

Firefight 6 - Swamps of Bryansk (Page 1)

July, 1941 *Personal Journal*. ..Marsh everywhere and Bolsheviks seem to pop up from nowhere. The roads are muddy, the open fields are muddy, and water everywhere. What good roads there are, we must control, so that our Panzers can move forward quickly.
Corporal Hans Rastlingen

General Situation: Early in the campaign, the Germans relied on speed, surprise, and superior tactics to overwhelm or bypass Soviet defenders. Occasionally though, the Germans were forced to fight the Soviets at their own game: positional defense. In this case, the Germans must force a Soviet defense of a critical bridge.

Players: 2 **CAP Allocation per Turn:** German - 12 CAPs Soviet - 7 CAPs

Action Cards: Shuffle all green cards and count out 12. 3 of these green cards form the bottom of the stack. Next mix 3 more green cards with a yellow firefight event card and place on top of the first 3 green cards. Then add the remaining 6 green cards to the top of the stack. Each player receives 2 cards on turn 1 and 1 each turn thereafter.

Special Rules: German mortars, infantry guns and tanks may all fire smoke. Soviet foot movement in marsh hexes is modified by only +1AP, not +2APs.

Map Setup: Maps 1 and 6. Place control counters, Soviet side up, on hexes 6-J09, 6-I10, and 6-I11. Place a bunker facing in any direction, on hex 6-J13.

⚔ German Forces: One Augmented Infantry Company

 4x Rifles	 3x LMG 34	 2x PzIVd	 2x 5cm Mortar	 1x Inf Gun	 1x Wagon	 1x Truck
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Setup Turn 1:

Setup after Soviets on or west of column 5 on board 1.

Orders: Take and hold the bridge hex 5-J10 and hexes 5-J09 & 5-I11.

Victory Points:

1VP - Immediately score each Soviet unit eliminated.

2VPs - Immediately score for destroying or controlling the bunker.

2VPs - Immediately score for destroying the Soviet mortar.

1VP - For each hex 6-J09 and 6-I11 controlled when the event card is drawn and at game end.

(The event card will be drawn at the beginning of either turn 3 or 4.)

2VPs - Control bridge hex 6-I10 when the event card is drawn and at game end.

	Foot Movement	Wheeled Movement	Tracked Movement	Terrain DR Modifiers	Blocks LOS	Comments
MAP TERRAIN						
Open Terrain	+0 AP	+0 AP bonus per ●	+0 AP bonus per ●	0	NO	Vehicles receives 1 bonus hex of open movement per wheel symbol on the counter.
Road	+0 AP	+0 AP bonus per ● +1 bonus hex	+0 AP bonus per ●	0	NO	Vehicles receive a 1 bonus hex of road movement per wheel symbol on the counter. Wheeled vehicles receive another 1 bonus hex of road movement, if they move from road to road hex.
Marsh (Soviet)	+1 AP	NA	+3! AP	+1 DM	NO	Tracked vehicles check for immobilization. 2D6 > 6 = OK
Marsh (German)	+2 AP	NA	+3! AP	+1 DM	NO	Tracked vehicles check for immobilization. 2D6 > 6 = OK
Water	+3 APs	NA	NA	-2 DM	NO	Bridges cancel water movement costs, restrictions & -2DM.

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★ Soviet Forces: One Augmented Rifle Platoon



6x Rifles



2x MMG



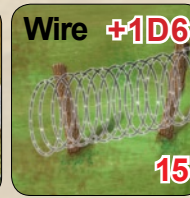
2x ATG 45mm



1x 82mm Mortar



5x Hasty Def



3x Wire



2x Land Mine!
Hidden

Setup Turn 1:

Soviets set up **FIRST** anywhere on map 6. All land mines are set up hidden and may be placed anywhere on map 6, except in water or on the bridge. 5 Soviet units may set up hidden. Hasty defense counters set up with hidden units are also hidden and do not count towards the 5 hidden unit limit. The mortar may not fire from inside of the bunker.

Orders: Control or occupy any of the three bridge hexes 6-J09, 6-J10 or 6-I11. Soviets score, even if both German and Soviet units are on the control hexes.

Victory Points:

1VP - Immediately score each German unit eliminated.

1VP - For each hex 6-J09 and 6-I11 controlled or occupied when the event card is drawn and at game end.

2VPs - Control or occupy bridge hex 6-I10 when the event card is drawn.

(The event card will be drawn at the beginning of either turn 3 or 4.)

4VPs- Control or occupy bridge hex 6-I10 at game end.



Turn 1

Turn 2

Turn 3
Firefight Event
Card?

If yes - score for
bridge control
immediately.

Turn 4
Firefight Event
Card?

If yes - score for
bridge control
immediately.

Turn 5

Score for bridge
control.
Game End