next Player turns.	4 Hunde! If an NKVD is on the map, a Soviet 'Dogs' AI appears in an NKVD's Hex closest to a Unit.
5 Place RE	6 Place RE *Score Victory Hex*	7 Reinforcements Place an RE Counter on hex A10 ⑦ and a Soviet Rifle into the RE Cup.	8 Flares Units and AI can see others in open terrain at any distance, for this AI and the next Player turns.
9 Misinformation Move the Soviet Control Marker (prisoners) from hex D05 to hex I05.	10 Flares Units and AI can see others in open terrain at any distance, for this AI and the next Player turns.	11 Place RE *Score Victory Hex and shuffle Order Cards 1 and 2 into the Order Deck.*	12 MIA Replace a German Unit in the RE Cup with a 'No Enemy' counter. Soviet AI receives 1 VP.
13 Place RE	14 Reinforcements Place an RE Counter on hex L10 ⑧ and a Soviet Rifle into the RE Cup.	15 Flares Units and AI can see others in open terrain at any distance, for this AI and the next Player turns.	16 Place RE *Score Victory Hex*
17 MIA Replace a German Unit in the RE Cup with a 'No Enemy' counter. Soviet AI receives 1 VP.	18 Flares Units and AI can see others in open terrain at any distance, for this AI and the next Player turns.	19 Place RE	20 End of Mission *End of Mission Scoring*

Special Rules

Night - Units and AI have a Line of Sight (LOS) of only 2 hexes. If a Unit or AI fires, mark it with a penny. Its muzzle flash reveals its location to all other Units and AI, giving them a normal LOS range to it, during this and the next turn. At the end of the next turn, remove the penny.

Place RE - When the Mission Track Marker advances to 'Place RE', roll 1d6 and place a Rumored Enemy (RE) counter on the corresponding numbered hex shown on the map to the left. If the hex is already occupied, re-roll. If there are no more RE counters to place, then ignore the 'Place RE' order. Once an RE counter has been placed, then add a 'No Enemy' counter into the Rumored Enemy Cup.

Prisoners of War - Should the Germans occupy a Soviet Control Marker, then replace the Control Marker with a 'German Rifle' Unit.

Rumored Enemies - RE are not counted for a Mission Track (MT) advance. If during the AI's turn, an RE is revealed as a German Unit, this German Unit must still execute the order, even if it fires on another German Unit (night time battle confusion). The revealed German Unit must then make a Spent Check. **This action counts as the AI's turn**.

Campaign Mission 1 - This is the first Mission in Solo Campaign 1. Record the final score of this mission on the Solo Campaign 1 Score Sheet on pages 10 and 11. Also record which German Units exited the map or ended the Mission west of row 10.
To enhance your playing experience, wait to review the next campaign mission until after this mission has been played.

N↑

Germans set up on or East of row 13.

Germans set up on or North of row L.

Soviet pursuers are placed on row 18 on a hex closest to a German Unit

Germans

Exit

Exit Soviet Wagons

Control

Control

Refugees:

During setup place refugees on hexes 2-F10, 2-H08, 3-D09, 3-G05, and 3-H17. When the Mission Marker advances to or passes 'Refugees', place a new Refugee marker on the specified hex.

Each Refugee counter immediately moves one hex for each space the Mission Track Marker advanced. Refugees always move along the road towards the Northern map edge, where they will exit.

If an AI or Unit within 3 hexes of a Refugee fires, the **Refugee will immediately move** along the road, in either direction, away from the hex that fired.

Refugees block LOS. Germans and Soviets may not purposely fire into or out of Refugee hexes, but may conduct CC against each other.

Soviet Bunker Setup:
Place Bunkers on map 3 on hexes D12, D14, F14, and K10, facing in the direction shown on the map to the left.

AIs set up in a Bunker may not leave the Bunkers or pivot.

T-34 Tank:
The T-34 may move to any hex that is up to 4 hexes from either wagon. If the wagons move, leaving the T-34 more than 4 hexes away, then the T-34's only movement option is to move towards the wagons.

Control Markers:
The two Control Markers represent Soviet artillery guns. An artillery gun is loaded onto an adjacent Wagon, if called to do so by Counteractions.

The Wagons will only move if loaded and ordered to do so by Counteractions.

Solo Campaign 1, Mission 2 - Borrowing

October 4, 1941 German Field Journal: We have escaped from Yukhnov and are now working our way back on foot towards friendly forces. We are very tired, but the enemy is close behind us. We have spotted a village ahead that the Soviets appear to be fortifying in preparation of our front's advance. We also hear artillery firing from the other side of a hill to the south of us. Hopefully we can find some supplies and capture some trucks so that we can get off of our feet. Karl suggests we attempt to sabotage the bunkers on our way through, but I don't know if the men are up to it. Fatigue has set in, we are out of food and low on ammunition.

