

Operation Barbarossa

In June 1939, Germany and the Soviet Union entered into a "Treaty of Non-Aggression" in which both countries agreed to remain neutral in the event that either nation was attacked by another country. This Nazi-Soviet pact ensured the security of Germany's eastern flank should a German attack on Poland precipitate war with the western democracies. The treaty also included a secret protocol to divide Poland, Romania, Lithuania, Latvia, Estonia, and Finland into German and Soviet spheres of influence. This division would re-establish Germany's 1914 borders, which had been severely restricted at the end of WWI.

In September 1939, just three months after the treaty was signed, Germany attacked Poland and occupied the western half of the country. The Soviet Union attacked and occupied eastern Poland. (**Conflict of Heroes: Price of Honour** focuses on this invasion.)

The "Treaty of Non-Aggression" expanded German and Soviet trade with Germany providing military technology to the Soviets in exchange for raw materials. The Nazi-Soviet alliance became strained in the following years as Germany became concerned with the Soviet occupation of Bessarabia, which threatened Germany's main source of fuel: the Romanian oil fields. Germany also closely watched the Soviet build up of forces in Lithuania, Latvia, Estonia, and eastern Poland. Hitler saw these moves as a Soviet intent to launch a sneak attack on Germany. He had preached as early as 1926, with the publication of his book *'Mein Kampf'*, that war with Russia was inevitable.

Bolstered by the relatively easy conquest of France and the Low Countries, Hitler decided to blind side the Soviets with a sudden and massive attack. Hitler believed that with surprise and a concentration of force, he could quickly topple the Soviet Union 'like a house of cards'.

On June 22, 1941, Germany attacked the Soviets in a large-scale operation code-named **'Barbarossa'**.

The Plan

The decision to attack the Soviet Union linked Hitler's and the German Nazi leadership's ideological goal of creating "living space in the East" (*Lebensraum im Osten*) with more pragmatic goals of protecting Germany's sphere of power against the impending intervention and embargoes by Great Britain and the United States.

Russia, as in previous wars, provided an immense logistical problem against invasion. But the German High Command ignored these concerns, convinced that the "bumbling colossus" of the Soviet Union would, like France, collapse within a few weeks. The German command planned to use the *Panzer* (tank) and motorized infantry formations to cut through Soviet lines, encircle the enemy, and force their surrender in a rapid, combined-arms attack that became known as the *Blitzkrieg*.

The German Armed Forces (*die Wehrmacht*) was divided into three Army Groups: Group North, Group Center, and Group South.

Army Group North would occupy the Baltic countries and the important Soviet city and naval base of Leningrad.

Army Group Center would act as the main attack element of the operation; its forces were to rapidly advance toward the Soviet cities of Minsk and Smolensk, destroying the enemy in Byelorussia. Once successful, Army Group Center's attack would allow further attacks in the northwest and east.

Army Group South, a conglomeration of German, Romanian, Hungarian, Italian, and Slovakian forces, would occupy the Ukraine and the Crimea.

In total, Germany and its allies would field 166 divisions composed of 2,900 planes, 3,600 tanks, 12,600 field and artillery guns, and 3 million mobilized soldiers.

In the border regions, the Soviets would defend with 10,000 planes (only half were modern), 13,000 tanks, 50,000 artillery guns, and 2.9 million soldiers.

The Soviets grouped their forces into the North Front, the Northwest Front, and the South Front. Six additional armies formed the STAVKA reserve, which was under the command of the Soviet Supreme Leader Stalin. Like Hitler, Joseph Stalin had almost absolute powers in the Soviet Union.

The Invasion

The German Air Force (*Luftwaffe*) attacked and destroyed most of the Soviet Air Force and gave air superiority to Germany for the first few months of the campaign. However, the *Luftwaffe* also lost about 300 irreplaceable planes and many trained aircrews within the first days.

On the ground, the biggest German successes were carried out by Army Group Center. The Germans used a tactic of bypassing and then surrounding the Soviets into pockets from which they could not escape. In the pocket battles of Bialystok and Minsk alone, the Wehrmacht captured 328,898 prisoners, 3102 guns and destroyed 3332 tanks. By July 10, Army Group Center was able to start its offensive on Smolensk. The "Smolensk battle" lasted two months and resulted in another large German victory. The Wehrmacht, however, suffered huge casualties and supplying troops deep within enemy territory proved to be increasingly difficult. Army Group Center decided to stop its advance to regroup, giving the Soviet Red Army precious time to form new defensive lines in front of Moscow, which was less than 200 miles away.

Meanwhile, in the north, the Red Army withdrew before the German onslaught. On September 8, German forces were able to cut off the important port city of Leningrad from the south and from the east.

On the southern front, the advance was slow at first, because the Wehrmacht lacked enough motorized and Panzer units. However, by September the Wehrmacht occupied and controlled Bessarabia, large portions of the Ukraine and the Dnepr bend.

Despite the successes, Hitler and the German High Command were nervous. What to do now? The pre-invasion plan had been to now attack Moscow. Hitler decided differently on August 21, citing economic and political reasons. He ordered Army Group Center to transfer one Panzer group north to help cut off Leningrad and one Panzer group south to help encircle more Red Army formations.

In Ukraine, the newly transferred 2nd Panzer group helped the Army Group South encircle and win the pocket battle of Kiev by Sept 26. This defeat led to the capture of another 660,000 Soviet soldiers and ripped open the southern front for a length of 250 miles. The German High Command regained its confidence and finally ordered the attack on Moscow.

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Firefight 1 - Partisans

Oct 17, 1941 Field Order: "Comrades, this is a main supply route for the Germans. We will mine the road and ambush the next convoy. Destroy as many trucks as possible and then melt away to the east. We will rendezvous at camp." - Partisan Leader Viktor S.

General Situation: Remnants of cut-off Soviet infantry units, scattered after the fall of Kiev, have begun partisan activities. A heavily armed group of partisans operating near Priluki have been tracked by a group of soldiers from the German 161st Inf. Div. sent to clean up the area. Worse for the Soviets, a detached squad of SS trackers are trailing a group of arriving partisan reinforcements from the east.

Commanders: 2 **Initiative:** Germans on Round 1. **CAPs per Round:** German 6 CAPs **Soviet** 7 CAPs

Cards: Play your first firefight without action or bonus cards.

Optional Cards After reading section 8.0 in the rule book, shuffle all action and bonus cards under #20. Each commander receives 2 cards in round 1 and 1 card each round thereafter.

Map Setup: Maps 1. Place a Soviet Control Marker on hex 1-G09.

German Forces: 1/2 Rifle Platoon, 161 Inf Division

Setup: Enter anywhere along the western edge of the map.



2x Rifle



2x LMG



2 SS Tracker Unit
1x Pioneer
(No Flamethrower or smoke capabilities.)

Orders: Your men have been tracking these partisans for the past week. Informants say that they are planning a coordinated ambush. Take prisoners for interrogation if possible, if not, neutralize them.

Victory Points: (Mark VPs on your track sheet as you earn them.)

1VP - Immediately score each Soviet unit eliminated.

1VP - Control hex G09 at the end of each round.

Soviet Forces: Partisans with MMG support

Setup: Place the units on the hexes listed next to the unit names.



3x Rifle
F13, H12, J14



1x MMG
C11

Enter Round 2:

Reinforcements enter along the road at hex G19.



2x Rifle

Orders: You are to ambush a supply convoy at hex G09. Wipe out the Germans and confiscate as many supplies as possible.

Victory Points: (Mark VPs on your track sheet as you earn them.)

1VP - Immediately score each German unit eliminated.

1VP - Control hex G09 at the end of each round.

