

SoS Firefight 9 - Blinding the Bear

7 July 1943 *We will have to use our heavy weapons to clear out that position.* - Oberstleutnant Rudolf Köhler, commander of Pz.Gren.Rgt. 73

General Situation: As III Panzer Corps pushed north from its bridgehead across the northern Donets River southeast of Belgorod, it bypassed Soviet strong points. Now on the third day of the German offensive, these enemy positions needed to be eliminated because they enabled the Soviets to call in artillery on the German supply lines. As 19th Panzer Division's armored Kampfgruppe continued to push northward, the truck-borne Panzer Grenadiers were used to clear out the rear area.

Players: 2 **CAP Allocation per Round:** German - 5 CAPs Soviet - 8 CAPs **Cards:** None

Map Setup: Map 10. Overlay the large hill 1 template matching H1-5 with F10 and H1-23 with J10. Overlay the balka template matching T2-2 with 10-H08. Place foot passable wire counters on L08, J08, H07, and F09 and foot none-passable wire on D10, F08 and K08. Place trench counters on G09 and T2-1. Place a control marker, Soviet side up, on hex H1-13. Next the Soviets mark their hidden units and mines on a sheet of paper. Lastly, the Germans may place 3 smoke counters anywhere on the map. The Germans have the initiative on round one.

We suggest that optional rule 5.01 - Cautious Movement be used.

German Forces: Foot Infantry Platoon, 73rd Pz Gren.

Enter Round 1: Enter on any full hex on the western edge of the map.

Setup Round 1:



3x +2DM Smoke
Place three smoke counters anywhere on the map after the Soviet player has placed his hidden units.



Orders: Capture the Soviet stronghold in hex H1-13.

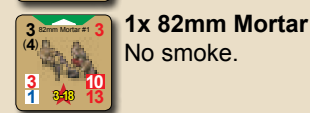
Victory Points:

- 1VP - Immediately score each Soviet unit eliminated.
- 5VP - Control stronghold hex H1-13 at game end.

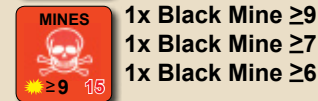
Soviet Forces: Infantry Platoon, 81st Guard Rifle Div.

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

Hidden Setup Round 1: Set up hidden units on or east of column 5. Mark the hidden unit locations on a separate sheet of paper.

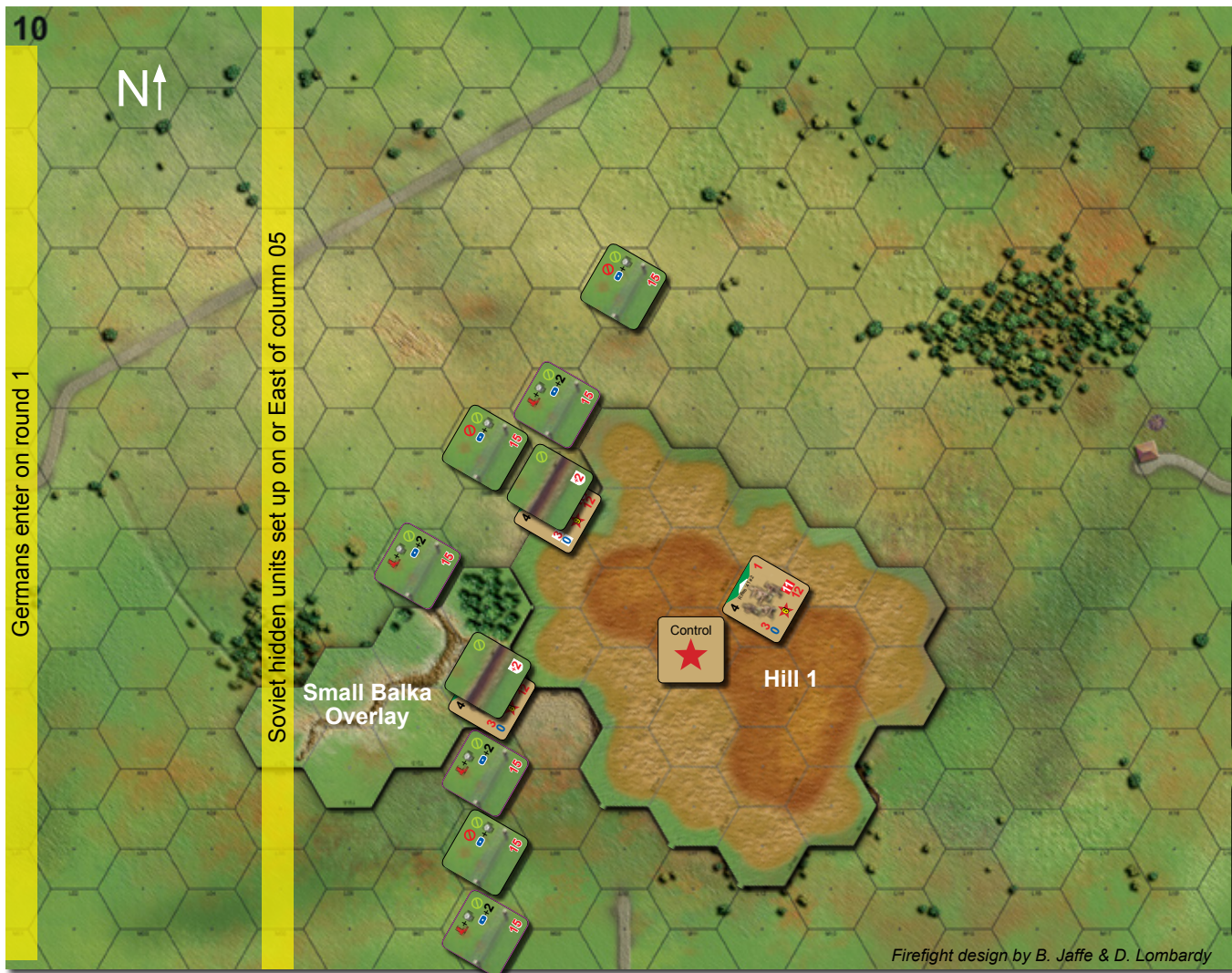


Orders: Defend the stronghold in hex H1-13.



Victory Points:

- 1VP - Immediately score each German unit eliminated.
- 5VP - Control stronghold hex H1-13 at game end.



Round 1

Round 2

Round 3

Round 4

Round 5

All:
Score the stronghold.

Game End