Player Command: German   **Round 1 Initiative:** German   **German CAP Allocation per Round:** 8   **Beginning Victory Points:** 1 Soviet
Action Cards: All Action and Bonus cards 03-06 and 08 and Objective Cards 1-4. Also mix the Weapon Cards Grenade, Molotov Cocktail, and Tellermine into the Action Card Deck. The German receives 2 **Command Action** Cards (card 02) in Round 1 and may draw additional cards as described under Special Rules - 1. Scavenging.
Order Cards: 13-55   **Map Setup:** Map 2 & 3. Place Soviet Control Markers on hexes 3-G10 and 3-H14 to represent artillery guns.
Expansions: This mission uses pieces from the Monster Tanks expansion. If not playing with this expansion, do not use Objective Card 4.
Adjusting Difficulty: For an easier Mission, the German Player receives 1 additional LMG during setup.
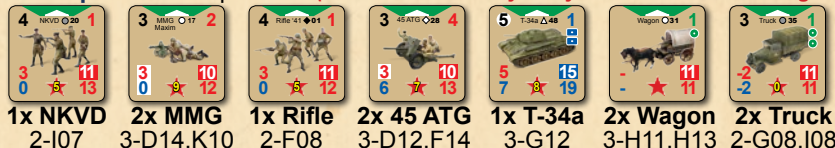
✚ German Player Forces: Yukhnov Survivors
Setup: Place on or North of row L and on or East of row 13. Either use all the Units to the right **or** the Units from mission 1 that exited the map or ended the Mission West of row 10, along with 2 additional Rifles.

2x Rifle 1x Pioneer 2x LMG

★ Soviet AI Forces: Fortifications Defense
Setup: Place as specified. *(The T-34 must always stay within 4 hexes of a Wagon.)*

1x NKVD	2x MMG	1x Rifle	2x 45 ATG	1x T-34a	2x Wagon	2x Truck
2-I07	3-D14,K10	2-F08	3-D12,F14	3-G12	3-H11,H13	2-G08,I08

Counteractions
If any AI in a Bunker has been eliminated or the T-34 has been destroyed or captured:

AI **Wagon closest** to a Unit, if unloaded
▸ **Load nearest Control Marker onto AI Wagon**

Loaded AI **Wagon closest** to a Unit
▸ **Move two hexes along road towards hex 2-L10, to exit map**

Mission Orders
Highest FP AI closest to lowest DV Unit
▸ **Fire**, even if **Long Range**

Victory Points
Soviet AI:
1 VP: Immediately, score for each eliminated German, not including captured Trucks.
1 VP: At the end of the game, score for each Bunker that was not destroyed.
German Player:
1 VP: Immediately, score for each German Unit that exits the west side of the map, not including Trucks.
1 VP: Immediately, score when a German Unit takes control of a Soviet Control Marker. Remove the Control Marker.
1 VP: Immediately, score for destroying or capturing the T-34a.

