

# SoS Firefight 10 - Tanks!

8 July 1943 *Smoke, fire, bombs, and wrecked vehicles were everywhere. But by evening we began to see heavy reinforcements from the STAVKA reserve.* - Soviet Major General Popiel

**General Situation:** Between July 8th and 9th, the German 48th Panzer Corps was forcing its way towards the approaches of Oboyan. East of Verkhopenye, elements of the Gross-Deutschland and 11th Panzer Divisions ran headlong into arriving Soviet reinforcements of the 1st Tank Army. A chaotic battle ensued with more Soviet straggler tanks arriving as the battle ignited across the open steppes and hills.

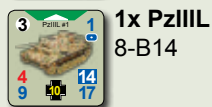
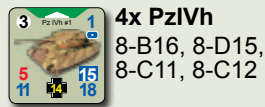
**Players:** 2-4 **CAP Allocation per Round:** **German** Player 1 - 7 CAPs, Player 2 - 8 CAPs **Soviet** Player 1 - 6 CAPs, Player 2 - 6 CAPs. (When playing this firefight with two or three players, one or more player must receive multiple track sheets and play each group separately.)

**Action Cards:** Use only green action cards under #30. All players receive 2 cards on round one and 1 card each round thereafter.

**Map Setup:** Maps 8 and 10. Overlay hill 1 matching H1-1 with 10-K11 and H1-5 with 10-I15. Overlay hill 5 matching H5-1 with 10-H08 and H5-10 with 10-K06. Overlay hill 6 matching H6-1 with 8-D08 and H6-5 with 8-F09. Overlay hill 3 matching H3-1 with 8-I05 and H3-7 with 8-H02. Place control markers: **Soviet** side up on hexes 8-K10 and H3-6 **German** side up on hexes H1-13 and H5-8. Roll for initiative.

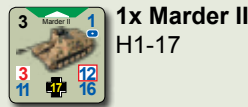
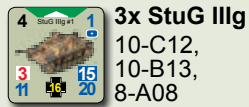
## German Player 1 Forces: Elements of the 11th Pz Div.

**Setup Round 1:** Set up the units on map 8 as listed below.



## German Player 2 Forces: Assault Gun Plt, 11th Pz Div.

**Setup Round 1:** Set up the units on maps 8 and 10 as listed below.



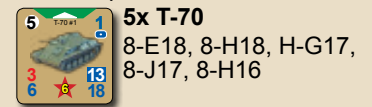
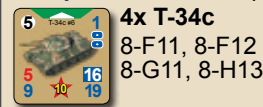
**Orders:** Punch an opening through the Soviet shielding forces.

### Victory Points:

- 1VP - Immediately score for each Soviet unit eliminated.
- 3VPs - For each German control marker at game end.

## Soviet Player 1 Forces: Elements of the 10th Tank Corp.

**Setup Round 1:** Set up the units on map 8 as listed below.

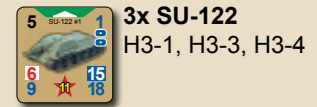
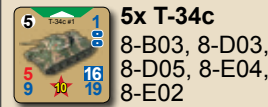


**Reinforcements Round 2:**  
Enter from the northern edge  
of map 8.



## Soviet Player 2 Forces:

**Setup Round 1:** Set up the units on map 8 as listed below.



**Reinforcements Round 2:** Enter from the southern edge of map 8.



**Orders:** Destroy the German tanks  
and take the western heights.

### Victory Points:

- 2VPs - Immediately score for each German unit eliminated.
- 3VPs - For each Soviet control marker at game end.