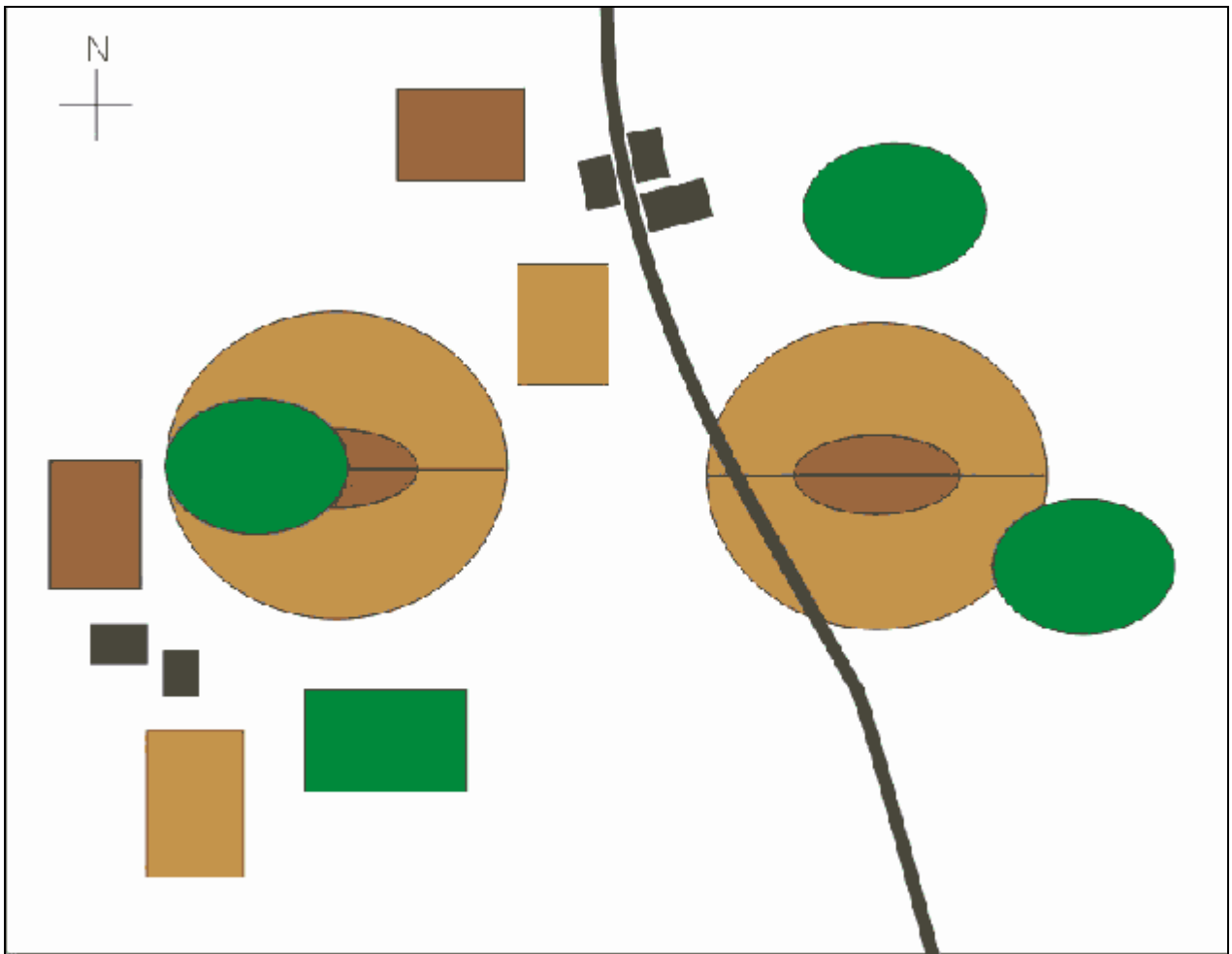


GD at Kursk

This scenario represents a hypothetical attack of Grossdeutschland against the Soviet 1st Mechanized Brigade between the start line and Oboiani in the battle of Kursk. Oboiani is roughly half way between the southern German start line and the city of Kursk. GD and 1st MB clashed between the 5th and 8th of July. The battle was important in that taking Oboiani would open the geographic way to Kursk. The battle represented in this scenario was the last obstacle to crossing the Psel River valley before the city of Oboiani.

