

# AtB Firefight 6 - Breakthrough to the Mzensk Pocket

Late October, 1941 Handwritten letter: "The situation is desperate. Our company is surrounded on all sides, we are running low on ammunition and food. All day and all night rain and death have been pouring on us from the sky..." - Found on the body of an unidentified German soldier.

**General Situation:** A German force has been trapped in a village near Mzensk and is in desperate need of supplies. Reinforcements coming from the north must break through the encirclement to relieve the forces as soon as possible. Three wagons of ammunition and food are part of the relief force. Elements of General Datukov's 4th Tank Brigade are rushing in numbers of T34 and KV tanks to stop the German breakthrough attempt.

**Commanders:** 2 - 4 **Setup:** Both **Germans set up first**, then the Soviets. **Initiative:** Soviets on Round 1.  
**CAPs per Round:** **German 1** 10 CAPs. An additional 2 CAPs per wagon are received **immediately** when they enter either hex 2-G08 or 2-I08. The wagon counters are placed on the German 1's CAP track. **German 2** 12 CAPs **Soviet 1** 10 CAPs + 2 CAPs on round 2. **Soviet 2** 10 CAPs + 4 CAPs on round 3. (Each commander has his own track sheet, 2 each for the Germans and Soviets.)  
**Cards:** Shuffle all action and bonus cards. Each commander receives 2 cards on round 1 and 1 card each round thereafter.  
**Event Cards:** On round 2, Soviet 2 shuffles the four 'Objective 1-4' cards and blindly pulls one, revealing the card only to the Soviets. This card will determine the entry point for Soviet 2's round 3 reinforcements.  
**Map Setup:** Maps 2, 3, and 1. Place German Control Markers on hexes 2-G08, 2-I08, and 1-G08.

### German 1 Forces: 1st Reinforced Anti-Tank Company

**Setup:** Place units on map 2 as listed below each unit, with two units hidden. Units placed with a vehicle are considered loaded.

**Special Rule:** The German 8cm Mortar and 7.5cm Infantry Gun may fire smoke.

6x Rifle E07, E09, F07, G12, I09, I13	3x LMG D08, H12, J05	2x Pioneers H05, Hidden	1x 5cm Mortar F09	1x 8cm Mortar H07	3x Wire D10, E06, F05
2x HMG34 H09, J10	1x Inf Gun G05	1x PaK36 Hidden	2x PaK38 E10, G04	1x 251/1 I08	1x Roadblock G11
2x Trench F07, I05					

### German 2 Forces: 2nd Mechanized Company

**Setup:** Place units on map 1 as listed below each counter. Units placed with a vehicle are considered loaded.

2x PzIVe B10, E10	2x PzIIle E07, I07	1x PzIIlh D09	1x Pz38t F06	3x PzIIlf C13, F08, J08
1x LMG F08	1x Flak18 G10	1x PaK36 F12	2x Truck F12, G10	3x Wagon E11, D12, D13

**German Orders:** Hold the village and resupply it with the wagons en route from the north.

**Victory Points and special rules for all German commanders:**

- 1VP** - Immediately score each Russian unit eliminated.
- 2VP** - Immediately score each wagon that enters either hex 2-G08 or 2-I08, then **immediately** increase German 1's CAPs by 2 CAPs per wagon. These CAPs increase German 1's CAP base for the remainder of the firefight. The successful wagon counter(s) are placed on German 1's CAP track.
- 5VP** - Each hex 2-G08 and 2-I08 controlled at the end of the firefight.
- 2VP** - Hex 1-G08 controlled at the end of the firefight.



**Soviet 1 Forces: 1st Infantry Platoon**

**Enter Round 1:** Enter anywhere from the western edge of map 2.



8x Rifle



1x BA-10

Pull the 122mm Artillery weapon card. Soviet commander 1 may execute 2 artillery strikes each round starting with round 2 (Target on round 1). May target any hex within LOS of any Soviet unit or from the western edge of map 2.



**Reinforcements Enter Round 2:** Soviet 1's CAP base increases by 2. Enter anywhere from the western edge of map 2.



4x Rifle



1x MMG



1x T-26b

**Soviet 2 Forces: 2nd Tank Company**

**Setup:** Soviet commander 2 sets up on map 3 as listed below each counter.



3x SMG  
E11, F07, F14



2x 82mm Mortar  
E13, F13



2x Wagon  
E12, G13



1x 45mm ATG  
F06



3x T-26b  
C03, H02, K09



2x BT-7  
K03, E15

**Reinforcements Enter Round 3:** Soviet 2's CAP base increases by 4. Shuffle the four yellow Objective Cards at the beginning of round 2 and pull one blindly. Reveal this card only to the Soviets, not the Germans.

Depending on which card was drawn, the Soviet reinforcements will enter the firefight in round 3 from the following direction:

**Objective 1 or 2** - Enter from the western edge of map 3.

**Objective 3** - Enter from the eastern edge of map 3.

**Objective 4** - Enter from the western edge of map 1.



1x BA10



2x T-34a



1x KV1a

**Soviet 1 Forces artillery strikes for rounds 2 thru 5:** Artillery strikes are planned as per the rules. Beginning with round 1, Soviet 1 plans round 2's strikes, etc. Strike hexes must be in the LOS of any Soviet unit or the western edge of map 2.

**Special Rules:** Soviet mortars and artillery may not fire smoke.

**Victory Points:**

**1VP** - Immediately score each German unit eliminated, except for the German supply wagons.

**2VP** - Immediately score each German supply wagon eliminated.

**5VP** - Each hex 2-G08 and 2-I08 controlled at the end of the firefight.

**2VP** - Hex 1-G08 controlled at the end of the firefight.

**Soviet Orders:**

Overrun the village and destroy all of the resupply wagons at all costs.

**Round 1**

Initiative ★

Target Artillery ★

**Round 2**

Artillery ★

Target Artillery ★

Reinforcements ★ Soviet 1 +2CAP

**Round 3**

Artillery ★

Target Artillery ★

Reinforcements ★ Soviet 2 +4CAP

**Round 4**

Artillery ★

Target Artillery ★

**Round 5**

Artillery ★

Control 1-G08

2VP ★ 2VP

2-G08, 2-I08

5VP ★ 5VP

Firefight Ends

Card #1 or #2 entry for round 3.

Soviet Commander 2 - Objective Card #4 entry for round 3.

