

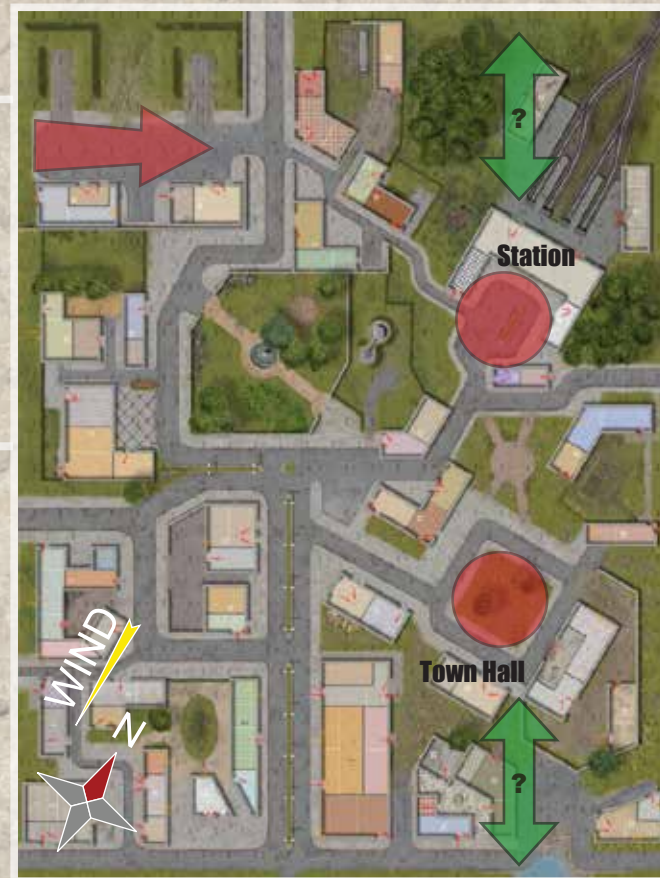
Shadows

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City of Gelnhausen, 15 February 1985, 2300 hrs

Captain Lagounov, arriving after nightfall with the security element, has hastily established a basic deployment. The whole of the 211th Tank Regiment is exhausted after two days of forward reconnaissance, and must rest for the night before resuming operations. There is nothing to be afraid of so far away

from the front line, but, as a precaution the captain has ordered a guard to be posted at the command and support vehicles location and a mobile patrol element to be set up. The patrol routes are not defined, and the potential threat may come from any direction, including from the underground network, which has not been scouted.



Platoon Orlovk ★

Support Scout ★★

CP ★★

IMPULSE FORCE 1

0 PLT COMD	2 INFANTRY	4 SCOUT			CP 1 COMD POST
2 +	5 APC				CP 2 LOGISTICS

Unit Cards - Infantry + BTR70 Unit Card - Recon Unit Card - CP

Setup - see Setup on the left

OR

Platoon Kaminiski ★

Support Scout ★★

CP ★★

IMPULSE FORCE 2

0 PLT COMD	2 INFANTRY	5 SCOUT			CP 1 COMD POST
2 +	5 APC				CP 2 LOGISTICS

Unit Cards - Infantry + BTR70 Unit Card - Recon Unit Card - CP

Setup - see Setup on the left

Platoon Zolnerowich ★★

Support

CP ★★
Captain Lagounov

IMPULSE FORCE 3

0 PLT COMD	1 PLT SUPPORT	2 INFANTRY	3 INFANTRY			CP 0 COY COMD	1 ?
2 +	5 APC	6 APC	7 APC			2 ?	CP 3 JFO

Unit Cards - Infantry + BTR70 Unit Card - CP

Setup - Platoon Zolnerowich (intervention element) enters play on the turn after Fire has been opened for the first time. It enters through 3301. The 2 dummy blocks included in Impulse Force 3's OOB may be allocated between Impulse Forces 1, 2 & 3 as the player wishes.

3D support	#	U	T+1	T
MI-8	1/1	0-2	3-8	9
Flare	2/1	0-4	5-8	9

No 3D Support request possible until the turn after Impulse Force 3 enters play

Warsaw Pact / USSR
79th Guards Tank Division
211th Guards Tank Regiment
Company team Lagounov

Events
- Fulda Events Table
- Build a 1-card deck with the Rally WARPAC Event Card from Scenario 4

Setup
- The player has a choice as to how to set up the CP and logistics blocks. These two blocks must be included in the Orlovk and Kaminiski platoons either together, or one block in each Impulse Force.

- Impulse Forces 1 & 2 are placed up to 5 MPs from hex 2419 (station) and hex 1119 (town hall). But each Impulse Force may place 1 or 2 blocks on patrol (excluding CP and logistics blocks) anywhere on the map at a distance of 5 MPs minimum from any Underground Access markers.

Night vision
Blocks with a silhouette on a yellow background are equipped with night vision goggles.