

Storms of Steel Firefights

Version 1.1 March 2010



Setting the Stage for Kursk

World War II in Europe began on 1 September 1939 when Nazi Germany attacked Poland. One victory followed another as they went on to conquer Denmark, Norway, Holland, Belgium, and France all in the first nine months of war. In the summer of 1940, Great Britain and its colonies stood alone against Germany. When his Luftwaffe was unable to gain air superiority over southern England, Adolf Hitler decided against launching an invasion of the British Isles and instead ordered his general staff to start planning for a campaign against the Soviet Union – code named ‘Operation Barbarossa’.

Much of Germany’s success in WWII stemmed from its refinement of ‘Blitzkrieg’ tactics. Through the combined use of highly mobilized troops and strike forces composed of panzer (tank) and attack airplanes, the Germans would rapidly break through and surround their opponents in pincer movements, thus cutting off their supply and support. This usually led to the enemy quickly capitulating. The concept of breaking through an enemy position in a very small area and then rapidly fanning out and surrounding its defenders was key to the German Wehrmacht’s tactics and success.

The Soviet Union was much larger than Germany in territory, population, armed forces, and industrial capability. However, from July to November of 1941, the German army (Wehrmacht), led again by its outstanding panzer divisions and Luftwaffe, overran an area of western Russia and the Ukraine equivalent to the size of all of the previously conquered territory (Poland, France, etc.). Out of a 5.5 million man starting force, 4.4 million Soviet soldiers were killed, wounded, or captured and Red Army units equal to 229 divisions were destroyed.

By December 1941, Germany’s most advanced units had pushed far into Russia, but were stopped at the outskirts of Moscow. As winter descended, the German troops were beyond the army’s ability to supply and sustain them. Many soldiers had no winter gear and were starving, panzer engine blocks froze, and mobility was at a stand still. That was when the Soviets struck with a huge winter offensive on 5 December that was unlike anything the Germans had ever faced. In a two-month period, the Soviets pushed the invaders back more than a hundred miles.

Hitler’s nemesis, Josef Stalin, General Secretary of the Central Committee of the Communist Party and supreme leader of the Soviet Union, had survived one of the greatest military campaigns in history – barely. Operation Barbarossa had failed. It was the first major defeat of the Wehrmacht in WWII.

One Last Chance for Blitzkrieg

In 1942 Germany controlled most of Europe, but it needed to quickly defeat or badly cripple the Soviet Union before the Allies’ superior industrial capabilities overwhelmed the German military.

The Wehrmacht’s heavy losses in 1941 meant that its 1942 campaign must be more limited than Operation Barbarossa. When

the panzer divisions attacked in the summer of 1942 the offensive was restricted to southern Russia. The objectives were the oil fields in the Caucasus region, the vital port city of Sevastopol on the Black Sea, and the key industrial city of Stalingrad on the Volga River.

Again, German excellence on the tactical and operational levels led to rapid success and from July-September the Wehrmacht captured an area of the Soviet Union equivalent to the region in the United States from the Atlantic coast to Kansas.

This time, however, Stalin allowed his generals to retreat instead of losing huge portions of the Red Army to large-scale encirclements. Hitler seemed uncertain as to the best strategy to follow, and, although Sevastopol was captured and Stalingrad destroyed, he allowed his army to become mired in a fruitless two-month house-to-house battle for the ruins of Stalin’s city while the panzers failed to reach the oil fields of distant Baku. In Stalingrad, the German command ignored its past tactical success of rapid flanking panzer movements and had fallen into the Soviet’s trap of a meat grinding attrition. This was the worst situation the Germans could have chosen, since the Soviets had vastly greater manpower and industrial resources.

Although the 1942 Blitzkrieg had seized vast areas of Russia, by November the Wehrmacht was dangerously spread out. In addition, four weak armies of Germany’s allies Romania, Hungary, and Italy held hundreds of miles of the front. The Soviet winter counter-offensives that began in mid-November did not come as a surprise, but the size of the forces employed by the Red Army, and the sophistication of the planning and execution by the Soviet high command (STAVKA), led to Germany’s greatest defeat thus far in WWII.

The 1942-43 Winter Disaster and Recovery

There were three parts to the Soviet 1942-1943 winter offensive. The first was the Soviet Operation Mars near Moscow, which attempted to destroy the German 9th Army. The operation was crushed and the Soviets lost over 1,650 tanks and 250,000 casualties.

The second operation was named Uranus, and it succeeded in surrounding the entire German 6th Army at Stalingrad. Despite a massive attempt by the Luftwaffe to airlift supplies to the surrounded divisions at Stalingrad, the trapped units were forced to surrender on 2 February 1943. 300,000 German and Romanian soldiers perished or were captured and less than 5,000 returned home after the war.

A third and even more massive Soviet offensive obliterated the vulnerable Romanian, Hungarian, and Italian corps that were holding the territory around Stalingrad. The Germans were now threatened with the destruction of all of their forces in southern Russia. The arrival of strong reinforcements, the operational skill of Erich von Manstein (Hitler’s new commander for the area), and the onset of the spring thaw with its impassable muddy conditions stopped the third Soviet offensive.



Operation Citadel

Hitler ordered plans for another major summer offensive in Russia. And just as the 1942 campaign was smaller than the one of the year before, heavy losses in men and material meant that the 1943 German attack must also be less ambitious than the prior year.

The bulge in the front line around the city of Kursk was an obvious target. Hitler’s staff believed that a limited German offensive to cut off and destroy the Soviet forces in this salient might seriously weaken the Red Army and would shorten the German front line. In addition, the Germany needed to pull units from Russia for the inevitable invasion by the Allies into southern Italy. The plan was

named 'Operation Citadel'. A successful operation might regain the initiative for the Wehrmacht on the East Front and could possibly persuade the Soviets into a peace treaty. A victory would also buy Germany time to rebuild its army and give her time to deploy more advanced weapons, such as jet aircraft and rockets, then under development.

The Germans began to assemble a strike force made up of some of the best units at its disposal. The Soviets saw this force build up and began one of the most extensive defensive earthwork and troop buildups of the war. To help achieve a victory at Kursk, Hitler again delayed the start of the attack in order to include several hundred new "Panther" tanks that had just come off of the assembly lines in January 1943. The Panther mounted the most effective 75mm gun in Germany's arsenal – it could destroy any Soviet armored vehicle at ranges more than double that of any tank or anti-tank gun that the Red Army had in 1943. In addition, the Panther's frontal armor could not be penetrated by most of the Soviet guns. The Panthers joined a growing number of "Tiger" tanks with their powerful 88mm guns and thick frontal and side armor protection.

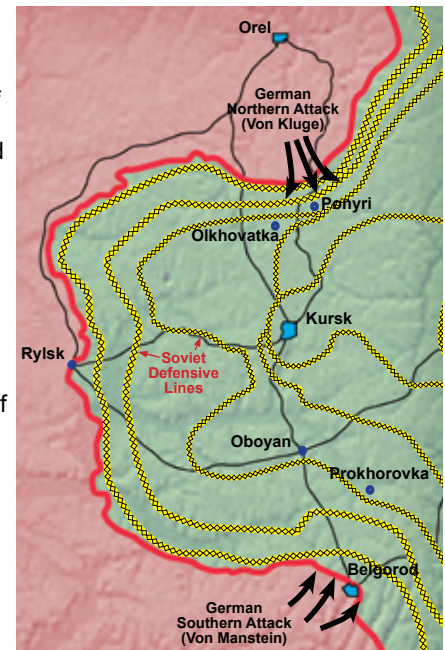
Hitler was gambling everything on this battle; assembling 10,000 artillery pieces, 2,700 tanks and assault guns, over 1,800 aircraft, and over 900,000 men. A huge concentration of force for a combined front only 60 miles wide! Von Manstein was now commander of Army Group South and responsible for the southern pincer of the German attack at Kursk. He argued against an offensive. Instead, he recommended that Germany should let the Soviets attack and extend their forces, making them vulnerable to a massive counter-strike similar to what he had done in February and March when he had stopped the final Soviet winter offensive. Hitler continued to waver, but finally decided that he needed a victory to maintain his coalition of nations fighting the Soviet Union. (By this time, Italy and Romania wanted to get out of the war).

On the Soviet side, STAVKA recognized that Kursk was the likely objective for a German attack and that they would again attempt an encircling pincer movement. Stalin's staff officers devised a multi-part plan that included a massive defensive buildup in the Kursk bulge to decimate and wear down any German attack. They planned to

bleed the German Panzer Corps dry. The Soviets thus moved 40% of their total field armies, including nearly all of their armored units into the Kursk salient. These included 20,000 artillery pieces, 3,600 tanks, 2,400 aircraft, and over 1.3 million men.

Stalin's superb spy and reconnaissance network confirmed Germany's intentions around Kursk. A spy code named 'Werther' supplied the Soviets with the date of the attack, the point of attack, and many of the units to be involved. This allowed the Soviets to concentrate their forces along these narrow avenues of attack.

The Soviets created belt after belt of defenses extending back over 240km! Each belt was made up of interwoven lines of mine fields (up to 1,500 anti-tank and 1,650 anti-personnel mines per km), tank emplacements, anti-tank ditches, and bunkers. The longer the Germans waited, the more prepared the Soviets became.



The Battle for Kursk

As Soviet intelligence reported, the Germans decided to attack in a pincer formation. The 9th Army under the command of Field Marshal von Kluge would attack from the north along the Orel-Kursk highway. Simultaneously, Field Marshal von Manstein would attack from the south along the Voronezh Front with the Army Group South, which included the most powerful armored attack formation ever assembled

Continued on page 10

Solitaire Rules for Firefights 1, 4, and 5

In the Storms of Steel firefights, the solitaire player always controls the German forces. The "opposing forces" are the Soviets. The solo player still takes actions for the Soviet forces, but is constrained by the doctrines described below. When solitaire firefights are played with two players, normal rules supersede these Solitaire Rules.

SOVIET INITIATIVE AND COMBAT DOCTRINES

Initiative - At the beginning of each round roll 1D6. The opposition wins initiative on 1, 2, 3, or 4, the player wins on 5 or 6.

Movement Doctrine - Soviet foot units do not move from their set up positions, unless a German foot unit is in an adjacent hex.

- Soviet Rifle or SMG squads will attempt to move into a hex occupied by a German foot unit only if they have enough APs remaining after the move to fire. The Soviet rolls 1D6 and if "1, 2, 3, or 4" is rolled, the squad will complete the move.

Pivoting - A Soviet unit will pivot towards a threat in the following order of importance:

- If fired upon and there is no closer threat in the Soviet's arc of fire (AoF).
- If a threat is in range and would require a 10 or less to hit.
- Soviets will use CAPs to pivot towards an enemy if the enemy unit is the only unit in an adjacent hex and outside of their AoF.

Fire Doctrine

- The Soviets will only fire at enemy units that are in their normal range and that can be hit on a 10 or less.
- They will fire at the unit that is the easiest to hit.

CAP Usage - Preferred Soviet use of CAPS is to improve firing. Before firing, a Soviet unit rolls 1D6.

- On a 1, the Soviet modifies the attack die roll by 2CAPs.
- On a 2, 3, or 4, the Soviet modifies the attack die roll by 1CAP.
- On a 5, or 6, the Soviet does not modify the attack die roll.

The Soviet will use as many CAPs as he has left in order to fulfill the requirements above.

Ex: A Soviet '41 rifle has a clear LOS to a moving German Pz Grenadier. The rifle will fire because he only needs a 9 to hit (3FP vs a 12DV). He has 1CAP left on his CAPs track and then rolls a 1D6 to see if he will modify his attack die roll with CAPs. He rolls a 1 for his attack die roll modifier check. He would modify his attack by 2CAPs, but can only modify by 1CAP since that is all that he has left. He now needs an 8 die roll to hit the German unit (3FP +1CAP vs a 12DV).

Soviet units may fire into enemy hexes, even if that hex contains other Soviet units.

