

# SoS Firefight 12 - The Bloody Brothers

10 July, 1943 *We were ordered to reduce the center of resistance to a pulp.* - Hauptmann Kurt Burmeister

**General Situation:** In the broken spaces between the large panzer battles, small skirmishes take place between companies of men that are close combat matches to the death. One such battle includes elements of the German 168th Infantry Division that are preparing to assault the city of Gostishchevo. They have set up an artillery observation post on top of the larger of two hills locally called "The Brothers". From here the Germans are directing artillery fire into Gostishchevo. The Soviets are sending a detachment of men to retake The Brothers.

**Players:** 2    **CAP Allocation per Round:** German - 8 CAPs    Soviet - 8 CAPs

**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.

**Map Setup:** Map 9. Overlay hill 3 template matching H3-5 with 9-G07 and H3-7 with 9-H09. Overlay hill 5 template matching H5-1 on 9-H11 and H5-7 with 9-F10. A control marker, German side up, is placed on the observation post hilltop hex H5-8. During setup, the Germans target their off-board artillery for resolution at the beginning of round 2. (**Ex: The player that controls hex H5-8 at the beginning of round 2 will target his artillery during round 2's pre-round sequence, which will then be resolved at the beginning of round 3.**) Roll for initiative.

## German Forces: 1st Mortar Company

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

**3x 8cm Mortars**  
9-G09 & 9-G10



**Artillery:** If the German controls the hilltop H5-8 at the beginning of a round, he may target Nebelwerfer OBA fire during that pre-round sequence at any hex within the LOS of any of his units.

**Orders:** Hold the observation post on top of the Big Brother.

**Victory Points:**

1VP - Immediately score for each Soviet unit eliminated.  
3VP - If controlling the hilltop at game end.

**Enter Round 1:** Enter on hexes 9-F02 through 9-L02.

**1x Pz Engineer**



**1x Pz Grenadier**



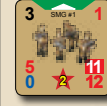
**2x Infantry '43**



## Soviet Forces: Elements of the 33rd Guards

**Enter Round 1:** Enter on hexes 9-A18 through 9-F18.

**2x SMGs**



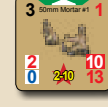
**3x Rifles '43**



**3x Rifles '41**



**2x 50mm Mortars**



**Artillery:** If the Soviet controls the hilltop H5-8 at the beginning of a round, he may target 122mm OBA fire during that pre-round sequence at any hex within the LOS of any of his units.

**Orders:** Drive the Germans off the hill and re-occupy the observation post.

**Victory Points:**

1VP - Immediately score for each German unit eliminated.  
5VP - If controlling the hilltop at game end.

### Round 1

**All:** The player who controls the hilltop (H5-8) may target artillery next round.

### Round 2

**All:** The player who controls the hilltop (H5-8) may target artillery next round.

### Round 3

**All:** The player who controls the hilltop (H5-8) may target artillery next round.

### Round 4

**All:** The player who controls the hilltop (H5-8) may target artillery next round.

### Round 5

**All:** Score the hilltop H5-8.

**Game End**



Firefight design by Gunter Eickert