

CONFLICT OF HEROES®

AWAKENING THE BEAR Firefight Book



Campaign Design by Uwe Eickert & Gunter Eickert



Operation Barbarossa

In June 1939, Germany and the Soviet Union entered into a "Treaty of Non-Aggression" in which both countries agreed to remain neutral in the event that either nation was attacked by another country. This Nazi-Soviet pact ensured the security of Germany's eastern flank should a German attack on Poland precipitate war with the western democracies. The treaty also included a secret protocol to divide Poland, Romania, Lithuania, Latvia, Estonia, and Finland into German and Soviet spheres of influence. This division would re-establish Germany's 1914 borders, which had been severely restricted at the end of WWI.

In September 1939, just three months after the treaty was signed, Germany attacked Poland and occupied the western half of the country. The Soviet Union attacked and occupied eastern Poland. (**Conflict of Heroes: Price of Honour** focuses on this invasion.)

The "Treaty of Non-Aggression" expanded German and Soviet trade with Germany providing military technology to the Soviets in exchange for raw materials. The Nazi-Soviet alliance became strained in the following years as Germany became concerned with the Soviet occupation of Bessarabia, which threatened Germany's main source of fuel: the Romanian oil fields. Germany also closely watched the Soviet build up of forces in Lithuania, Latvia, Estonia, and eastern Poland. Hitler saw these moves as a Soviet intent to launch a sneak attack on Germany. He had preached as early as 1926, with the publication of his book *'Mein Kampf'*, that war with Russia was inevitable.

Bolstered by the relatively easy conquest of France and the Low Countries, Hitler decided to blind side the Soviets with a sudden and massive attack. Hitler believed that with surprise and a concentration of force, he could quickly topple the Soviet Union 'like a house of cards'.

On June 22, 1941, Germany attacked the Soviets in a large-scale operation code-named **'Barbarossa'**.

The Plan

The decision to attack the Soviet Union linked Hitler's and the German Nazi leadership's ideological goal of creating "living space in the East" (*Lebensraum im Osten*) with more pragmatic goals of protecting Germany's sphere of power against the impending intervention and embargoes by Great Britain and the United States.

Russia, as in previous wars, provided an immense logistical problem against invasion. But the German High Command ignored these concerns, convinced that the "bumbling colossus" of the Soviet Union would, like France, collapse within a few weeks. The German command planned to use the *Panzer* (tank) and motorized infantry formations to cut through Soviet lines, encircle the enemy, and force their surrender in a rapid, combined-arms attack that became known as the *Blitzkrieg*.

The German Armed Forces (*die Wehrmacht*) was divided into three Army Groups: Group North, Group Center, and Group South.

Army Group North would occupy the Baltic countries and the important Soviet city and naval base of Leningrad.

Army Group Center would act as the main attack element of the operation; its forces were to rapidly advance toward the Soviet cities of Minsk and Smolensk, destroying the enemy in Byelorussia. Once successful, Army Group Center's attack would allow further attacks in the northwest and east.

Army Group South, a conglomeration of German, Romanian, Hungarian, Italian, and Slovakian forces, would occupy the Ukraine and the Crimea.

In total, Germany and its allies would field 166 divisions composed of 2,900 planes, 3,600 tanks, 12,600 field and artillery guns, and 3 million mobilized soldiers.

In the border regions, the Soviets would defend with 10,000 planes (only half were modern), 13,000 tanks, 50,000 artillery guns, and 2.9 million soldiers.

The Soviets grouped their forces into the North Front, the Northwest Front, the West Front, the Southwest Front, and the South Front. Six additional armies formed the STAVKA reserve, which was under the command of the Soviet Supreme Leader Stalin. Like Hitler, Joseph Stalin had almost absolute powers in the Soviet Union.

The Invasion

The German Air Force (*Luftwaffe*) attacked and destroyed most of the Soviet Air Force and gave air superiority to Germany for the first few months of the campaign. However, the Luftwaffe also lost about 300 irreplaceable planes and many trained aircrews within the first days.

On the ground, the biggest German successes were carried out by Army Group Center. The Germans used a tactic of bypassing and then surrounding the Soviets into pockets from which they could not escape. In the pocket battles of Bialystok and Minsk alone, the Wehrmacht captured 328,898 prisoners, 3102 guns and destroyed 3332 tanks. By July 10, Army Group Center was able to start its offensive on Smolensk. The "Smolensk battle" lasted two months and resulted in another large German victory. The Wehrmacht, however, suffered huge casualties and supplying troops deep within enemy territory proved to be increasingly difficult. Army Group Center decided to stop its advance to regroup, giving the Soviet Red Army precious time to form new defensive lines in front of Moscow, which was less than 200 miles away.

Meanwhile, in the north, the Red Army withdrew before the German onslaught. On September 8, German forces were able to cut off the important port city of Leningrad from the south and from the east.

On the southern front, the advance was slow at first, because the Wehrmacht lacked enough motorized and Panzer units. However, by September the Wehrmacht occupied and controlled Bessarabia, large portions of the Ukraine and the Dnepr bend.

Despite the successes, Hitler and the German High Command were nervous. What to do now? The pre-invasion plan had been to now attack Moscow. Hitler decided differently on August 21, citing economic and political reasons. He ordered Army Group Center to transfer one Panzer group north to help cut off Leningrad and one Panzer group south to help encircle more Red Army formations.

In Ukraine, the newly transferred 2nd Panzer group helped the Army Group South encircle and win the pocket battle of Kiev by Sept 26. This defeat led to the capture of another 660,000 Soviet soldiers and ripped open the southern front for a length of 250 miles. The German High Command regained its confidence and finally ordered the attack on Moscow.