⏱ Mission Track

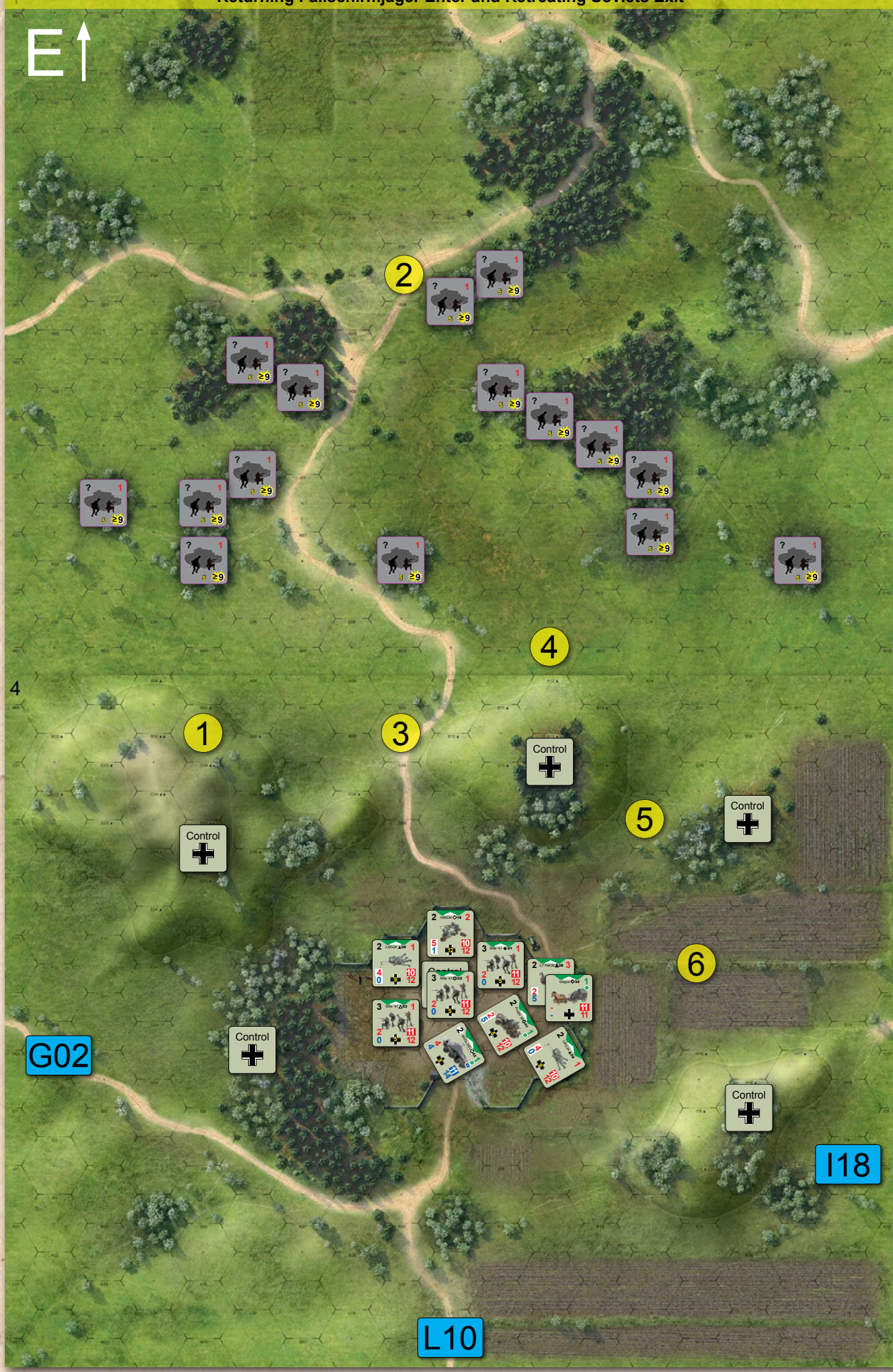|			
1 Start Mission	**2 Pursuit** Place a Soviet Rifle on row 18 on a hex closest to a Unit.	**3 Pursuit** Place a Soviet Rifle on row 18 on a hex closest to a Unit.	**4 Refugees** Place a Refugee on hex 2-F02.
5 Fatigue The Germans lose a CAP (for this Round only).	**6 Pursuit** Place a Soviet Rifle on row 18 on a hex closest to a Unit.	**7 Mission Analysis** Germans review their situation. Player takes a Command Action Card.	**8 Refugees** Place a Refugee on hex 3-L10.
9 Pursuit Place a Soviet Rifle on row 18 on a hex closest to a Unit.	**10 Fatigue** The Germans lose a CAP (for this Round only).	**11 Refugees** Place a Refugee on hex 3-G02.	**12 Pursuit** Place a Soviet Rifle on row 18 on a hex closest to a Unit.
13 Mission Analysis Germans review their situation. Player takes a Command Action Card.	**14 Fatigue** The Germans lose a CAP (for this Round only).	**15 Pursuit** Place a Soviet Rifle on row 18 on a hex closest to a Unit.	**16**
17	**18 Fatigue** The Germans lose a CAP (for this Round only).	**19**	**20 End of Mission**

Special Rules: Scavenging: The German Player may draw an additional Action Card after a Unit searches a building for loot. It costs a Unit 2 APs/CAPs per building search to draw a card. Each building hex only be searched once per game. Mark searched buildings with pennies. If an Objective Card is drawn, any German Unit **may be** replaced with another Unit type: **Objective1**: Pioneers, **Objective 2**: Tank Hunters, **Objective 3**: 5cm Mortar, **Objective 4**: Krad Motorcycles (from the Monster Tanks expansion).

Vehicles - The AI may take **no actions** with the Trucks and can only move the Wagons with Counteraction Orders. Trucks and Wagons can be captured by the German Player, by moving a Unit into the vehicle hex. The Player may load Units onto captured vehicles and then activate the vehicles for transport. If the Soviet AI can fire at Trucks transporting German Units, the AI must first roll 1d6 (once per turn) and **ignores the Truck** on a 3-6 roll, thinking the Units are friendly. The AI instead must target another Unit. If no other target is available, move onto the next order on the Order Card. Vehicles are **not counted** when checking if the Mission Track advances or if the AI passes.

Captured T-34 - If a German Unit hits the T-34 in close combat without destroying it, the T-34 is replaced with a German 'Captured T-34' counter with a 'Suppressed' Hit counter. Remove the German Unit that attacked the T-34, since that elite Unit is now crewing the captured T-34.

Campaign Mission 2 - This is the second Mission in Solo Campaign 1. On pages 10 and 11 of the Mission Book, record the final score of this mission for the final campaign score. Also record which German Units exited the map, which Action Cards are in hand at the end of the Mission, whether the T-34 was captured or destroyed, which Bunkers were destroyed, and how many Control Markers were taken. Any Soviet Trucks and Wagons that the German Player exited the map will be exchanged for German Trucks and Wagons.

To enhance your playing experience, wait to review the next campaign mission until after this mission has been played.

Returning Fallschirmjäger Enter and Retreating Soviets Exit

E ↑

2

4

1

3

5

6

Control

Control

Control

Control

Control

G02

I18

L10

4

Cattle: Cattle block LOS, like a L1 obstruction. Cattle may also be fired on if an enemy is in the same hex. Any Unit or AI in the same hex as Cattle receive a -1 DM.

Ex: There are cattle on ① and ④ The Mission track advances 1 space.

You first roll a 3 for the cattle on B05 ① and they move NW into hex B06. You then roll a 6 for the cattle on L12 ④ and they move SE into hex L11.

