

SEQUENCE OF PLAY

EACH PLAYER 1-4, EXC 4.1

- 1. REINFORCEMENTS**
2 SOVIET, 1 GERMAN
- 2. ROLL DICE**
5 UNIT, 1 CMD, 1 TACTICS, 1 RATT
- 3. RESOLVE DICE**
- 4. INFILTRATION**
4.1 GERMAN AIR THEN VOLGA
DEPLOY AND RATZE
- 5. COMBAT**
PIONEERS, ARTY
MUTUAL
- 6. VICTORY PHASE**
GUARDS

VOLGA CROSSING

6 SOVIETS: 2 REINF.
CMD: EXIT

Gumrak Airfield

6 Germans: 1 Reinf.
CMD: KILL

SOVIET TACTICS

1 FORT	2 UNIT 2 +MITE	3 ARTY+DPLY
4 DPLY+ MITE	5 *1 CMD+ FORT	6 DPLY+ GUARDS

German Tactics

Unit 2	Arty-Dply	Pioneer
Sturm	Pnr-Dply	Sturm-Arty