

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
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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.

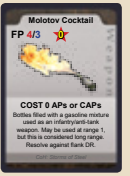
Setup Round 1: Set up the units on the hexes listed next to the unit names below. Soviets have the initiative on round one.

	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*