1942 Situation #1

RUSSIAN FORCES
Local Partisans, supported by tank and cavalry elements of the 50th Army. The partisans (the Recon units) are deployed after German set-up, anywhere on either board but at least three hexes from any German unit; these units may not be stacked together at start. All other Russian units enter the south edge of board 1 on Turn 1.

VICTORY CONDITIONS:
The Russian player wins a Tactical Victory if he has any non-dispersed combat unit able to fire on any hex of the main east-west road (26G3-2A3) at the end of play; he wins a Decisive Victory if he has two such units. Any other result is a German victory.

GERMAN FORCES
Elements of the 10th Motorized Division escorting a supply convoy. Set up first, anywhere on board 2.

VICTORY CONDITIONS:
Marginal = destroy 8 Russian units.
Tactical = destroy 14 Russian units.
Decisive = destroy 18 Russian units.

1942 Situation #2

GERMAN ARMORED BLITZ AGAINST POSITIONAL DEFENSES

RUSSIAN FORCES
Forward Elements of 63rd Rifle Division, set up first anywhere on row M, inclusive, on any/all board(s).

VICTORY CONDITIONS:
The Russian player receives one point for each German unit destroyed or remaining on the mapboard at the end of play.
Marginal = gain 20 points.
Tactical = gain 30 points.
Decisive = gain 40 points.

GERMAN FORCES
Elements of the 11th Panzer Division, enter on the west edge of any single board on Turn 1.

VICTORY CONDITIONS:
The German player receives one point for each unit exited off the east edge of the mapboard by the end of play.
Marginal = exit 15 points.
Tactical = exit 30 points.
Decisive = exit 45 points.