

AtB Firefight 10 - Demolition

July 6, 1942 General Orders: "The Grossdeutschland Division will enter Voronezh with a special demolitions team to blow up a communications hub near the city center." - Major Gen. Hörnlein

General Situation: Lead elements of the 24th Pz Div along with the Grossdeutschland Motorized Infantry Div. have entered Voronezh, a major city on the Don river. All is in chaos and the Germans are attempting to blow a tall communication headquarters building. The Russians have been ordered by Stalin to hold the city at all costs.

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

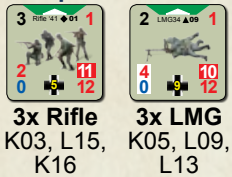
CAPS per Round: **German** 10 CAPS **Soviet** 10 CAPS plus an additional 2 CAPS on each of rounds 2 and 3.

Cards: Shuffle all action and bonus cards. Each commander receives 2 cards on round 1 and 1 card each round thereafter.

Map Setup: Map 5. Place Soviet Control Markers (to represent demolitions) on hexes D07, D08, and D09.

German Forces: One Assault Company

Setup:



Special Rules: A demolition charge is 'set' in a hex when occupied by Pioneers and free of Soviet units. Set charges are tracked by flipping the Control Marker to the German side. If a pioneer still occupies the hex at round's end, the charge detonates, the marker is removed, and the German receives 2VPs. If a pioneer no longer occupies a set demolition hex at round's end, the German rolls 1D6 and the charge detonates on a 5 or 6.

If a Soviet occupies a set demolition hex at round's end, free of Germans, he may try to disarm the hex **once** by rolling a 3 thru 6 on a 1D6. If the roll is successful, the Control Marker is flipped back to the Soviet side. Disarming attempts occur before the German detonation roll. Setting and disarming cost no APs and are not considered actions. If a hex is not disarmed and does not detonate, it stays as is and another detonation roll is made at the end of the next round. Disarmed hexes may be set again.

Victory Points:

- 1VP - Immediately score each Soviet unit eliminated.
- 2VP - Immediately score each hex that detonates. Place the detonated Control Marker on your track sheet.

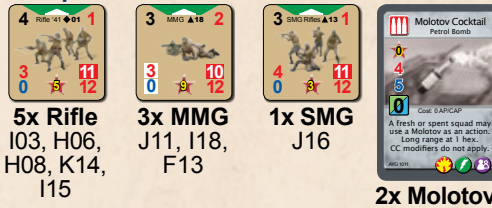
Enter Round 1: Enter from the south edge.



Inf Gun starts transported by the truck. PzIve and Pioneers may fire smoke.

Soviet Forces: 4th Elite Rifle Company

Setup:



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

Soviets place 1 hidden Land Mine anywhere on the map.

Special Entry Rules: Each group of units will enter from either the west, north, or east edge of the map. No two groups may enter from the same edge. So by round 3, the groups will have each entered from a different map edge. The Soviet may choose at the beginning of each round which edge that round's group will enter from and may enter on any full hexes bordering that edge.

Victory Points:

- 1VP - Immediately score each German unit eliminated.
- 3VP - For each un-detonated control hex at the end of the firefight.

Enter Round 1: Choose entry edge.



Enter Round 2: Choose entry edge.



Enter Round 3: Choose entry edge.



Round 1
Initiative +
Reinforcements
★ Choose entry edge

Round 2
Reinforcements
★ Choose entry edge

Round 3
Reinforcements
★ Choose entry edge

Round 4

Round 5
Undetonated Hexes D07, D08, D09
★ 3VP
Firefight Ends