

# 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**