

SoS Firefight 11 – Rotmistrov’s Red Dawn

12 July 1943 *The situation suddenly became complicated. The jumping-off positions that we had earlier selected for the counter stroke were in the hands of the Hitlerites.* - Lieutenant General P.A. Rotmistrov, commander 5th Guards Tank Army

General Situation: After establishing a bridgehead across the northern Donets River near Mikailovka (southeast of Belgorod), advanced elements of the German 6th Panzer Division’s “armored fist” (or breakthrough kampfguppe) must now expand the bridgehead by quickly reaching the village of Blizhniaia Igumenka. This will enable the rest of the division to cross the river without coming under Soviet artillery fire, and also keep the III Panzer Corps’ advance on schedule.

Players: 2 **CAP Allocation per Round:** German 10CAPs Soviet 7CAPs




Action Cards: Use all green action cards under #30. Each player receives 2 cards at the beginning of round 1 and 1 card each round thereafter.

Veteran Cards: German - #V05 Good Leadership, #V03 High Morale (for all German units).

Map Setup: Maps 9 and 10. Place a German control marker on 9-K06, a trench on 9-L06 and wire with no foot movement on 9-L05 and 9-K05.

German Forces: Elements of 2nd SS Panzer Gren Division “Das Reich”.

Setup Round 1: Germans set up on map 9 as listed below.

 2x T-34b Hidden	 1x Marder II Hidden	 1x Marder IIIh Hidden	 1x Pz III L Hidden
 1x HMG 42 9-L06	 1x 251/17 9-L09	 2x Pz Gren 9-K06, Hidden	 1x PaK40 Hidden

Reinforcements: German planes enter anywhere along the eastern edge of map 9.

Orders: Prevent Soviet attacks from breaking through your positions.

 1x Ju 87d Stuka Enters anytime during round 2.	 1x Hs 129b Enters anytime during round 3.
--	---

Victory Points:



- 1VP - Immediately score for each Soviet unit eliminated.
- 2VPs - German control of hex 9-K06 at the end of round 4.
- 5VPs - German control of hex 9-K06 at game end.

Soviet Forces: Med Tank and Mech Infantry of the 26th Tank Brigade.

Setup Round 1: Set up the units as listed below. Units set up with a vehicle are considered loaded. The Soviets activate first on round 1. The Soviets have the initiative on round one.

 7x T-34c 10-I15, 10-I16, 10-J17, 10-F13, 10-F14, 10-G15, 10-H17,	 1x T-34b 10G-16	 4x SMG 10-H17, 10-G16, 10-F15, 10-F16
 2x APC M3 10-F16, F15	 2x APC M3 A-A 10-G17, 10-J18	

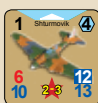
Round 3 Reinforcements: Enter anywhere along the southern edge of map 10.

 2x M3 Scouts	 2x Rifles 43
--	---

Special Rules: The M3 Scout receives a bonus move not only on roads but also on open terrain hexes.

Reinforcements: Soviet plane enters anywhere along the western edge of map 10 between and including hexes 10-L10 & 10-L18.

Orders: Capture the State Farm buildings and break through the German lines.

 1x Shturmovik Enters anytime during round 4.
--

Victory Points:

- 1VP - Immediately score for each German unit eliminated.
- 3VPs - Soviet control of hex 9-K06 at the end of round 3.
- 2VPs - Soviet control of hex 9-K06 at the end of rounds 4 and 5.
- 1VPs - Immediately score each T-34 unit that exits undamaged along the northern edge of map 9. Other units that exit in the same way do not count for VPs. Place exited unit on the player’s victory track.

Round 1

Round 2

Germans:
Reinforcements

Round 3

All:
Reinforcements
Soviets:
Score 9-K06

Round 4

Soviets:
Reinforcements
All:
Score 9-K06

Round 5

All:
Score 9-K06

Game End