Hex Type	Movement	Defense
Open or Road	+0 AP	+0 DM
Light Woods	+0 AP	+1 DM
Heavy Woods	+1 AP	+2 DM

Play your first firefight without Cautious Movement		
Optional Rule (5.0.3)	Movement	Defense
Normal Open or Road Move	+0 AP	-1 DM
Cautious Open or Road Move	+1 AP	+0 DM



Round 1
Initiative +
Control G09
+1VP ★1VP

Round 2
Reinforcements
★
Control G09
+1VP ★1VP

Round 3
Reinforcements
+
Control G09
+1VP ★1VP

Round 4
Control G09
+1VP ★1VP

Round 5
Control G09
+1VP ★1VP
Firefight Ends

Firefight 2 - NKVD Defense at Mir

June 30, 1941 Operations Journal: "Field Marshal von Bock's Army Group Center has encircled large portions of the Soviet 3rd, 4th and 10th armies during the Bialystok-Minsk battle. The Soviets have initiated several break out attempts in order to link up with other West Front formations."

General Situation: Elements of Hoth's 3rd Panzer Group have cornered a Soviet company trying to break through German lines near the wooded area of Mir, SW of Minsk. Instead of surrendering, NKVD elements drive the Red Army units to a fanatical defense. From the south, another Soviet rifle platoon arrives in its effort to escape through the German lines.

Aftermath: The German Wehrmacht foiled all major Soviet break-out attempts of the Minsk pocket and killed or captured over 340,000 men, 4,700 tanks, 9,400 guns and 1,669 aircraft. **Historical Note:** The NKVD army, part of the Soviet secret police, were elite and often fanatical Soviet units that often were responsible for bolstering the Soviet lines and preventing wholesale retreats.

Commanders: 2 - 4 **Initiative:** Soviets on Round 1. Both commanders of a faction take a turn, then both opponents.
Note: Each commander has his own track sheet. Commanders combine their VPs at the end of the firefight for a combined win or loss.

CAPs per Commander: **Germans** 2 CAPs, plus ? CAPs each round thereafter (see special rules below). **Soviets** 5 CAPs each.

Cards: Shuffle all action and bonus cards under #14. Each commander receives 2 cards on round 1 and 1 card each round thereafter.

Map Setup: Map 1. Place German Control Marker on hex G08 and a Soviet Control Marker on hex B13.

German Special CAP Rules: If the Germans control hex G08 at the beginning of rounds 2 thru 5, they each receive bonus CAPs, for the current round only, equal to the current round number. If a Soviet commander controls hex G08 at the end of a round, he receives 1VP.

Soviet Special Reinforcement Rules: If the Soviets control the hex B13 at the beginning of the round 3, each Soviet commander receives a Rifle '41 reinforcement. The NKVD commander's rifle enters between hexes B11 thru A18 and the Relief Force commander's rifle enters between hexes L02 thru L10. If a German commander controls hex B13 at the end of a round, he receives 1VP.

German Forces: Each player commands one platoon.

1st Platoon Setup:
Place as listed.



2x Rifle
H13, H17



2x LMG
G14, H11

2nd Platoon Setup:
Place as listed.



3x Rifle
D02, G05, G07



1x HMG
E03

Victory Points:

1VP - Immediately score each Soviet unit eliminated.

1VP - For Control Marker B13 held at the end of each round.

Soviet Forces: One player commands the NKVD Co, the other commands the Relief Platoon.

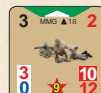
NKVD Co. Setup:
Place as listed.



1x NKVD
E13



1x SMG
E12



2x MMG
C14, D11

Relief Platoon Enters Round 1:
Enter anywhere from L02 thru L10.



4x Rifle



1x NKVD

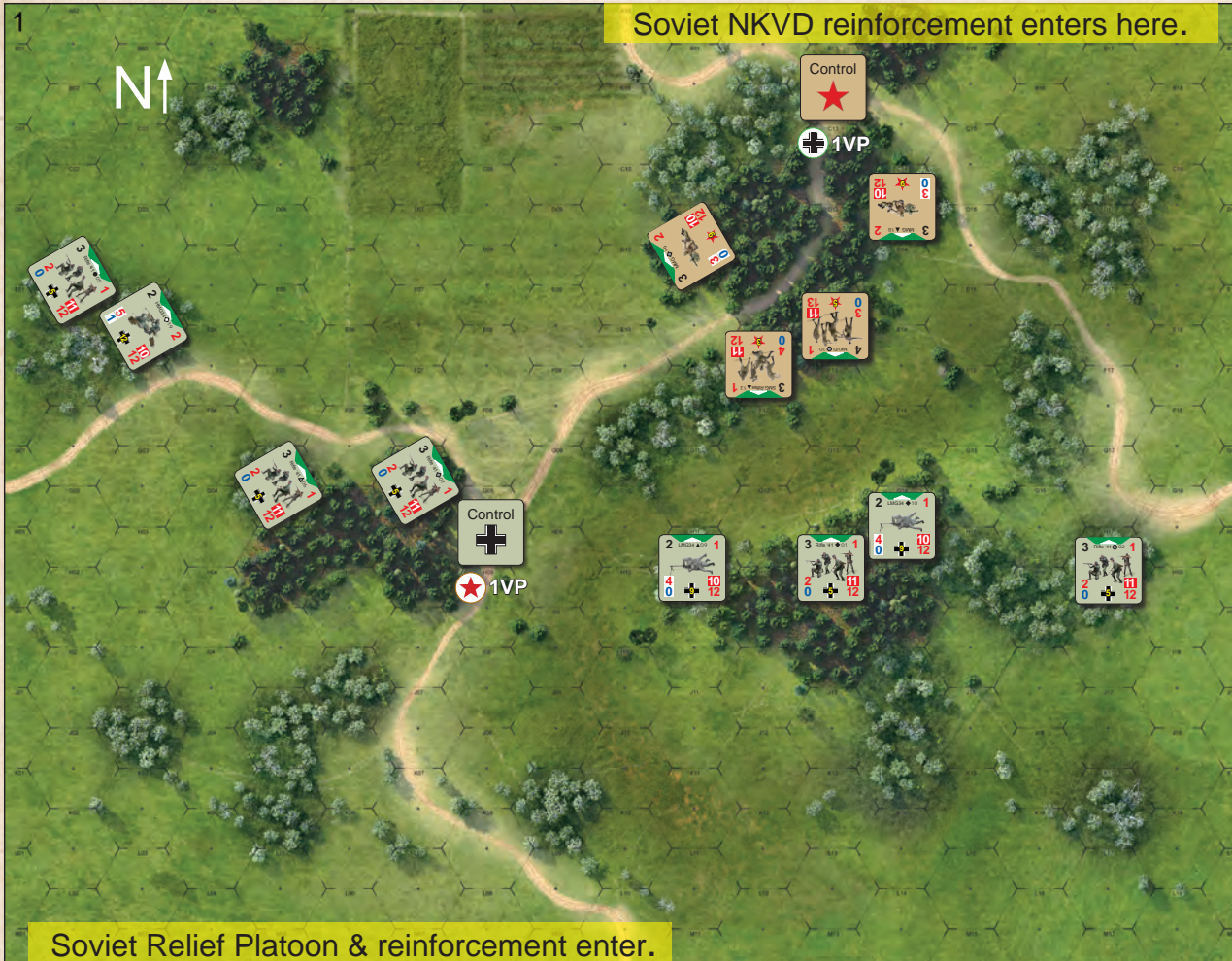
Victory Points:

1VP - Immediately score each German unit eliminated.

1VP - For Control Marker G08 held at the end of each round.

Round 3: Reinforcement for each commander if control hex B13.

Soviet NKVD reinforcement enters here.