Continued on page 19



AtB Firefight 1 - Partisans

Oct 17, 1941 Field Order: "Comrades, this is a main supply route for the Germans. We will mine the road and ambush the next convoy. Destroy as many trucks as possible and then melt away to the east. We will rendezvous at camp." - Partisan Leader Viktor S.

General Situation: Remnants of cut-off Soviet infantry units, scattered after the fall of Kiev, have begun partisan activities. A heavily armed group of partisans operating near Priluki have been tracked by a group of soldiers from the German 161st Inf. Div. sent to clean up the area. Worse for the Soviets, a detached squad of SS trackers are trailing a group of arriving partisan reinforcements from the east.

Commanders: 2 **Initiative:** Germans on Round 1. **CAPs per Round:** German 6 CAPs Soviet 7 CAPs

Cards: Play your first firefight without action or bonus cards.

Optional Cards After reading section 8.0 in the rule book, shuffle all action and bonus cards under #20. Each commander receives 2 cards in round 1 and 1 card each round thereafter.

Map Setup: Maps 1. Place a Soviet Control Marker on hex 1-G09.

German Forces: 1/2 Rifle Platoon, 161 Inf Division

Setup: Enter anywhere along the western edge of the map.

Enter Round 3: Enter map within 2 hexes of hex A18.



Orders: Your men have been tracking these partisans for the past week. Informants say that they are planning a coordinated ambush. Take prisoners for interrogation if possible, if not, neutralize them.

Victory Points: (Mark VPs on your track sheet as you earn them.)

1VP - Immediately score each Soviet unit eliminated.

1VP - Control hex G09 at the end of each round.

Soviet Forces: Partisans with MMG support

Setup: Place the units on the hexes listed next to the unit names.

Enter Round 2: Reinforcements enter along the road at hex G19.



Orders: You are to ambush a supply convoy at hex G09. Wipe out the Germans and confiscate as many supplies as possible.

Victory Points: (Mark VPs on your track sheet as you earn them.)

1VP - Immediately score each German unit eliminated.

1VP - Control hex G09 at the end of each round.

Hex Type	Movement	Defense
Open or Road	+0 AP	+0 DM
Light Woods	+0 AP	+1 DM
Heavy Woods	+1 AP	+2 DM

Play your first firefight without Cautious Movement		
Optional Rule (5.0.3)	Movement	Defense
Normal Open or Road Move	+0 AP	-1 DM
Cautious Open or Road Move	+1 AP	+0 DM



- Round 1**
Initiative +
Control G09
+1VP ★1VP
- Round 2**
Reinforcements ★
Control G09
+1VP ★1VP
- Round 3**
Reinforcements +
Control G09
+1VP ★1VP
- Round 4**
Control G09
+1VP ★1VP
- Round 5**
Control G09
+1VP ★1VP
Firefight Ends

AtB Firefight 2 - The Gap

June 23, 1941 Letter: "Meine Liebste Friedle, Yesterday, the invasion against the Bolsheviks began. Our Panzers are rushing ahead and our company must sweep up the Soviets who are left behind and have not surrendered yet. I foresee no problems, because they are all ill trained and basically do not want to fight." - Corporal Hans Rastlingen near Przemysl.

General Situation: As the 14th Panzer Div. punched through and rushed past the Soviet defenses on the Bug River, a gap opened between the 24th and 262nd Infantry Divisions of the 17th Army. The Soviets surprised the Germans with their tenacity, inflicting heavy losses on the Germans. The 296th Infantry Div had to be brought forward to close the hole and stabilize the line. Elements of the 520th Infantry Regiment must root out Soviet forces, some hidden, and scout the road to the east.

Commanders: 2 **Initiative:** Soviets on Round 1. **CAPs per Round:** German 8 CAPs **Soviet** 6 CAPs

Cards: Shuffle all action and bonus cards under #20. Each commander receives 2 cards on round 1 and 1 card each round thereafter.

Map Setup: Maps 1 and 2. Place a Soviet Control Marker on hex 2-J10.

German Forces: One Rifle Platoon

Setup: Stack a squad, consisting of one Rifle counter and one LMG counter, on each road hex 1-J07, 1-I07, 1-H08 and 1-G08.



4x Rifle 4x LMG

Notes & Tactics: In 1941, most German platoons were made up of 4 squads each. Each squad (or Gruppe) was made up of 5 riflemen, a NCO squad leader, his second, and a 3 man LMG unit. The squad centered around the LMG. The LMGs were trained to lay down suppression fire, while the riflemen advanced to an objective. German squads were tightly knit groups that were trained to work together. They are represented by 2 counters at this time- a rifle counter and a LMG team counter, to better simulate the 1941-42 German tactics.

Orders: Your platoon is operating as a scouting force. Scout the road up to the east edge of the map and destroy any Soviets encountered. You must limit your casualties.

Victory Points:

- 1VP - Immediately score each Soviet unit eliminated.
- 1VP - 2-C10 "A" is in LOS of any German unit at the end of each round.
- 5VP - Control hex 2-J10 (the stone house) at the end of round 3.
- 2VP - Control hex 2-J10 (the stone house) at the end of the firefight.

Soviet Forces: One Rifle Platoon

Setup: MMG in hex 2-J10. Rifles may be placed anywhere on or east of row F on map 1. (This includes setting up anywhere on Map 2. **Two rifles may start the firefight hidden.**



5x Rifle 1x MMG

Notes & Tactics: In 1941, most Soviet squads were comprised of 10 men - all rifles and an officer. These squads were not as tactically trained as the Germans and had less decision making autonomy. At the start of the war, Soviet officers were very inexperienced, but were learning quickly. A single MMG unit was attached to a platoon, not each squad. Maxim MMGs were slow to move and not as integrated with the infantry squads as their German LMG unit counterparts.

Reinforcements Round 3:



2x Rifle 1x MMG
A10, B10 C10

Orders: Your platoon has been cut off. There are invading Germans all around you. The commissar says that you will defend the motherland until the last man and destroy every German who dares to contaminate her soil! Hold, for we are sending reinforcements.

