

# SoS Firefight 13 - Luchki (Part 1)

6 July 1943 *We have achieved the breakthrough required of us.* - SS-Gruppenführer Kruger.

**General Situation:** Ferocious battles were being fought as the Germans smashed into the Soviet's second line of defense. Along the critical Belgorod-Kursk highway, 'Der Führer' regiment of the 2nd SS Pz Gren Div., 'Das Reich', is trying to seize the village of Luchki. If successful, this will open a huge gap in the defences of General Chistyakov's 6th Guards Army into which the II SS Panzer Corp can rush through.

**Players:** 2-4 (This firefight can be played in two parts as separate 2 player games or together as one big 3-4 player battle.)

**CAP Allocation per Round:** German Player 1 - 10CAPs Soviet Player 1 - 8CAPs

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

**Map Setup:** Map 7. Overlay river 3 matching R3-1 with 7-D05 and R3-4 with 7-E02. Overlay river 1 matching R1-1 with 7-D07 and R1-3 with 7-C09. Overlay river 2 matching R2-1 with 7-B10 and R2-3 with 7-A12. Overlay village 1 matching V1-1 with 7-A14 and V1-3 with 7-B12. Place a control markers, Soviet side up, on hexes 7-E09 and V1-11. The Germans have the initiative on round one.

## German Forces: 1st Co, 'Der Führer' Reg.

**Setup Round 1:** Place units on the hexes listed below.

 <b>1x HMG 42</b> 7-K11	 <b>3x Pz Gren</b> 7-K09, 7-110, 7-111	 <b>2x 8cm Mortar</b> 7-J11, 7-K08
 <b>2x Inf '43</b> 7-I04, 7-J05	 <b>1x Pz Engr</b> 7-J08	 <b>1x Pzlln</b> 7-J10

Mortars, Engineers, and the Pzlln may fire smoke.

**Orders:** Capture the village of Luchki.

### Victory Points:

- 1VP - Immediately score for each Soviet unit eliminated.
- 3VPs - Per control marker on map 7 at the end of round 3.
- 2VPs - Per control marker on map 7 at the end of round 4.
- 1VP - Per control marker on map 7 at game end.

## Soviet Forces: Inf Co, 155th Guards Rifle Reg.

**Setup Round 1:** Place units on the hexes listed below.

 <b>4x SMG</b> 7-G08, 7-F10, 7-E10, V1-18	 <b>3x Inf '43</b> 7-H08, 7-G12, V1-19	 <b>1x Inf '41</b> 7-G07
 <b>2x 50mm Mortar</b> 7-E08, V1-9	 <b>1x 82mm Mortar</b> V1-13	 <b>1x ATG 76.2mm</b> V1-21
 <b>1x Maxim MMG</b> 7-D09	 <b>1x Sniper</b> R1-5	 <b>2x ATG 45mm</b> 7-F07, V1-23

**2x Blue and 2x Black Mines** Randomly pull the mines listed and place hidden on map 7 on or east of row G.

**Orders:** Hold Luchki as long as possible, then retreat units over the Donets River fords. (Ford hexes R1-6 & R2-2 are highlighted.)

### Victory Points:

- 2VPs - Immediately score for each German unit eliminated.
- 1VP - Per control marker on map 7 at the end of rounds 3, 4, and 5.
- 1VP - Per unit moved off of the map between hexes 7-A02 & R2-4.

### Round 1

### Round 2

### Round 3

All:  
Score control markers.

### Round 4

All:  
Score control markers.

### Round 5

All:  
Score control markers.

**Game End**

