

PIGEON SHOOT



ASL SCENARIO JW4



On The Frontier, June 1941: The advance of 6th Panzer is blocked by a KV! The monster sits astride the main crossroads in the sector. Elements of an Engineer Battalion with attached anti-tank assets is dispatched to remove the obstacle.

MAPBOARD CONFIGURATION:

▲
N

	19
18	

Victory Conditions: The German Player must destroy the KV to win. Any other result is a Russian victory.

BALANCE:

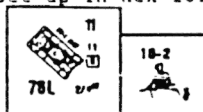
★ Game lasts 8 Turns.

⚡ Game lasts 10 Turns.

★ Russian Sets up First	1	2	3	4	5	6	7	8	9	FIN
⚡ German Moves First										

Elements 3rd Independent Tank Brigade.

Set up in hex 18I1



Local Partisan Unit (ELR 5)(SAN 3)

Set up on board 19

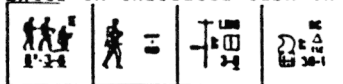


3

Elements 6th Panzer Division (ELR 5)

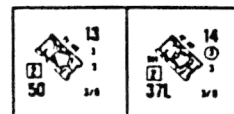
Enter on indicated turn on the South edge and/or Hex 18A6 (SAN 2)

Turn 1



2

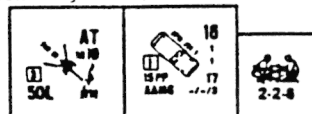
Turn 3



2

2

Turn 2

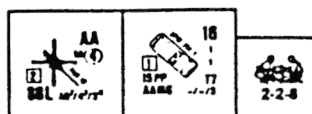


2

2

2

Turn 4



2

2

2

SPECIAL RULES:

- BC is Mud (E3.6) with no wind at start.
- The following apply to the KV:
 - MA has a ROP of 2
 - MA will only malfunction if using Intensive Fire.
 - The Russian player must pre-designate 3 hexsides as RD.
 - The KV may neither move nor change VCA during play.
- All roads are paved. All hedges and hills on board 18 East of hexrow 5 do not exist.

AFTERMATH: The engineers commandeered several anti-tank guns and some tank support. They then set about the task of outmaneuvering the well positioned behemoth. Local partisans joined the fracas, and soon a swirling firefight developed around the crossroads. Eventually, the assault engineers used grenade bundles to destroy the KV, but this one vehicle would delay the entire 6th Panzer Division by 18 critical hours.