Round 1

Initiative ★
Control G08
★ 1VP
Control B13
+ 1VP

Round 2

Control G08
+2CAP ★ 1VP
Control B13
+ 1VP

Round 3

Control G08
+3CAP ★ 1VP
Control B13
+ 1VP ★ Reinf.

Round 4

Control G08
+4CAP ★ 1VP
Control B13
+ 1VP

Round 5

Control G08
+5CAP ★ 1VP
Control B13
+ 1VP
Firefight Ends

Firefight 3 - The Gap

June 23, 1941 Letter: "Meine Liebste Friedle, Yesterday, the invasion against the Bolsheviks began. Our Panzers are rushing ahead and our company must sweep up the Soviets who are left behind and have not surrendered yet. I foresee no problems, because they are all ill trained and basically do not want to fight." - Corporal Hans Rastlingen near Przemysl.

General Situation: As the 14th Panzer Div. punched through and rushed past the Soviet defenses on the Bug River, a gap opened between the 24th and 262nd Infantry Divisions of the 17th Army. The Soviets surprised the Germans with their tenacity, inflicting heavy losses on the Germans. The 296th Infantry Div had to be brought forward to close the hole and stabilize the line. Elements of the 520th Infantry Regiment must root out Soviet forces, some hidden, and scout the road to the east.

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

Cards: Shuffle all action and bonus cards under #20. Each commander receives 2 cards on round 1 and 1 card each round thereafter.

Map Setup: Maps 1 and 2. Place a Soviet Control Marker on hex 2-J10.

German Forces: One Rifle Platoon

Setup: Stack a squad, consisting of one Rifle counter and one LMG counter, on each road hex 1-J07, 1-I07, 1-H08 and 1-G08.



4x Rifle 4x LMG

Notes & Tactics: In 1941, most German platoons were made up of 4 squads each. Each squad (or Gruppe) was made up of 5 riflemen, a NCO squad leader, his second, and a 3 man LMG unit. The squad centered around the LMG. The LMGs were trained to lay down suppression fire, while the riflemen advanced to an objective. German squads were tightly knit groups that were trained to work together. They are represented by 2 counters at this time- a rifle counter and a LMG team counter, to better simulate the 1941-42 German tactics.

Orders: Your platoon is operating as a scouting force. Scout the road up to the east edge of the map and destroy any Soviets encountered. You must limit your casualties.

Victory Points:

- 1VP - Immediately score each Soviet unit eliminated.
- 1VP - 2-C10 "A" is in LOS of any German unit at the end of each round.
- 5VP - Control hex 2-J10 (the stone house) at the end of round 3.
- 2VP - Control hex 2-J10 (the stone house) at the end of the firefight.

Soviet Forces: One Rifle Platoon

Setup: MMG in hex 2-J10. Rifles may be placed anywhere on or east of row F on map 1. (This includes setting up anywhere on Map 2. **Two rifles may start the firefight hidden.**



5x Rifle 1x MMG

Notes & Tactics: In 1941, most Soviet squads were comprised of 10 men - all rifles and an officer. These squads were not as tactically trained as the Germans and had less decision making autonomy. At the start of the war, Soviet officers were very inexperienced, but were learning quickly. A single MMG unit was attached to a platoon, not each squad. Maxim MMGs were slow to move and not as integrated with the infantry squads as their German LMG unit counterparts.

Reinforcements Round 3:



2x Rifle 1x MMG
A10, B10 C10

Orders: Your platoon has been cut off. There are invading Germans all around you. The commissar says that you will defend the motherland until the last man and destroy every German who dares to contaminate her soil! Hold, for we are sending reinforcements.

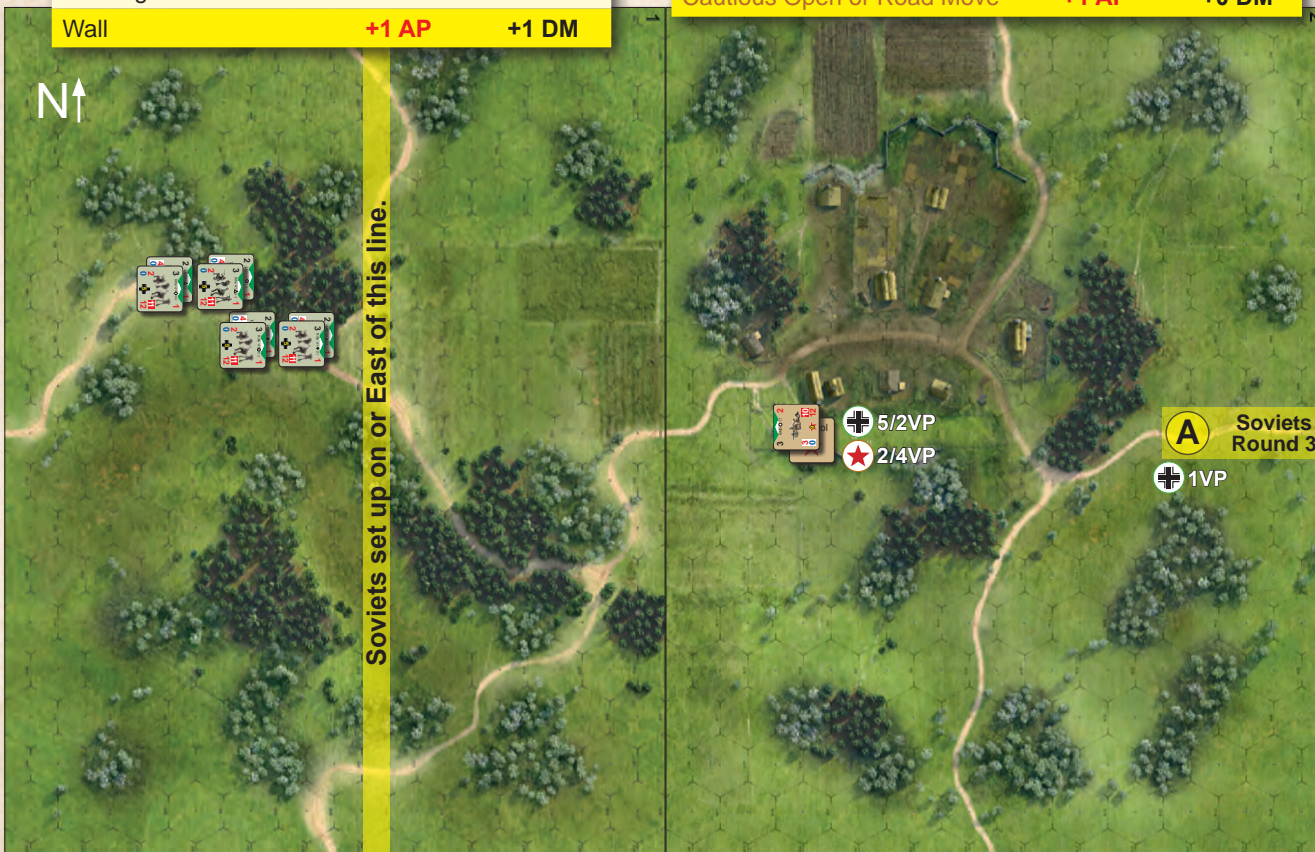
Victory Points:

- 1VP - Immediately score each German unit eliminated.
- 2VP - Control hex 2-J10 (the stone house) at the end of round 3.
- 4VP - Control hex 2-J10 (the stone house) at the end of rounds 4 & 5.

Hex Type	Movement	Defense
Open or Road	+0 AP	+0 DM
Light Woods	+0 AP	+1 DM
Heavy Woods	+1 AP	+2 DM
Building Wood / Stone	+1 AP	+1/+2 DM
Wall	+1 AP	+1 DM

Play your first firefight without Cautious Movement.

