**Soviet Briefing**

(Robert Avery)

It is late June 1941. The Motherland has been invaded by the treacherous fascist vipers. They have penetrated the frontier and beyond into the heartland of the Ukraine heading for Kiev.

Your Division has been isolated and surrounded by the enemy in a pocket around a major town!

Food and ammunition are both low, morale is soaring however as your men thirst to come to grips with the enemy.

Your Company of three Platoons of three rifle squads, an Support Platoon of three Maxims and three light mortars, and a sniper has been holding a railway yard for several days, and have been ordered to spearhead a break-out towards the west. Supporting you, as Battalion assets, will be an SMG Platoon of three squads, an Anti-Tank Platoon of two 45mm AT guns and two AT Rifles, and an HMG Platoon of four Maxims. You will be also supported by Platoons of three T26, three BT and two KV1 tanks, which are the only remaining armour available to you in the area.

In addition the Battalions six 81mm mortars have been ordered to concentrate their fire in your sector. You have zeroed in the co-ordinates of three locations. You will have artillery support for the first five turns.

You can deploy anywhere within the eastern half of the table. Except within 12” of the northern road. Enemy tanks have been reported moving in this direction!

Speed is of the essence to break through the enemy cordon before they have an opportunity to tighten the noose around the town.

Reinforcements have been promised as you make a successful breakout, though what form this will take is uncertain. You have D4 fakes.

Za Rodinu!

**Key Objectives:**

Hold railway yard.

Exit western table edge.

**Your Forces**

**Starting Force**

*Company HQ*

Sniper

*Infantry Platoon 1*

Three 10-man Rifle Squads (Poor Quality)

*Infantry Platoon 2*

Big Man (D6)

Commissar (D4)

Three 10-man Rifle Squads (Poor Quality)

One Maxim MMG (three crew)

*Infantry Platoon 3*

Big Man (D6)

Two 10-man Rifle Squads (Poor Quality)

*Infantry Platoon 4*

Three 8-man SMG Squads (Good Quality)

*Support 1*

Two Maxim MMGs (3 crew each)

*Support 2*

Three light mortars (2 crew each)

*Support 3*

Four Maxim MMGs (3 crew each)

*Support 4*

Two AT rifles (2 crew each)

*Gun 1*

45mm AT Gun (4 crew)

*Gun 2*

45mm AT Gun (4 crew)

*Armour 1-3 (activate on individual cards)*

Three BT7

*Armour 4-6 (activate on individual cards)*

Three T26

*Armour 7,8 (activate on individual cards)*

Two KV1

**Rob's Soviet Reinforcements (unaware of at game start)**

**Reinforcements 1**

*Support 5*

Two Truck Mounted Quad Maxims for AA Support

**Reinforcements 2: Armoured Train**

*Support 6*

Two 76mm Howitzers with HE only in armoured carriage

*Support 7*

Four Maxim MMGs in armoured carriage

*Support 8*

37mm Light AA on flat car

*Infantry Platoon 5*

Big Man (D6)

Ten-man NKVD Rifle Squad in boxcar.

**National Characteristic Cards**

Uhraieee! Assault

MG Bonus

AFV Bonus Move

Commissar

Hesitant Troops

Heroic Commander

Rally (NKVD)

Blinds Move

Artillery Location 1-3

Vehicle Breakdown