

AtB Firefight 8 - Bug River

June 22, 1941 Journal: "The Russians are running! We have crossed the Bug river into Russia. Everything looks run down and deserted. Curious that we don't hear our artillery anymore." - Kurt Treist.

General Situation: The German 56th Infantry Division attacked the Bunker fortifications across the Bug river near Wilczy-Przewoz, which were defended tenaciously by the Russians to the last man. Almost the entire German division got caught on the east side of the river without the support of their artillery, which had already used all of its ammunition. The Soviets launch a vicious counter attack in order to reclaim the Bunkers. The situation is especially critical for the 192nd Infantry Regiment. The Germans must survive the Soviet counter attack without getting wiped out.

Commanders: 2 - 4 **Initiative:** Soviets on Round 1. **CAPs per Round:** German 8 CAPs per Platoon **Soviet** 6 CAPs per Platoon

Cards: Shuffle all action and bonus cards under #30. Count out a deck of 28 cards. Add and shuffle Event Objective cards #1, #2, and #3 into the bottom 20 cards of the deck. Each commander receives 2 cards on round one and 1 card each round thereafter. Each Soviet commander fires off-board artillery each time an Objective card is drawn. The commander who drew the Objective card then draws another card.

Special Rules: The Soviets pull the weapons card '122mm Artillery' for reference. Before the German commanders set up, **each** Soviet commander must designate up to **two** target hexes to go with each Event objective card. The target hexes do not have to be in the LOS of any Soviet unit and must be kept secret, even from their fellow Soviets. The chance exists that some artillery may not be fired, since there are more cards in the deck than will be drawn during the firefight.

Historical Note: The Soviet artillery was very unreliable and fired on its own positions on several occasions.

Map Setup: Use maps 2, 1, and 4. Place four German Control Markers and four Bunkers facing west (**away from the action**) on hexes 2-H04, 1-J03, 4-H17, and 4-C16. Place five Trench counters on hexes 2-G05, 1-J04, 4-G16, 4-B16, and 4-B15. The Germans set up first, no more than 6 hexes east of the bottom west edge, as shown below. The Soviets start round one by entering from the east as designated on the maps below.

German 1 Forces: 1st Platoon, 3rd Co, 192 Inf Reg

Setup: 1st Platoon sets up no more than 6 hexes east of the western edge and north of row 1-H. **Two units may set up hidden.**



German 2 Forces: 2nd Platoon, 3rd Co, 192 Inf Reg

Setup: 2nd Platoon sets up no more than 6 hexes east of the western edge and south of row 1-H. **Two units may set up hidden.**



Orders: Hold the Bunkers and keep your men from being slaughtered!

Victory Points:

- 1VP - Immediately score each Soviet foot unit eliminated (rifles, mortars, & MMGs).
- 2VP - Immediately score each Soviet tank, gun, or truck eliminated.
- 1VP - Per Bunker hex controlled at the end of each round.

Soviet 1 Forces: 1st Rifle Platoon

Enter Round 1: Enters from the east, north of hex 1-F19.

Special Rules: Soviet 82mm mortars may fire four smoke counters.



Soviet 2 Forces: 3rd Rifle Platoon

Enter Round 1: Enters from the east, south of hex 1-F19.

OT-26 Flamethrower rules = Range 1, 2FP vs flank, no terrain modifiers (19.1).

Orders: The Russians must recapture or destroy the lost Bunkers.

Victory Points:

- 1VP - Immediately score each German unit eliminated.
- 5VP - Per Bunker hex controlled at the end of the firefight. (Bunkers may be destroyed.)

Round 1

Initiative ★
Each Controlled Bunker hex
+ 1VP

Round 2

Each Controlled Bunker Hex
+ 1VP

Round 3

Each Controlled Bunker Hex
+ 1VP

Round 4

Each Controlled Bunker Hex
+ 1VP

Round 5

Each Controlled Bunker Hex
+ 1VP ★ 5VP

Firefight Ends