Victory Points:

- 1VP - Immediately score each German unit eliminated.
- 2VP - Control hex 2-J10 (the stone house) at the end of round 3.
- 4VP - Control hex 2-J10 (the stone house) at the end of rounds 4 & 5.

Hex Type	Movement	Defense
Open or Road	+0 AP	+0 DM
Light Woods	+0 AP	+1 DM
Heavy Woods	+1 AP	+2 DM
Building Wood / Stone	+1 AP	+1/+2 DM
Wall	+1 AP	+1 DM

Play your first firefight without Cautious Movement.

Optional Rule (5.0.3)	Movement	Defense
Normal Open or Road Move	+0 AP	-1 DM
Cautious Open or Road Move	+1 AP	+0 DM



- Round 1**
Initiative ★
2-C10 in LOS
+1VP
- Round 2**
2-C10 in LOS
+1VP
- Round 3**
2-C10 in LOS
+1VP
Control 2-J10
+5VP ★2VP
- Round 4**
2-C10 in LOS
+1VP
Control 2-J10
★4VP
- Round 5**
2-C10 in LOS
+1VP
Control 2-J10
+2VP ★4VP
Firefight Ends

AtB Firefight 3 - General Petrov

Oct 8, 1941 Dispatch: "Urgent! We immediately need a surgeon and a mobile force sent to evacuate General Petrov who has been seriously wounded. The Germans are approaching from the area of Istomo, hill 342. Commence artillery bombardment!" - Major Shabalin

General Situation: After the break through by the German LIII Inf Corps from the SW to Bryansk, Soviet General Petrov withdrew his badly shaken 50th Army to the wooded terrain NE of Bryansk. Trying to break out of the ensuing Bryansk pocket, the general was critically wounded. Informants relay the general's location in a local farmstead to the Germans, who jump at the opportunity to capture him. The Germans must capture or kill the wounded General, who cannot be moved until stabilized. The Soviets must hold out 5 rounds until reinforcements arrive. In addition, Hovlau's Hill (4-114) offers an excellent mortar spotter vantage point, if captured by the Germans.

Historical Note: State Security Major Shabalin died at the side of General Petrov during a night break out attempt.

Commanders: 2 **Initiative:** Soviets on Round 1. **CAPs per Round:** German 8 CAPs **Soviet** 6 CAPs

Cards: Shuffle all action and bonus cards under #20. Each commander receives 2 cards in round 1 and 1 card each round thereafter.

Map Setup: Maps 3 and 4. Place a Soviet Control Marker on hex 4-114. **Units Setup:** Soviets set up first.

German Forces: 1st Assault and Mortar Platoon

Setup: Place on or south of row 3-D. None may be hidden.



Orders: Any unit that moves onto the same hex as the Soviet General's infantry squad immediately captures him without a fight. The firefight ends immediately if the general is captured or killed.

Victory Points:

- 1VP - Immediately score each Soviet unit eliminated.
- 6VP - Capture the General by moving onto his counter in CC.
- 4VP - Kill the General by eliminating his counter.
- 2VP - Control Hovlau's Hill hex 4-114 at the end of the firefight.

Soviet Forces: 3rd Rifle Platoon with Artillery Support

Setup: Place anywhere on or north of row 3-H. The SMG unit represents General Petrov and is place hidden in either Farmstead hex 4-F10 or 4-G09. Write his location on a piece of paper. He may not move during the firefight, but may pivot. All other Soviet units may also set up hidden.



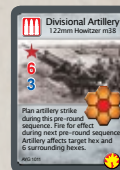
Smoke: The Soviet 5cm mortar and artillery may fire smoke.

Orders: Protect the General at all costs! The firefight ends immediately if the General is captured or killed.

Victory Points:

- 1VP - Immediately score each German unit eliminated.
- 6VP - General survives the end of the firefight.
- 2VP - Control Hovlau's Hill, hex 4-114, at the end of the firefight.

Pull the 122mm Artillery weapon card. The Russian may target and fire this artillery three times during three different rounds. Any Soviet unit may spot for the artillery. The Soviets may plot artillery before the firefight start and may resolve it at the beginning of round 1.



Round 1

Initiative ★

General Petrov
 + Kill 4VP
 + Capture 6VP

Round 2

General Petrov
 + Kill 4VP
 + Capture 6VP

Round 3

General Petrov
 + Kill 4VP
 + Capture 6VP

Round 4

General Petrov
 + Kill 4VP
 + Capture 6VP

Round 5

General Survives
 ★ 6VP
 Control 4-114
 + 2VP ★ 2VP
Firefight Ends



AtB Firefight 4 - The Bunker

June 24, 1941 33rd Regiment Operational Log: "The 1st Pz Grenadier platoon has been ordered to take a Soviet stronghold situated on a critical position of hill 53 east of the village of Orlinka. We are told that the Soviets are well entrenched and also have tank support. Eighty-five percent of our Panzers are in operational order and they leave within the hour." - Oberleutnant Rudi Dacher

General Situation: The Germans have crossed the Bug river and are in full attack formations facing east. The Soviets have fortified hill 53 with bunkers, anti-tank guns, and tank support. Portions of the German Panzer Grenadier Regiment 33 must take and hold road hex 3-C10 and Bunker 3-G15 by the end of the firefight.

Commanders: 2 **Initiative:** Germans on Round 1. **CAPs per Round:** German 8 CAPs Soviet 6 CAPs

Cards: Shuffle all action and bonus cards under #30. Each commander receives 2 cards in round 1 and 1 card each round thereafter.

Map Setup: Maps 2 and 3. Place Soviet **Control Markers** on hexes 2-H09, 2-I07, 3-C10 and 3-G15. Place a **Bunker** on hex 3-G15.