Artillery:

Divisional Artillery
122mm Howitzer m38

★
6
3

Plan artillery strike during this pre–round sequence. Fire for effect during next pre–round sequence. Artillery affects target hex and 6 surrounding hexes.

When the Mission Marker advances onto 'Soviet Artillery', an artillery strike occurs. Draw Order Cards until a card with a specified symbol is drawn.

Artillery will be targeted against that card's hex number on the map where the most Germans and least Soviets are targeted.

Resolve the artillery strike with the Soviet 122mm Howitzer Weapons card pictured above

Reduce the strikes red firepower by 2 and the blue firepower by 1 for **each Artillery Control Marker you took in Mission 2.**

Ex: Mission Track space 5 specifies any gray symbol. Order Cards are drawn until the first gray circle ⬤ card is drawn, which is card 38. Hex D05 on map 4 is targeted.

Once a Target Hex has been determined, advanced Players may want to use the Artillery Drift rules offered in the 'Wrecks and Destruction' expansion.

Solo Campaign 1, Mission 3 - Breaking Point

October 5, 1941 German Field Report to Major General Fischer: The Division commander dispatched our Mechanized Unit to extract the returning Fallschirmjäger at an arranged meeting point west of Kurovskoy. It is 06:00, we are on location, set in a loose defensive formation and expect the Jäger to arrive at any moment. Communications this morning state that resistance against our encirclement of Bryansk has become more determined to the east. NKVD have been spotted and seem to be rallying the enemy in our sector. We have a rare sight! - cattle in the distance, but they seem unsettled. It may be the returning Jäger or possibly some Soviet elements spooking them. Soviet spotting artillery fire is being directed our way and I have reports of Soviet armor movement. Field report over. - Wilhelm Kretzer

Player Command: German   **Round 1 Initiative:** Soviet   **German CAP Allocation per Round:** 9   **Beginning Victory Points:** 1 Soviet
Action Cards: The German Player begins the Mission with the cards that he ended Mission 2 with. No other cards will be received.
Order Cards: 13-53   **Map Setup:** Maps 1 and 4. Place German Control Markers on hexes 4-B12, 4-C16, 4-D05, 4-G06, 4-F10, 4-H16.
Adjusting Difficulty: For an easier Mission, the German Player receives 2 additional Command Action Cards in Round 1.

German Player Forces: Mechanized Extraction Plt.
Setup: Place on map 4 as specified.

3x Rifle F10, F11, G09
2x LMG F09, G12
1x HMG E10
1x Wagon F12
1x Protze G11

Returning Fallschirmjäger: Enter along East edge. Either use the Units below **OR** the Units that exited Mission 2.

1x PaK36 F12 on Truck
1x SdKfz G10
1x Pioneer
1x Rifle
1x Opel

Soviet AI Forces: Mixed Counter-Attack Force
Setup: Place on map 1 as specified.
Hidden Units: Place in the Rumored Enemy Cup.

15x Rumored Enemy F10, F11, G06, H07, H11, H12, I06, I13, I14, J03, J05, J14, K05, K09, K17
2x NKVD
1x MMG
5x Rifle
1x SMG
2x 82 Mtr
3x T-26
1x BT-7
1x T-35

Counteractions
If both NKVD AI have been eliminated:
  AI **farthest** from a Unit
  ▸ **Move East (may exit East map side)**
  _____
If the Player passed:
  Largest Group of **Mobile** AI **closest** to a **German Control Marker**
  ▸ **Move** towards

Mission Orders
Largest Group of **Mobile** AI **closest** to a **German Control Marker**
▸ **Move** towards

Victory Points
Soviet AI:
1 VP: Immediately, score for each eliminated German.
1 VP: At the end of the Mission, score for each Soviet Control Marker.
German Player:
1 VP: Immediately, score for each eliminated Soviet.
1 VP: At the end of the Mission, score for each Fallschirmjäger on map 4, not including Trucks and Wagons.

⏱ Mission Track

1 Start Mission	**2 Cattle**	**3 Soviet Artillery** Draw an Order Card with a gray ◇, ○, or △ symbol. Target artillery against this card's hex on map 4.	**4 Cattle**
5 Soviet Artillery Draw an Order Card with a gray ◇, ○, or △ symbol. Target artillery against this card's hex on map 4.	**6 Cattle**	**7 Partisans** Place a Soviet Rifle on hex 4-I18 `I18`.	**8 Soviet Artillery** Draw an Order Card with a black ◆, ●, or ▲ symbol. Target artillery against this card's hex on map 4.
9 Partisans Place a Soviet Rifle on hex 4-G02 `G02`.	**10 Cattle**	**11 Soviet Artillery** Draw an Order Card with a black ◆ symbol. Target artillery against this card's hex on map 4.	**12 Cattle**
13 Soviet Artillery Draw an Order Card with a black ◆ symbol. Target artillery against this card's hex on map 4.	**14 Partisans** Place a Soviet Rifle on hex 4-L10 `L10`.	**15 Soviet Artillery** Draw an Order Card with a black ◆ symbol. Target artillery against this card's hex on map 4.	**16 End of Mission** End of Mission Scoring

Special Rules
Soviet Morale - When the Soviets capture a Control Marker, shuffle the highest numbered CAP Order Card not in the deck into the order deck. If a Control Marker is lost, remove a random CAP Order Card from the order deck.

