

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).

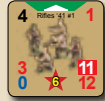
Victory Points: (Mark VPs on your track sheet as you earn them.)
1VP - Immediately score for each Soviet unit eliminated.
2VP - If the German controls both control markers at game end.

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