

SoS Firefight 15 - Dance of the Totenkopfs

9 July 1943 *We are fighting our way through the worst country a tanker can imagine. A land full of hills, ravines, woods, and gorges. The fighting is all around us and we have no idea from which direction friend or foe may come.* - Unteroffizier Helmut Krotzer.

General Situation: The 2nd SS Panzer Corps was fighting its way north to the Psel River in order to force through the last defensive ring before Kursk. Elements of the 3rd SS Pz Gren Div 'Totenkopf' had wheeled west towards Greznoye, encountering a concentrated defense from the Soviet 31st Tank Corp. The Soviets were desperate and threw in all of their area reserves. Soon the German Tigers and Panthers were fighting in small groups for their very survival. Larger formations broke rank in order to rescue lone stranded comrades. The death dance had begun.





Players: 2-3 **CAP Allocation per Round:** German Player 1 - 10 CAPs **Soviet Player 1** - 6 CAPs, **Player 2** - 6 CAPs.


Action Cards: Use only green action cards under #30. The German receives 2 cards per round and each Soviet receives 1 card per round.

Map Setup: Maps 7 and 10. Overlay hill 1 matching H1-1 with 10-B13 and H1-5 with 10-D09. Overlay hill 3 matching H3-1 with 10-A14 and H3-4 with 7-C06. Overlay hill 4 matching H4-4 with 7-B11 and H4-8 with 10-B05. Overlay hill 5 matching H5-1 with 7-C12 and H5-13 with 7-F15. Overlay hill 6 matching H6-1 with 10-F05 and H6-5 with 10-F07. Place Soviet control markers on hexes 7-J11, 7-J12, 7-I12, and 7-H12.

German Player 1 Forces: Elements of the 3rd SS Pz Div.

Setup Round 1: Set up the units on maps 7 and 10 as listed below.

	4x Tiger 1e 10-B08, 10-C07, 10-C06, H1-23		5x Panther D 7-E08, 7-D06, 7-E05, 7-C04, 7-C03
	3x StuG IIIg 10-B09, H1-18, H1-22		2x Ju 87D Stuka Enters once on each round 2 and 4 from the north edge of map 10.

 German player may target the Nebelwerfer at the beginning of round 1. Target hex must be in LOS of any German unit. It is resolved at the beginning of round 2.

Orders: Capture the petrol supplies (represented by control counters) at the depot, before the Soviets move them off of the map.

Victory Points:

- 1VP - Immediately score for each Soviet unit eliminated.
- 3VPs - For each petrol supply counter controlled at game end.

Special Rules: The Soviet truck may try to transport the petrol counters (one at a time) off of any western hex of the map. When the truck leaves the map, a new truck may be activated with a full 7 APs to enter the map on 7-L10. The truck loads a petrol marker for 4APs. Trucks do not change the control status of markers. If the Soviet truck is destroyed, the Soviet player may bring on a new one in the next round.

Reminder: Each Soviet player takes a turn for every one German turn!





Soviet Player 1 Forces: Elements of the 31st Tank Corps.

Setup Round 1: Set up the units on maps 7 and 10 as listed below.

	4x Churchill MkIII 10-H16, 10-G11, 10-G12, 10-G15		2x SU-76m H1-11, 10-C16
	3x KV1c H3-2, H3-3, 10-A16		2x SU-122 10-G14, 10-F16

Soviet Player 2 Forces:

Setup Round 1: Set up the units on maps 7 and 10 as listed below.

	5x T-70 7-F11, 7-F12, 7-H11, 7-I09, 7-J09		9x T-34c 7-B12, H4-5, H4-1 H4-2, H4-3, 10-C04, 10-C03, 10-B03, 7-B17
	2x ATG 45mm 7-K11, 7-I11		1x GAZ Truck 7-L10. A new truck may activate and enter 7-L10 after the old one transporting petrol has left the map.

Orders: Stop the Germans from capturing any petrol!
Load and move it to the west as fast as possible!

Victory Points:

- 2VPs - Immediately scored for each German unit eliminated.
- 1VP - Immediately score each Petrol counter transported off of the map.



Round 1

Round 2

Round 3

Round 4
German:
Score petrol markers.
Game End