Optional Rule (5.0.3)	Movement	Defense
Normal Open or Road Move	+0 AP	-1 DM
Cautious Open or Road Move	+1 AP	+0 DM



Round 1

Initiative ★
2-C10 in LOS
+1VP

Round 2

2-C10 in LOS
+1VP

Round 3

2-C10 in LOS
+1VP
Control 2-J10
+5VP ★2VP

Round 4

2-C10 in LOS
+1VP
Control 2-J10
★4VP

Round 5

2-C10 in LOS
+1VP
Control 2-J10
+2VP ★4VP
Firefight Ends

Firefight 4 - General Petrov

Oct 8, 1941 Dispatch: "Urgent! We immediately need a surgeon and a mobile force sent to evacuate General Petrov who has been seriously wounded. The Germans are approaching from the area of Istomo, hill 342. Commence artillery bombardment!" - Major Shabalin

General Situation: After the break through by the German LIII Inf Corps from the SW to Bryansk, Soviet General Petrov withdrew his badly shaken 50th Army to the wooded terrain NE of Bryansk. Trying to break out of the ensuing Bryansk pocket, the general was critically wounded. Informants relay the general's location in a local farmstead to the Germans, who jump at the opportunity to capture him. The Germans must capture or kill the wounded General, who cannot be moved until stabilized. The Soviets must hold out 5 rounds until reinforcements arrive. In addition, Hovlau's Hill (4-114) offers an excellent mortar spotter vantage point, if captured by the Germans.

Historical Note: State Security Major Shabalin died at the side of General Petrov during a night break out attempt.

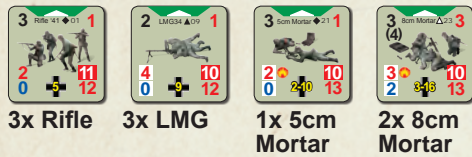
Commanders: 2 **Initiative:** Soviets on Round 1. **CAPs per Round:** German 8 CAPs **Soviet** 6 CAPs

Cards: Shuffle all action and bonus cards under #20. Each commander receives 2 cards in round 1 and 1 card each round thereafter.

Map Setup: Maps 3 and 4. Place a Soviet Control Marker on hex 4-114. **Units Setup: Soviets set up first.**

German Forces: 1st Assault and Mortar Platoon

Setup: Place on or south of row 3-D. None may be hidden.



Orders: Any unit that moves onto the same hex as the Soviet General's infantry squad immediately captures him without a fight. The firefight ends immediately if the general is captured or killed.

Victory Points:

- 1VP - Immediately score each Soviet unit eliminated.
- 6VP - Capture the General by moving onto his counter in CC.
- 4VP - Kill the General by eliminating his counter.
- 2VP - Control Hovlau's Hill hex 4-114 at the end of the firefight.

Soviet Forces: 3rd Rifle Platoon with Artillery Support

Setup: Place anywhere on or north of row 3-H. The SMG unit represents General Petrov and is place hidden in either Farmstead hex 4-F10 or 4-G09. Write his location on a piece of paper. He may not move during the firefight, but may pivot. All other Soviet units **may also set up hidden.**



Pull the 122mm Artillery weapon card. The Russian may target and fire this artillery three times during three different rounds. Any Soviet unit may spot for the artillery. The Soviets may plot artillery before the firefight start and may resolve it at the beginning of round 1.



Smoke: The Soviet 5cm mortar and artillery may fire smoke.

Orders: Protect the General at all costs! The firefight ends immediately if the General is captured or killed.

Victory Points:

- 1VP - Immediately score each German unit eliminated.
- 6VP - General survives the end of the firefight.
- 2VP - Control Hovlau's Hill, hex 4-114, at the end of the firefight.

Round 1

Initiative ★
General Petrov
+ Kill 4VP
+ Capture 6VP

Round 2

General Petrov
+ Kill 4VP
+ Capture 6VP

Round 3

General Petrov
+ Kill 4VP
+ Capture 6VP

Round 4

General Petrov
+ Kill 4VP
+ Capture 6VP

Round 5

General Survives
★ 6VP
+ Control 4-114
+ 2VP ★ 2VP
Firefight Ends



Firefight 5 - Red Ice

Dec 12, 1941 Personal Journal: "There are only 24 of us left. We finally found a nameless group of houses in this endless waste, set perimeter sentries, and hope the enemy does not find us. The little moonlight there is casts shadows on the snow, making us see Bolsheviks everywhere. If it were not for the duty rotation into the warm huts, I would have given up hours ago." - Private Gerhard Treibmann

General Situation: In early December, the Soviets sent dozens of fresh divisions to the front, while the Germans received neither rations, fuel or munitions. The Germans holed up where they could, while the winter mobile Soviets controlled the countryside, picking and choosing their targets. The Soviet 30th and 1st Shock Armies slammed into the 3rd Pz Army north of Moscow. The LVI Pz Corps entrenched itself in Klin, allowing other divisions of the army to retreat out of the developing encirclement. Small units were stranded throughout the countryside.

Aftermath: Klin fell on Dec 14 and the entire 3rd Panzer Army withdrew west in defeat. Groups of often leaderless men, without rations, fled westwards. Army Group Center regrouped, defending a 780 km front without air or heavy tank support and without supplies. Soviet Colonel General Shaposhnikov in a speech to his army commanders, 'We have, indeed, driven the enemy from the steps of our capital; however, the war will not be decided here. It will take time.'

Commanders: 2 - 3 **Initiative:** Soviets on Round 1. Each Soviet commander takes a turn, then the German takes a turn. So the Soviets will have two turns for each German turn. **Special Turn Rule:** The German may take **two actions per turn**. However, the second action must be a CAP or Card action. If either Soviet commander's units are completely eliminated, this special two actions per turn rule ceases immediately. *Note: Each commander has his own track sheet. Soviet commanders play for a combined win.*

CAPs per Commander: German 10 CAPs **Soviets** 5 CAPs each.

Cards: Shuffle all action and bonus cards under #14. Each Commander receives 2 cards in round 1, then 1 card each round thereafter.

Map Setup: Maps 1 and 2. Place German Control Markers on hexes 2-J05, 2-H07, 2-I07 and 2-J10. **Units Setup: Germans set up first.**

Special Rules: 1. German LMGs jam on a natural 2D6 roll of 4 or less. Un-jam by rallying on a 7 or higher - rally bonuses apply.
2. Snow is on the ground, so all but road movement is slowed. See the snow movement chart which includes all movement penalties.
3. Nighttime. ALL units are limited to a MAXIMUM LOS range of 5 hexes.

German Forces: Remnants of the 14th Motorized Infantry Div.

Setup: Place within the village boundaries shown below.



2x Rifle



3x LMG



1x 8cm Mortar

The Mortar fires with a -1FP penalty against open terrain targets. (This is due to the dampening effect of the snow.)

Victory Points:

1VP - Immediately score each Soviet unit eliminated.
1VP - Per Control Marker at the end of the firefight.

Soviet Forces: Infantry Company / 30th Army.

Soviet 1 Commander: Place on or east of row 1-K.