Augment APs with CAPs to Fire Again -

- If a Soviet unit can hit a target on a 9 or less, it will use up to one CAP to augment his APs in order to fire again.

Ex: The Soviet unit's cost to fire is 4APs, but he has only 3APs remaining. He will add 1 CAP in order to fire again.

Ex: The Soviet unit's cost to fire is 4APs, but he has only 2 APs remaining. He is unable to add a CAP in order to fire because it would require 2CAPs to do so.

Hit Soviet Actions and Rallying - A hit Soviet unit will always rally before firing unless a German unit can be attacked and hit on a roll of 8 or less without the use of CAPs.

Common Sense - Unforeseen situations may arise and the solo player should react with the Soviets in a way that is in the Soviet's best interest. This means that some of the doctrines above may be modified or broken in certain situations.

GERMAN DOCTRINES

CAP Usage - In both the solitaire and the two player firefights, the Germans may move and use CAPS as they wish.

Unit (AP) Actions - It is highly recommend that a solo player use the optional Variable AP Allocation rule (3.01) for the Germans. The Soviets still get 7APs per activation.

SoS Firefight 1 - Clear and Secure

General Situation: Near Zmiyev, May 1943: The great battle of Stalingrad and the German counter strike that recaptured Kharkov have left both sides exhausted and stretched thin. The front is porous and as the Germans begin to consolidate for their planned summer offensive against the Kursk salient, it is important to secure their flanks from Soviet infiltrators – but with minimal casualties. Hence, all along the line, small German “Kampfgruppen” will seek out any Soviet incursions into their front. This is the most basic of infantry missions: clear and secure a specific objective. This firefight requires familiarity only of Rule Section One and can be played either as a solitary firefight with the player being the German, or as a two person firefight. The Optional Enhancements for two players should only be used by players already familiar with the game system. If one player is less experienced than the other, increase his available CAPS by one.

Players: Solo **CAP Allocation per Round:** German - 5 CAPS Soviet - 4 CAPS

Cards: None **Map Setup:** Map 7. Place control markers, Soviet side up, in hexes 7-H08 & 7-G08.

German Forces: Pz. Grenadier Platoon

Setup Round 1: Set up the units on the hexes listed next to the unit names below. Keep the same facings as shown in the image.



3x Pz Grenadier
7-G14, 7-I14,
7-K14

The Germans have the initiative on round 1.

Orders: Occupy the main stone building (hexes 7-H08 & 7-G08).

Victory Points: (Mark VPs on your track sheet as you earn them.)
1VP - Immediately score for each Soviet unit eliminated.
2VP - If the German controls both control markers at game end.

Optional Two Player Game: The Soviet player has the option to setup the rifle unit in 7-H10 as hidden in any other building.

Action Cards: Use only green action cards under #11. Each player receives 1 card each round.

Soviet Forces: Rifle Company based near Zmiyev

Setup Round 1: Set up the units on the hexes listed next to the unit names below. Keep the same facings as shown in the image.



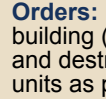
3x Rifles '41
7-H08, 7-H10,
7-G11



1x SMG
7-G08



1x Maxim MMG
7-K09



Orders: Keep control of the stone building (hexes 7-H08 & 7-G08) and destroy as many German units as possible.

Victory Points: (Mark VPs on your track sheet as you earn them.)
2VPs - Immediately score for each German unit eliminated.
1VP - If the Soviet controls both control markers at game end.



Hex Type	Move	Defense
Open or Road	+0 AP	+0 DM
Wheat	+0 AP	+0 DM
Corn	+1 AP	+0 DM
Woods	+1 AP	+2 DM
Building - Wooden	+1 AP	+1 DM
Building - Stone	+1 AP	+2 DM
Normal Move (Optional Rule)	+0 AP	-1 DM
Cautious Move (Optional Rule)	+1 AP	+0 DM (Negates -1 DM)

Round 1

Round 2

Round 3

Round 4

Round 5

All:
Score Control
Markers
Game End

SoS Firefight 2 - The Courier's Satchel

4 July, 1943 I have not spent all of the energy and time necessary to secretly deploy our company just to have our disposition become common knowledge to the enemy! Captain Schubert - 1st Brigade of the 3rd SS Motorized Division

General Situation: Shortly before operation Citadel was to begin, one of many covert Soviet probes along the front intercepted a courier and his satchel which contained last minute deployment orders. An elite platoon of Panzer Grenadiers has been assigned to immediately infiltrate the Soviet lines in order to retrieve the satchel containing the German documents. Upon receiving the satchel, the local Soviet commander orders that the information contained in it must be delivered to a nearby headquarters building for translation by an intelligence officer. With the local front now a beehive of activity on both sides, getting the satchel to headquarters is easier said than done.

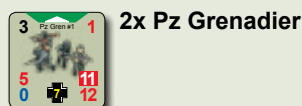
Players: 2 **CAP Allocation per Round:** German - 6 CAPs Soviet - 6 CAPs

Cards: Play this firefight once without cards. Then, after you have read rule section 2, play the firefight again with cards. Use green action cards with numbers under #11 only. Each player receives 2 cards at the beginning of round 1 and 1 card per round thereafter.

Map Setup: Map 7. The Soviets set up their units as listed below. The Germans have initiative and enter from the SE section of the map.

German Forces: 1/2 Rifle Platoon, 161 Inf Division

Enter Round 1: Enter anywhere along the southern edge between hexes A02 and A10. **Round 2 Reinforcements:** Enter anywhere along the eastern edge of the map.



Orders: You are in charge of a strike force ordered to retrieve the intercepted German deployment intelligence.

Victory Points: (Mark VPs on your track sheet as you earn them.)

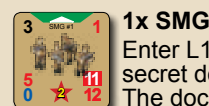
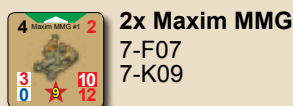
1VP - Immediately score for each Soviet unit eliminated.

1VP - If you possess the control marker or were the last unit on the control marker at game end.

2VP - If you carry the control marker off the map, from any edge space your units were allowed to enter.

Soviet Forces: Rifle Company based near Shopino

Setup Round 1: Set up the units on the hexes listed next to the unit names below. **Round 2 Reinforcements:** Enter from the northern road L10.



1x SMG
Enter L10 carrying secret documents. The documents are represented by the control counter which can be carried by any unit at no extra cost.

Orders: Get the German documents to the regional headquarters in either stone building hex G08 or H08.

Victory Points: (Mark VPs on your track sheet as you earn them.)

1VP - Immediately score for each German unit eliminated.

1VP - If you possess the control marker and it is in either hex G08 or H08 at the end of each round.

Note: The control marker is possessed by the last player to have a ground unit solely in the same hex with it. If both Russians and Germans are on the control marker hex, neither gets VPs. The control marker may be left alone or passed off and carried by any unit(s) at no additional costs.

Round 1

Round 2

All:
Reinforcements
Soviets: Score Control Marker if in G08/H08

Round 3

Soviets: Score Control Marker if in G08/H08

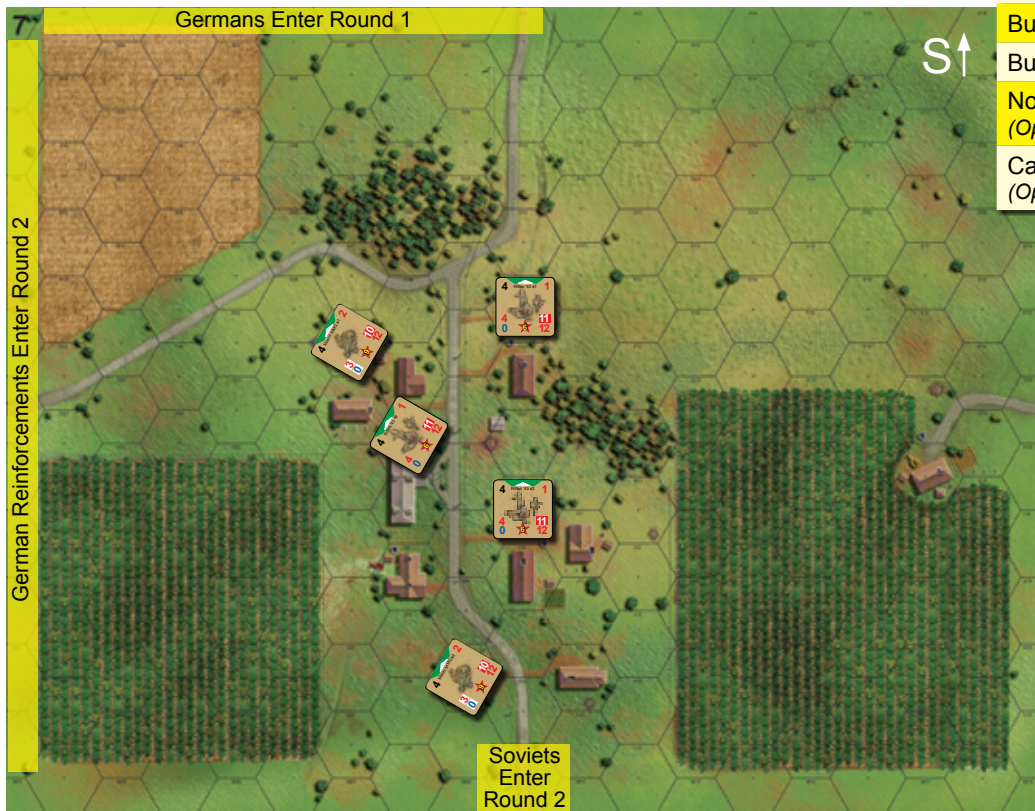
Round 4

Soviets: Score Control Marker if in G08/H08

Round 5

All:
Score Control Marker
Game End

Hex Type	Move	Defense
Open or Road	+0 AP	+0 DM
Wheat	+0 AP	+0 DM
Corn	+1 AP	+0 DM
Woods	+1 AP	+2 DM
Building - Wooden	+1 AP	+1 DM
Building - Stone	+1 AP	+2 DM
Normal Move (Optional Rule)	+0 AP	-1 DM
Cautious Move (Optional Rule)	+1 AP	+0 DM (Negates -1 DM)



Firefight design by Gunter Eickert

SoS Firefight 3 - Wind or Sniper?

5 July, 1943 *I swear the wheat moved. Fire, fire, fire!* - as overheard by German gunner Emil Siegle

General Situation: The Panzer Grenadier Division 'Gross-Deutschland' has fought its way to the edge of the village of Cherkasskoye and German engineers have been sent forward to clear paths through the last Soviet minefield defenses. Having reached the edge of the village, the engineer units are counter-attacked by strong elements of the 67th Guards Rifle Division. The Germans must hold on until their main battle force arrives. A cat and mouse game begins in which Soviet snipers and German machine gunners pick off anything that moves!


Players: 2 **CAP Allocation per Round:** German - 5 CAPs Soviet - 8 CAPs


Cards: Shuffle all green action cards after taking out numbers 20, 40, and 41. Each player receives 1 card at the beginning of every round.

Map Setup: Map 8. Overlay the large village template matching V1-1 with 8-H15 and V1-19 with 8-H11. The Germans set up first, marking their hidden unit locations on a sheet of paper. Then the Soviets mark their hidden snipers on a sheet of paper and begin round 1.

German Forces: Engineering Platoon - 1st Co.

Setup Round 1: Set up the units on the hexes listed next to the unit names below.

 **1x HMG 34**
Building V1-21

 **1x HMG 42**
Building V1-23

 **1x Pz Engineers**
Building V1-19

Hidden Setup Round 1: May be placed hidden anywhere on or east of column 7.

 **2x Infantry '43**
Place hidden.

Orders: Hold the village and keep from being overrun by the Russians.

Victory Points: (Mark VPs on your track sheet as you earn them.)

- 1VP - Immediately score for each Soviet unit eliminated.
- 2VP - Immediately score each Soviet sniper eliminated.

Soviet Forces: Elements of the 67th Guards

Enter Round 1: Enter on any full hex on the western edge of the map.