German Forces: 1st Pz Grenadier Platoon / 33rd Reg

Setup: The Germans enter along the Western Road (2-A10).



Orders: Your platoon must take the Bunker (3-G15) and Hex 3-C10.

Victory Points:

1VP - Immediately score each Soviet unit eliminated.

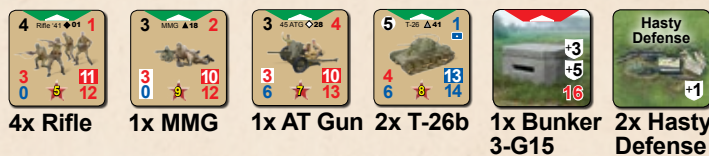
2VP - Control hex 3-C10 at the end of each round.

6VP - Control Bunker hex 3-G15 at the end of the firefight.

Note: The Germans must eliminate all enemy units from and occupy the Bunker hex to control it for VP purposes. You do not have to occupy the Bunker itself. Destroying the Bunker and occupying the hex for control also counts for VP purposes.

Soviet Forces: One Rifle Platoon with Tank Support

Setup: Place anywhere on either map. Up to 4 units may be placed **hidden**. The Bunker is placed on hex 3-G15 (*its Arc of Fire may not change during firefight!*). Only the rifles, MMG, and/or the AT gun may be placed in the Bunker. Hasty Defense may be placed on any two units.



Orders: Your platoon must hold the hill at all costs!

Victory Points:

1VP - Immediately score each German unit eliminated.

2VP - Control hex 3-C10 at the end of each round.

1VP - Control **either** village hex 2-H09 or 2-I07 at the end of rounds 2 thru 4.

6VP - Control Bunker hex 3-G15 at the end of the firefight.

Round 1

Initiative +

Control 3-C10
+2VP ★2VP

Round 2

Control 3-C10
+2VP ★2VP

Control
2-H09 or 2-I07
★1VP

Round 3

Control 3-C10
+2VP ★2VP

Control
2-H09 or 2-I07
★1VP

Round 4

Control 3-C10
+2VP ★2VP

Control
2-H09 or 2-I07
★1VP

Round 5

Control 3-C10
+2VP ★2VP

Control 3-G15
+6VP ★6VP
Firefight Ends



AtB Firefight 5 - The Monsters

June 23, 1941 Personal Journal: "First encounter with T34's. Our 15th Panzer regiment was skirting the western side of Radekhiv, storming a hill to the south and routing the enemy. As we crested the hill, my crew was shouting in elation as we hit tank after tank. Then we encountered a terrible monster that I will never forget - the T34." - 2nd Lieutenant Fried.

General Situation: After two days of heavy fighting for the city of Przemysl, the Germans blasted through the Russian southern defenses, aiming their Panzer groups deep into enemy territory. Soviet General Andrei Vlassov led a counter attack with the IV Corps 32nd Tank Division to cut off the German's lead attacking elements. A German recon unit of the 15th Panzer Regiment was the first to stumble against the Soviets and was shocked by the heavy T-34 tanks, which simply rolled over their forward most infantry, 3.7cm anti-tank guns, and PzII scout tanks.

Aftermath: The Soviets skillfully committed their forces against the German flanks, inflicting substantial damage. By evening, the Germans had regrouped and tore through the Soviet defenses capturing the city of Luzk two days later. A year later, the Soviet General Vlassov would command the German Wehrmacht's Vlassov Army as part of the Russian Liberation Army.

Commanders: 2 **Initiative:** Germans on Round 1. **CAPs per Round:** German 9 CAPs Soviet 9 CAPs



Cards: Shuffle all action and bonus cards under #30. Each commander receives 2 cards in round 1 and 1 card each round thereafter.

Map Setup: Maps 1, 3 and 4. Place Soviet Control Markers on hexes 3-D14, 3-E11, 4-B12, and 4-C05. **Units Setup:** Soviets set up first.

German Forces: 2nd Platoon & 15th Panzer Regiment

Setup: Place all units on map 1 as listed below each counter. Units placed with a vehicle are considered loaded.

					
2x Truck F09, G08	2x PaK36 F09, G08	1x 251/1 G10	1x LMG G10	1x Pz38t J09	3x PzIIf 107, I11, I17







		Orders: Send fast moving light tanks into the enemies rear, flanking points of resistance. Your platoon must take the hill hexes 4-B12 and 4-C05.
2x PzIIIe K10, L12	2x PzIVe J15, K13	Special rules: The German PzIVe tanks may fire smoke.

Victory Points:

- 1VP - Immediately score each Soviet unit eliminated.
- 1VP - For each hex 3-D14 & 3-E11 controlled at the end of each round.
- 2VP - For each hex 4-B12 & 4-C05 controlled at the end of round 2.
- 4VP - For each hex 4-B12 & 4-C05 controlled at the end of the firefight.

Soviet Forces: 1st Light Tank & 3rd Med Tank Platoons

Setup: Place all units on map 3 as listed below each counter. The BT-7 light tanks set up hidden.

					
2x Rifle E07, K10	1x ATG45 E08	1x Truck F08	1x BA-10 D12	3x T-26b B15, D14, E09	2x BT-7 Hidden on maps 3 or 4.

Reinforcements Enter Round 3: T-34s enter along road 4-G01.

	
3x T-34a	1x T-34b

Orders: Hold the hill hexes 4-B12 and 4-C05 at all costs. Destroy as many German tanks with the T-34 flank attack as possible and attempt to drive the Germans back north.

Victory Points:

- 1VP - Immediately score each German unit eliminated.
- 1VP - For each hex 3-D14 & 3-E11 controlled at the end of each round.
- 2VP - For each hex 4-B12 & 4-C05 controlled at the end of round 2.
- 4VP - For each hex 4-B12 & 4-C05 controlled at the end of the firefight.