Soviet 2 Commander: Place south of column 16, map 2



1x NKVD



5x Rifle



1x SMG



5x Rifle

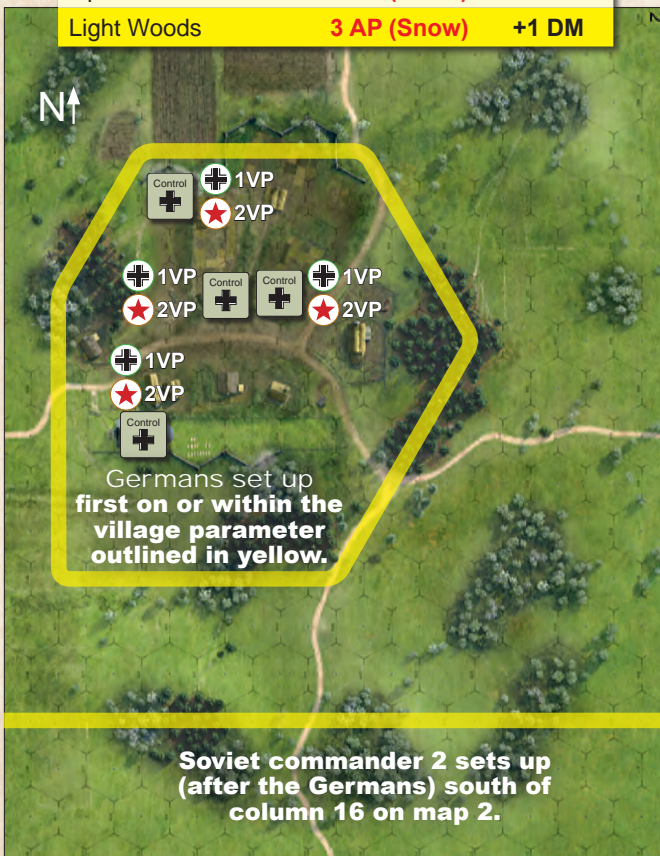
Victory Points:

2VP - Immediately score each German unit eliminated.
2VP - Per Control Marker at the end of the firefight.

The movement values below already include the snow movement penalties!

Hex Type	Movement	Defense
Road	1 AP	+0 DM
Open	2 AP (Snow)	-1 DM
Light Woods	3 AP (Snow)	+1 DM

Hex Type	Movement	Defense
Heavy Woods	3 AP (Snow)	+2 DM
Wood Building	3 AP (Snow)	+1 DM
Stone Building	3 AP (Snow)	+2 DM



Round 1
Initiative ★

Round 2

Round 3

Round 4

Round 5
Each Control Marker
+1VP ★2VP
Firefight Ends

Firefight 6 - The Monsters

June 23, 1941 Personal Journal: "First encounter with T34's. Our 15th Panzer regiment was skirting the western side of Radekhiv, storming a hill to the south and routing the enemy. As we crested the hill, my crew was shouting in elation as we hit tank after tank. Then we encountered a terrible monster that I will never forget - the T34." - 2nd Lieutenant Fried.







General Situation: After two days of heavy fighting for the city of Przemysl, the Germans blasted through the Russian southern defenses, aiming their Panzer groups deep into enemy territory. Soviet General Andrei Vlassov led a counter attack with the IV Corps 32nd Tank Division to cut off the German's lead attacking elements. A German recon unit of the 15th Panzer Regiment was the first to stumble against the Soviets and was shocked by the heavy T-34 tanks, which simply rolled over their forward most infantry, 3.7cm anti-tank guns, and PzII scout tanks.

Aftermath: The Soviets skillfully committed their forces against the German flanks, inflicting substantial damage. By evening, the Germans had regrouped and tore through the Soviet defenses capturing the city of Luzk two days later. A year later, the Soviet General Vlassov would command the German Wehrmacht's Vlassov Army as part of the Russian Liberation Army.

Commanders: 2 **Initiative:** Germans on Round 1. **CAPs per Round:** German 9 CAPs **Soviet** 9 CAPs
Cards: Shuffle all action and bonus cards under #30. Each commander receives 2 cards in round 1 and 1 card each round thereafter.
Map Setup: Maps 1, 3 and 4. Place Soviet Control Markers on hexes 3-D14, 3-E11, 4-B12, and 4-C05. **Units Setup: Soviets set up first.**

German Forces: 2nd Platoon & 15th Panzer Regiment

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

 2x Truck F09, G08	 2x PaK36 F09, G08	 1x 251/1 G10	 1x LMG G10	 1x Pz38t J09	 3x PzII I07, I11, I17
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Orders: Send fast moving light tanks into the enemies rear, flanking points of resistance. Your platoon must take the hill hexes 4-B12 and 4-C05.


Special rules: The German PzIVe tanks may fire smoke.

Victory Points:

- 1VP - Immediately score each Soviet unit eliminated.
- 1VP - For each hex 3-D14 & 3-E11 controlled at the end of each round.
- 2VP - For each hex 4-B12 & 4-C05 controlled at the end of round 2.
- 4VP - For each hex 4-B12 & 4-C05 controlled at the end of the firefight.

Soviet Forces: 1st Light Tank & 3rd Med Tank Platoons

Setup: Place all units on map 3 as listed below each counter. The BT-7 light tanks **set up hidden**.

 2x Rifle E07, K10	 1x ATG45 E08	 1x Truck F08	 1x BA-10 D12	 3x T-26b B15, D14, E09	 2x BT-7 Hidden on maps 3 or 4.
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Reinforcements Enter Round 3: T-34s enter along road 4-G01.

 3x T-34a	 1x T-34b
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Orders: Hold the hill hexes 4-B12 and 4-C05 at all costs. Destroy as many German tanks with the T-34 flank attack as possible and attempt to drive the Germans back north.

Victory Points:

- 1VP - Immediately score each German unit eliminated.
- 1VP - For each hex 3-D14 & 3-E11 controlled at the end of each round.
- 2VP - For each hex 4-B12 & 4-C05 controlled at the end of round 2.
- 4VP - For each hex 4-B12 & 4-C05 controlled at the end of the firefight.

Round 1

Initiative +
Control
3-D14, 3-E11
+1VP ★1VP

Round 2

Control
3-D14, 3-E11
+1VP ★1VP
4-B12, 4-C05
+2VP ★2VP

Round 3

Control
3-D14, 3-E11
+1VP ★1VP

Round 4

Control
3-D14, 3-E11
+1VP ★1VP

Round 5

Control
3-D14, 3-E11
+1VP ★1VP
4-B12, 4-C05
+4VP ★4VP
Firefight Ends



Firefight 7 - The Bunker

June 24, 1941 33rd Regiment Operational Log: "The 1st Pz Grenadier platoon has been ordered to take a Soviet stronghold situated on a critical position of hill 53 east of the village of Orlanka. We are told that the Soviets are well entrenched and also have tank support. Eighty-five percent of our Panzers are in operational order and they leave within the hour." - Oberleutnant Rudi Dacher

General Situation: The Germans have crossed the Bug river and are in full attack formations facing east. The Soviets have fortified hill 53 with bunkers, anti-tank guns, and tank support. Portions of the German Panzer Grenadier Regiment 33 must take and hold road hex 3-C10 and Bunker 3-G15 by the end of the firefight.

Commanders: 2 **Initiative:** Germans on Round 1. **CAPs per Round:** German 8 CAPs Soviet 6 CAPs
Cards: Shuffle all action and bonus cards under #30. Each commander receives 2 cards in round 1 and 1 card each round thereafter.
Map Setup: Maps 2 and 3. Place Soviet **Control Markers** on hexes 2-H09, 2-I07, 3-C10 and 3-G15. Place a **Bunker** on hex 3-G15.

German Forces: 1st Pz Grenadier Platoon / 33rd Reg

Setup: The Germans enter along the Western Road (2-A10).

2x Rifle	2x LMG	2x Truck	2x PzIf	1x PzIIIe	1x PzIVe

Orders: Your platoon must take the Bunker (3-G15) and Hex 3-C10.

Victory Points:
1VP - Immediately score each Soviet unit eliminated.
2VP - Control hex 3-C10 at the end of each round.
6VP - Control Bunker hex 3-G15 at the end of the firefight.