 **5x Rifles '41**

 **3x Rifles '43**

Hidden Setup Round 1: Snipers may be placed hidden anywhere on the map at least two hexes away from the village overlay (i.e., there must be at least one empty hex between a hidden unit and the overlay).

 **2x Sniper**

Orders: Drive out the Germans and re-occupy the village.

Victory Points: (Mark VPs on your track sheet as you earn them.)

- 1VP - Immediately score for each German unit eliminated.
- 1VP - Per Soviet unit, other than a sniper, that occupies any building on the village template at game end.

Round 1

Round 2

Round 3

Round 4

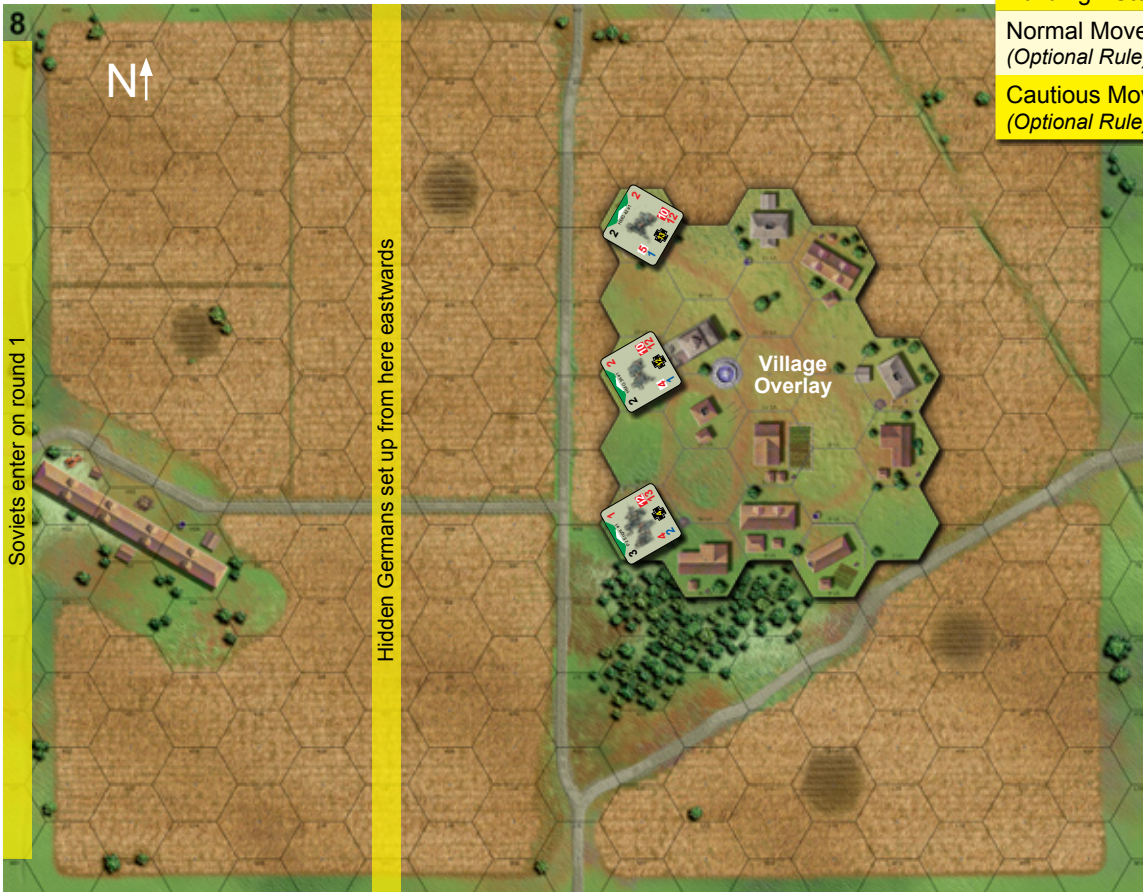
Round 5

Soviets:
Score units in the village.

Game End

Hex Type	Move	Defense
Open or Road	+0 AP	+0 DM
Wheat	+0 AP	+0 DM
Woods	+1 AP	+2 DM
Building - Wooden	+1 AP	+1 DM
Building - Stone	+1 AP	+2 DM
Normal Move (Optional Rule)	+0 AP	-1 DM
Cautious Move (Optional Rule)	+1 AP	+0 DM (Negates -1 DM)

Note: Wheat acts as cover for hidden units.



SoS Firefight 4 - State Farm 158

General Situation: Near Zmiyev, State Farm 158, May 1943. Despite initial success, the German effort to clear Russian penetrations into their southern flank continues to proceed slowly. Along a divisional supply route leading through State Farm 158, a number of supply convoys have been ambushed. As the Germans are preparing for summer operations against the Kursk salient this is clearly unacceptable, so a crack platoon of Panzer Grenadiers has been detailed to secure this area once and for all.

Players: Solo. Player plays as the Germans. **CAP Allocation:** German - 5 CAPs Soviet - 4 CAPs

Action Cards: Use only green action cards under #11. Player receives 1 card at the beginning of each round.

Veteran Cards: **German** - #V05 Good Leadership. **Soviet** - None. **Weapon Cards:** **German** - Demolition Charge. **Soviet** - None.

Map Setup: Map 8. Place control markers on hexes H03 and J11. The Germans have the initiative on round 1.

German Forces: Engineering Platoon - 1st Co.

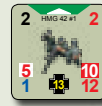
Setup Round 1: Set up the units on the hexes listed next to the unit names.

Orders: Destroy the Soviet units that are disrupting German supply lines.

Victory Points: (Mark VPs on your track sheet as you earn them.)

1VP - Immediately score for each Soviet unit eliminated.

1VP - For each control marker held at the end of rounds 3-7.



1x HMG 42
8-A10



3x Pz. Gren.
8-B10, 8-C10,
8-D10

Soviet Forces: Elements of the 67th Guards

Solitary Play: Hidden Soviet forces are in hexes G02, H03, H04, I11, H12, J11, J12 and J13 (these are highlighted on the map). Place a penny on each of these hexes to mark them as not having been spotted. At the **end** of a German **turn**, if any German unit is within three hexes and has a LOS to any hex with a penny on it, the player rolls a 1D6 to see what he spotted per the table below. The spotted unit is placed on that hex and the penny is removed. The just placed Soviet unit may immediately fire at no cost against the German unit that spotted it. This cost-free fire does not spend the unit and does not count as a Soviet turn. After this fire has been resolved, the Soviet player begins his turn.

The German player may spot only one hex per turn. If more than one hex with a penny is in the LOS of any German unit, the player spots only the closest one. The remaining hexes will be spotted one at a time at the end of the German's subsequent turns.

Ex: A German Pz Grenadier moves to F12 and has hexes I11, H12, and I13 in his LOS, all with pennies on them. He must choose the closest hex, which is 8-H12. The Soviet rolls a 2 and places two Rifles '41 squads on this hex. The units may group fire at the Pz Gren for free. After the attack has been resolved, both squads are still fresh and the Soviet player now takes his regular turn. He decides to group activate the two squads, deducts 4APs from their Unit AP Track, and fires. It is now the German's turn and he decides to fire back at hex 8-H12. At the end of his turn, he must spot either hex I11 or I13.

Roll of 1



Rifles '41

2



2x Rifles '41

3



SMG

4



Maxim

5



2x Rifles '43

6



Sniper

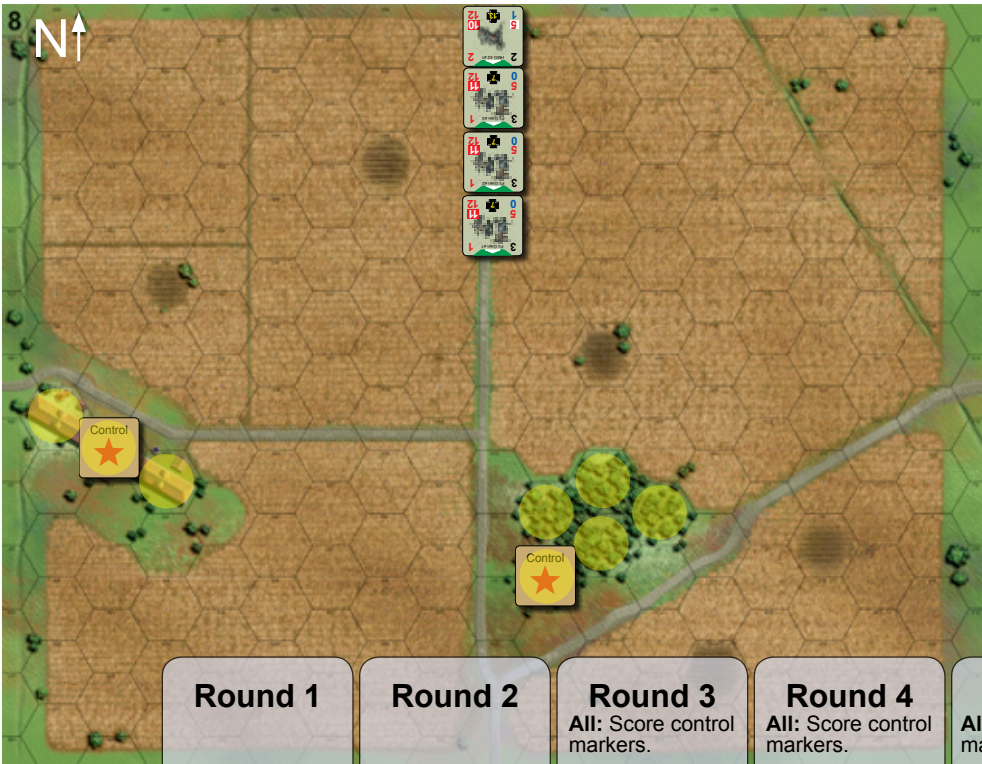
In the solitary firefight, the Soviet forces do not move unless a German unit ends its turn adjacent to it. The Soviet rolls a 1D6 and on a roll of 1 through 5, it will move onto the German unit for Close Combat.

Victory Points: (Mark VPs on your track sheet as you earn them.)

2VP - Immediately score for each German unit eliminated.

1VP - For each control marker held at the end of rounds 3-7.

Orders: Hold the territory against German incursions.



Advanced solo and two player options for this firefight are presented on the next page.

Firefight design by John Hill

Round 1

Round 2

Round 3

All: Score control markers.

Round 4

All: Score control markers.

Round 5

All: Score control markers.

Round 6

All: Score control markers.

Round 7

All: Score control markers.

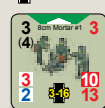
Game End

SoS Firefight 4 - State Farm 158


Below are various options for Solo Firefight 4 - State Farm 158 in varying degrees of difficulty.

Option 1: Additional Units for the solo player firefight. (Requires familiarity with some key section 3 rules.)

✚ For the Germans Add...

 **1x 8cm Mortar**
Start hidden in a hex adjacent to any German unit.

★ For the Soviets Add...

 **1x 82mm Mortars**
Start on a hex adjacent to any Soviet unit. These mortars are not hidden and will first try to target the German HMG.

Option 2: Two Player Game utilizing rules through section 2. The German setup is exactly the same as in the Solo setup.

Players: 2 **CAP Allocation:** German - 5 CAPs Soviet - 4 CAPs

Action Cards: Use only green action cards under #11. Each player receives 1 card at the beginning of each round.

Veteran Cards: **German** - #V05 Good Leadership. **Soviet** - #V06 Blood & Honor.

Weapon Cards: **German** - Demolition Charge. **Soviet** - Molotov Cocktail.

Map Setup: Map 8.

German Set-Up, Two Player Game: The Germans set up exactly the same as in the Solo setup on the opposite page.

Soviet Set-Up, Two Player Game: The Soviet company, shown below, starts deployed in any of the following hexes: G02, H03, H04, I11, H12, K11, J11, J12, or J13, with the exception of two units, which may be hidden anywhere on the map. Unlike the solitaire firefight, the Soviet player may move and redeploy freely.

