

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 PzIIff 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
--	---	--	--	--

