

AtB Firefight 7 - KV2

June 24, 1941 6th Armor Division's Operational Log: "Yesterday, we ran into a roadblock on our advance into Raseiniai. A lone KV2 tank with light support has held up our entire advance along the only road into the city. We have scored over 20 hits, but cannot penetrate its armor. We have sustained mounting casualties. Today we have requested heavy artillery support." - General Erhard Raus

General Situation: Elements of the 6th Schützen Brigade (XLI Motorized Corps, 4th Pz Group) and its supply train are being held up by a Soviet KV2 tank and its tenacious crew. The Germans must force their way through to hex 5-K10 by eliminating the KV2 and its support.

Aftermath: The KV2 was finally destroyed by an 88mm FlaK18 AT gun which was deployed while the Germans conducted a diversionary tank attack. The KV2 had been hit dozens of times, was immobilized by 105mm artillery fire, and had destroyed over a dozen German vehicles.

Commanders: 2 **Initiative:** Germans on Round 1. **CAPs per Round:** German 7 CAPs Soviet 12 CAPs

Cards: Shuffle all action and bonus cards under #30. Each commander receives 2 cards at the beginning of round 1 and 1 card each round thereafter. **Weapon Card:** The Tellermine card may be used once by the Pioneers in an attempt to destroy the KV2.

Map Setup: Maps 4 and 5. Place Soviet **Control Markers** on hexes 5-A10 and 5-K10. Place **Roadblocks** on hexes 5-D04, 5-B06, 5-D15, and a **Wire** on hex 5-B09

German Forces: Panzer Platoon / 6th Pz Division

Enter Round 1: The Germans enter within 3 hexes of road 4-A10.



Reinforcements Round 3:

The Germans enter on road 4-A10

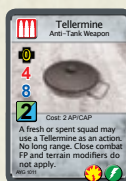


Special Rules: The German PzIVe and Pioneers may fire smoke.

Orders: Destroy the KV2 tank. Period!

Victory Points:

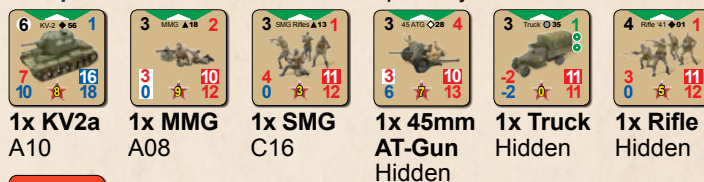
- 1VP - Immediately score each Soviet unit eliminated.
- 3VP - Immediately score for destroying the KV2a tank.
- 2VP - Control hex 5-A10 at the end of each round.
- 2VP - Control victory hex 5-K10 at the end of the firefight.



1x Tellermine may be used once during the firefight by the Pioneers.

Soviet Forces: KV2 Tank with light support.

Setup: Place as listed below on map 5 only.



1x Mine Hidden

Special Rules: The Soviets may not fire smoke.
Orders: Keep the Germans out of the city!

Victory Points:

- 1VP - Immediately score each German unit eliminated by all foot units.
- 2VP - Immediately score each German unit eliminated by the KV2a tank.
- 2VP - Control hex 5-A10 at the end of each round.

Round 1	Round 2	Round 3	Round 4	Round 5
Initiative +	Control 5-A10	Control 5-A10	Control 5-A10	Control 5-A10
Control 5-A10	Control 5-A10	Control 5-A10	Control 5-A10	Control 5-A10
+2VP ★2VP	+2VP ★2VP	+2VP ★2VP	+2VP ★2VP	+2VP ★2VP
				Control 5-K10
				+2VP
				Firefight Ends