Round 1 Initiative + Control 3-D14, 3-E11 +1VP ★1VP	Round 2 Control 3-D14, 3-E11 +1VP ★1VP 4-B12, 4-C05 +2VP ★2VP	Round 3 Control 3-D14, 3-E11 +1VP ★1VP	Round 4 Control 3-D14, 3-E11 +1VP ★1VP	Round 5 Control 3-D14, 3-E11 +1VP ★1VP 4-B12, 4-C05 +4VP ★4VP Firefight Ends
--	---	--	--	--



AtB Firefight 6 - Breakthrough to the Mzensk Pocket

Late October, 1941 Handwritten letter: "The situation is desperate. Our company is surrounded on all sides, we are running low on ammunition and food. All day and all night rain and death have been pouring on us from the sky..." - Found on the body of an unidentified German soldier.

General Situation: A German force has been trapped in a village near Mzensk and is in desperate need of supplies. Reinforcements coming from the north must break through the encirclement to relieve the forces as soon as possible. Three wagons of ammunition and food are part of the relief force. Elements of General Datukov's 4th Tank Brigade are rushing in numbers of T34 and KV tanks to stop the German breakthrough attempt.

Commanders: 2 - 4 **Setup:** Both **Germans set up first**, then the Soviets. **Initiative:** Soviets on Round 1.
CAPs per Round: **German 1** 10 CAPs. An additional 2 CAPs per wagon are received **immediately** when they enter either hex 2-G08 or 2-I08. The wagon counters are placed on the German 1's CAP track. **German 2** 12 CAPs **Soviet 1** 10 CAPs + 2 CAPs on round 2. **Soviet 2** 10 CAPs + 4 CAPs on round 3. (Each commander has his own track sheet, 2 each for the Germans and Soviets.)
Cards: Shuffle all action and bonus cards. Each commander receives 2 cards on round 1 and 1 card each round thereafter.
Event Cards: On round 2, Soviet 2 shuffles the four 'Objective 1-4' cards and blindly pulls one, revealing the card only to the Soviets. This card will determine the entry point for Soviet 2's round 3 reinforcements.
Map Setup: Maps 2, 3, and 1. Place German Control Markers on hexes 2-G08, 2-I08, and 1-G08.

German 1 Forces: 1st Reinforced Anti-Tank Company

Setup: Place units on map 2 as listed below each unit, with two units hidden. Units placed with a vehicle are considered loaded.

Special Rule: The German 8cm Mortar and 7.5cm Infantry Gun may fire smoke.

6x Rifle E07, E09, F07, G12, I09, I13	3x LMG D08, H12, J05	2x Pioneers H05, Hidden	1x 5cm Mortar F09	1x 8cm Mortar H07	3x Wire D10, E06, F05
2x HMG34 H09, J10	1x Inf Gun G05	1x PaK36 Hidden	2x PaK38 E10, G04	1x 251/1 I08	1x Roadblock G11
2x Trench F07, I05					

German 2 Forces: 2nd Mechanized Company

Setup: Place units on map 1 as listed below each counter. Units placed with a vehicle are considered loaded.

2x PzIVe B10, E10	2x PzIIle E07, I07	1x PzIIlh D09	1x Pz38t F06	3x PzIIlf C13, F08, J08
1x LMG F08	1x Flak18 G10	1x PaK36 F12	2x Truck F12, G10	3x Wagon E11, D12, D13

German Orders: Hold the village and resupply it with the wagons en route from the north.

Victory Points and special rules for all German commanders:

- 1VP** - Immediately score each Russian unit eliminated.
- 2VP** - Immediately score each wagon that enters either hex 2-G08 or 2-I08, then **immediately** increase German 1's CAPs by 2 CAPs per wagon. These CAPs increase German 1's CAP base for the remainder of the firefight. The successful wagon counter(s) are placed on German 1's CAP track.
- 5VP** - Each hex 2-G08 and 2-I08 controlled at the end of the firefight.
- 2VP** - Hex 1-G08 controlled at the end of the firefight.



Soviet 1 Forces: 1st Infantry Platoon

Enter Round 1: Enter anywhere from the western edge of map 2.



Pull the 122mm Artillery weapon card. Soviet commander 1 may execute 2 artillery strikes each round starting with round 2 (Target on round 1). May target any hex within LOS of any Soviet unit or from the western edge of map 2.



Reinforcements Enter Round 2: Soviet 1's CAP base increases by 2. Enter anywhere from the western edge of map 2.



Soviet 2 Forces: 2nd Tank Company

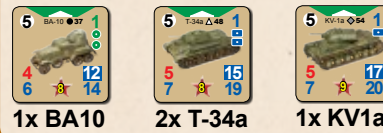
Setup: Soviet commander 2 sets up on map 3 as listed below each counter.



Reinforcements Enter Round 3: Soviet 2's CAP base increases by 4. Shuffle the four yellow Objective Cards at the beginning of round 2 and pull one blindly. Reveal this card only to the Soviets, not the Germans.

Depending on which card was drawn, the Soviet reinforcements will enter the firefight in round 3 from the following direction:

- Objective 1 or 2** - Enter from the western edge of map 3.
- Objective 3** - Enter from the eastern edge of map 3.
- Objective 4** - Enter from the western edge of map 1.



Soviet 1 Forces artillery strikes for rounds 2 thru 5: Artillery strikes are planned as per the rules. Beginning with round 1, Soviet 1 plans round 2's strikes, etc. Strike hexes must be in the LOS of any Soviet unit or the western edge of map 2.

Special Rules: Soviet mortars and artillery may not fire smoke.

Victory Points:

- 1VP** - Immediately score each German unit eliminated, except for the German supply wagons.
- 2VP** - Immediately score each German supply wagon eliminated.
- 5VP** - Each hex 2-G08 and 2-I08 controlled at the end of the firefight.
- 2VP** - Hex 1-G08 controlled at the end of the firefight.