Note: The Germans must eliminate all enemy units from and occupy the Bunker hex to control it for VP purposes. You do not have to occupy the Bunker itself. Destroying the Bunker and occupying the hex for control also counts for VP purposes.

Soviet Forces: One Rifle Platoon with Tank Support

Setup: Place anywhere on either map. Up to 4 units may be placed **hidden**. The Bunker is placed on hex 3-G15 (*its Arc of Fire may not change during firefight!*). Only the rifles, MMG, and/or the AT gun may be placed **in** the Bunker. Hasty Defense may be placed on any two units.

4x Rifle	1x MMG	1x AT Gun	2x T-26b	1x Bunker 3-G15	2x Hasty Defense

Orders: Your platoon must hold the hill at all costs!

Victory Points:
1VP - Immediately score each German unit eliminated.
2VP - Control hex 3-C10 at the end of each round.
1VP - Control **either** village hex 2-H09 or 2-I07 at the end of rounds 2 thru 4.
6VP - Control Bunker hex 3-G15 at the end of the firefight.

- | | | | | |
|---|--|--|--|---|
| Round 1
Initiative
Control 3-C10 2VP 2VP | Round 2
Control 3-C10 2VP 2VP
Control 2-H09 or 2-I07 1VP | Round 3
Control 3-C10 2VP 2VP
Control 2-H09 or 2-I07 1VP | Round 4
Control 3-C10 2VP 2VP
Control 2-H09 or 2-I07 1VP | Round 5
Control 3-C10 2VP 2VP
Control 3-G15 6VP 6VP
Firefight Ends |
|---|--|--|--|---|



Firefight 8 - 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.

 3 Rifle E1, F1 2 0 11 12	 2 LMG D1 4 0 10 12	 2 Pioneers H1 4 0 12 12	 3 8cm Mortar F1 2 0 10 13	 3 8cm Mortar H1 3 2 10 13	 3 Wire D10, E06, F05 15
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
 2 HMG H09, J10 5 1 10 12	 3 7.5cm Inf Gun G05 5 0 10 12	 2 3.7cm PaK36 Hidden 2 5 10 13	 3 5cm PaK38 E10, G04 3 8 10 13	 2 251/1 I08 3 0 12 13	 1x Roadblock G11 -1 15
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 +2 16					

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.

 2 PzIve B10, E10 5 3 14 16	 2 PzIIle E07, I07 3 5 13 15	 1 PzIIIh D09 3 8 15 17	 1 Pz38t F06 3 5 13 16	 3 PzIf C13, F08, J08 4 4 12 15
2x PzIve B10, E10	2x PzIIle E07, I07	1x PzIIIh D09	1x Pz38t F06	3x PzIf C13, F08, J08
 1x LMG F08 4 0 10 12	 1x FlaK18 G10 6 12 10 12	 1x PaK36 F12 2 5 10 13	 2x Truck F12, G10 -2 11 11	 3x Wagon E11, D12, D13 - 11 11
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.

2 Soviet Commander 1 - Entry for rounds 1 & 2.



Soviet Commander 2 - Objective C



Soviet Commander 2 - Objective

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

Objective Card #1 or #2 entry for round 3.



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



Objective Card #3 entry for round 3.

Firefight 9 - 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.

1x Rifle	1x LMG	1x Pioneer	2x PzIlf	1x Pz38t	1x PzIve

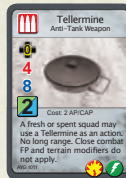
Reinforcements Round 3:

The Germans enter on road 4-A10

1x Truck	1x FlaK18

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

Orders: Destroy the KV2 tank. Period!



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

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.

Soviet Forces: KV2 Tank with light support.

Setup: Place as listed below on map 5 only.

1x KV2a A10	1x MMG A08	1x SMG C16	1x 45mm AT-Gun Hidden	1x Truck Hidden	1x Rifle Hidden



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 Initiative + Control 5-A10 +2VP ★2VP	Round 2 Control 5-A10 +2VP ★2VP	Round 3 Control 5-A10 +2VP ★2VP	Round 4 Control 5-A10 +2VP ★2VP	Round 5 Control 5-A10 +2VP ★2VP Control 5-K10 +2VP Firefight Ends
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Firefight 10 - 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.

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
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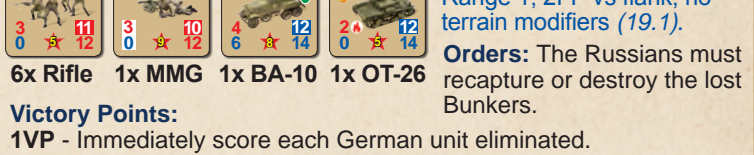
Soviet 1 Forces: 1st Rifle Platoon

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.)



Firefight 11 - 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 \oplus Artillery \oplus 1D6 \star 1D6-2	Round 2 Artillery \star 1D6-1 Target Artillery \oplus	Round 3 Artillery \oplus 1D6-2	Round 4	Round 5 Control 1-B13, 4-I15 \oplus 2VP \star 4VP 5-G02, 5-C08 5-J11, 5-C16 \oplus 3VP \star 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

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.

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).

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.

Firefight 12 - 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:

					
3x Rifle K03, L15, K16	3x LMG K05, L09, L13	3x Pioneers	1x Rifle	1x HMG	1x PzIve

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.

Soviet Forces: 4th Elite Rifle Company

Setup:

			
5x Rifle I03, H06, H08, K14, I15	3x MMG J11, I18, F13	1x SMG J16	2x Molotov

Special Rules: 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.



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

Firefight 13 - Smolensk Breakout

July 9, 1941 Personal Journal: "The spaces seem endless, the horizons nebulous. The villages look wretched and melancholy, with their straw-thatched wooden houses. The Russian civilian is tough, and the Russian soldier still tougher. He seems to have an illimitable capacity for obedience and endurance." - Leut. General Stumpff- 20th Panzer Div.

General Situation: The German Panzer Corps made deep thrusting and rapid movements through the Soviet lines. The outflanking Panzers would then wheel inwards from the flanks, closing around the rear of the enemy forces to complete an encircling ring. The intent was to isolate, capture, and destroy as many Soviet formations as possible. The Panzer corps were somewhat successful in these tactics, but depended heavily on the non-mechanized infantry divisions to hold the line and hinder strong Soviet breakout and relief attempts. The Germans were thinly strung out and often isolated pockets of Germans would be attacked by Soviet forces trying to break the ring from both the outside and inside. On July 22, the 2nd Rifle company of the 111th Inf. Reg is desperately trying to repulse a Soviet breakout near a critical road junction on the northern sector of the Smolensk Pocket. Soviets have surrounded the small German force, which has radioed for reinforcements from a nearby station.

Commanders: 2 - 4 **Initiative:** Soviet Commander 1 on Round 1. Play progresses clockwise. **Note:** Each commander has his own track sheet.
CAPs per Commander: **Germans** 6 CAPs round 1, plus 2 CAPs on round 3. **Soviets** 6 CAPs round 1, plus 1 CAP on each of rounds 2 & 3.
Cards: Shuffle all action and bonus cards under #14. Each commander receives 2 cards on round 1 and 1 card each round thereafter.
Map Setup: Map 2. Place German Control Markers on hexes G08 and F11.

German 1 Forces: 1st Inf Platoon / 3rd Rifle Company

Setup: Place as listed, facing any direction.

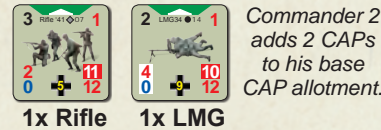
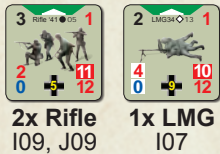
Enter Round 3: Enter from the west.



