

SoS Firefight 14 - Luchki (Part 2)

This firefight can be played as a separate 2 player game or in conjunction with Luchki part 1 as a 2-4 player game. If played together, the maps are placed side by side with the right side of map 7 (column 19) butting next to the left side of map 8 (column 19). All VPs listed in each part are counted.

General Situation: As the panzer grenadiers of the German 2nd SS Pz Gren Div. 'Das Reich' were trying to seize the village of Luchki, SS-Obergruppenführer Hausser tried to flank the city with his panzers in order to create a larger breakthrough point in Soviet General Chistyakov's 6th Guards Army.

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 2 - 8CAPs Soviet Player 2 - 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 8. Overlay tank ditch 1 matching T1-4 with 8-F12 and T1-7 with 8-H15. Overlay tank ditch 2 matching T2-1 with 8-G11 and T2-7 with 8-H08. Place a control marker, Soviet side up, on hex 8-K10. The Germans have the initiative on round 1.

German Forces: 2nd Pz Platoon, 'Das Reich'

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

 2x Tiger 1e 8-E07, 8-D08	 1x Pz III L 8-B04	 1x Pz Gren 8-C07
 3x Panther D 8-D09, 8-D06, 8-D05	 2x Pz Engr 8-B08, 8-B06	

Engineers may fire smoke.

Orders: Capture the village of Luchki.

Victory Points:

- 1VP - Immediately score for each Soviet unit eliminated.
- 1VP - If you have the German control marker 8-K10 at round end.

Soviet Forces: 3rd Tank Co, 6th Guards Army

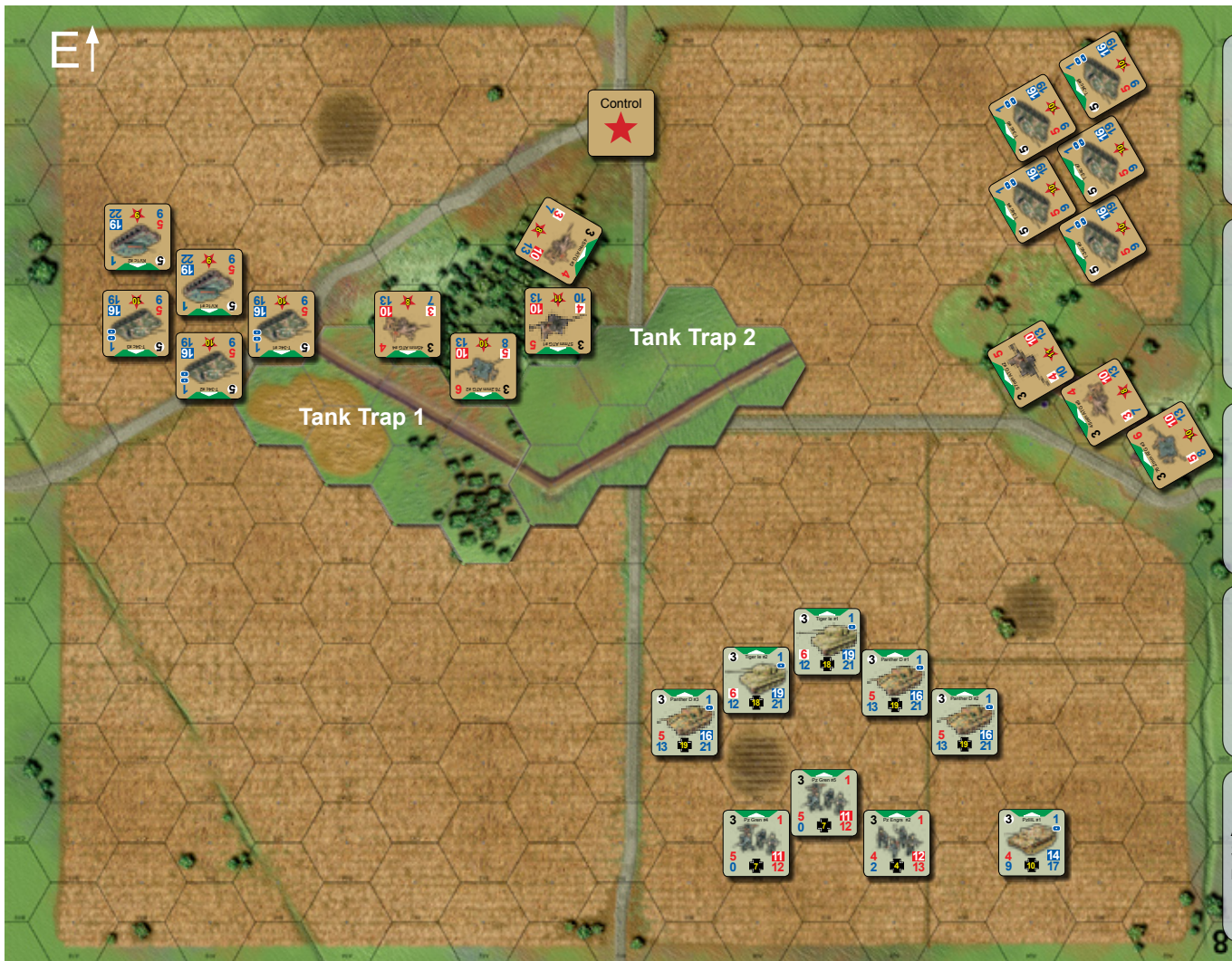
Setup Round 1: Place units on the hexes listed below.

 8x T-34c 8-I17, 8-H16, 8-I15, 8-J03, 8-K03, 8-L03, 8-J04, 8-K04	 2x KV1c 8-J17, 8-I16
 3x ATG 45mm 8-I13, 8-J11, 8-H03	 2x ATG 57mm 8-I11, 8-H04
 2x ATG 76.2mm 8-G02, 8-H12	

Orders: Try to group fire your AT Guns and bleed the Germans dry.

Victory Points: (Mark VPs on your track sheet as you earn them.)

- 1VP - Immediately score for each German unit eliminated.
- 1VP - If you have the Soviet control marker 8-K10 at round end.



Round 1
All:
Score control marker 8-K10.

Round 2
All:
Score control marker 8-K10.

Round 3
All:
Score control marker 8-K10.

Round 4
All:
Score control marker 8-K10.

Round 5
All:
Score control marker 8-K10.
Game End