

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



Soviets set up on or East of this line.



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