Soviet Orders:

Overrun the village and destroy all of the resupply wagons at all costs.

Round 1

- Initiative ★
- Target Artillery ★

Round 2

- Artillery ★
- Target Artillery ★
- Reinforcements ★
- Soviet 1 +2CAP

Round 3

- Artillery ★
- Target Artillery ★
- Reinforcements ★
- Soviet 2 +4CAP

Round 4

- Artillery ★
- Target Artillery ★

Round 5

- Artillery ★
- Control 1-G08
- 2VP ★ 2VP
- 2-G08, 2-I08
- 5VP ★ 5VP
- Firefight Ends

Card #1 or #2 entry for round 3.

Soviet Commander 2 - Objective Card #4 entry for round 3.



ive Card #3 entry for round 3.

AtB Firefight 7 - KV2

June 24, 1941 6th Armor Division's Operational Log: "Yesterday, we ran into a roadblock on our advance into Raseiniai. A lone KV2 tank with light support has held up our entire advance along the only road into the city. We have scored over 20 hits, but cannot penetrate its armor. We have sustained mounting casualties. Today we have requested heavy artillery support." - General Erhard Raus

General Situation: Elements of the 6th Schützen Brigade (XLI Motorized Corps, 4th Pz Group) and its supply train are being held up by a Soviet KV2 tank and its tenacious crew. The Germans must force their way through to hex 5-K10 by eliminating the KV2 and its support.

Aftermath: The KV2 was finally destroyed by an 88mm FlaK18 AT gun which was deployed while the Germans conducted a diversionary tank attack. The KV2 had been hit dozens of times, was immobilized by 105mm artillery fire, and had destroyed over a dozen German vehicles.

Commanders: 2 **Initiative:** Germans on Round 1. **CAPs per Round:** German 7 CAPs Soviet 12 CAPs

Cards: Shuffle all action and bonus cards under #30. Each commander receives 2 cards at the beginning of round 1 and 1 card each round thereafter. **Weapon Card:** The Tellermine card may be used once by the Pioneers in an attempt to destroy the KV2.

Map Setup: Maps 4 and 5. Place Soviet **Control Markers** on hexes 5-A10 and 5-K10. Place **Roadblocks** on hexes 5-D04, 5-B06, 5-D15, and a **Wire** on hex 5-B09

German Forces: Panzer Platoon / 6th Pz Division

Enter Round 1: The Germans enter within 3 hexes of road 4-A10.



Reinforcements Round 3:

The Germans enter on road 4-A10

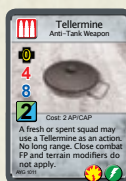


Special Rules: The German PzIVe and Pioneers may fire smoke.

Orders: Destroy the KV2 tank. Period!

Victory Points:

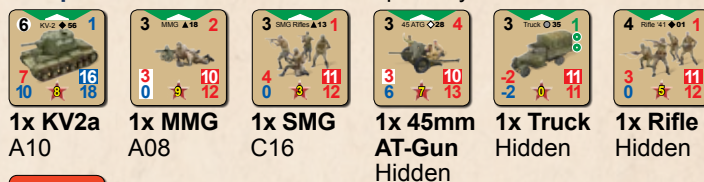
- 1VP - Immediately score each Soviet unit eliminated.
- 3VP - Immediately score for destroying the KV2a tank.
- 2VP - Control hex 5-A10 at the end of each round.
- 2VP - Control victory hex 5-K10 at the end of the firefight.



1x Tellermine
may be used once during the firefight by the Pioneers.

Soviet Forces: KV2 Tank with light support.

Setup: Place as listed below on map 5 only.



1x Mine Hidden

Special Rules: The Soviets may not fire smoke.
Orders: Keep the Germans out of the city!

Victory Points:

- 1VP - Immediately score each German unit eliminated by all foot units.
- 2VP - Immediately score each German unit eliminated by the KV2a tank.
- 2VP - Control hex 5-A10 at the end of each round.

Round 1	Round 2	Round 3	Round 4	Round 5
Initiative +	Control 5-A10	Control 5-A10	Control 5-A10	Control 5-A10
Control 5-A10 +2VP ★2VP	+2VP ★2VP	+2VP ★2VP	+2VP ★2VP	+2VP ★2VP
				Control 5-K10 +2VP
				Firefight Ends



AtB Firefight 8 - Bug River

June 22, 1941 Journal: "The Russians are running! We have crossed the Bug river into Russia. Everything looks run down and deserted. Curious that we don't hear our artillery anymore." - Kurt Treist.

General Situation: The German 56th Infantry Division attacked the Bunker fortifications across the Bug river near Wilczy-Przewoz, which were defended tenaciously by the Russians to the last man. Almost the entire German division got caught on the east side of the river without the support of their artillery, which had already used all of its ammunition. The Soviets launch a vicious counter attack in order to reclaim the Bunkers. The situation is especially critical for the 192nd Infantry Regiment. The Germans must survive the Soviet counter attack without getting wiped out.

Commanders: 2 - 4 **Initiative:** Soviets on Round 1. **CAPs per Round:** German 8 CAPs per Platoon **Soviet** 6 CAPs per Platoon

Cards: Shuffle all action and bonus cards under #30. Count out a deck of 28 cards. Add and shuffle Event Objective cards #1, #2, and #3 into the bottom 20 cards of the deck. Each commander receives 2 cards on round one and 1 card each round thereafter. Each Soviet commander fires off-board artillery each time an Objective card is drawn. The commander who drew the Objective card then draws another card.

Special Rules: The Soviets pull the weapons card '122mm Artillery' for reference. Before the German commanders set up, **each** Soviet commander must designate up to **two** target hexes to go with each Event objective card. The target hexes do not have to be in the LOS of any Soviet unit and must be kept secret, even from their fellow Soviets. The chance exists that some artillery may not be fired, since there are more cards in the deck than will be drawn during the firefight.

