

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).



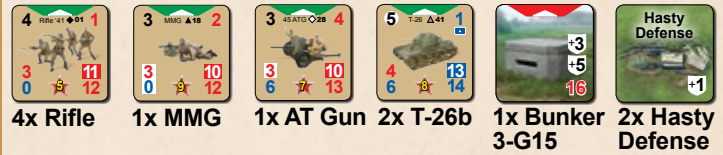
Orders: Your platoon must take the Bunker (3-G15) and Hex 3-C10.

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 | Round 2 | Round 3 | Round 4 | Round 5 |
|-------------------------|-----------------------------|-----------------------------|-----------------------------|-------------------------|
| Initiative | Control 3-C10 2VP 2VP | Control 3-C10 2VP 2VP | Control 3-C10 2VP 2VP | Control 3-C10 2VP 2VP |
| Control 3-C10 2VP 2VP | Control 2-H09 or 2-I07 1VP | Control 2-H09 or 2-I07 1VP | Control 2-H09 or 2-I07 1VP | Control 3-G15 6VP 6VP |
| | | | | Firefight Ends |