Cattle - When the Mission Marker advances onto 'Cattle', roll 1d6. Place a Cattle counter on the corresponding yellow numbered hex shown on the map to the left. Every time **the Mission Track Marker advances, the cattle move** a number of hexes equal to the number of spaces the Mission Marker advanced. The move direction for each Cattle is determined by rolling 1d6, with a 1 being east, 2 the next hex clockwise, etc. When a Unit or AI fires, any Cattle within 2 hexes of it moves 1 hex **away** from that Unit or AI. The Cattle will always stay in open terrain. If the hex to be moved to is not open terrain, the Cattle instead move into an adjacent open terrain hex.

Campaign Mission 3 - This is the third Mission in Solo Campaign 1. On pages 10 and 11 of this Mission Book, record the final score of this Mission. Also record which German Units survived the battle, and which Action cards were in hand at the end of the Mission. For an authentic experience, do not review the future campaign missions until this campaign mission has been played.

To enhance your playing experience, wait to review the next campaign mission until after this mission has been played.

N ↑

Germans

3

Enter

Control

Control

Control

Control

When the Mission Marker advances onto 'Soviet Artillery', an artillery strike occurs. Draw Order Cards until a card with a specified symbol is drawn.

Artillery will be targeted against that card's hex number on the map where the most Germans and least Soviets are targeted.

Soviet Minefields are not affected by artillery.

We recommend that advanced Players use the Artillery Drift rules, offered in the 'Wrecks and Destruction' counter expansion, for both the Soviet and German artillery strikes.

Minefields: All RE counters represent potential Minefields. When a Unit moves onto an RE, the Player draws a counter from the Draw Cup. If it is a Mines counter, the mine attack is resolved *(18.3.3 AtB)*. Then the drawn counter is placed back into the Draw Cup, and the RE counter is not removed from the map.

RE are not AI and do not count towards Mission Track Advancement or AI Pass Checks.

AI will not move onto an RE hex.

Soviet Bunker Setup: Place Bunkers on hexes 3-D12, 3-D14, 3-F14, and 3-K10, facing in the direction shown on the map. Remove any of these Bunkers if destroyed in Mission 2.

AI set up in the Bunkers may not leave the Bunkers or pivot. If a Bunker was destroyed in Mission 2, the AI specified to occupy that Bunker is still setup in that now Bunker-less hex and may move and pivot.

Solo Campaign 1, Mission 4 - Race for Victory

October 5, 1941 German Field Journal: We linked up with the Fallschirmjäger three hours ago and they guided us to Yukhnov. Our scouts report a hastily prepared defensive perimeter southeast of the city. We have been ordered to neutralize the bunkers guarding the southern access road. Thanks to the Fallschirmjäger knowledge of the area, we are deploying from the West, since there is still some confusion in the local enemy ranks. We received some light Panzer support in Kurovskoy to counter any Soviet armor presence. Headquarters has assured us that we can expect artillery support within the hour.

Player Command: German   **Round 1 Initiative:** German   **German CAP Allocation per Round:** 10   **Beginning Victory Points:** 1 Soviet

Action Cards: All Action and Bonus cards 02-06 and 08-12. The Germans receive 1 card on Round 1, plus any cards that the Player ended Mission 3 with, and 1 card each Round thereafter.

Order Cards: 13-55   **Map Setup:** Maps 2 & 3. Place Soviet Control Markers on hexes 2-J10, 3-F15, and 3-K11.

Adjusting Difficulty: For an easier Mission, place only 1 Mine in the draw cup.

German Player Forces: Main Offensive

Enter: West edge. Either use the Units below **OR** the Units that survived Mission 3.   **Enter:** West edge.

2x Rifle **2x LMG** **1x Pioneer** **1x Protze**   **3x Pz II f** **1x Pz 38t**

Soviet AI Forces: Last Defense

Setup: Place as specified.

16x Rumored Enemy
2 - G07, J07, L08
3 - A08, C08, D09, E08, F08, G08, H07, I07, J07, K07, K08, L07, L08

1x NKVD 2J10

2x Rifle 3A15, 3I17

1x 82 Mtr 3E13

2x 45 ATG 3K10, 2I13

Place in Draw Cup:

2x Mines **3x No Enemy**

2x MMG 3K10, 3D12

1x Inf Gun 3D14

1x ZiS-30 3E11

4x T-26 2G08, 2I08, 2K09, 3J10

Counteractions

If two Units are in the same hex:
  AI **closest** to Units
    ▸ **Fire,** even if **long range**

Mission Orders

AI **closest** to a German Control Marker
  ▸ **Move** towards

Victory Points

Soviet AI:

1 VP: Immediately, score for each eliminated German, not including Trucks and Wagons.

1 VP: When the Mission Marker advances to or passes a 'Score Victory Hex' space, score for each Soviet Control Marker.

German Player:

1 VP: Immediately, score for each eliminated Soviet.

1 VP: When the Mission Marker advances to or passes a 'Score Victory Hex' space, score for each German Control Marker.

Divisional Artillery 122mm Howitzer m38
6
3
Plan artillery strike during this pre–round sequence. Fire for effect during next pre–round sequence. Artillery affects target hex and 6 surrounding hexes.