★ Soviet Forces: Elements of the 67th Guards

 **2x SMG**

 **4x Rifles '41**

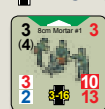
 **2x Rifles '43**

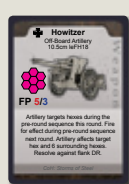
 **1x Maxim MMG**

The following optional units will require a "jump ahead" to the designated rule sections for their use.


Option 2.1: Additional Units for the two player firefight. (Requires familiarity with some key section 3 rules.)

✚ For the Germans Add...

 **1x 8cm Mortar**
Place in a hex adjacent to any German unit during the game setup. May fire smoke.

 **1x 10.5 cm Howitzer**
Limited to one fire mission during the game. May be targeted during the pre-round sequence of round 1 so that it may be resolved in round 2.

★ For the Soviets Add...


 **1x 82mm Mortar**
Place hidden in a hex adjacent to any Soviet unit during the game setup.

Option 2.2: Additional Units for the two player firefight. (Requires familiarity with all of the rules.)


✚ For the Germans Add...


Round 3 Reinforcements enter from the northern edge of the map. The Germans add 2 extra CAPs to his base CAP allotment. The German player receives one bonus action card for round 3.


 **1x PzIIIh**

 **1x PzIVf2**

Round 5 Reinforcements enter from the northern edge of the map. Germans add 2 extra CAPs to their base CAP allotment.

 **2x Stuka Ju87d**
The German player may fly two missions total on rounds 5-7.

 **2x Pz Gren**
The Pz Gren are being transported by the 251/1s.

 **2x 251/1**
These have no anti-air capabilities.

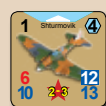
★ For the Soviets Add...

Round 4 Reinforcements enter from the southern edge of the map. The Soviets add 3 extra CAPs to their base CAP allotment. The Soviet player receives two bonus action cards in round 4.

 **2x T-34c**

 **1x T-34b**

Round 6 Reinforcements enter from the southern edge of the map. Soviets add 2 extra CAPs to their base CAP allotment.

 **1x Shturmovik**
The Soviet player may fly one mission on round 6 or 7.

 **1x T-70**

Round 1

Round 2

Round 3

Germans: Reinforcements. Bonus Action Card. +2CAPs
All: Score control markers.

Round 4

Soviets: Reinforcements. 2 Bonus Action Cards. +3CAPs
All: Score control markers.

Round 5

Germans: Reinforcements. +2CAPs
All: Score control markers.

Round 6

Soviets: Reinforcements. +2CAPs
All: Score control markers.

Round 7

All: Score control markers.
Game End

SoS Firefight 5 - Pursuit from State Farm 158

General Situation: Near Zmiyev, Outside State Farm 158, May 1943 Today's earlier operation to clear State Farm 158 went well enough, except that the Russians were able to escape destruction by retreating into a tangle of balkas and hills northeast of the State Farm. Unfortunately, it also appears that they have received reinforcements. Hence, reinforced Panzer Grenadiers that earlier cleared the State Farm will redeploy and eliminate all Soviet units that have taken refuge in the large balka and on the two overlooking hills. This firefight can be played either as a solitaire firefight with a single German player or as a two person firefight set up on the next page.

Players: Solo. Player plays as the Germans. **CAP Allocation:** German - 7 CAPs Soviet - 6 CAPs

Action Cards: Use only green action cards under #11. The German player receives 1 card at the beginning of each round.

Weapon Cards: **Germans** - Extra Grenades, Flamethrower. **Veteran Cards:** **German** - #V03 High Morale, #V05 Good Leadership.

Map Setup: Map 9. Overlay Hill 3 matching H3-1 with 9-G06 and H3-4 with 9-I09. Overlay Hill 6 matching H6-1 with 9-K12 and H6-5 with 9-J11. Overlay Hill 4 matching H4-1 with 9-D07 and H4-12 with 9-C10. Overlay Balka 2 matching T2-1 with 9-D14 and T2-7 with 9-E11. Overlay Hill 5 matching H5-1 with 9-E14 and H5-13 with 9-D18. Place Soviet control markers on hexes 9-D04, 9-E07, H4-6, H5-8, 9-I12, and 9-G10. Ravine hexes containing possible hidden Soviet units are highlighted with yellow circles on the map below. Place markers (such as pennies) on these ravine hexes. A marker is removed once a "spotting check" has been conducted its hex. (See "Hidden Units" section for the Soviets.)

German Forces: Panzer Grenadier Platoon

Setup Round 1: Germans must roll 1D6 for each foot unit listed below to simulate losses incurred in firefight 4. A roll of '1' signifies that the unit was killed in the morning's operation and is not available for this firefight. (These rolls may not be modified with CAPs.) For each unit lost, reduce the German CAPs by one. Surviving units are deployed on the hexes listed next to the units. The Germans initiate first.

Orders: Clear out the Balka and take hills 4 and 5.

Victory Points:

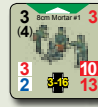
1VP - Immediately score for each Soviet unit eliminated.

1VP - For each control marker held at game end.

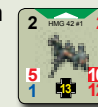
2VPs - If all balka hexes are cleared of enemy units.



6x Pz Gren
Two each
on 9-H06,
9-I07, 9-I08



2x 8cm Mortar
9-J10,
9-K10



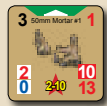
1x HMG 42
9-J09



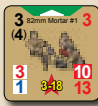
1x 10.5cm Howitzer
May be targeted on any round.

Soviet Forces: Elements of the 67th Guards

Setup Round 1: Roll 1D6 for each non-hidden unit listed below. On a roll of 1 or 2 the unit is not available for this firefight. (These rolls may not be modified with CAPs.)



2x 50mm Mortar
H5-5, H4-7



3x 82mm Mortar
H5-9, H4-11,
H5-12



2x Maxim MMG
H5-8, H4-6

Hidden Units: In the solitaire firefight, when any German unit gets a clear LOS on any full balka hex (marked with the yellow circles), he rolls a 1D6 "spotting check" to see if the balka hex is occupied. A 1 thru 3 = it is empty. On a 4-6, a squad as indicated below, is revealed and placed.



SMG if 1D6 = 4



Inf '43 if 1D6 = 5



Inf '41 if 1D6 = 6

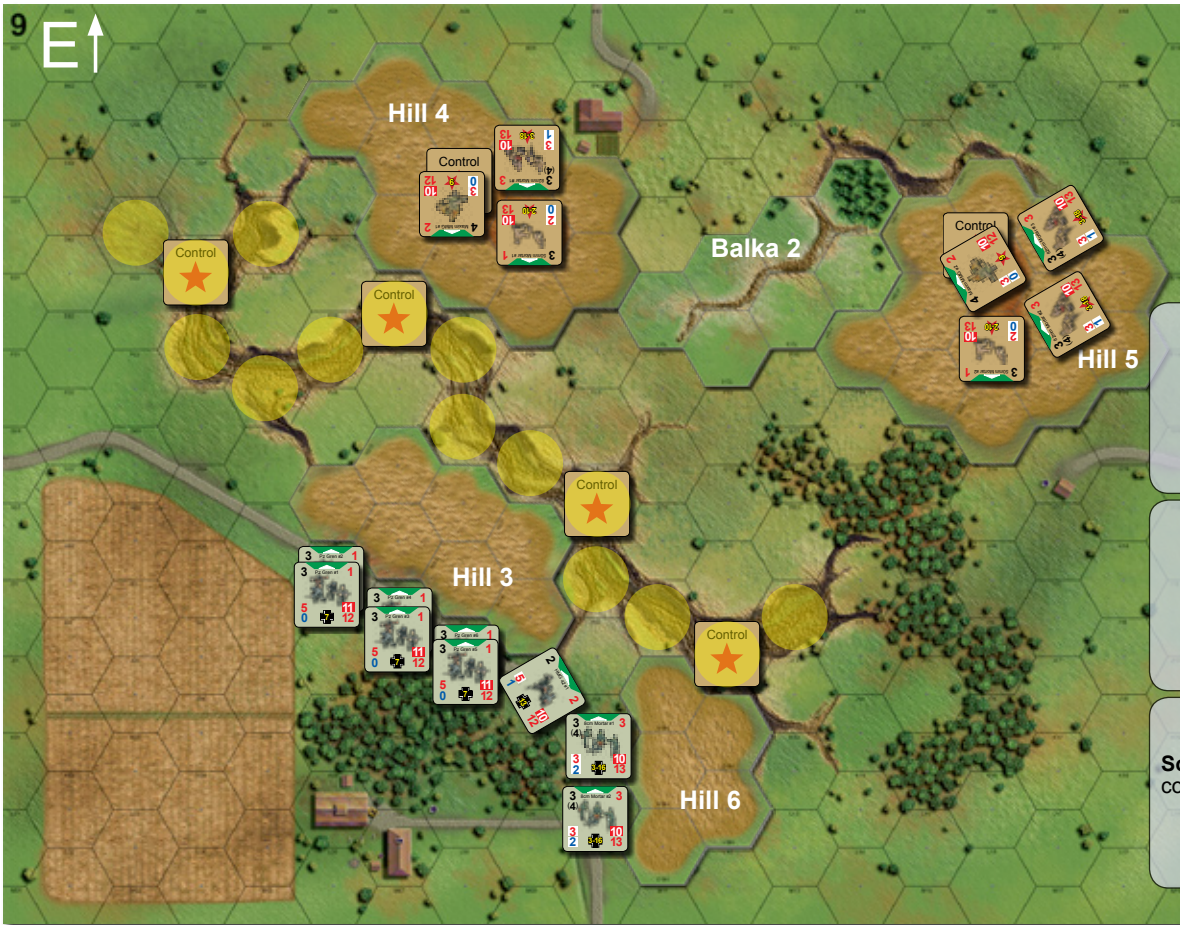
Orders: Hold the territory against German incursions.

Victory Points:

2VP - Immediately score for each German unit eliminated.

1VP - For each Soviet control marker held at the end of rounds 3-6.

The German player may spot only one hex per turn. If more than one hex with a marker is in the LOS of any German unit, the player spots only the closest one. The remaining hexes will be spotted one at a time at the end of the German's subsequent turns.



Advanced solo and two player options for this firefight are presented on the next page.

Round 1

Round 4
Soviet: Score control markers.

Round 2

Round 5
Soviet: Score control markers.

Round 3
Soviet: Score control markers.

Round 6
All: Score control markers.
Game End

SoS Firefight 5 - Pursuit from State Farm 158

The following optional units will require a "jump ahead" to the designated rule sections for their use.

Option 1: Additional Units for the solo player firefight described on the previous page. (These units require familiarity of rules section 4.) All firefight victory conditions remain the same. Each side's CAPs will increase by the amounts shown.

+ **For the Germans** add the units below plus 3 CAPs to the German base CAP track number on round 3.

Enters Round 1:



1x Pz IVe
Enters from the western map edge.

The Pz IVe **may not** fire smoke.

Random Entry: Roll 1D6 for the Opel transporting the PaK38 to determine its arrival round.



1x Opel transporting a PaK38
Enters on road hex 9-L10.

★ For the Soviets add the units below plus 3CAPs to the Soviet base CAP track number on round 2.

Setup Round 1: Roll 1D6 for each unit listed below. On a roll of 1 the unit is not available for this firefight. (These rolls may not be modified with CAPs.) Set up available units on the listed hexes.



1x KV1c Immobile
9-H14



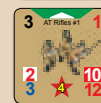
1x 76.2mm ATG
H4-6



1x 57mm ATG
H5-6



2x 45mm ATG
H4-4, H4-3



4x AT Rifles
Every time a Soviet hidden unit is spotted in the balka, roll another 1D6 and if the roll is a "5 or 6" an AT rifle unit is stacked with it.

Option 2: Two Player Game played with the units listed on the previous page only utilizing rules through section 3. The map setup and firefight victory conditions are exactly the same as in the solo setup.

Players: 2 **CAP Allocation:** German - 7 CAPs Soviet - 6 CAPs

Action Cards: Use only green action cards under #11. Each player receives 1 card at the beginning of each round.