Historical Note: The Soviet artillery was very unreliable and fired on its own positions on several occasions.

Map Setup: Use maps 2, 1, and 4. Place four German Control Markers and four Bunkers facing west (**away from the action**) on hexes 2-H04, 1-J03, 4-H17, and 4-C16. Place five Trench counters on hexes 2-G05, 1-J04, 4-G16, 4-B16, and 4-B15. The Germans set up first, no more than 6 hexes east of the bottom west edge, as shown below. The Soviets start round one by entering from the east as designated on the maps below.

German 1 Forces: 1st Platoon, 3rd Co, 192 Inf Reg

Setup: 1st Platoon sets up no more than 6 hexes east of the western edge and north of row 1-H. **Two units may set up hidden.**



German 2 Forces: 2nd Platoon, 3rd Co, 192 Inf Reg

Setup: 2nd Platoon sets up no more than 6 hexes east of the western edge and south of row 1-H. **Two units may set up hidden.**



Orders: Hold the Bunkers and keep your men from being slaughtered!

Victory Points:

- 1VP - Immediately score each Soviet foot unit eliminated (rifles, mortars, & MMGs).
- 2VP - Immediately score each Soviet tank, gun, or truck eliminated.
- 1VP - Per Bunker hex controlled at the end of each round.

Soviet 1 Forces: 1st Rifle Platoon

Enter Round 1: Enters from the east, north of hex 1-F19.

Special Rules: Soviet 82mm mortars may fire four smoke counters.



Soviet 2 Forces: 3rd Rifle Platoon

Enter Round 1: Enters from the east, south of hex 1-F19.

OT-26 Flamethrower rules = Range 1, 2FP vs flank, no terrain modifiers (19.1).

Orders: The Russians must recapture or destroy the lost Bunkers.

Victory Points:

- 1VP - Immediately score each German unit eliminated.
- 5VP - Per Bunker hex controlled at the end of the firefight. (Bunkers may be destroyed.)

Round 1

Initiative ★
Each Controlled Bunker hex
+ 1VP

Round 2

Each Controlled Bunker Hex
+ 1VP

Round 3

Each Controlled Bunker Hex
+ 1VP

Round 4

Each Controlled Bunker Hex
+ 1VP

Round 5

Each Controlled Bunker Hex
+ 1VP ★ 5VP

Firefight Ends



AtB Firefight 9 - Assault on Peprez

Oct 2, 1941 4th Panzer Division Operational Log: "On the first day of Operation "Taifun", the division advanced rapidly towards Tula, capturing many cities along the way. We have met our first strong resistance at the outskirts of Oryol. The Soviets are well entrenched with heavy anti-tank gun support."

General Situation: Forward elements of the 35th Pz Reg have encountered strong resistance on the outskirts of Oryol near the village of Peprez. The Germans must penetrate the prepared positions outside of town and occupy key locations in the city. A quick capture will guarantee rapid advancement for the rest of the 4th Panzer Division, before cold weather hits.

Commanders: 2-4 **Initiative:** Germans on Round 1.

CAPs per Round: **German** 10 CAPs per company **Soviet** 10 CAPs per company.

(Each company commander has his/her own track sheet, 2 for the Germans and 2 for the Soviets.)

Cards: Use all action and bonus cards. Each commander receives 2 cards at the beginning of round 1 and 1 card each round thereafter.

Map Setup: Maps 1, 2, 4, and 5. Place Soviet Control Markers on hexes 5-G02, 5-C08, 5-J11, 5-C16, 4-I15, and a German Control Marker on hex 1-B13. Place Bunkers on 4-D05, 4-I14, 4-J15, 4-H17, a Land Mine on 4-H14, Roadblocks on 4-G14, 5-H17, a Wire on 5-G07, and Trenches on 5-E18, 5-H18. **Units Setup: Soviets set up first.**

Secret Objective: The Germans shuffle the four Event 'Objective' cards and blindly pull one. This one card is the secret German objective and the card number correlates to the yellow circled numbers on map 5 below. Controlling this objective hex at the end of the firefight will earn the possessing German commander bonus VPs. The objective is revealed to the Soviets at the end of the firefight.

Round 1 Initiative + Artillery +1D6 ★ 1D6-2	Round 2 Artillery ★ 1D6-1 Target Artillery +	Round 3 Artillery +1D6-2	Round 4	Round 5 Control 1-B13, 4-I15 +2VP ★ 4VP 5-G02, 5-C08 5-J11, 5-C16 +3VP ★ 3VP Firefight Ends
---	---	---------------------------------------	----------------	---



Artillery Planning: The Soviet commanders set up first, then together target four artillery strikes for round 1 and five artillery strikes for round 2. Soviet artillery target hexes are not required to be in the LOS of any unit. The German commanders set up after the Soviets, then together target six artillery strikes for round 1. The German target hexes must be in the LOS of a friendly unit. The target hexes for both factions are written on a separate sheets of paper and must be written in order of execution.



Round 1: At the beginning of round 1, the Soviets and Germans determine the number of successful strikes that actually occur for that round. The Soviets resolve a number of strikes equal to 1D6 minus 2. The Germans resolve a number of strikes equal to 1D6.

(Ex: The Russians roll a 4, so only 2 strikes are successful and resolved.)

The strikes are then resolved in the order that they were written.

Round 2 German artillery planning: The German commanders target 4 artillery strikes for round 3 at the beginning of round 2. All targets hexes must be written in order of execution. The target hexes must be in the LOS of a friendly unit.

Round 2 Soviet artillery strikes: After the Germans have planned their 4 artillery targets, the Soviets resolve a number of strikes equal to 1D6 minus 1. Strikes must be resolved in the order that they were written at the beginning of the firefight.

