






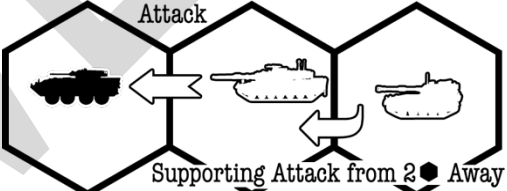
## 32nd Mechanized Brigade, Army of Aquilius



**For:** C/O 32<sup>nd</sup> Mechanized Brigade, Army of Aquilius

**Mission:** You are to delay the enemy from moving east as long as possible and attrit enemy forces to prevent further offensive action by Ingrian Forces.

**Units:** The 32<sup>nd</sup> Mechanized Brigade with the Kovanburg Ruritanian Territorial Defense Command (Brigade equivalent) will defend the area.

<i>Unit</i>	<i>Special Ability*</i>
 Reconnaissance Bn.	After moving may detect a unit 2 hexes away. 
 Armor Bn.	+1 column shift if on open terrain against a non-armor unit -1 column shift if in urban terrain and not with friendly infantry
 Mechanized Bn.	+1 column shift if in non-open terrain.
 Artillery Bn.	May engage in combat from up to 2 hexes away: 

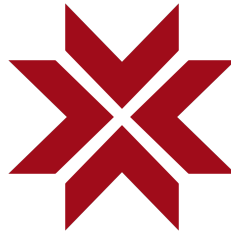
\*Column shifts occur if the unit type is present in the combat, not for each unit of that type in the combat

**Assessment of the Enemy:** Ingrian Forces are assets expected to be two reinforced Brigades along with divisional supporting assets.

**Setup:** No Aquilian units may set up further than the column indicated as the “Blue Forward Deployment”

**Reinforcements:** You receive 2 Reinforcement Points per turn. You may use these to remove 1 cohesion loss from a unit in supply at the end of the turn.


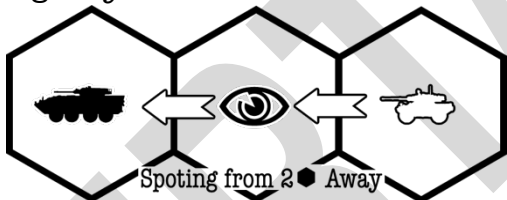


# Kovanburg Territorial Defense Command



**For:** C/O Kovanburg Territorial Defense Command, Army of Grand Duchy of Ruritania

**Mission:** You are to delay the enemy from moving east as long as possible and attrit enemy forces to prevent further offensive action by Ingrian Forces.

**Units:** Ruritanian Territorial Defense Command (Brigade equivalent) with support from the Aquilian 32<sup>nd</sup> Mechanized Brigade with a will defend the area.

<i>Unit</i>	<i>Special Ability*</i>
 Reconnaissance Bn.	After moving may detect a unit 2 hexes away. 
 Militia Bn.	+1 column shift in urban terrain
 Mechanized Bn.	+1 column shift if in non-open terrain.

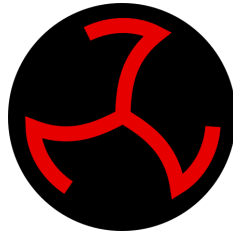
\*Column shifts occur if the unit type is present in the combat, not for each unit of that type in the combat

**Assessment of the Enemy:** Ingrian Forces are assets expected to be two reinforced Brigades along with divisional supporting assets.

**Setup:** No Ruritanian units may set up further than the column indicated as the “Green Forward Deployment”

**Reinforcements:** You receive 1 Reinforcement Point per turn. You may use this to remove 1 cohesion loss from a unit in supply at the end of the turn.