Weapon Cards: **Germans** - Extra Grenades, Flamethrower. **Soviet** - Molotov Cocktail, Magnetic Mine.

Veteran Cards: **German** - #V03 High Morale, #V05 Good Leadership. **Soviet** - #V04 Experience, #V09 Organized Retreat, #V13 Hidden Action.

Map Setup: The same as in the solo game except that no markers are placed in the balka.

+ **German Set-Up, Two Player Game:** The Germans set up exactly the same as in the Solo setup on the opposite page.
The #V03 High Morale card is good for all PzGren units only.

★ Soviet Set-Up, Two Player Game: Soviet units in the ravine are not determined through "spotting checks" rather the following units are set up hidden in the balka in any of the hexes with the yellow highlights. These units may activate and move freely.



2x Rif '43
Hidden in balka.



4x Rif '41
Hidden in balka.



2x SMG
Hidden in balka.

The following optional units will require a "jump ahead" to the designated rule sections for their use.

Option 2.1: Additional Units for the two player firefight listed above. (Requires familiarity with all of the rules section 4 and parts of section 5.) All firefight victory conditions remain the same. Each side's CAPs will increase by the amounts shown.

+ **For the Germans** add the units below plus 3 CAPs to the German base CAP track number on round 3.

Enters Round 1:



1x Pz IVf2
Enters from the western map edge.

The Pz IVf2 **may** fire smoke.

Random Entry: Roll 1D6 for the Pz IVf2 and again for the Opel transporting the PaK38 to determine their arrival rounds.



1x Pz IVf2
Enters from the western map edge.



1x Opel transporting a PaK38
Enters on road hex 9-L10.

★ For the Soviets add the units below plus 3CAPs to the Soviet base CAP track number on round 2.

Setup Round 1: Roll 1D6 for each unit listed below. On a roll of 1 the unit is not available for this firefight. (These rolls may not be modified with CAPs.) Set up available units on the listed hexes.



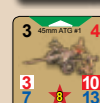
1x KV1c Immobile
9-H14



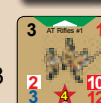
1x 76.2mm ATG
H4-6



1x 57mm ATG
H5-6



2x 45mm ATG
H4-4, H4-3

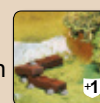


4x AT Rifles Every time a Soviet unit is spotted in the balka, roll another 1D6 and if the roll is a "5 or 6" an AT rifle unit is stacked with it.

Special Rules:

At the beginning of each round, the Soviet player gets to attempt to "repair" the KV1 in 9-H14 by rolling a 1D6. On a roll of "6" it becomes mobile.

At the beginning of each round, the Soviet player rolls a 1D6 for each of his above AT guns. On a roll of "6" the gun crew has improved its position and a "hasty defense" counter is placed on it, improving its DR by +1.



2x SU-76m
Enter from the eastern map edge

by the Germans under the command of a single general.

At 4:30 a.m. on 5 July, the northern army began an intense artillery barrage. The northern German infantry divisions began their assault and for the next nine days the 9th Army was subjected to continuous artillery bombardment, fields riddled with mines, line after line of Soviet trenches, and savage hand-to-hand fighting as their losses mounted. The forces of Colonel-General Model's Ninth Army penetrated less than 15km into the Soviet defenses, getting as far as Ponyri and the outskirts of Olkhovatka. Back and forth the Germans and Soviets fought for control of the water tower, school, tractor station, and railway station in Ponyri, characterized by intense hand-to-hand fighting and personal heroism. The northern attack never made it further than this point.

The Germans began the southern attack at 3:30 a.m. with an artillery barrage that was so intense, they fired more shells than in the entire Polish and French campaigns combined. The Soviets tried to surprise attack the German airfields before the German fighters and bombers could take off, but the German long range radar gave them early warnings so that they could quickly scramble their fighter squadrons. The largest air battle of the war ensued, involving a dogfight of over 500 airplanes. The result gave the Germans air superiority for the first few days of the battle.

Von Manstein decided to create a giant fist with his 700 panzers to smash through the southern Soviet defenses on a very narrow front. Orders were given to leave tanks damaged in the attacks behind so that momentum would not be lost. The Germans would drive into the Soviet forces of the Voronezh front commanded by General Vatutin. Vatutin believed that von Manstein would attack along the shortest route north along the Belgorod-Oboyan highway. Even so, Vatutin spread his forces across a longer front to contain the Germans in case they had different plans.

Col-General Hoth, commander of the 4th Pz Army, lead the attack towards Oboyan with the XLVIII Pz Corps, spearheaded by the Panzer-Grenadier Gross-Deutschland, 11th Panzer, and 3rd Panzer Divisions. The Oboyan approach was being defended by the 6th Guards Army. The German breakthrough in the south was so sudden, that Marshal Zhukov ordered the 1st Tank Corps south to reinforce his troops and counter a German breakthrough. Hoth was afraid that as his forces met the 1st Tank Corps, he would be vulnerable to attack on his right flank by the 5th Guards Tank Army, which was part of the STAVKA reserve. To counter this, he planned to move the II SS Panzer Corps north along the XLVIII Corps' right flank and then swing them NE toward the city of Prokhorovka to engage these Soviet reserves.

On the far right of the attack, Army Detachment Kempf was to offer the right flank cover by attacking eastwards at the 7th Guards Army. They were then to wheel to the northwest and hit the 5th Guards Tank Army in the flank as they were engaged with the II SS Pz Corps.

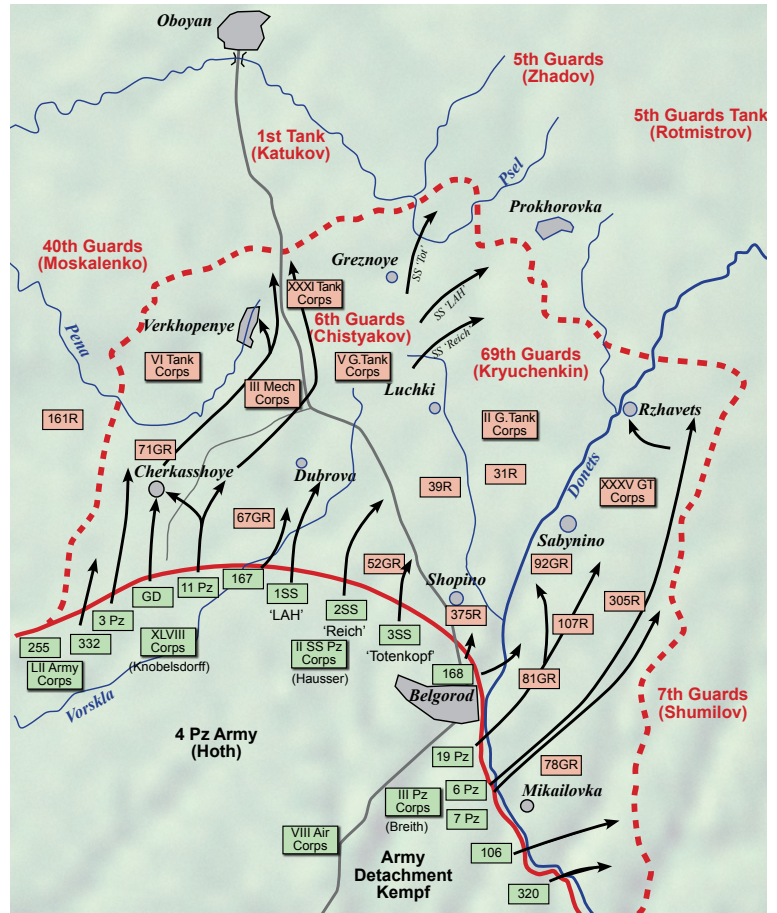
The II SS Pz Corps consisted of some of Germany's most elite and well armed soldiers, including the SS Panzer-Grenadier Divisions 'Leibstandarte Adolf Hitler', 'Das Reich', and 'Totenkopf'. The first few days were very successful, but costly, as they fought their way through the veteran Soviet 52nd Guards Rifle and 375th Rifle divisions. The II SS led its attacks with Tiger and Panther tanks forming the tips of their Panzerkeils, in close support from ground attack Stuka and Henschel aircraft. The entire southern sector of the Soviet defense was now in peril. Most of the 40th Rifle Army and the 1st Tank Army were fed into the battle. The 'Gross-Deutschland' Division was less than 17km from Oboyan, with a possible breakthrough imminent. Then the path to Kursk would lay open.

The II SS Pz Corps continued their fight north, then suddenly swung towards Prokhorovka, instead of supporting the expected XLVIII Pz Corps thrust towards Oboyan. This move surprised the Soviets and the Soviets rapidly deployed and committed their 5GT reserves in what resulted in one of the largest and best known tank battles of the war.

In the meantime, the 9th Army in the north continued to run headlong into a Soviet defense that would not budge. General Model regrouped his forces on 10 July and threw everything he had at the Soviet defended heights outside of Olkhovatka.

That same day, the men of the 'Totenkopf' Div. crossed the Psel River and breached the third defensive barrier to Kursk.

The Waffen SS units of the II SS Pz crashed into the Soviet defenders outside of Prokhorovka on 11 July with 600 panzers, and the Soviets barely held them with a supporting counter attack by the 5th Guards. On the morning of 12 July, 900 T-34, T-70, and Churchill III Soviet tanks charged the 600 German tanks in order to close the long range fire advantage that the Germans had. A huge melee ensued, pitting small groups of tanks facing off with each other in the smoke, noise, and utter confusion of battle. Hoth was desperate for Kempf's III Pz Corps to arrive from the south to fill the gaps in his battleline.



But where were they?

After heavy fighting on 11 July, the III Pz Corps had only advanced as far as the southern edge of the heavily fortified town of Rzhavets on the Donets river. Rzhavets was less than 20km from the battle being fought at Prokhorovka and the commanders of the III Pz Corps expected a hard battle the next day. Instead they devised a plan to sneak the 11th Pz Reg through the Soviet lines under the cover of darkness that night. Lead by a captured T-34 at the front of their column, the Germans tricked the Soviets into thinking they were friendly units. Strict orders were given that none of the soldiers were allowed to talk or curse in German. This column drove straight through the Soviet manned defensive lines and stormed the bridge over the Donets. By the afternoon of the 12th, the 19th Pz Div had been brought up and elements of the III Corps were ready to thrust north to flank the Soviets in the tank battle of Prokhorovka on the 13th.

Attack on Orel and the Invasion of Sicily

Two events changed the course of Operation Citadel and the pivotal battle of Prokhorovka. On the 12th, the Soviets began a major attack into the Orel region north of Kursk. Von Kluge decided that he had to suspend the northern portion of the Citadel operation in order to support the German 2nd Pz Army with his 9th Army.

On 13 July, von Manstein and von Kluge were recalled to East Prussia by Hitler. They found out that on 10 July, British, Canadian, and American troops had invaded Sicily from North Africa. Hitler was panicked and felt that he needed to immediately divert units fighting at Kursk to Italy and wanted to call off Operation Citadel. Von Manstein argued that victory in the southern sector was within reach and that the efforts in Citadel should be continued. The Soviet 5th Guards Tank Army was teetering and a breakthrough could counter the Soviet offensive to the North. Hitler disagreed and the last German main offensive action on the Eastern Front came to an end.

Von Manstein was forced to hastily withdraw his divisions and the Germans left behind many broken down tanks and guns. Kursk marked the last major offensive campaign in the East by the Germans and their panzer armies had been bled dry.

Stalingrad guaranteed that the Germans could not win in the East, but perhaps a stalemate was still possible. However Kursk insured that they would lose. The Soviets continued a series of well-planned and expertly executed operations that, over the next 22 months, never allowed the Germans time to rest, reorganize, or regain the initiative. What started at Kursk in the summer of 1943 was finished in the ruins of Berlin in May 1945.

