

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.

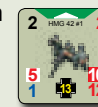
2VPs - If all balka hexes are cleared of enemy units.



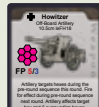
6x Pz Gren
Two each
on 9-H06,
9-I07, 9-I08



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



1x HMG 42
9-J09

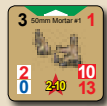


1x 10.5cm Howitzer
May be targeted on any round.

The #V03 High Morale card is good for all PzGren units only.

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

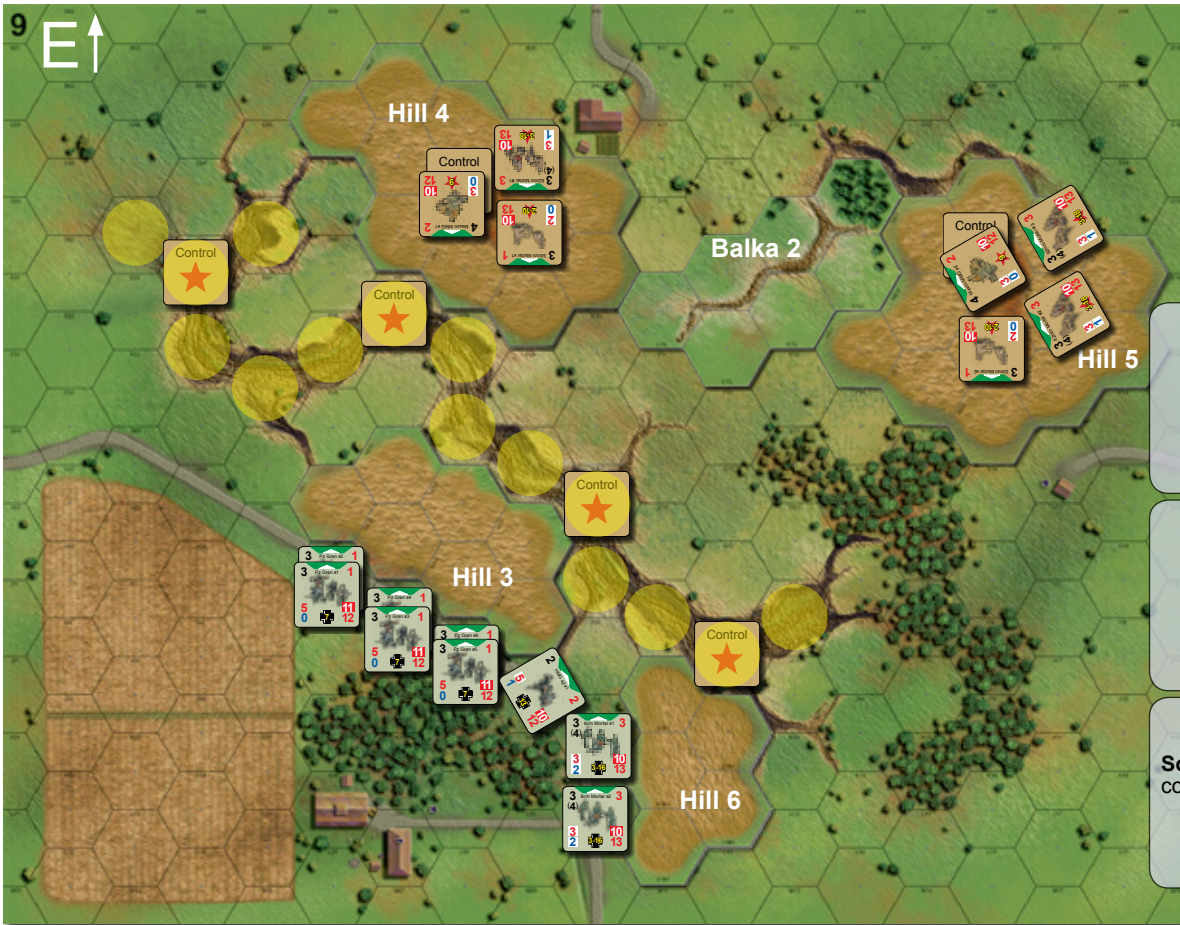
Orders: Hold the territory against German incursions.

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

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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



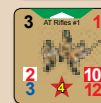
1x 76.2mm ATG
H4-6



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.



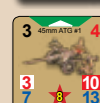
1x KV1c Immobile
9-H14



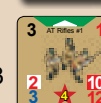
1x 76.2mm ATG
H4-6



1x 57mm ATG
H5-6



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

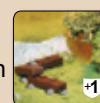


4x AT Rifles Every time a Soviet unit is spotted in the balka, roll another 1D6 and if the roll is a "5 or 6" an AT rifle unit is stacked with it.

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.



Random Entry: Roll 1D6 for the SU-76m to determine their arrival rounds.



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