German 2 Forces: 2nd Inf Platoon / 3rd Rifle Company

Setup: Place as listed, facing any direction.

Enter Round 3: Enter from the east.



Orders: Hold the cross roads until reinforcements arrive!

Victory Points:

- 1VP - Immediately score each Soviet unit eliminated.
- 1VP - Per German Control Marker held at the end of each round.

Soviet 1 Forces: 1st Infantry Platoon / 20 Army Corps

Enter Round 1: From the South.

Enter Round 2: From the South.

Enter Round 3: From the South.



Commander 1 adds 1 CAP to his base CAP allotment on each of rounds 2 & 3.

Soviet 2 Forces: 2nd Infantry Platoon / 20 Army Corps

Enter Round 1: From the North.

Enter Round 2: From the North.

Enter Round 3: From the North.



Commander 2 adds 1 CAP to his base CAP allotment on each of rounds 2 & 3.

Orders: We must control the crossroads in order to evacuate our heavy guns and armor.

Victory Points:

- 1VP - Immediately score each German unit eliminated.
- 1VP - Per Soviet Control Marker held at the end of each round.

Round 1

Initiative ★

Control G08, F11
 +1VP ★1VP

Round 2

Reinforcements

★+1CAP

Control G08, F11
 +1VP ★1VP

Round 3

Reinforcements

+2CAP

★+1CAP

Control G08, F11
 +1VP ★1VP

Round 4

Control G08, F11

+1VP ★1VP

Round 5

Control G08, F11

+1VP ★1VP

Firefight Ends



Firefight 14 - Sovkhoz Depot

Nov 26, 1941 Journal: "The icy cold, the wretched shelters, the shortage of clothing, the high losses of men and equipment, the lack of heating fuel made the conduct of battle a chore..." - Generaloberst Guderian.

General Situation: In their drive for Moscow, the German army ground to a halt within a few kilometers of the city. On Dec 2, the temperature sank to -37C and the German tank engines would not start and the gun breeches would not open. The winter mobile Soviets attacked across the front and blew holes into the German defenses. In desperation, the Germans marshaled what supplies they could find and dug in at villages when they could. On Dec 3, a company of the German 82nd Infantry Regiment, stationed 10km east of Tula, is attacked by elements of the 1st Guard Cavalry Corps. The exhausted Germans must hold the supply depot, because surrender is not an option.

Commanders: 2 **Initiative:** Soviet on Round 1. **CAPs per Round:** German 7 CAPs Soviet 7 CAPs
CAP tracks cannot be adjusted below 3 due to destroyed units (7.4). So a commander will always start a round with at least 2 CAPs.

Cards: Shuffle all action and bonus cards under #20. Each commander receives 2 cards on round 1 and 1 card each round thereafter.

Map Setup: Map 4. Place German Control Markers (to represent the supply depots) on hexes F09 and H09.

1: The German places 6 hidden Mines, 2 Wire, and 2 Roadblock counters anywhere on the map. (We suggest downloading and using the hidden unit placement maps from our website).

2: The Soviet declares from which map edge his forces will enter.

3: The German then places his units within the confines of the Sovkhoz (a Soviet state owned farm).

German Forces: Platoon Remnants, 82nd Inf Regiment

Setup: Place within the walls of the Sovkhoz and the woods to the west. (See yellow highlighted area).



4th Pz Div. Reinforcements Round 4: Declare to the Soviets, at the beginning of round 3, from which map edge the 4th Pz Div. reinforcements will arrive from on round 4.



Orders: Hold the supply depot!

Victory Points:

- 1VP - Immediately score each Soviet unit eliminated.
- 1VP - Per supply depot held at the end of round 3.
- 1VP - Per supply depot held at the end of round 5.

Soviet Forces: Motorized Platoon / 1st Guard Cavalry

Enter Round 1: Enter from any one map edge of choice.



Orders: Overrun the Germans and take control of their supply depots!

Victory Points:

- 1VP - Immediately score each German unit eliminated.
- 1VP - Per supply depot held at the end of round 2.
- 1VP - Per supply depot held at the end of round 5.



Round 1
Initiative ★

Round 2
Supply Depots
★ 1VP

Round 3
Reinforcements
entry edge
declared +
Supply Depots
+ 1VP

Round 4
Reinforcements
+

Round 5
Supply Depots
+ 1VP ★ 1VP
Firefight Ends

Firefight 15 - Battle for Mogilev

July 15, 1941 6th Company Log: "The Soviets countered our thrust over the Dnjepr River with a strong attack led by the 13th Soviet Army under the command of Lieutenant General Gerassimenko. We parried with the 3rd Panzer Div and the "Grossdeutschland" Motorized Inf Reg. The Soviets were finally encircled by the VII Army Corps under General Fahrmbacher. A desperate battle ensued around and in the city of Mogilev that has lasted over a week. They (Soviets) can not retreat and seem to have run out of artillery munitions, but they refuse to surrender."

General Situation: On July 26, four infantry divisions of the VII Army Corps - the 7th, 15th, 23rd and 78th launched a concentrated attack into the heart of Mogilev. The 15th Infantry Division (ID) under Lieutenant General Hell must take the city center without tank or artillery support. The Soviets have mined the center heavily and are well entrenched. The 15th must take the major city objectives.

Aftermath: The 15th finally took the city center on July 27 with heavy losses. During the battle, Generaloberst Guderian continued his attacks along the entire Dnjepr front. The Infantry Divisions later closed ranks on the Dnjepr and the battle of Smolensk began.

Commanders: 2 **Initiative:** German on Round 1. **CAPs per Round:** German 12 CAPs Soviet 6 CAPs
 CAP tracks cannot be adjusted below 3 due to destroyed units (7.4). So a commander will always start a round with at least 2 CAPs.
Cards: Shuffle all action and bonus cards except #20 & #30. Each commander receives 2 cards on round 1 and 1 card each round thereafter.
Map Setup: Half of map 5. Place Soviet Control Markers on hexes G08, E06, C05, E03, D08, and A08.

German Forces: 1st & 3rd Platoons, 6th Comp, 15th ID

Setup: Place second, anywhere to the WEST of the North-South road (marked yellow on the map).



6x Rifle 5x LMG 2x Pioneer

Pioneers may fire smoke. They may also fire flamethrowers (19.1) until either rolls an unmodified 2D6 <7 while attacking, signifying they are out of fuel and may no longer utilize the flamethrower feature.

Special Building Rules: A building is controlled by the Germans if there are no Soviet units present in any of its hexes. Otherwise, a building is considered still controlled by the Soviets and the Soviet Control Marker remains.

Orders: Take and hold the main city buildings.

Victory Points:

1VP - Immediately score each Soviet unit eliminated.

1VP - Per Control Marker at the end of each round.

Soviet Forces: 2nd Company, 1st Division

Setup: Place first, on or EAST of the North-South road (marked yellow on the map). Mines and Hasty Defenses may also be placed in buildings with other units.

Round 3 Reinforcements: Enter from the east edge of the map.



9x Rifle 3x NKVD 2x MMG 6x Mines 4x Hasty Defense 4x SMG

Special Building Rules: A building is controlled by the Germans if there are no Soviet units present in any of its hexes. Otherwise, a building is considered controlled by the Soviets and the Control Marker is Soviet side up.