SoS Firefight 6 - Sneak Attack

5 July 1943 *The sappers [engineers] needed five hours to build the bridge...The first wounded coming back from the front were loaded onto inflatable dinghies. They did not speak of us in a very friendly manner because the Russians had resisted strongly and were well-organized...*
 - Leutnant Richard von Rosen, commander of a Tiger tank section of the 3rd Company of Heavy Tank Battalion 503

General Situation: Before the III Panzer Corps could begin its thrust to secure the right flank of the German armored spearheads, it needed to establish a bridgehead across the northern Donets River southeast of Belgorod. On the first day of the German offensive, elements of Panzer Grenadier Regiment 114 of the 6th Panzer Division crossed the river to secure the opposite bank so the division's engineers could build the vital bridge that would enable the heavy Panzers to cross. Little did they know that a company of Soviets had infiltrated to the very edge of their defensive perimeter intent on stopping the engineers.

Players: 2 **CAP Allocation per Round:** German - 7 CAPs Soviet - 5 CAPs



Action Cards: Use only green action cards under #20. Each player receives 2 cards at the beginning of round 1 and 1 card each round thereafter.

Weapon Cards: **Germans** - Hand Grenades. **Soviets** - Molotov Cocktail.

Map Setup: Map 10. Overlay the hill 6 template matching H6-3 with 10-C08 and H6-5 with 10-B10. Overlay hill 4 matching H4-12 with 10-H16 and H4-9 with 10-K16. Place a trench marker on hex D14 and German control markers on hexes H4-6 and 10-F18.

German Forces: Inf. Platoon, 114th Pz Grenadier Reg.

Setup Round 1: Set up the units on the hexes listed next to the unit names below.

	3x Pz. Gren. 10-E15, H4-2, 10-K12, (*Optional: New players may decide to add an additional Pz Gren on 10-E16.)		1x HMG 42 10-D14
--	---	---	----------------------------

Special Rule: The trench counter gives the HMG 42 a +2DM. The trench counter is removed if the HMG is destroyed or moves out of the hex. The trench counter is not removed if the HMG only pivots.

Orders: Push back the surprise attack with minimal losses.

Victory Points:

- 1VP - Immediately score for each Soviet unit eliminated.
- 1VP - Per German control marker at **game** end.

Soviet Forces: Inf. Platoon, 81st Guards Rifle Div.

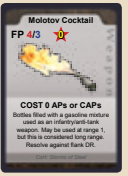
Setup Round 1: Set up the units on the hexes listed next to the unit names below. Soviets have the initiative on round one.

	6x Rifles '41 10-J07, 10-C07, 10-B08, 10-B09, H6-3, H6-4		3x SMG squads 10-H09, 10-G10, 10-H11
	2x Rifles '43 10-I08, 10-I09		1x 50mm Mortar 10-I05

Orders: Take the objective hexes.

Victory Points:

- 2VP - Immediately score for each German unit eliminated.
- 2VP - Per Soviet control marker at **round** end.



Round 1

Soviet: Score control markers.

Round 2

Soviet: Score control markers.

Round 3

Soviet: Score control markers.

Round 4

Soviet: Score control markers.

Round 5

All: Score control markers.

Game End



Firefight design by Dave Kimmel

**Designer's Note: This is a tricky firefight. It seems that the Soviets will easily overrun the Germans, but beware, it is harder than it looks! Both the Soviets and the Germans have many decisions that must be made. As a variant, you can also add another German Pz Gren. on hex 10-E16. We designed this firefight with cautious movement in effect. - Uwe*

SoS Firefight 7 - Wounded Tiger

8 July 1943 *Naturally, a lot of tanks had dropped out along the way, probably fewer due to enemy action than to the frequent transmission problems of the initial Tigers.* - Hauptmann Clemens Graf Kageneck, Commander of Heavy Tank Battalion 503

General Situation: On the third day of the German offensive, the III Panzer Corps blasted a narrow corridor only a few kilometers wide through the Soviet defensive lines. The Kursk battlefield was littered with tanks that broke down due to mechanical problems rather than combat. Both sides attempted to retrieve and repair these valuable vehicles. As the German III Panzer Corp's spearheads advanced, an immobilized Tiger was left behind in a field. Through the unsecured flanks, a platoon of T-34s and T-70s slipped through to finish off the 'helpless' tank.

Players: 2 **CAP Allocation per Round:** German - 6 CAPs Soviet - 7 CAPs

Action Cards: Use only green action cards under #30. Each player receives 1 card each round.

Veteran Cards: The Tiger tank receives cards #V03 High Morale and #V14 Combat Hardened.

Map Setup: Maps 7, 8, 9, and 10. Place an immobilized counter under the German Tiger tank.

German Forces: Recovery Plt, 503rd Hvy Tank Bat.

Setup Round 1: Set up the units on the hexes listed next to the unit names below. The Tiger sets up with the immobilized counter.



1x Tiger 1e
8-F10



1x Pz IVh
7-D10



2x Pz III L
7-B10, 7-C10



1x Opel Truck
7-A10 (This represents a heavy prime mover that can pull a tank.)

Orders: Recover the immobilized Tiger tank by towing it off a western or southern game edge with any other vehicle. It costs a total of 4APs to hook up the Tiger. While towing, a vehicle receives no movement bonuses and may move only 1 hex per AP spent (14.1). Both the towing and towed vehicles may not fire.

Victory Points:

1VP - Immediately score for each Soviet unit eliminated.
4VPs - If the Tiger tank is transported off of the map.

Soviet Forces: Armor Elements, 7th Guards Army

Setup Round 1: Set up the units on the hexes listed next to the unit names below. The Soviets have the initiative on round one.



4x T-34c
10-L07, 10-L08,
10-K07, 10-K08



4x T-70
9-L11, 9-K12, 9-L12,
10-L09

Orders: Destroy the Tiger and then withdraw your tanks to safety.

Victory Points:

4VPs - Immediately scored for destroying the Tiger tank.
2VPs - Immediately scored for each destroyed Pz III L and IVh tank.
0VPs - No scoring for destroying the Opel truck.

Designer's Note: This is an excellent firefight that highlights the Soviet's tactic of quick group movements toward enemy German tanks. The German Tigers had excellent optics and firepower to pick off the Soviet T-34s at long range. But once the T-34s got in close, they would swarm over a Tiger with short range flank attacks.

N ↑

Round 1

Round 2

Round 3

Round 4

Round 5

Game End

Firefight design by Gunter Eickert

SoS Firefight 8 - Black Knights of the Steppe

10 July 1943 *A wall of steel and fire... Then the message came... "Drive like hell, that is your only chance!"* - Rolf Erhardt, driver of a platoon leader's tank, 7th Company, Panzer Regiment "LAH"

General Situation: After five days of almost constant combat, the tired Germans were hoping for a break. Instead, advanced elements of the armored group for the 1st SS Panzer Grenadier Division "Leibstandarte Adolf Hitler" were ordered to assemble along the road to Prokhorovka. This small town on the vast steppe of Russia would become the site of the most famous tank engagement within the battle of Kursk.

Players: 2 **CAP Allocation per Round:** German - 6 CAPs Soviet - 6 CAPs

Action Cards: Use only green action cards under #40. The German receives 2 cards each round, the Soviet 1 card each round.

Veteran Cards: **German** - #V03 High Morale and #V14 Combat Hardened are for use of the units entering round 1 only.
Soviet - #V05 Good Leadership and #V13 Hidden Action.

Map Setup: Maps 7 and 8. Place control markers, Soviet side up, on hexes 7-K09 and 7-K11. The Germans have the initiative on round one.

German Forces: Tank elements of Pz Regiment "LAH"

Enter Round 1: Germans enter along road 8-A10 and have initiative.

 1x Tiger Ie	 1x Pz IIIh	 1x SdKfz 251/10 Halftrack
 1x Pz IVf2	 1x Pz II	

Reinforcements Round 2: Germans enter from the western map edge of map 8 and the vehicles are considered loaded.

 2x Pz Gren	 2x SdKfz 251/1
---	--


Orders: Capture the village as preparation for the push onto Prokhorovka.

Victory Points:

- 1VP - Immediately score for each Soviet unit eliminated.
- 1VP - For each hex 7-K09 and 7-K11 controlled at game end.
- 1VP - Immediately score each unit that exits the map from the road hex 7-L10. Exited units are placed on the player's victory track.

Soviet Forces: Armor Elements, 5th Guards Tank Corps

Setup Round 1: Set up the units on maps 7 and 8 as listed below. Tanks may set up in woods and buildings.

 2x Churchill MkIII 8-I04, 7-D10	 2x Rifles '43 7-K09, 7-K11
 2x KV1c May be hidden anywhere on map 8 east of row 8-B.	

Reinforcements Round 3: Soviets enter along road 7-L10.

 2x T-34c	 1x T-34b
--	--

Orders: Stop or delay the German armored force.

Victory Points:

- 3VPs - Immediately scored for destroying the Tiger tank.
- 1VPs - Immediately scored for each German unit eliminated.
- 1VP - For each hex 7-K09 and 7-K11 controlled at game end.
- 1VP - For each German unit remaining on the map at game end.



Round 1

Round 2
Germans:
Reinforcements

Round 3
Soviets:
Reinforcements

Round 4

Round 5
All:
Score control markers

Game End

SoS Firefight 9 - Blinding the Bear

7 July 1943 *We will have to use our heavy weapons to clear out that position.* - Oberstleutnant Rudolf Köhler, commander of Pz.Gren.Rgt. 73

General Situation: As III Panzer Corps pushed north from its bridgehead across the northern Donets River southeast of Belgorod, it bypassed Soviet strong points. Now on the third day of the German offensive, these enemy positions needed to be eliminated because they enabled the Soviets to call in artillery on the German supply lines. As 19th Panzer Division's armored Kampfgruppe continued to push northward, the truck-borne Panzer Grenadiers were used to clear out the rear area.

Players: 2 **CAP Allocation per Round:** German - 5 CAPs Soviet - 8 CAPs **Cards:** None

Map Setup: Map 10. Overlay the large hill 1 template matching H1-5 with F10 and H1-23 with J10. Overlay the balka template matching T2-2 with 10-H08. Place foot passable wire counters on L08, J08, H07, and F09 and foot none-passable wire on D10, F08 and K08. Place trench counters on G09 and T2-1. Place a control marker, Soviet side up, on hex H1-13. Next the Soviets mark their hidden units and mines on a sheet of paper. Lastly, the Germans may place 3 smoke counters anywhere on the map. The Germans have the initiative on round one.

We suggest that optional rule 5.01 - Cautious Movement be used.

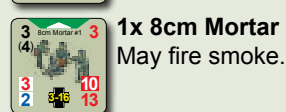
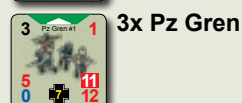
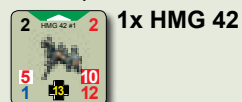
German Forces: Foot Infantry Platoon, 73rd Pz Gren.

Enter Round 1: Enter on any full hex on the western edge of the map.

Setup Round 1:



3x +2DM Smoke
Place three smoke counters anywhere on the map after the Soviet player has placed his hidden units.



Orders: Capture the Soviet stronghold in hex H1-13.

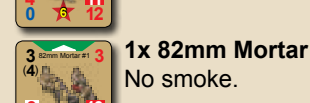
Victory Points:

- 1VP - Immediately score each Soviet unit eliminated.
- 5VP - Control stronghold hex H1-13 at game end.

Soviet Forces: Infantry Platoon, 81st Guard Rifle Div.

Setup Round 1: Set up the units on the hexes listed next to the unit names below.