Round 3 German artillery strikes: At the beginning of round 3, the Germans resolve a number of strikes equal to 1D6 minus 2. Strikes must be resolved in the order that they were written at the beginning of round 2.



Special Rules: German artillery and 8cm mortars may fire smoke up to the limit of available smoke counters supplied with the game.

German 1 Forces: 1st Company

Setup: Place anywhere on map 1, south of row 1-Gxx.



Soviet 1 Forces: 1st Company, 1st augmented Platoon

Setup: The 1st company sets up anywhere on maps 2 and 5. Six units may set up hidden. All Land Mines set up hidden.



German 2 Forces: 2nd Company

Setup: Place anywhere on map 1, east of column 1-x09.



The Grenade card may be used three times during the firefight by any foot unit(s).

3x Grenades

Soviet 2 Forces: 2nd Company, Platoons 2 and 3

Setup: The 2nd company sets up anywhere on maps 4 and 5, unless a hex location is marked under the counter below. Six units may set up hidden. All Land Mines are hidden. Both 45mm anti-tank guns must be placed in Bunkers 4-I14 and 4-H14. One SMG squad must be placed in Bunker 4-J15.



The Molotov card may be used three times during the firefight by any foot unit(s).

3x Molotov

Orders: Control as many control hexes by the end of the firefight as possible. Controlling the objective hex adds a +4VP bonus.

Victory Points:

- 1VP - Immediately score each Soviet unit eliminated.
- 2VP - For each hex 1-B13 and 4-I15 controlled at the end of the firefight.
- 3VP - For each hex 5-G02, 5-C08, 5-J11, and 5-C16 controlled at the end of the firefight.
- 4VP - Additional VPs awarded if the objective hex is controlled at the end of the firefight.

Orders: Control as many control hexes as possible by the end of the firefight.

Victory Points:

- 1VP - Immediately score each German unit eliminated.
- 4VP - For each hex 1-B13 and 4-I15 controlled at the end of the firefight.
- 3VP - For each hex 5-G02, 5-C08, 5-J11, and 5-C16 controlled at the end of the firefight.

AtB Firefight 10 - Demolition

July 6, 1942 General Orders: "The Grossdeutschland Division will enter Voronezh with a special demolitions team to blow up a communications hub near the city center." - Major Gen. Hörnlein

General Situation: Lead elements of the 24th Pz Div along with the Grossdeutschland Motorized Infantry Div. have entered Voronezh, a major city on the Don river. All is in chaos and the Germans are attempting to blow a tall communication headquarters building. The Russians have been ordered by Stalin to hold the city at all costs.

Commanders: 2 **Initiative:** Germans on Round 1.

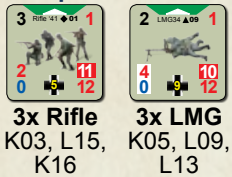
CAPS per Round: **German** 10 CAPS **Soviet** 10 CAPS plus an additional 2 CAPS on each of rounds 2 and 3.

Cards: Shuffle all action and bonus cards. Each commander receives 2 cards on round 1 and 1 card each round thereafter.

Map Setup: Map 5. Place Soviet Control Markers (to represent demolitions) on hexes D07, D08, and D09.

German Forces: One Assault Company

Setup:



Special Rules: A demolition charge is 'set' in a hex when occupied by Pioneers and free of Soviet units. Set charges are tracked by flipping the Control Marker to the German side. If a pioneer still occupies the hex at round's end, the charge detonates, the marker is removed, and the German receives 2VPs. If a pioneer no longer occupies a set demolition hex at round's end, the German rolls 1D6 and the charge detonates on a 5 or 6.

If a Soviet occupies a set demolition hex at round's end, free of Germans, he may try to disarm the hex **once** by rolling a 3 thru 6 on a 1D6. If the roll is successful, the Control Marker is flipped back to the Soviet side. Disarming attempts occur before the German detonation roll. Setting and disarming cost no APs and are not considered actions. If a hex is not disarmed and does not detonate, it stays as is and another detonation roll is made at the end of the next round. Disarmed hexes may be set again.

Victory Points:

- 1VP - Immediately score each Soviet unit eliminated.
- 2VP - Immediately score each hex that detonates. Place the detonated Control Marker on your track sheet.

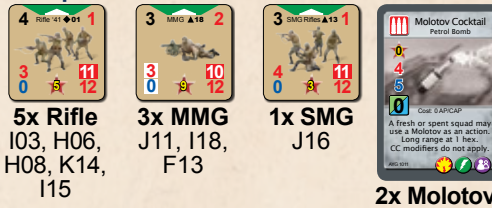
Enter Round 1: Enter from the south edge.



Inf Gun starts transported by the truck. PzIve and Pioneers may fire smoke.

Soviet Forces: 4th Elite Rifle Company

Setup:



The Molotov card may be used twice during the firefight by any foot unit(s).

Soviets place 1 hidden Land Mine anywhere on the map.

Special Entry Rules: Each group of units will enter from either the west, north, or east edge of the map. No two groups may enter from the same edge. So by round 3, the groups will have each entered from a different map edge. The Soviet may choose at the beginning of each round which edge that round's group will enter from and may enter on any full hexes bordering that edge.

Victory Points:

- 1VP - Immediately score each German unit eliminated.
- 3VP - For each un-detonated control hex at the end of the firefight.

Enter Round 1: Choose entry edge.



Enter Round 2: Choose entry edge.



Enter Round 3: Choose entry edge.



Round 1
Initiative +
Reinforcements
★ Choose entry edge

Round 2
Reinforcements
★ Choose entry edge

Round 3
Reinforcements
★ Choose entry edge

Round 4

Round 5
Undetonated Hexes
D07, D08, D09
★ 3VP
Firefight Ends