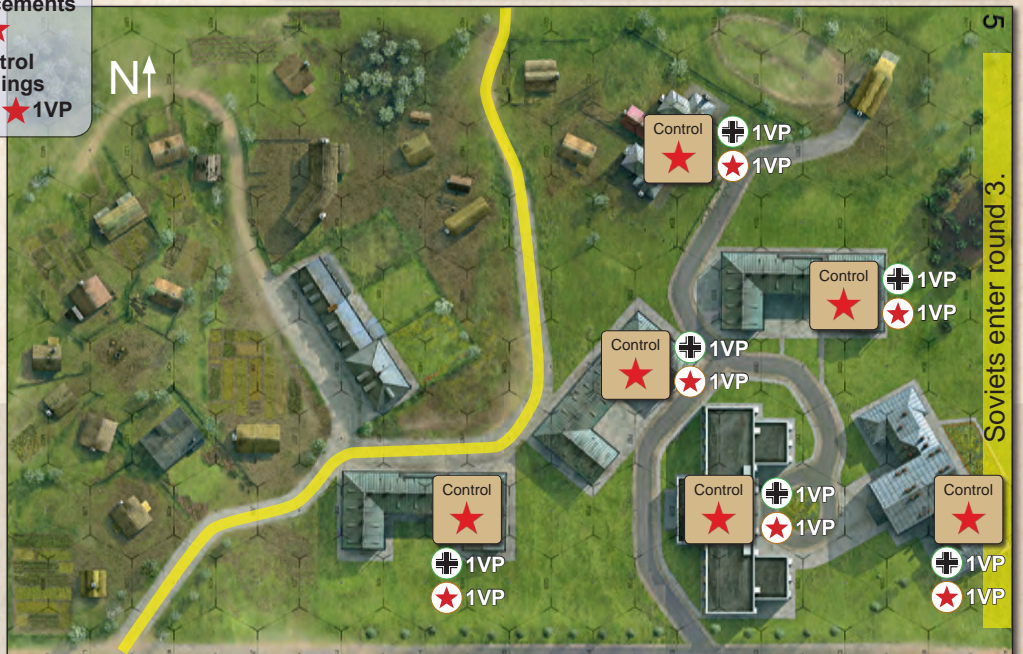
Orders: Control all key areas of the city center.

Victory Points:

1VP - Immediately score each German unit eliminated.

1VP - Per Control Marker at the end of each round.

<p>Round 1 Initiative</p> <p>Control Buildings +1VP ★1VP</p>	<p>Round 2</p> <p>Control Buildings +1VP ★1VP</p>	<p>Round 3 Reinforcements</p> <p>Control Buildings +1VP ★1VP</p>
<p>Round 4</p> <p>Control Buildings +1VP ★1VP</p>	<p>Round 5</p> <p>Control Buildings +1VP ★1VP</p> <p>Firefight Ends</p>	



Historical Overview continued from page 2

In the battles of Vjama and Bryansk in October, another 600,000 Soviet soldiers were captured. But the question was, 'Could the Wehrmacht win the campaign before winter began?'

On October 20, already late in the year, Army Group Center resumed its advance on the Soviet capital. Unfortunately for the Germans, rain turned the ground to mud and then temperatures plummeted which slowed and finally stopped the Wehrmacht. German strength had eroded significantly since the start of the campaign in June, while replacements for men and materials barely trickled in. Moreover, Soviet resistance stiffened in front of their capital.

The famous Red Army commander Zhukov, leading the Soviet West Front, began his counteroffensive on December 5 and by mid-December the threat of a German encirclement of Moscow was no more. German losses mounted and the Red Army began a series of offensives along the entire Russian front. The Wehrmacht, mostly immobilized by snow, faced total destruction. But the Soviet offensive was too spread out and failed to concentrate its forces on key points in the German lines to attain a breakthrough. The Germans fought back desperately and through a series of well placed counter thrusts, blunted the Soviet attacks and finally managed to stabilize the front.

However, the Russian Bear had awoken and was hungry for revenge.

Aftermath

"Operation Barbarossa" had failed. The German objective had been the quick capitulation of the Soviet Union. The Germans had delayed the beginning of the invasion too long and had run out of time due to the arrival of a brutal Russian winter. Operation Barbarossa had taken the lives of 3 million Soviet soldiers and another 3 million prisoners of war. Germany and its allies lost a combined total of 1 million dead and wounded.

The Wehrmacht would resume its attack in spring 1942. Germany and the Soviet Union had suffered great losses in 1941, and German strength and supply was diminished to the point that the new offensive, code-named "Fall Blau", concentrated only on the southern part of the front, directed towards the Baku oil fields. It would end at Stalingrad and in the Caucasus.

Special thanks to Uli Blennemann, with Bill Eastwood, Dean Halley, Dave Kimmel, Russell Marsh, Michael Koznarsky, Stan Myszak, Jim Toland and Kai von der Ae.

Firefight 16 - Belbek Valley

June 6, 1942 Journal: "The Bolsheviks are fanatical. We fire tank and AT gun shots point blank into their bunkers and they just do not give up!" - Sergeant Rudi Drescher

General Situation: By early June 1942, Germans have battled their way close to the great fortress city of Sevastopol on the Black Sea. Elements of the 436th Infantry Regiment have been fighting for control of the heavily fortified hills north of Sevastopol in the Belbek Valley. They must capture the important high ground south of the Soviet fortification called "The Bastion".

Aftermath: The carnage on both sides was severe, with units fighting to the last man. The Germans finally took the stronghold with the help of intensive artillery and Stuka support. But their hold was tenuous and would not last long.

Commanders: 2 **Initiative:** Germans on Round 1. **CAPS per Round:** German 10 CAPS Soviet 10 CAPS
Cards: Shuffle all action and bonus cards. Each commander receives 2 cards at the beginning of round 1 and 1 card each round thereafter.
Map Setup: Map 3 and half of map 4. Place a Soviet Control Marker on hill hex 3-E14.
Special Map Setup: The Soviets place all units FIRST on map 3, two units may be set up hidden. The Soviet may also place on map 3 any combination of fortifications worth up to **20 points**, for the following cost each: Hasty Defense, Roadblocks and Wire counters **1pt**, Trenches **2pts**, Bunkers **5pts**, and Land Mines **3pts** (Land Mines may be hidden). German units set up SECOND on the playable area of map 4.
Special rules: The German artillery, mortars, infantry gun and Pioneers may fire smoke.

German Forces: 1st Company / 436th Inf Regiment

Setup: Place **second** on half map 4.

 7x Rifle	 5x LMG	 2x Pioneer
 1x Inf Gun	 1x Pz IIIj	 2x 8cm Mortar

Pull the 10.5 cm Artillery Weapon card. The German may target and fire this artillery **twice** either simultaneously during one round or during different rounds. Any German unit may spot for the artillery.



Orders: Fight through the Russian defenses to take hex 3-E14.

Victory Points:

- 1VP - Immediately score each Soviet unit eliminated.
- 1VP - Control hex 3-E14 at the end of each round.

Soviet Forces: Coastal Army and NVKD Elements

Setup: Place **first** on map 3. Place up to 20 pts worth of fortifications and obstacles. (See 'special map setup' above.) Any two units and all Mines may be **set up hidden**. Units may hide during the firefight.

 7x Rifle	 3x NKVD	 2x MMG	 2x 82mm Mortar	 1x ZiS-30 immobilized
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Special rule: CAP losses due to eliminated units stops at 4 for the Soviets. They always have 3 CAPS available at the beginning of a round.

Orders: Bleed the Germans dry!

Victory Points:

- 1VP - Immediately score each German unit eliminated.

Round 1 Initiative + Control 3-E14 + 1VP	Round 2 Control 3-E14 + 1VP	Round 3 Control 3-E14 + 1VP	Round 4 Control 3-E14 + 1VP	Round 5 Control 3-E14 + 1VP Firefight Ends
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Hidden Movement and Artillery Plot Sheets are available free of charge at www.AcademyGames.com.



Germans set up second on half-map 4 and may plot artillery for the beginning of round 1.

Soviets set up first on map 3, including obstacles and fortifications. Any two units and all mines may be hidden.