The 52nd Guards Rifle Division elements were severely reduced remnants from the first days of fighting. The Russians were so desperate because of the German pressure on the southern front that they posted this unit as a backstop to the second line consisting of the 1st and 3rd MBs.

The Map



Size: 4' x 6'

The Oval Brown and Dark Brown areas represent two level hills. The Green Squares and Light Brown Squares are Tall Crops.

The Dark Brown Squares are Plowed areas (Soft Ground).

The dark grey squares each represent a built-up area of wooden buildings consisting of two sectors.

The round Green areas are Cleared Woods.

The road is unpaved.

Order of Battle

USSR

The remnants of the 52nd Guards start in the built-up area to the north.

The 1st MB infantry starts on the two hills or between them (including the woods on the east edge of the east hill). They may be in improved positions. Each Rifle company from the 1st Mechanized Brigade gets 1' of barbed-wire obstacles in addition to the improved positions. Wire must be placed within 4" of friendly troops.

The T-34's may start anywhere with the infantry.

The FO may be with any maneuver element.

1st Rifle company - [Trained] remnants 52nd Guards Rifle Division

- 1x Commander (RU-19)

- 8x Rifle (RU-17)

- 1x LMG (RU-24)

2nd Rifle company - [Experienced] Rifle Company 1st Mechanized Brigade

- 1x Commander (RU-19)

- 6x Rifle (RU-17)

- 3x SMG (RU-18)

- 1x LMG (RU-24)

- 1x MMG (RU-25)

- 1x 50 mm Mortar (Late War Supplement RU-46)

3rd Rifle company - [Experienced] Rifle Company 1st Mechanized Brigade

- 1x Commander (RU-19)

- 6x Rifle (RU-17)

- 3x SMG (RU-18)

- 1x LMG (RU-24)

- 1x MMG (RU-25)

- 1x 50 mm Mortar (Late War Supplement RU-46)

Attached Artillery - [Experienced] 1st Mechanized Brigade

- 1x Forward Observer (RU-22)

- 1x Field Car (use US-13 jeep)

- 3 x 120mm Mortars Offboard Organic support V:0 T,G,sV:+1

Tank Battalion - [Experienced] 1st Mechanized Brigade

- 1x T34-76 Commander (RU-02)

- 6x T34-76 (RU-02)

Germans The Germans enter from the South Edge of the board.

Each of the two Grenadier companies should be accompanied by at least one artillery FO.

Kampfgruppe Command [Elite]

- 1x Commander (GE-46)

- 1x Kübelwagen (GE-34)

Armored Panzer Grenadier Company [Veteran]-I Battalion Grenadier Regiment/Panzer Grenadier Division Grossdeutschland

- 1x Commander (GE-46)
- 3x Infantry (GE-44)
- 3x LMG (GE-49)
- 1x HMG (GE-50)
- 1x 80mm Mortar (GE-52)
- 1x 250/1 (GE-26)
- 4x 251/1 (GE-21)

Motorized Panzer Grenadier Company [Veteran]-I Battalion Grenadier Regiment/Panzer Grenadier Division Grossdeutschland

- 1x Commander (GE-46)
- 6x Infantry (GE-44)
- 3x LMG (GE-49)
- 1x HMG (GE-50)
- 1x 80mm Mortar (GE-52)
- 1x Kübelwagen (GE-34)
- 4x Medium Truck (GE-36)

Panzer Platoon [Trained]-Remnants 10th Panzer Brigade

- 1x Panther commander (GE-04)
- 1x Panther (GE-04)

Panzer Company [Elite]-Panzer Regiment Panzer Grenadier Division Grossdeutschland

- 1x PzIII commander (GE-01)
- 5x PzIII (GE-01)

Fire Support [Veteran]- I Battalion Grenadier Regiment

- 1x Forward Observer (GE-48)
- 1x Kübelwagen (GE-34)
- Offboard Battery 2x organic 120 mm Mortars V:0 T,G,sV:+1 other

Fire Support [Veteran]- I Battalion Grenadier Regiment

- 1x Forward Observer (GE-48)
- 1x Kübelwagen (GE-34)
- Offboard Battery 3x organic 105mm Howitzers V:-1 T,G,sV:0 other

Fire Support [Veteran]- I Battalion Grenadier Regiment

- 1x PzBeobWg III (GE-20)
- Offboard Battery 2x General 150mm Howitzers V:+1 T,G,sV:+2 other

Scenario Time Limit and Victory Conditions

Game Length: 12 Turns

Victory: The Germans must clear the village to the North and one hill completely of Russian Units.