This firefight requires components from Storms of Steel, Awakening the Bear 2nd ed, and Monster Tanks Expansion Sheet.

Counter note: If you don’t have three KV-1S counters, use regular KV-1 tanks but play with the values of the KV-1S.

**Germain Forces:** 92nd Mot. Infantry, 2nd Pz Rgt

Setup: Place units anywhere on map 2. PaK guns must start in a gun pit.

2x PaK 38
2x PaK40 (Front DV is a red 13.)
2x Inf 41
2x LMG
1x 8cm Mortar
1x HMG
3x Gunpits +2 is black for guns/vehicles this FF
4x Wire
4x Trenches

Orders: Hold the State Farm and counter attack to destroy the Soviet armor.

Reinforcements: Enter turn 3 at 2-A10

**Victory Points:**
1VP - Immediately score each Soviet unit eliminated.
1VP - For hex 2-G08 controlled at the end of each round.

**Soviet Forces:** 158th Hvy Tank Bde and 131st Rifle Div

Setup: T-70’s start on map 8 east of row I. Remaining units arrive on turn 1 anywhere along the east edge of map 8. SMG Rifles may enter riding tanks, Rifle ‘41 enter on foot.

6x Rifle
4x SMG Rifles
3x KV-1S
1x T-34B
2x T-70

Orders: Take the State Farm by storm and defeat the German armored reserves.

**Victory Points:**
1VP - Immediately score each German unit eliminated.
5VP - For hex 2-G08 controlled at the end of round 5.

**Round 1**

**Initiative:** Soviet

**Score:** German

**Round 2**

**Score:** German

**Round 3**

**Score:** German

**Reinforcements:** German

**Round 4**

**Score:** German

**Round 5**

**Score:** German, Soviets

**Firefight Ends**