Divisional Artillery 10,5cm Howitzer 18
5
3
Plan artillery strike during this pre–round sequence. Fire for effect during next pre–round sequence. Artillery affects target hex and 6 surrounding hexes.

⏱ Mission Track

1 Start Mission Plot German Artillery	**2**	**3 German Artillery** Resolve German Artillery, then Plot German Artillery	**4 Soviet Artillery** Draw an Order Card with a circle ◎, ● or ○ symbol. Target artillery against this card's hex.
5 Score Victory Hexes	**6 German Artillery** Resolve German Artillery, then Plot German Artillery	**7 Soviet Artillery** Draw an Order Card with a diamond ◈, ◆ or ◇ symbol. Target artillery against this card's hex.	**8**
9 German Artillery Resolve German Artillery, then Plot German Artillery Score Victory Hexes	**10 Soviet Artillery** Draw an Order Card with a ◇ or ◈ symbol. Target artillery against this card's hex. Score Victory Hexes	**11**	**12 German Artillery** Resolve German Artillery
13 Soviet Artillery Draw an Order Card with a ◇ or ▲ symbol. Score Victory Hexes	**14**	**15**	**16 End of Mission** Score Victory Hexes

Special Rules

German Artillery - At the beginning of the Mission, the German Player plots an Off-Board Artillery Strike *(12.3 AtB)* anywhere on the map, even to a hex that is out of LOS. When the Mission Marker advances to 'German Artillery', the plotted artillery strike is resolved. Then the German Player must immediately plot the next artillery strike to a hex within LOS of any German Unit.

Campaign Mission 4 - This is the forth and final Mission in Solo Campaign 1. On pages 10 and 11 of the Mission Book, record the final Mission score and then add the scores from all the Missions to determine the Campaign score total.

19

A Truck enters when the first Control Marker on Hex 3-F08 or 4-G10 is captured.

A truck enters when the first control marker on hex 3-F08 or 4-G10 are captured.

Soviet Reinforcements Entry and German Exit

Western Map Edge -

Solo Campaign 2 Score Sheet

Mission 1 VPs
Negative for AI German VPs

_____

+

Mission 2 VPs
Negative for AI German VPs

_____

=

Campaign VP Total

_____

AI Exit Tracker

Note Mission Track Space

Rifle		_____
LMG 34		_____
5 cm Mortar		_____
Opel		_____
Pz II F		_____
PzJg 35R		_____
SdKfz 232L		_____
Pz 38t		_____
Pz IV E		_____
SdKfz 251		_____

*Units that are Hit at the end of Mission 1 are rallied and begin Mission 2 as Un-Hit.

Soviet Special Rules

Soviet Commander - You, as the Player, represent a Soviet Officer aboard a BA-10 armored car. Many of the troops you command are untrained and, due to recent German advances, are low on morale. They require your direct command input to repel the German attack. You may only issue AP Actions to Units that begin the action within 6 hexes of the BA-10. Units outside the BA-10's 6 hex command radius can not be issued AP Actions, but only Command Actions and Card Actions. In addition, out of command radius Units may execute orders as described below.

Soviet Units Out of Command Radius - You may direct Units outside of your Command Radius as follows:

1. Draw an Order Card.
2. Choose any one of the Priority or Tactical Orders listed on this card. You are not bound by normal AI order progression.
3. The chosen order can only be executed by Soviet Units outside of your Command Radius. These Soviet Player Units execute the order exactly like the AI would, but the roles are reversed. Command Cards act as regular cards and you do not gain any CAP benefits for CAPs listed as part of an order. You may, however, modify with your own CAPs from your CAP track.
4. You may augment the order taken with CAPs to lower the order's AP cost. The Unit(s) that executed an order must always make a Spent Check.
5. If no Unit can execute any of the orders listed on the Order Card, you are forced to pass. You **may not** choose to pass, instead of completing an order.

You may not execute Counteractions, Mission Orders, or any order that moves RE, or marks an AI as spent.

The Mission Track **does not** advance during your turn.

Now you may move the T-26 reinforcement tanks onto the map, as if they were in your command radius. Once the tanks are on the map however, they are limited by the Command Radius rules. If the BA-10 is destroyed, all of your Units are Out of Command and must execute orders as described below.

20

Solo Campaign 2, Mission 1 - Stalwart Line

October 5, 1941 Soviet 'Reserve Front' Field Report: A German Panzer Division has broken through our lines and is moving on Vyazma directly from the south. The situation on our left flank is grave. We have no forces to secure the Moscow highway. Major General Vishnevskiy is moving up elements of the 32nd Army, but we do not know if they will arrive in time. The Germans could have a straight shot to Spas-Demensk! Intelligence reports that the Germans are attempting to resupply their tanks behind our lines in order to continue their rapid advance. We must conduct delaying actions, so that our forces can escape the German encirclement!