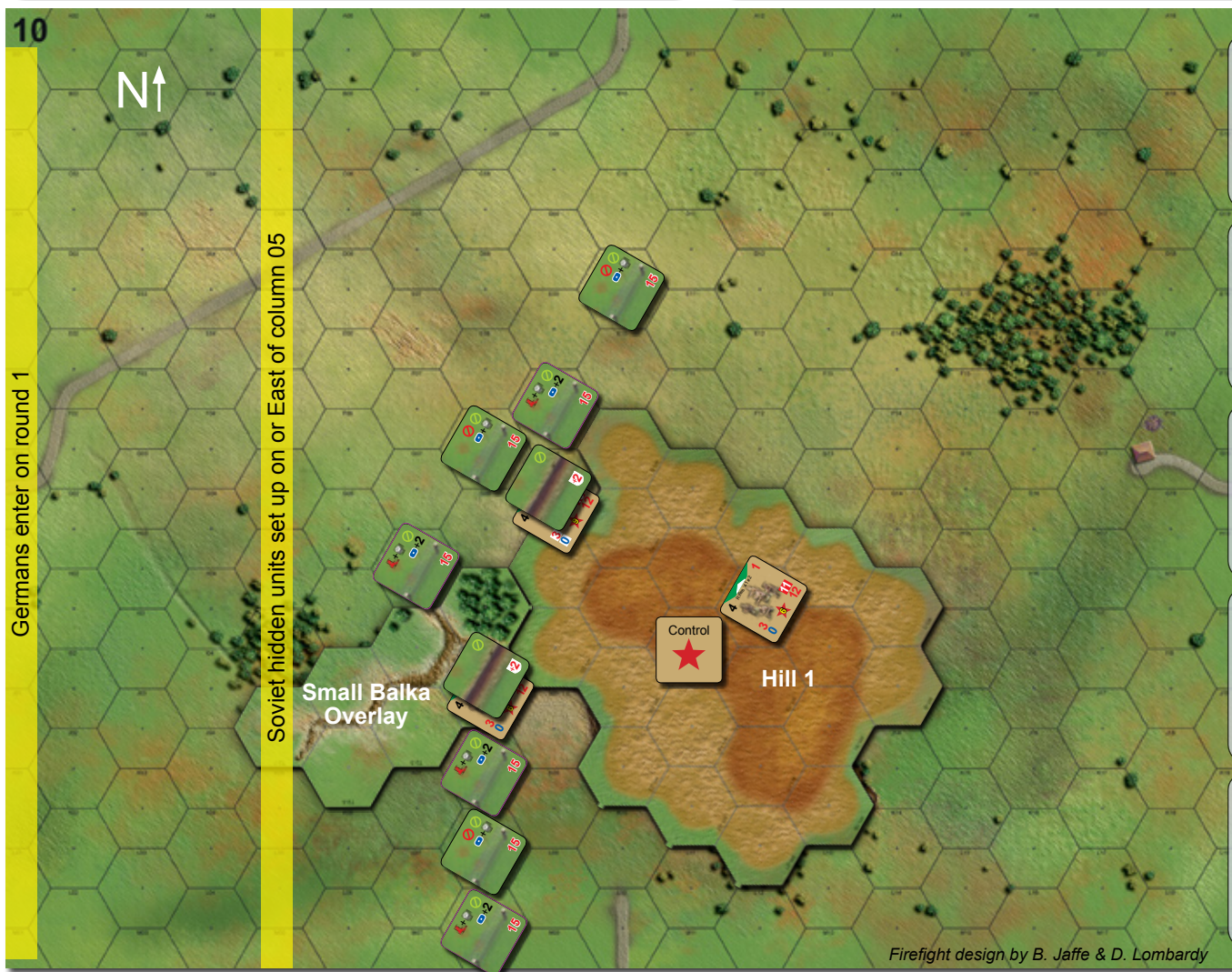
Hidden Setup Round 1: Set up hidden units on or east of column 5. Mark the hidden unit locations on a separate sheet of paper.



Orders: Defend the stronghold in hex H1-13.

Victory Points:

- 1VP - Immediately score each German unit eliminated.
- 5VP - Control stronghold hex H1-13 at game end.



Round 1

Round 2

Round 3

Round 4

Round 5

All:
Score the stronghold.

Game End

Firefight design by B. Jaffe & D. Lombardy

SoS Firefight 10 - Tanks!

8 July 1943 *Smoke, fire, bombs, and wrecked vehicles were everywhere. But by evening we began to see heavy reinforcements from the STAVKA reserve.* - Soviet Major General Popiel

General Situation: Between July 8th and 9th, the German 48th Panzer Corps was forcing its way towards the approaches of Oboyan. East of Verkhopenye, elements of the Gross-Deutschland and 11th Panzer Divisions ran headlong into arriving Soviet reinforcements of the 1st Tank Army. A chaotic battle ensued with more Soviet straggler tanks arriving as the battle ignited across the open steppes and hills.

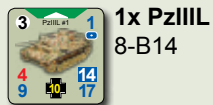
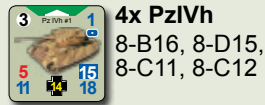
Players: 2-4 **CAP Allocation per Round:** **German** Player 1 - 7 CAPs, Player 2 - 8 CAPs **Soviet** Player 1 - 6 CAPs, Player 2 - 6 CAPs. (When playing this firefight with two or three players, one or more player must receive multiple track sheets and play each group separately.)

Action Cards: Use only green action cards under #30. All players receive 2 cards on round one and 1 card each round thereafter.

Map Setup: Maps 8 and 10. Overlay hill 1 matching H1-1 with 10-K11 and H1-5 with 10-I15. Overlay hill 5 matching H5-1 with 10-H08 and H5-10 with 10-K06. Overlay hill 6 matching H6-1 with 8-D08 and H6-5 with 8-F09. Overlay hill 3 matching H3-1 with 8-I05 and H3-7 with 8-H02. Place control markers: **Soviet** side up on hexes 8-K10 and H3-6 **German** side up on hexes H1-13 and H5-8. Roll for initiative.

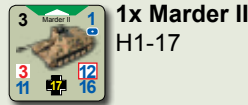
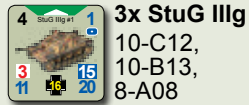
German Player 1 Forces: Elements of the 11th Pz Div.

Setup Round 1: Set up the units on map 8 as listed below.



German Player 2 Forces: Assault Gun Plt, 11th Pz Div.

Setup Round 1: Set up the units on maps 8 and 10 as listed below.



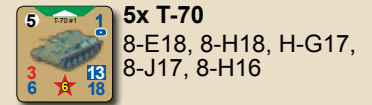
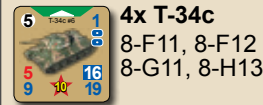
Orders: Punch an opening through the Soviet shielding forces.

Victory Points:

- 1VP - Immediately score for each Soviet unit eliminated.
- 3VPs - For each German control marker at game end.

Soviet Player 1 Forces: Elements of the 10th Tank Corp.

Setup Round 1: Set up the units on map 8 as listed below.

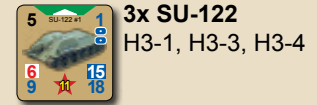
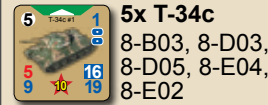


Reinforcements Round 2:
Enter from the northern edge
of map 8.

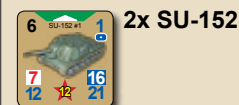


Soviet Player 2 Forces:

Setup Round 1: Set up the units on map 8 as listed below.



Reinforcements Round 2: Enter from the southern edge of map 8.



Orders: Destroy the German tanks
and take the western heights.

Victory Points:

- 2VPs - Immediately score for each German unit eliminated.
- 3VPs - For each Soviet control marker at game end.

SoS Firefight 11 – Rotmistrov’s Red Dawn

12 July 1943 *The situation suddenly became complicated. The jumping-off positions that we had earlier selected for the counter stroke were in the hands of the Hitlerites.* - Lieutenant General P.A. Rotmistrov, commander 5th Guards Tank Army

General Situation: After establishing a bridgehead across the northern Donets River near Mikailovka (southeast of Belgorod), advanced elements of the German 6th Panzer Division’s “armored fist” (or breakthrough kampfguppe) must now expand the bridgehead by quickly reaching the village of Blizhniaia Igumenka. This will enable the rest of the division to cross the river without coming under Soviet artillery fire, and also keep the III Panzer Corps’ advance on schedule.

Players: 2 **CAP Allocation per Round:** German 10CAPs Soviet 7CAPs




Action Cards: Use all green action cards under #30. Each player receives 2 cards at the beginning of round 1 and 1 card each round thereafter.

Veteran Cards: German - #V05 Good Leadership, #V03 High Morale (for all German units).

Map Setup: Maps 9 and 10. Place a German control marker on 9-K06, a trench on 9-L06 and wire with no foot movement on 9-L05 and 9-K05.

German Forces: Elements of 2nd SS Panzer Gren Division “Das Reich”.

Setup Round 1: Germans set up on map 9 as listed below.

 2x T-34b Hidden	 1x Marder II Hidden	 1x Marder IIIh Hidden	 1x Pz III L Hidden
 1x HMG 42 9-L06	 1x 251/17 9-L09	 2x Pz Gren 9-K06, Hidden	 1x PaK40 Hidden

Reinforcements: German planes enter anywhere along the eastern edge of map 9.

Orders: Prevent Soviet attacks from breaking through your positions.

 1x Ju 87d Stuka Enters anytime during round 2.	 1x Hs 129b Enters anytime during round 3.
--	---

Victory Points:



- 1VP - Immediately score for each Soviet unit eliminated.
- 2VPs - German control of hex 9-K06 at the end of round 4.
- 5VPs - German control of hex 9-K06 at game end.

Soviet Forces: Med Tank and Mech Infantry of the 26th Tank Brigade.

Setup Round 1: Set up the units as listed below. Units set up with a vehicle are considered loaded. The Soviets activate first on round 1. The Soviets have the initiative on round one.

 7x T-34c 10-I15, 10-I16, 10-J17, 10-F13, 10-F14, 10-G15, 10-H17,	 1x T-34b 10G-16	 4x SMG 10-H17, 10-G16, 10-F15, 10-F16
 2x APC M3 10-F16, F15	 2x APC M3 A-A 10-G17, 10-J18	


Round 3 Reinforcements: Enter anywhere along the southern edge of map 10.

 2x M3 Scouts	 2x Rifles 43
--	---

Special Rules: The M3 Scout receives a bonus move not only on roads but also on open terrain hexes.

Reinforcements: Soviet plane enters anywhere along the western edge of map 10 between and including hexes 10-L10 & 10-L18.

Orders: Capture the State Farm buildings and break through the German lines.

 1x Shturmovik Enters anytime during round 4.
--

Victory Points:

- 1VP - Immediately score for each German unit eliminated.
- 3VPs - Soviet control of hex 9-K06 at the end of round 3.
- 2VPs - Soviet control of hex 9-K06 at the end of rounds 4 and 5.
- 1VPs - Immediately score each T-34 unit that exits undamaged along the northern edge of map 9. Other units that exit in the same way do not count for VPs. Place exited unit on the player’s victory track.

Round 1

Round 2
Germans:
Reinforcements

Round 3
All:
Reinforcements
Soviets:
Score 9-K06

Round 4
Soviets:
Reinforcements
All:
Score 9-K06

Round 5
All:
Score 9-K06
Game End



SoS Firefight 12 - The Bloody Brothers

10 July, 1943 *We were ordered to reduce the center of resistance to a pulp.* - Hauptmann Kurt Burmeister

General Situation: In the broken spaces between the large panzer battles, small skirmishes take place between companies of men that are close combat matches to the death. One such battle includes elements of the German 168th Infantry Division that are preparing to assault the city of Gostishchevo. They have set up an artillery observation post on top of the larger of two hills locally called "The Brothers". From here the Germans are directing artillery fire into Gostishchevo. The Soviets are sending a detachment of men to retake The Brothers.

Players: 2 **CAP Allocation per Round:** German - 8 CAPs Soviet - 8 CAPs

Cards: Use only green action cards under #20. Each player receives 2 cards at the beginning of round 1 and 1 card each round thereafter.

Map Setup: Map 9. Overlay hill 3 template matching H3-5 with 9-G07 and H3-7 with 9-H09. Overlay hill 5 template matching H5-1 on 9-H11 and H5-7 with 9-F10. A control marker, German side up, is placed on the observation post hilltop hex H5-8. During setup, the Germans target their off-board artillery for resolution at the beginning of round 2. (**Ex: The player that controls hex H5-8 at the beginning of round 2 will target his artillery during round 2's pre-round sequence, which will then be resolved at the beginning of round 3.**) Roll for initiative.

