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.

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

1x HMG 34
Building V1-21

1x HMG 42
Building V1-23

1x Pz Engineers
Building V1-19

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.

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).

5x Rifles '41

3x Rifles '43

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.

Soviets enter on round 1

Hidden Germans set up from here eastwards

Village Overlay

Firefight design by Gunter Eickert