

Expansion Firefight - Dry Ground

August, 29th 1943 - "The bugs are crawling all over us. My comrades and I are filthy, tired, and hungry. We have been on the move without rest for 3 days. Now we have dug in our PaK in a gully. We hear tanks approaching all around us. I just want to hide"... - Obergefreiter Hörst Weiter

General Situation: After the battle of Kursk and the lose of Kharkov, German forces withdrew towards the mighty Dnieper river. They believed that the river, though unfortified, would be enough to allow them to stabilize their lines. The Soviets however concentrated on assaulting river crossings in order to cut off German retreats and establish strategic bridgeheads. With this in mind, the Soviet 60th army drives deep into German held territory. South of Chernobyl, thousands of Germans are driven over the Pripjat River. They cross westwards on anything that floats, while under continuous Soviet air and ground attacks. Remnants of a panzerjäger and an artillery company of the 169th grenadier regiment hold a strategic patch of high dry ground, desperately covering a hastily organized retreat over the river crossing. The Soviets attack with a vengeance, smelling blood. But they must be careful, because even though the Germans are exhausted and low on equipment, they are also well organized and desperate.

Players: 2 **CAP Allocations per turn:** Germans - 8CAPs Soviets - 10CAPs

Action Cards per player: Shuffle all green cards and deal 2 cards to both players on turn 1 and 1 each per turn thereafter.

Map Setup: Map 6. Place a trench marker on hill hex E12. The Germans set up first as listed. The Soviets activate first.

German Forces: Panzerjäger & Artillery Company

Setup Turn 1: Set up first in the area listed on the map below. Up to 6 units and the land mine are set up hidden.



German Retreating:

Enter Turns 1-4: One squad enters each turn on hex G17, H17, or I17. 4x Rifle (3 Rifles Squad 1-1).

Smoke: The pioneers and infantry gun may fire smoke.

Orders: Move the four retreating rifle units off of the board from hexes B09, B10, or B11.

Victory Points:

- 1VP - Immediately score each Soviet unit eliminated.
- 2VP - Immediately score each retreating rifle moved off of the board.

Soviet Forces: 1st Motorized Co.

Enter Turn 1: Enter from the western edge below hex F01 or from the southern edge west of hex M11. (Marked in yellow on the map.)



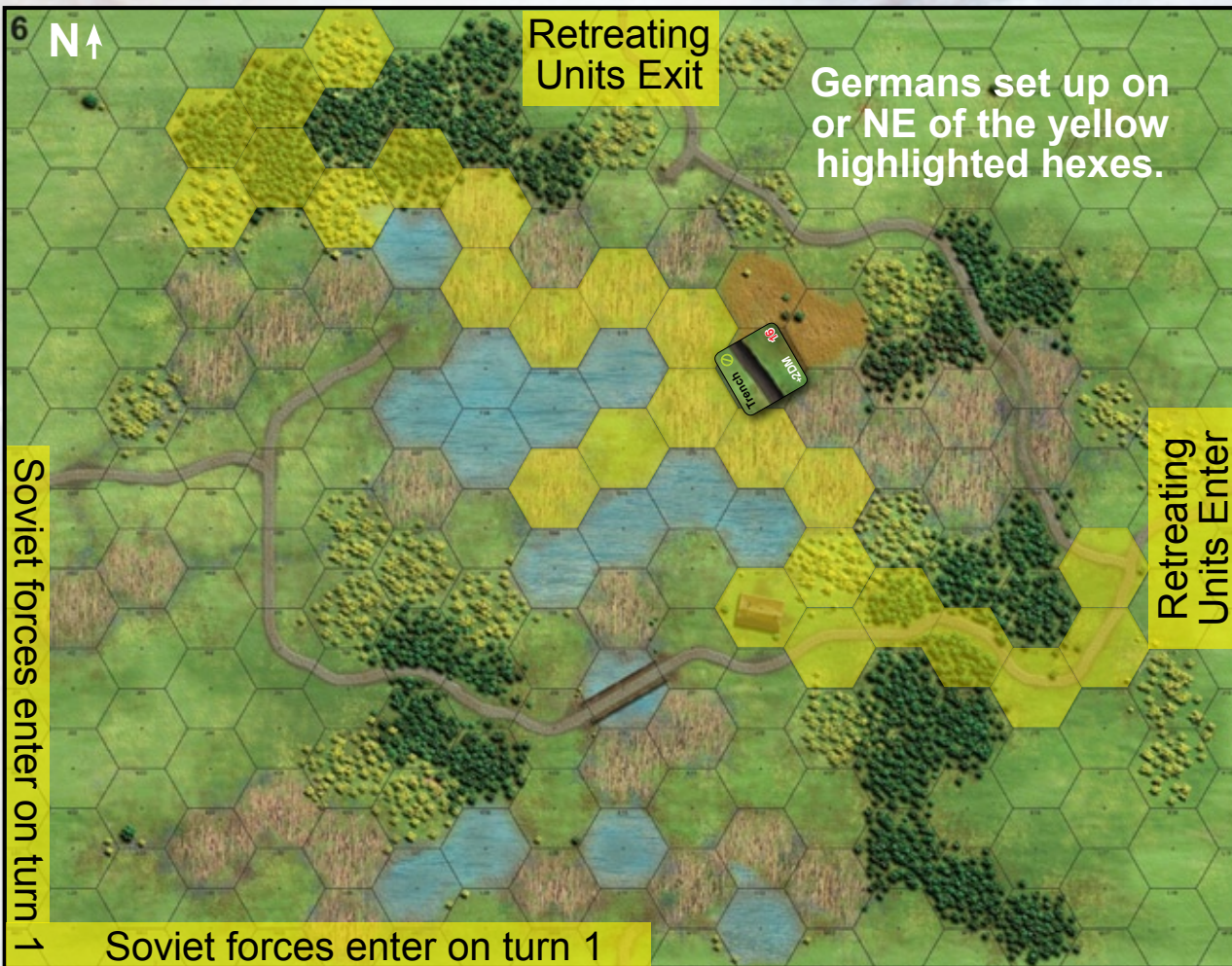
Smoke: The 82mm mortars may fire smoke.

Orders: Cut off and destroy the retreating German units.

Victory Points:

- 1VP - Immediately score each German unit eliminated.
- 2VP - Immediately score each eliminated retreating German rifle.

Designer's Notes: This is an advanced level game and it is recommended that the more experienced person take the Soviets.



Turn 1
Soviets enter.
1st German rifle enters.

Turn 2
2nd German rifle enters.

Turn 3
3rd German rifle enters.

Turn 4
4th German rifle enters.

Turn 5
Game Ends