

AtB Firefight 9 - Assault on Peprez

Oct 2, 1941 4th Panzer Division Operational Log: "On the first day of Operation "Taifun", the division advanced rapidly towards Tula, capturing many cities along the way. We have met our first strong resistance at the outskirts of Oryol. The Soviets are well entrenched with heavy anti-tank gun support."

General Situation: Forward elements of the 35th Pz Reg have encountered strong resistance on the outskirts of Oryol near the village of Peprez. The Germans must penetrate the prepared positions outside of town and occupy key locations in the city. A quick capture will guarantee rapid advancement for the rest of the 4th Panzer Division, before cold weather hits.

Commanders: 2-4 **Initiative:** Germans on Round 1.

CAPs per Round: **German** 10 CAPs per company **Soviet** 10 CAPs per company.

(Each company commander has his/her own track sheet, 2 for the Germans and 2 for the Soviets.)

Cards: Use all action and bonus cards. Each commander receives 2 cards at the beginning of round 1 and 1 card each round thereafter.

Map Setup: Maps 1, 2, 4, and 5. Place Soviet Control Markers on hexes 5-G02, 5-C08, 5-J11, 5-C16, 4-I15, and a German Control Marker on hex 1-B13. Place Bunkers on 4-D05, 4-I14, 4-J15, 4-H17, a Land Mine on 4-H14, Roadblocks on 4-G14, 5-H17, a Wire on 5-G07, and Trenches on 5-E18, 5-H18. **Units Setup: Soviets set up first.**

Secret Objective: The Germans shuffle the four Event 'Objective' cards and blindly pull one. This one card is the secret German objective and the card number correlates to the yellow circled numbers on map 5 below. Controlling this objective hex at the end of the firefight will earn the possessing German commander bonus VPs. The objective is revealed to the Soviets at the end of the firefight.

Round 1 Initiative + Artillery +1D6 ★ 1D6-2	Round 2 Artillery ★ 1D6-1 Target Artillery +	Round 3 Artillery +1D6-2	Round 4	Round 5 Control 1-B13, 4-I15 +2VP ★ 4VP 5-G02, 5-C08 5-J11, 5-C16 +3VP ★ 3VP Firefight Ends
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Artillery Planning: The Soviet commanders set up first, then together target four artillery strikes for round 1 and five artillery strikes for round 2. Soviet artillery target hexes are not required to be in the LOS of any unit. The German commanders set up after the Soviets, then together target six artillery strikes for round 1. The German target hexes must be in the LOS of a friendly unit. The target hexes for both factions are written on a separate sheets of paper and must be written in order of execution.



Round 1: At the beginning of round 1, the Soviets and Germans determine the number of successful strikes that actually occur for that round. The Soviets resolve a number of strikes equal to 1D6 minus 2. The Germans resolve a number of strikes equal to 1D6.

(Ex: The Russians roll a 4, so only 2 strikes are successful and resolved.)

The strikes are then resolved in the order that they were written.

Round 2 German artillery planning: The German commanders target 4 artillery strikes for round 3 at the beginning of round 2. All targets hexes must be written in order of execution. The target hexes must be in the LOS of a friendly unit.

Round 2 Soviet artillery strikes: After the Germans have planned their 4 artillery targets, the Soviets resolve a number of strikes equal to 1D6 minus 1. Strikes must be resolved in the order that they were written at the beginning of the firefight.

Round 3 German artillery strikes: At the beginning of round 3, the Germans resolve a number of strikes equal to 1D6 minus 2. Strikes must be resolved in the order that they were written at the beginning of round 2.



Special Rules: German artillery and 8cm mortars may fire smoke up to the limit of available smoke counters supplied with the game.

German 1 Forces: 1st Company

Setup: Place anywhere on map 1, south of row 1-Gxx.



Soviet 1 Forces: 1st Company, 1st augmented Platoon

Setup: The 1st company sets up anywhere on maps 2 and 5. Six units may set up hidden. All Land Mines set up hidden.



German 2 Forces: 2nd Company

Setup: Place anywhere on map 1, east of column 1-x09.



The Grenade card may be used three times during the firefight by any foot unit(s).

3x Grenades

Soviet 2 Forces: 2nd Company, Platoons 2 and 3

Setup: The 2nd company sets up anywhere on maps 4 and 5, unless a hex location is marked under the counter below. Six units may set up hidden. All Land Mines are hidden. Both 45mm anti-tank guns must be placed in Bunkers 4-I14 and 4-H14. One SMG squad must be placed in Bunker 4-J15.



The Molotov card may be used three times during the firefight by any foot unit(s).

3x Molotov

Orders: Control as many control hexes by the end of the firefight as possible. Controlling the objective hex adds a +4VP bonus.

Victory Points:

- 1VP - Immediately score each Soviet unit eliminated.
- 2VP - For each hex 1-B13 and 4-I15 controlled at the end of the firefight.
- 3VP - For each hex 5-G02, 5-C08, 5-J11, and 5-C16 controlled at the end of the firefight.
- 4VP - Additional VPs awarded if the objective hex is controlled at the end of the firefight.

Orders: Control as many control hexes as possible by the end of the firefight.

Victory Points:

- 1VP - Immediately score each German unit eliminated.
- 4VP - For each hex 1-B13 and 4-I15 controlled at the end of the firefight.
- 3VP - For each hex 5-G02, 5-C08, 5-J11, and 5-C16 controlled at the end of the firefight.