

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.

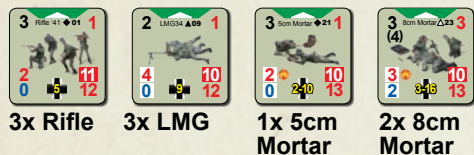
Commanders: 2 **Initiative:** Soviets on Round 1. **CAPs per Round:** German 8 CAPs **Soviet** 6 CAPs

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.



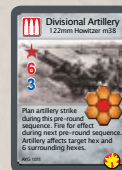
Smoke: The Soviet 5cm mortar and artillery may fire smoke.

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