Player Command: Soviet **Round 1 Initiative:** German AI **Soviet CAP Allocation per Round:** 6 **Beginning Victory Points:** 1 German
Action Cards: Action and Bonus cards 02-06 and 08-12 and 40. The Soviets receive 1 card in Round 1 and 1 card each Round thereafter.
Order Cards: 13-53.
Map Setup: Maps 3 and 4. Place Soviet Control Markers on hexes 3-F08 and 4-G10.
Additional Objective: The western map edge is a Mission Objective for the German AI.
Adjusting Difficulty: For an easier Mission, increase the BA-10's command radius to 8 hexes and receive1 additional Action Card in Round 1.

German AI Forces: Elements of the 10th Panzer Div

Setup: Place into an AI Draw Cup. Enter from East Map Edge.

2nd Wave: Place in AI Draw Cup per Mission Track space 4.

3x Rifle 3x LMG 1x 5cm Mtr 1x Pz IVe 1x SdKfz 251/1 2x Pz II f 1x PzJg

3rd Wave: Place in Draw Cup per Mission Track space 8.

1x Pz 38t 1x Pz IVe 1x SdKfz

Opel Trucks: First placed in Draw Cup when first Soviet Control Marker is taken. Second enters per Mission Track space 9.

2x Opel

Soviet Player Forces: Counter Attack

Setup: Place anywhere on maps 3 and 4, BEFORE the Maneuver Control Marker has been set.

Reinforcements Enter from the Western map edge when ordered on the Mission Track.

2x MMG 2x 82 Mtr 1x BA-10

2x 45 ATG 4x Rifle 3x Hasty Def 3x T-26

Maneuver Control Marker: After the Soviet has set up, roll 1D6. Place a Soviet Control Marker on the hex number rolled. The six possible hexes are marked on the map. This Marker may move based on Mission Track orders 5 and 9. If the same number is rolled, the Control Marker remains where it is.

German AI Entry - The German AI enter as detailed by **Priority Counteraction Orders** (See below). The AI can also enter if a **Tactical Order** commands the AI to move and no AI on the map can execute the order. Then drawn an AI from the AI Draw Cup. This AI enters from the Eastern map edge as detailed by the **Tactical Order,** not the Counteraction Orders**.** If the order is a group move, then all remaining AI in the AI Draw Cup enter as a group move. New German AI are placed into the AI Draw Cup as directed by the Mission Track spaces 4, 8, and 9.

Counteractions

If there is an AI in the AI Draw Cup, :
  ▸ Randomly draw one AI. This AI **enters** from the **Eastern map edge open hex** closest to the nearest German or Soviet Maneuver Control Marker

AI Opel Truck **closest** to a Unit
  ▸ **Low Risk Move West** along road (may exit Western map edge)

AI nearest West map edge with no **Fresh** Units within **5 hexes**
  ▸ **Move West** (may exit Western map edge)

Mission Orders

AI **closest** to East map edge
  ▸ **Move West** (may exit Western map edge)

⏱ Mission Track

1 Start Mission	**2**	**3 Battlefield Confusion** As the AI Action, mark the Unit closest to an AI as spent.	**4 Second Wave** Place 2nd Wave AI into the AI Draw Cup at the beginning of the next round.
5 Maneuver Roll 1d6. Place a Soviet Control Marker on the die result hex. Remove the old Maneuver Control Marker.	**6 Reinforcements** A T-26 reinforcement enters the West.	**7 Reinforcements** A T-26 reinforcement enters the West.	**8 Third Wave** Place 3rd Wave AI into the AI Draw Cup at the beginning of the next Round.
9 Maneuver Roll 1d6. Place a Soviet Control Marker on the die result hex. Remove the old Maneuver Control Marker.	**10 Reinforcements** A T-26 reinforcement enters the West. Opel Truck enters.	**11**	**12**
13	**14 Auto-Rally** As AI Action: Hit AI closest to a Unit - 'Auto-Rally'.	**15**	**16 End of Mission** End of Mission Scoring

Victory Points

Soviet Player:
1 VP: Immediately, score for each eliminated German.
1 VP: At the end of the Mission, score for each Soviet Control Marker.

German AI:
2 VP: Immediately, score for each German Unit that exits the western map edge (including trucks).
1 VP: Immediately, score for each eliminated Soviet vehicle.

Opel Trucks - An Opel Truck is placed into the AI Draw Cup when the first Soviet Player Control Marker (part of the initial Mission setup) is captured by the German AI. The second Opel Truck enters on Mission Track order 9. Opel Trucks enter following the road nearest to the current Maneuver Control Hex.

Hasty Advance - The German AI ignore **Priority Orders** that command the AI to pass.

German Exit - When a German AI exits the Western map edge, record which Mission Track space the Track Marker is on next to the AI's counter picture on the AI Exit Tracker on page 20. The timing of an AI's exit determines when these AI enter in Mission 2.