German Forces: 1st Mortar Company

Setup Round 1: Set up the units on the hexes listed next to the unit names below.

3x 8cm Mortars
9-G09 & 9-G10



Artillery: If the German controls the hilltop H5-8 at the beginning of a round, he may target Nebelwerfer OBA fire during that pre-round sequence at any hex within the LOS of any of his units.

Orders: Hold the observation post on top of the Big Brother.

Victory Points:

1VP - Immediately score for each Soviet unit eliminated.
3VP - If controlling the hilltop at game end.

Enter Round 1: Enter on hexes 9-F02 through 9-L02.

1x Pz Engineer



1x Pz Grenadier



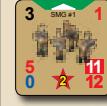
2x Infantry '43



Soviet Forces: Elements of the 33rd Guards

Enter Round 1: Enter on hexes 9-A18 through 9-F18.

2x SMGs



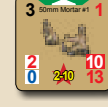
3x Rifles '43



3x Rifles '41



2x 50mm Mortars



Artillery: If the Soviet controls the hilltop H5-8 at the beginning of a round, he may target 122mm OBA fire during that pre-round sequence at any hex within the LOS of any of his units.

Orders: Drive the Germans off the hill and re-occupy the observation post.

Victory Points:

1VP - Immediately score for each German unit eliminated.
5VP - If controlling the hilltop at game end.

Round 1

All: The player who controls the hilltop (H5-8) may target artillery next round.

Round 2

All: The player who controls the hilltop (H5-8) may target artillery next round.

Round 3

All: The player who controls the hilltop (H5-8) may target artillery next round.

Round 4

All: The player who controls the hilltop (H5-8) may target artillery next round.

Round 5

All: Score the hilltop H5-8.

Game End



Firefight design by Gunter Eickert

Soviets enter on round 1

Germans enter on round 1

SoS Firefight 13 - Luchki (Part 1)

6 July 1943 *We have achieved the breakthrough required of us.* - SS-Gruppenführer Kruger.

General Situation: Ferocious battles were being fought as the Germans smashed into the Soviet's second line of defense. Along the critical Belgorod-Kursk highway, 'Der Führer' regiment of the 2nd SS Pz Gren Div., 'Das Reich', is trying to seize the village of Luchki. If successful, this will open a huge gap in the defences of General Chistyakov's 6th Guards Army into which the II SS Panzer Corp can rush through.

Players: 2-4 (This firefight can be played in two parts as separate 2 player games or together as one big 3-4 player battle.)

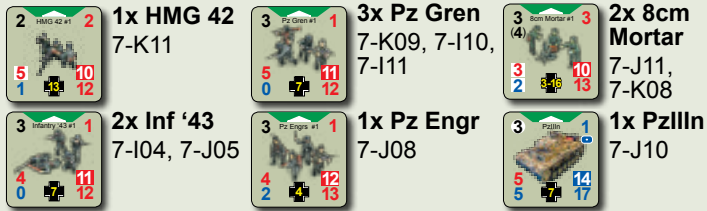
CAP Allocation per Round: German Player 1 - 10CAPs Soviet Player 1 - 8CAPs

Cards: Use all action cards except card #30. Each player receives 2 cards at the beginning of round 1 and 1 card each round thereafter.

Map Setup: Map 7. Overlay river 3 matching R3-1 with 7-D05 and R3-4 with 7-E02. Overlay river 1 matching R1-1 with 7-D07 and R1-3 with 7-C09. Overlay river 2 matching R2-1 with 7-B10 and R2-3 with 7-A12. Overlay village 1 matching V1-1 with 7-A14 and V1-3 with 7-B12. Place a control markers, Soviet side up, on hexes 7-E09 and V1-11. The Germans have the initiative on round one.

German Forces: 1st Co, 'Der Führer' Reg.

Setup Round 1: Place units on the hexes listed below.



Mortars, Engineers, and the PzIII may fire smoke.

Orders: Capture the village of Luchki.

Victory Points:

- 1VP - Immediately score for each Soviet unit eliminated.
- 3VPs - Per control marker on map 7 at the end of round 3.
- 2VPs - Per control marker on map 7 at the end of round 4.
- 1VP - Per control marker on map 7 at game end.

Soviet Forces: Inf Co, 155th Guards Rifle Reg.

Setup Round 1: Place units on the hexes listed below.



2x Blue and 2x Black Mines Randomly pull the mines listed and place hidden on map 7 on or east of row G.

Orders: Hold Luchki as long as possible, then retreat units over the Donets River fords. (Ford hexes R1-6 & R2-2 are highlighted.)

Victory Points:

- 2VPs - Immediately score for each German unit eliminated.
- 1VP - Per control marker on map 7 at the end of rounds 3, 4, and 5.
- 1VP - Per unit moved off of the map between hexes 7-A02 & R2-4.

Round 1

Round 2

Round 3

All: Score control markers.

Round 4

All: Score control markers.

Round 5

All: Score control markers.

Game End



Firefight design by Uwe Eickert

SoS Firefight 14 - Luchki (Part 2)

This firefight can be played as a separate 2 player game or in conjunction with Luchki part 1 as a 2-4 player game. If played together, the maps are placed side by side with the right side of map 7 (column 19) butting next to the left side of map 8 (column 19). All VPs listed in each part are counted.

General Situation: As the panzer grenadiers of the German 2nd SS Pz Gren Div. 'Das Reich' were trying to seize the village of Luchki, SS-Obergruppenführer Hausser tried to flank the city with his panzers in order to create a larger breakthrough point in Soviet General Chistyakov's 6th Guards Army.

Players: 2-4 (This firefight can be played in two parts as separate 2 player games or together as one big 3-4 player battle.)






CAP Allocation per Round: German Player 2 - 8CAPs Soviet Player 2 - 8CAPs

Cards: Use all action cards except card #30. Each player receives 2 cards at the beginning of round 1 and 1 card each round thereafter.

Map Setup: Map 8. Overlay tank ditch 1 matching T1-4 with 8-F12 and T1-7 with 8-H15. Overlay tank ditch 2 matching T2-1 with 8-G11 and T2-7 with 8-H08. Place a control marker, Soviet side up, on hex 8-K10. The Germans have the initiative on round 1.

German Forces: 2nd Pz Platoon, 'Das Reich'

Setup Round 1: Place units on the hexes listed below.

 2x Tiger 1e 8-E07, 8-D08	 1x Pz III L 8-B04	 1x Pz Gren 8-C07
 3x Panther D 8-D09, 8-D06, 8-D05	 2x Pz Engr 8-B08, 8-B06	

Engineers may fire smoke.

Orders: Capture the village of Luchki.

Victory Points:

- 1VP - Immediately score for each Soviet unit eliminated.
- 1VP - If you have the German control marker 8-K10 at round end.

Soviet Forces: 3rd Tank Co, 6th Guards Army

Setup Round 1: Place units on the hexes listed below.

 8x T-34c 8-I17, 8-H16, 8-I15, 8-J03, 8-K03, 8-L03, 8-J04, 8-K04	 2x KV1c 8-J17, 8-I16
 3x ATG 45mm 8-I13, 8-J11, 8-H03	 2x ATG 57mm 8-I11, 8-H04
 2x ATG 76.2mm 8-G02, 8-H12	

Orders: Try to group fire your AT Guns and bleed the Germans dry.

Victory Points: (Mark VPs on your track sheet as you earn them.)

- 1VP - Immediately score for each German unit eliminated.
- 1VP - If you have the Soviet control marker 8-K10 at round end.



Round 1
All:
Score control marker 8-K10.

Round 2
All:
Score control marker 8-K10.

Round 3
All:
Score control marker 8-K10.

Round 4
All:
Score control marker 8-K10.

Round 5
All:
Score control marker 8-K10.
Game End

SoS Firefight 15 - Dance of the Totenkopfs

9 July 1943 *We are fighting our way through the worst country a tanker can imagine. A land full of hills, ravines, woods, and gorges. The fighting is all around us and we have no idea from which direction friend or foe may come.* - Unteroffizier Helmut Krotzer.

General Situation: The 2nd SS Panzer Corps was fighting its way north to the Psel River in order to force through the last defensive ring before Kursk. Elements of the 3rd SS Pz Gren Div 'Totenkopf' had wheeled west towards Greznoye, encountering a concentrated defense from the Soviet 31st Tank Corp. The Soviets were desperate and threw in all of their area reserves. Soon the German Tigers and Panthers were fighting in small groups for their very survival. Larger formations broke rank in order to rescue lone stranded comrades. The death dance had begun.





Players: 2-3 **CAP Allocation per Round:** German Player 1 - 10 CAPs **Soviet Player 1** - 6 CAPs, **Player 2** - 6 CAPs.


Action Cards: Use only green action cards under #30. The German receives 2 cards per round and each Soviet receives 1 card per round.

Map Setup: Maps 7 and 10. Overlay hill 1 matching H1-1 with 10-B13 and H1-5 with 10-D09. Overlay hill 3 matching H3-1 with 10-A14 and H3-4 with 7-C06. Overlay hill 4 matching H4-4 with 7-B11 and H4-8 with 10-B05. Overlay hill 5 matching H5-1 with 7-C12 and H5-13 with 7-F15. Overlay hill 6 matching H6-1 with 10-F05 and H6-5 with 10-F07. Place Soviet control markers on hexes 7-J11, 7-J12, 7-I12, and 7-H12.

German Player 1 Forces: Elements of the 3rd SS Pz Div.

Setup Round 1: Set up the units on maps 7 and 10 as listed below.

	4x Tiger 1e 10-B08, 10-C07, 10-C06, H1-23		5x Panther D 7-E08, 7-D06, 7-E05, 7-C04, 7-C03
	3x StuG IIIg 10-B09, H1-18, H1-22		2x Ju 87D Stuka Enters once on each round 2 and 4 from the north edge of map 10.

 German player may target the Nebelwerfer at the beginning of round 1. Target hex must be in LOS of any German unit. It is resolved at the beginning of round 2.

Orders: Capture the petrol supplies (represented by control counters) at the depot, before the Soviets move them off of the map.

Victory Points:

- 1VP - Immediately score for each Soviet unit eliminated.
- 3VPs - For each petrol supply counter controlled at game end.

Special Rules: The Soviet truck may try to transport the petrol counters (one at a time) off of any western hex of the map. When the truck leaves the map, a new truck may be activated with a full 7 APs to enter the map on 7-L10. The truck loads a petrol marker for 4APs. Trucks do not change the control status of markers. If the Soviet truck is destroyed, the Soviet player may bring on a new one in the next round.

Reminder: Each Soviet player takes a turn for every one German turn!





Soviet Player 1 Forces: Elements of the 31st Tank Corps.

Setup Round 1: Set up the units on maps 7 and 10 as listed below.

	4x Churchill MkIII 10-H16, 10-G11, 10-G12, 10-G15		2x SU-76m H1-11, 10-C16
	3x KV1c H3-2, H3-3, 10-A16		2x SU-122 10-G14, 10-F16

Soviet Player 2 Forces:

Setup Round 1: Set up the units on maps 7 and 10 as listed below.

	5x T-70 7-F11, 7-F12, 7-H11, 7-I09, 7-J09		9x T-34c 7-B12, H4-5, H4-1 H4-2, H4-3, 10-C04, 10-C03, 10-B03, 7-B17
	2x ATG 45mm 7-K11, 7-I11		1x GAZ Truck 7-L10. A new truck may activate and enter 7-L10 after the old one transporting petrol has left the map.

Orders: Stop the Germans from capturing any petrol!
Load and move it to the west as fast as possible!

Victory Points:

- 2VPs - Immediately scored for each German unit eliminated.
- 1VP - Immediately score each Petrol counter transported off of the map.



Round 1

Round 2

Round 3

Round 4
German:
Score petrol markers.
Game End