


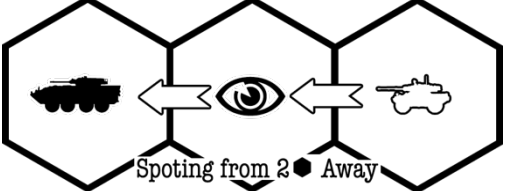



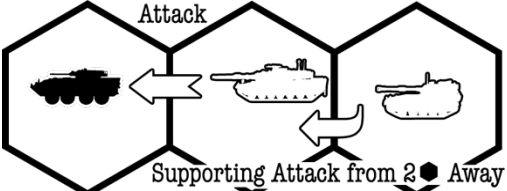
32nd Mechanized Brigade, Army of Aquilius



For: C/O 32nd 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 32nd 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
 Mechanized Bn.	+1 column shift if in non-open terrain.
 Artillery Bn.	May engage in combat from up to 2 hexes away: 

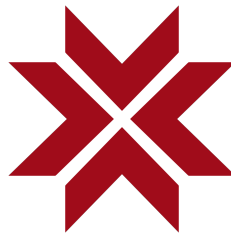
*Column shifts occur if the unit type is present in the combat, not for each unit of that type in the combat

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 32nd 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.

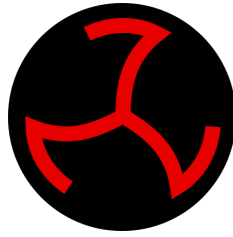
*Column shifts occur if the unit type is present in the combat, not for each unit of that type in the combat

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.


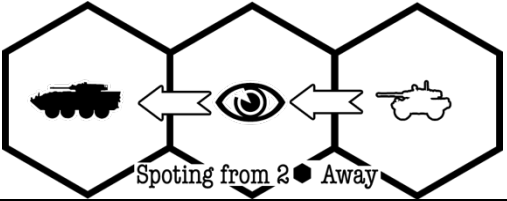



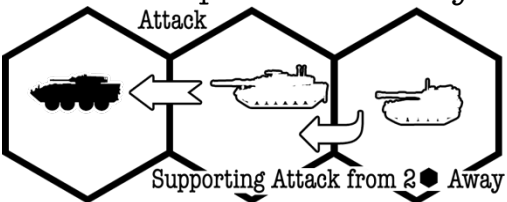

134th Mechanized Regiment, Army of the Ingrian Federation



For: C/O 134nd 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 134th Mechanized Regiment and the 218th Mechanized Regiment have been allocated to this task. 2 battalions of division engineers and an artillery battalion from 13th 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 Moving 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 32nd 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 218th Mechanized Brigade. You may use these to remove 1 cohesion loss from a unit in supply at the end of the turn.


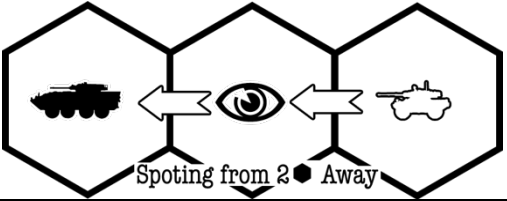



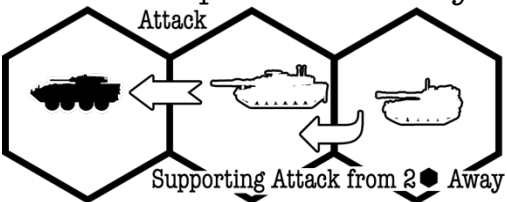

218th Mechanized Regiment, Army of the Ingrian Federation



For: C/O 218nd 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 218th Mechanized Regiment and the 134th Mechanized Regiment have been allocated to this task. 2 battalions of division engineers and an artillery battalion from 13th 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 Moving 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 32nd 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 134th Mechanized Brigade. You may use these to remove 1 cohesion loss from a unit in supply at the end of the turn.