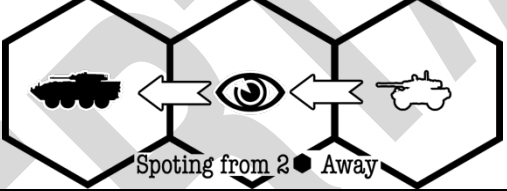



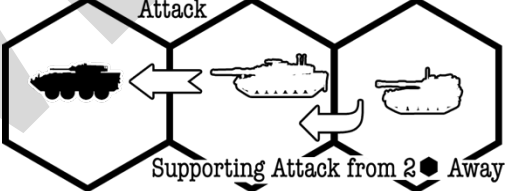

# 134th Mechanized Regiment, Army of the Ingrian Federation



**For:** C/O 134<sup>nd</sup> Mechanized Regiment, Army of the Ingrian Federation

**Mission:** You are to advance East at best possible speed, destroying any resistance you meet along the way.

**Units:** The 134<sup>th</sup> Mechanized Regiment and the 218<sup>th</sup> Mechanized Regiment have been allocated to this task. 2 battalions of division engineers and an artillery battalion from 13<sup>th</sup> Shock Division are also allocated to this axis.

Unit	Special Ability*
 Reconnaissance Bn.	After moving may detect a unit 2 hexes away. 
 Armor Bn.	+1 column shift if on open terrain against a non-armor unit -1 column shift if in urban terrain and not with friendly infantry
 Mechanized Bn.	+1 column shift if in non-open terrain.
 Artillery Bn.	May engage in combat from up to 2 hexes away: 
 Engi. Bn.	Allows units to cross rivers (see <b>Moving</b> in the rules) +1 column shift when fighting with other units in urban terrain.

\* Column shifts occur if the unit type is present in the combat, not for each unit of that type in the combat

**Assessment of the Enemy:** Enemy forces are expected to be a Ruritanian Territorial Defense Command (Brigade equivalent) with support from the Aquilian 32<sup>nd</sup> Mechanized Brigade.

**Setup:** All units must enter from the road hex indicated by “Red Enters Here”

**Reinforcements:** You receive 4 Reinforcement Points per turn to share between you and the 218<sup>th</sup> Mechanized Brigade. You may use these to remove 1 cohesion loss from a unit in supply at the end of the turn.


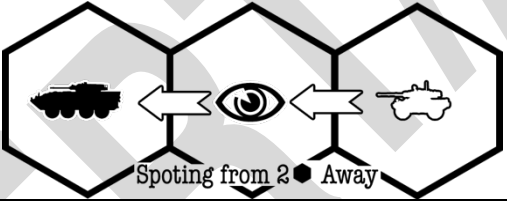



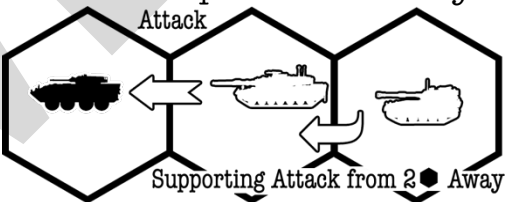

# 218<sup>th</sup> Mechanized Regiment, Army of the Ingrian Federation



**For:** C/O 218<sup>nd</sup> Mechanized Regiment, Army of the Ingrian Federation

**Mission:** You are to advance East at best possible speed, destroying any resistance you meet along the way.

**Units:** The 218<sup>th</sup> Mechanized Regiment and the 134<sup>th</sup> Mechanized Regiment have been allocated to this task. 2 battalions of division engineers and an artillery battalion from 13<sup>th</sup> Shock Division are also allocated to this axis.

<i>Unit</i>	<i>Special Ability*</i>
 Reconnaissance Bn.	After moving may detect a unit 2 hexes away. 
 Armor Bn.	+1 column shift if on open terrain against a non-armor unit -1 column shift if in urban terrain and not with friendly infantry
 Mechanized Bn.	+1 column shift if in non-open terrain.
 Artillery Bn.	May engage in combat from up to 2 hexes away: 
 Engi. Bn.	Allows units to cross rivers (see <b>Moving</b> in the rules) +1 column shift when fighting with other units in urban terrain.

\* Column shifts occur if the unit type is present in the combat, not for each unit of that type in the combat

**Assessment of the Enemy:** Enemy forces are expected to be a Ruritanian Territorial Defense Command (Brigade equivalent) with support from the Aquilian 32<sup>nd</sup> Mechanized Brigade.

**Setup:** All units must enter from the road hex indicated by “Red Enters Here”

**Reinforcements:** You receive 4 Reinforcement Points per turn to share between you and the 134<sup>th</sup> Mechanized Brigade. You may use these to remove 1 cohesion loss from a unit in supply at the end of the turn.