

Scenario 1 Victory Point Schedule

Soviet Evacuation Triggered	+2
Axis Control of Tallinn (B2204):	
by end of GT 31	+4
by end of GT 33	+3
by end of GT 34	+2
by end of GT 36	+1
Axis control of Paldiski (B1705)	+1
Each Special Reinforcement Pool Group taken	- #
Automatic Soviet garrison release	+1

The Axis player wins if he scores net +5 VPs or better *and* controls Tallinn when the scenario ends. The Soviet player wins if the Axis player scores net +4 or fewer VPs.

Scenario 1 Soviet Surrender Table (21.0)

<i>Die Roll</i>	<i>Result</i>
4 or less	Surrender
5 or more	No Effect

DRMs (cumulative):

- +1 The hex contains an NKVD unit.
- 1 The hex bears an Emergency Supply Marker.
- 2 The hex bears an Out of Supply marker.
- 1 The hex contains only coast artillery and/or militia units.

Play Note: If Coast arty units cannot trace to a Supply Source, they are still subject to Surrender even though they do not need to trace for combat purposes

Scenario 1 Weather Table (All turns)

Result

1-6	Dry
7	Dry + Storms
8-9	Mud
10	Mud + Storms

Hango Group Sea Loss Table

Roll for each unit or RP

<i>Die Roll</i>	<i>Result</i>
4 or less	Unit loses one step, or RP lost
5 or more	No Effect

DRM:

- 1 Group selected on GT32 or 33