

Sandomierz Counter Attack

General Situation: In early August 1944 the First Ukrainian Front crossed the Vistula River near the Polish city of Sandomierz. The Germans counter-attacked with armored forces including their new King Tiger tanks to eliminate the bridgehead. However, the Soviets had T-34/85's and were very well hidden. Near the village of Oldegow, the two forces met.

Historical Aftermath: The German forces walked into an ambush. A pair of Soviet T-34/85's, led by Captain P. Ivushkin, knocked out several King Tigers with shots to their side and rear. The German counter-attack failed, and the debut of the King Tigers demonstrated they were not as good on the offense as the defense.

This firefight requires components from Storms of Steel, Awakening the Bear, 2nd Ed, and the Monster Tank Expansion Sheet

Commanders: 2 **Initiative:** Germans on Round 1. **CAP Allocation per Round:** German 5 CAPs Soviet 6 CAPs
Cards: Shuffle all action and bonus cards through #30. Each commander receives 2 cards in round 1 and 1 card each round thereafter.
Veterans Cards: Soviets receive the Hidden Actions card.
Map Setup: Maps 1 and 2. Place Soviet **control marker** on hex 2-H08.

German Forces: 1st Plt, 501st Heavy Tank Battalion

Setup: The Germans enter along southern map edge.



1x King Tiger



1x Tiger



2x PzIVh

Orders: Your platoon must take the village of Oldegow.

Victory Points:

1VP - Immediately score each Soviet unit eliminated.

1VP - Control Hex 2-H08 at the end of each round.

Terrain note: Due to the sandy terrain, vehicle track bonuses are downgraded by one level (i.e., a T-34 maneuvers like it has one, not two track bonuses). Roads are ignored except through woods.

Soviet Forces: 3rd Plt, 6th Guard Tank Corps

Setup: Two T-34/85's may be placed anywhere north of map 1, row G, **hidden**. The remaining units are placed anywhere north of row D, map 2.



2x T-34/85*



4x T-34c



1x Su-122

Orders: Ambush the Germans and prevent them from taking Oldegow

Victory Points:

1VP - Immediately score each Pz IVh eliminated.

2VP - Immediately score each Tiger eliminated.

3VP - Immediately score each King Tiger eliminated.

1VP - Control Hex 2-H08 end of rounds 3, 4, 5.

*Soviet T-34/85's can use the hidden actions card once per tank

Round 1

Initiative:
Germans

Germans: score
Control Hex

Round 2

Germans: score
Control Hex

Round 3

Germans: score
Control Hex

Round 4

All: score
Control Hex

Round 5

All: score
Control Hex

Firefight Ends

