AWAKENING THE BEAR
Firefight Book
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 conglomerate 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.

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, the West Front, the Southwest 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 interchangeable 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, 3,102 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 Dniepr 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 Panzergroup north to help cut off Leningrad and one Panzergroup south to help encircle more Red Army formations.

In Ukraine, the newly transferred 2nd Panzergroup 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.

Enter Round 3: Enter map within 2 hexes of hex A18.

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 VP’s 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.

Enter Round 2: Reinforcements enter along the road at hex G19.

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 VP’s 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

Reinforcements

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.
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 Rastilingen 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 loses 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.

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.

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.

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.

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**Hex Type**

- Open or Road
- Light Woods
- Heavy Woods
- Building Wood / Stone
- Wall

**Movement**

- +0 AP +0 DM
- +0 AP +1 DM
- +1 AP +2 DM
- +1 AP +1/2 DM
- +1 AP +1 DM

**Defense**

- +0 AP
- +1 DM
- +2 DM
- +1/2 DM
- +1 DM

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**Optional Rule (5.0.3)**

- Normal Open or Road Move: +0 AP -1 DM
- Cautious Open or Road Move: +1 AP +0 DM

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**Round 1**

- Initiative: ★ 2-C10 in LOS +1 VP

**Round 2**

- 2-C10 in LOS +1 VP

**Round 3**

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

**Round 4**

- 2-C10 in LOS +1 VP
- Control 2-J10 +4 VP

**Round 5**

- 2-C10 in LOS +1 VP
- Control 2-J10 +2 VP +4 VP
- 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-I14) 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 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.

German Forces: 1st Assault and Mortar Platoon
Setup: Place on or south of row 3-D. None may be hidden.

3x Rifle 3x LMG 1x 5cm Mortar 2x 8cm Mortar

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-I14 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.

3x Rifle 1x SMG Petrov 2x MMG 1x 5cm Mortar

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-I14, at the end of the firefight.
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.

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.

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.

Victory Points:

2VP - Immediately score each German unit eliminated.

2VP - Per Control Marker at the end of the firefight.

Round 1

Round 2

Round 3

Round 4

Round 5

Each Control Marker

1VP

2VP

Firefight Ends

The movement values below already include the snow movement penalties!
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 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
- 2x PzIIIe K10, L12
- 2x PzIVe J15, K13
- 2x PzIVe K10, L12
- 2x PzIIIe K10, L12

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 PzI/VE 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.

- 3x T-34a
- 1x T-34b
- 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.

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
Control 3-D14, 3-E11 1VP

Round 2

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

Round 3

Control 3-D14, 3-E11 1VP 1VP
Control 3-D14, 3-E11 1VP 1VP

Round 4

Control 3-D14, 3-E11 1VP 1VP
Control 4-B12, 4-C05 4VP 4VP

Round 5

Control 3-D14, 3-E11 1VP 1VP
Control 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 Rudl 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:** 1 Pz Grenadier Platoon / 33rd Reg  
**Setup:** The Germans enter along the Western Road (2-A10).  
**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.  
**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.
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** 1 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.

**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.

**Soviet Commander 1 - Entry for rounds 1 & 2.**  
**Soviet Commander 2 - Objective Card #3 entry for round 3.**
Special Rules:

- Hex 1-G08 controlled at the end of the firefight.
- Immediately score each German supply wagon eliminated.

Soviet Mortars and artillery may not fire smoke.

Soviet Orders:
Overrun the village and destroy all of the resupply wagons at all costs.
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. 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:**
- **Initiative:** Germans on Round 1.
- **CAPs per Round:**
  - Germans: 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 PzIIf | 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!

**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 | 1x MMG | 1x SMG | 1x 45mm AT-Gun | 1x Truck | 1x Rifle
---|---|---|---|---|---

**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.

---

**Maps:**
- 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

**Firefight Ends**

---

**N**
**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 commander must designate up to 2 hexes east of the western edge and south of row 1-H. 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.**

<table>
<thead>
<tr>
<th>Rifle</th>
<th>LMG</th>
<th>Mortar</th>
<th>Inf Gun</th>
<th>Truck</th>
<th>PaK36</th>
<th>Wagon</th>
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</thead>
<tbody>
<tr>
<td>3</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

**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.
- 5VP - 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.

<table>
<thead>
<tr>
<th>Rifle</th>
<th>MMG</th>
<th>82mm Mortar</th>
<th>45mm AT-Gun</th>
<th>Truck</th>
<th>T-26</th>
<th>Smoke</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>4</td>
</tr>
</tbody>
</table>

**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).

<table>
<thead>
<tr>
<th>Rifle</th>
<th>MMG</th>
<th>BA-10</th>
<th>OT-26</th>
<th>5VP</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

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

**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.

**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 5VP

**Round 5**
- Each Controlled Bunker Hex 5VP

**Firefight Ends**
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.
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.
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. Hörlein

**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 8cm Mortar
- 1x Inf Gun
- 1x Truck
- 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
- 1x SMG Rifles
- 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:** Germans on Round 1. 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**
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 Stumpf- 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.

**Map Setup:**

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

**CAPs per Commander:**

- **Germans**
  - Commander 1: 6 CAPs round 1, plus 2 CAPs on round 3.
  - Commander 2: 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 1:** From the west.
- **Enter Round 3:** From the east.
- **Orders:** Hold the cross roads until reinforcements arrive!
- **Victory Points:**
  - 1VP - Immediately score each German unit eliminated.
  - 1VP - Per German Control Marker held at the end of each round.

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

- **Setup:** Place as listed, facing any direction.
- **Enter Round 3:** From the east.
- **Orders:** We must control the crossroads in order to evacuate our heavy guns and armor.
- **Victory Points:**
  - 1VP - Immediately score each Soviet unit eliminated.
  - 1VP - Per Soviet Control Marker held at the end of each round.

**Soviet 1 Forces enter on rounds 1, 2, and 3.**

**Soviet 2 Forces enter on rounds 1, 2, and 3.**

**Firefight Ends**
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).

**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.

**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.
Firefight 15 - Battle for Mogilev

July 15, 1941 6th Company Log: “The Soviets countered our thrust over the Dniepr River with a strong attack led by the 13th Soviet Army under the command of Lieutenant General Gerasimenko. 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 Fahrbacher. 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 objects.

**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 Dniepr front. The Infantry Divisions later closed ranks on the Dniepr 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

**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.

**Round 1**
Initiative Control Buildings
1VP

**Round 2**
Control Buildings
1VP

**Round 3**
Reinforcements
Control Buildings
1VP

**Round 4**
Control Buildings
1VP

**Round 5**
Control Buildings
1VP
Firefight Ends


**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.
9x Rifle 3x NKVD 2x MMG 6x Mines

**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.

**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 break through. 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 “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 Aa.
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, 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.
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.
Orders: Bleed the Germans dry!
Victory Points:
1VP - Immediately score each German unit eliminated.

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.

Hidden Movement and Artillery Plot Sheets are available free of charge at www.AcademyGames.com.