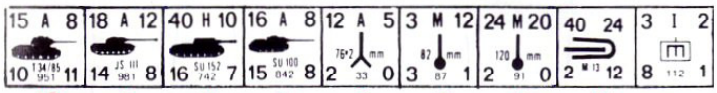
British:

12 4 3 6 3 3 9 12

Soviet:



12 6 2 4 6 3 6 2

9 3 6 12

Note: Use Sherman and M-4 counters with Comet values and M-10 and Achilles counters with Archer values.

Boards:

Game Length: 15 Turns

Set-Up:

British Player. Set up first anywhere on the Board, move second.

Soviet Player: Move first, enter from any hex or hexes along Eastern edge of Board. All Soviet units must be on Board by the end of Turn 3. The British player may use Opportunity Fire on Turn 1.

Special Rule:

All British CAT attacks have their odds increased by one column, i.e., a 1:1 becomes a 2:1.

Victory Conditions:

Victory is determined by the number of Soviet tank units, (T-34/85, JS III, SU-152, and SU-100) exited off the Western edge of the Board from any partial hex south of B-GG-6. Each exiting unit must use 1 Movement Point to exit the Board and may not return after exiting.

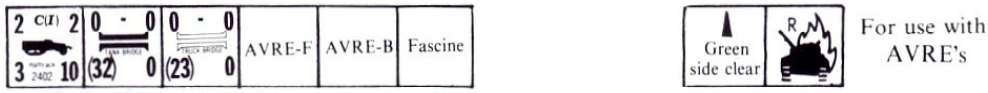
Number of Units Exited	Victory Level
0-2	British Decisive
3-5	British Tactical
6-8	Draw
9-11	Soviet Marginal
12-15	Soviet Tactical
16-24	Soviet Decisive

SITUATION 25

Germany, 1948: As the Soviet counteroffensive surges through the British Zone, a hastily assembled force built around an armored regiment of Royal Engineers is ordered to attack the base of the Russian salient.

British:

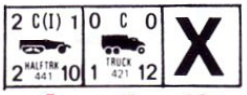
12 2 3 12 14 8



8 2 2 6 6 6

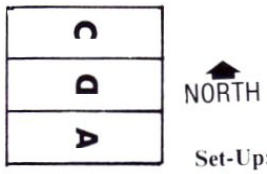
Soviet:

4 4 3 2 9 5



5 7 10

Boards:



Game Length: 12 Turns

Set-Up:

Soviet Player: Set up first anywhere on the Board.

British Player: Move first and enter anywhere along the Southern edge of the Board.

Victory Conditions:

The Soviets win *if*, at the end of the game, they can trace a line of continuous road hexes from the East to the West edges of the Board such that no hex along this line is within 2 hexes of a British non-Bren or halftrack unit. The British win by avoiding the Soviet Victory Conditions.