

# SoS Firefight 8 - Black Knights of the Steppe

10 July 1943 *A wall of steel and fire... Then the message came... "Drive like hell, that is your only chance!"* - Rolf Erhardt, driver of a platoon leader's tank, 7th Company, Panzer Regiment "LAH"

**General Situation:** After five days of almost constant combat, the tired Germans were hoping for a break. Instead, advanced elements of the armored group for the 1st SS Panzer Grenadier Division "Leibstandarte Adolf Hitler" were ordered to assemble along the road to Prokhorovka. This small town on the vast steppe of Russia would become the site of the most famous tank engagement within the battle of Kursk.

**Players:** 2      **CAP Allocation per Round:** German - 6 CAPs      Soviet - 6 CAPs




**Action Cards:** Use only green action cards under #40. The German receives 2 cards each round, the Soviet 1 card each round.

**Veteran Cards:** **German** - #V03 High Morale and #V14 Combat Hardened are for use of the units entering round 1 only.  
**Soviet** - #V05 Good Leadership and #V13 Hidden Action.

**Map Setup:** Maps 7 and 8. Place control markers, Soviet side up, on hexes 7-K09 and 7-K11. The Germans have the initiative on round one.

## German Forces: Tank elements of Pz Regiment "LAH"

**Enter Round 1:** Germans enter along road 8-A10 and have initiative.

 1x Tiger Ie	 1x Pz IIIh	 1x SdKfz 251/10 Halftrack
 1x Pz IVf2	 1x Pz II	

**Reinforcements Round 2:** Germans enter from the western map edge of map 8 and the vehicles are considered loaded.

 2x Pz Gren	 2x SdKfz 251/1
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**Orders:** Capture the village as preparation for the push onto Prokhorovka.

### Victory Points:

- 1VP - Immediately score for each Soviet unit eliminated.
- 1VP - For each hex 7-K09 and 7-K11 controlled at game end.
- 1VP - Immediately score each unit that exits the map from the road hex 7-L10. Exited units are placed on the player's victory track.

## Soviet Forces: Armor Elements, 5th Guards Tank Corps

**Setup Round 1:** Set up the units on maps 7 and 8 as listed below. Tanks may set up in woods and buildings.

 2x Churchill MkIII 8-I04, 7-D10	 2x Rifles '43 7-K09, 7-K11
 2x KV1c May be hidden anywhere on map 8 east of row 8-B.	

**Reinforcements Round 3:** Soviets enter along road 7-L10.

 2x T-34c	 1x T-34b
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**Orders:** Stop or delay the German armored force.

### Victory Points:

- 3VPs - Immediately scored for destroying the Tiger tank.
- 1VPs - Immediately scored for each German unit eliminated.
- 1VP - For each hex 7-K09 and 7-K11 controlled at game end.
- 1VP - For each German unit remaining on the map at game end.

Round 1

Round 2

Germans:  
Reinforcements

Round 3

Soviets:  
Reinforcements

Round 4

Round 5

All:  
Score control markers

Game End



Firefight design by B. Jaffe & D. Lombardy