

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.

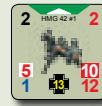
Setup Round 1: Set up the units on the hexes listed next to the unit names.

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

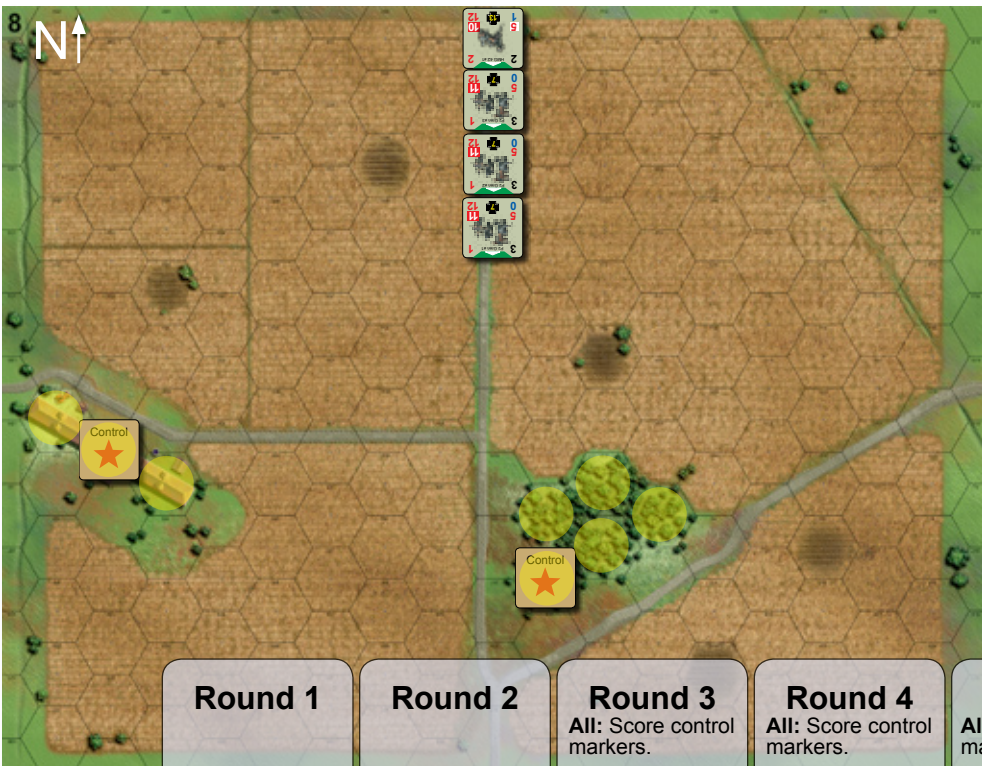
In the solitary firefight, the Soviet forces do not move unless a German unit ends its turn adjacent to it. The Soviet rolls a 1D6 and on a roll of 1 through 5, it will move onto the German unit for Close Combat.

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.

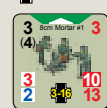
Game End

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**

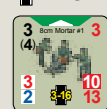
 **2x Rifles '43**

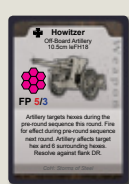
 **1x Maxim MMG**

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

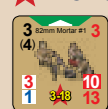
Option 2.1: Additional Units for the two player firefight. (Requires familiarity with some key section 3 rules.)

✚ 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