Soviet Reinforcements Entry

Control ★

5-6

3-4

1-2

Control ★

Solo Campaign 2, Mission 2 - Last Stand

Oct 6, 1941 Vyazma - Soviet Personal Field Journal: 'Our staff has been told that the first elements of the 10th Panzer Div and von Hauenschild's 86th Rifle Regiment are forcing their way into the town center. We currently have them surrounded, but our men hesitate to attack. More German reinforcements have broken through and threaten the entire front. The front is advancing, so we must destroy these tanks and secure the city in order to give our withdrawing forces an escape corridor. However, the fresh recruits sent to us will need some encouragement to do what needs to be done.' - Vladimir Chazov

Player Command: Soviet   **Round 1 Initiative:** Soviet   **Soviet CAP Allocation for Round 1 Only**: 4   **Beginning Victory Points:** 1 German
Action Cards: All Action and Bonus cards 02-06, 08-12, 20 and 41. The Soviets receive 1 cards in Round 1 and 1 card each Round thereafter.
Order Cards: Use cards 1-43.   **Map Setup:** Map 5 Place Soviet Control Markers on hexes E03 and D17.
Adjusting Difficulty: For an easier Mission, add two additional No Enemy counters to the Draw Cup.

✠ German AI Forces: Fallschirmjäger with Panzer support

Setup: Place AI as specified. The Germans are low on fuel and all Tanks cannot move at the beginning of the Mission. They can only execute Command Card move orders. If a German AI Truck enters the same hex as a German AI Tank, the Tank is no longer out of supply and can execute any move order for the rest of the Mission.

2x Rifle
D09, E12

1x LMG
H08

1x HMG
J11

1x Pz IIf
G10

2x Pz IIIe
F10, H10

1x Pz IVe
E10

Added German AI - Place each German AI that exited 'Mission 1' onto the Mission Track (MT) space below that is 8 spaces less than the MT space the AI exited in Mission 1. Ex: A Pz IVe exited Mission 1's map when the MT marker was on space 11. It is placed on MT space 3 below (11-8). When the MT marker advances to or passes the MT space an AI occupies, the AI enters this Mission. Roll 1d6 and place the AI on the corresponding numbered 🟧 hex on the map. If multiple AI are placed, they can be stacked together on the same 🟧 hex. This is a stacking rule exception (5.4.2). If German AI exited Mission 1 on or before the 9th MT space, they are placed on the map at the beginning of this Mission.

★ Soviet Player Forces: Counter Attack

Setup: Place as specified.   **Reinforcements:** Enter as ordered on Mission Track.

6x Rifle
C16, D16, F03, G04, K05, K15

4x SMG
D05, G15, L15, I03

2x T-26

2x BA-10

See Soviet Gathering Courage - Special Rules below.

Setup: Place RE mines as specified.   **Place in Draw Cup:**

8x RE
B10, C09, C10, D11, D12, E08, G07, J12

2x No Enemy   **2x Mines**

See the German AI Mines - Special Rules below.

Counteractions

If an AI Tank is out of supply, then the AI Truck **closest** to out of supply Tank
▸ **Move** towards
─────────────
AI Tank **closest** to Soviet Control Marker
▸ **Move** towards

Mission Orders

▸ **AI Passes** and +1 ⏱

Victory Points

Soviet Player:
1 VP: Immediately, score for each eliminated German AI foot.
2 VP: Immediately, score for each eliminated German AI Tank.

German AI:
1 VP: Immediately, score for each eliminated Soviet Unit, not including Rifles.
1 VP: At the end of the Mission, score for each Surviving German AI.
3 VP: Immediately, score for capturing a Control Marker. Remove Control Marker.

⏱ Mission Track

1 Start Mission	2 Reinforcements	3 Fear	4 Low Ammo
	2 BA-10s enter from the Southern map edge	The Soviet Rifle(s) nearest a German AI may not move, while the Marker is on this space.	German attacks miss on a die roll of 11 or 12, while the Marker is on this space.
5 Low Ammo German attacks miss on a die roll of 11 or 12, while the Marker is on this space.	**6 Reinforcements** 2 T-26s enter from the Southern map edge	**7 Auto-Rally** As AI Action: Hit AI closest to a Unit - 'Auto-Rally'.	**8**
9 Hidden Mine Place a Mine on the last Unit that moved. Resolve a mine attack against this Unit.	**10**	**11**	**12 Heroism** The Soviet Player receives 2 extra CAPs
13	**14 Salvage** As AI Action: Remove **any** Hit Counter from the AI Tank closest to Unit.	**15**	**16 End of Mission** End of Mission Scoring

Special Rules

German AI Mines - All Rumored Enemy (RE) counters **represent potential Minefields**. RE counters do not count as AI or Units for any other purposes. When a Unit moves onto an RE, the Player draws a counter from the Draw Cup. If it is a Mines counter, the mine attack is resolved, and the drawn counter is then placed back into the Draw Cup. The RE counters **are never** removed from the map, unless Obstacle-Clearing card 41 is used to remove an RE (Mine) counter. **German AIs are not affected** by the mines and may enter RE hexes without recourse.

Soviet Gathering Courage - The Soviet Player does not immediately refresh all CAPs at the beginning of a new Round. Instead, each Unit that is **fresh** and **un-hit** at the end of a Round provides 1 CAP for the next Round. There is no limit on how many CAPs can be gained from this.

Campaign Mission 2 - This is the second and final Mission in Solo Campaign 2. On page 20 of the Mission Book, record the final score of this Mission and then add the scores for both Missions to determine the Campaign Score Total.

The latest rules version, video rules, Q&A, additional free Missions, and much more can be found online at
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