

## **A Difficult Affair II (Kursk, July 1943)**

*".. probably dummy positions."*

Unknown air liaison officer with Panzer Division Grossdeutschland.

On the afternoon of July 4th 1943, as preparation for the great offensive, the German units of the 4th Panzer Army on the southern face of the Kursk salient conducted several reconnaissance-in-force missions. The objective of these attacks was to gain lodgments in the enemy lines and destroy forward Russian trip wire units.

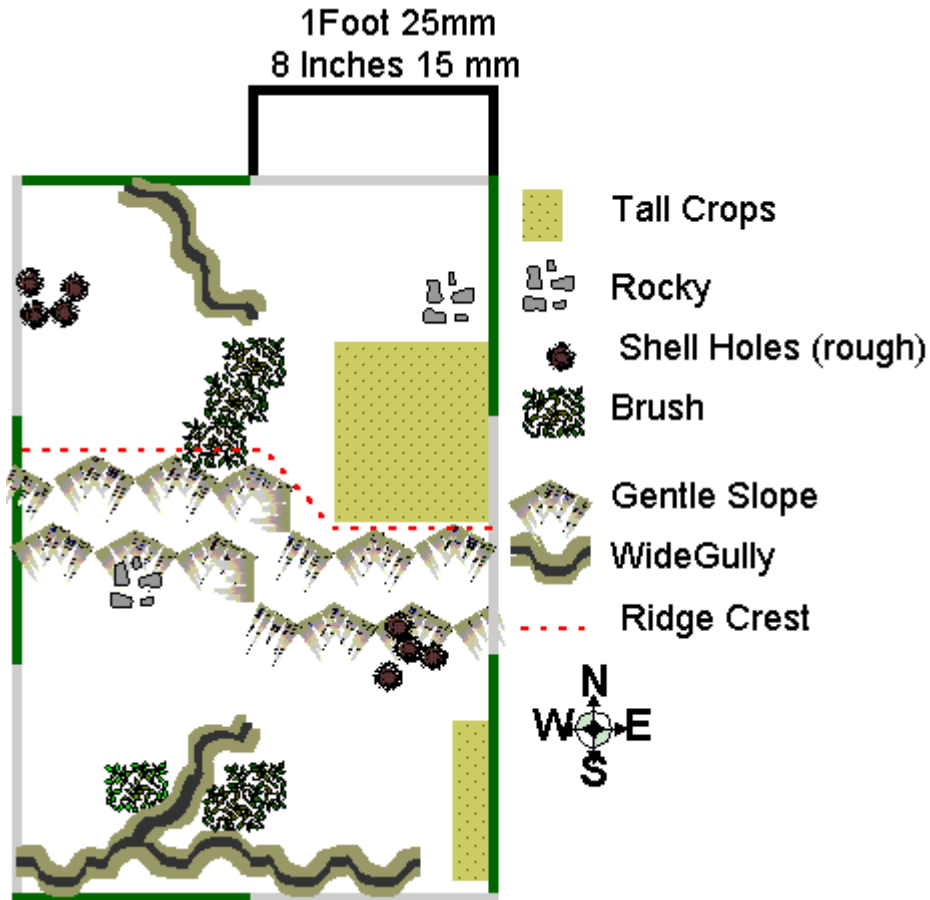
The Panzer Division Grossdeutschland's Fusilier Regiment was assigned the task of capturing the western edge of a low treeless ridge west of the village of Butovo and assisting in the assault on the village of Gertsevka. At 15:00 the 15th Company 3rd Battalion, Panzer Fusilier Regiment moved forward.

The western end of the ridge was defended by a reinforced platoon of the 3rd Battalion, 199th Guards Rifle Regiment. After a brief artillery barrage, the Germans moved forward. In addition to mines, the Russians responded with heavy mortar fire from the village of Getsevka to the Fusiliers left.

By 17:00 the fighting had subsided and the ridges were in the hands of the Germans. The objective had been taken, but the losses had been substantial for such an operation, it was to be a harbinger of things to come.

### **The Scenario**

This scenario is a representation of the fighting that occurred on the 4th. The orders of battle are approximations based on the texts of "The History of the Panzerkorps Grossdeutschland" and "The Battle of Kursk". The terrain is based on maps from the "Atlas of The Battle of Kursk".



### Terrain and Scenario Notes

- It 15mm, each division on the map edge represents 8" giving a total table size of 16" x 24".  
In 25mm, each division on the map represents 1 foot, giving a total table size of 2'x3' Game Length
- The scenario is played in 8 ½ turns starting at 1500 hours (3:00 P.M.) with the German player turn.
- The game ends after completing the German player turn at 1630 hours (4:30 P.M.).

### Victory Conditions

The German player must force the Russians off the map by destroying or panicking all of the units in the infantry maneuver element (the FO does not count). Any other outcome is considered a Russian victory.

## **Bibliography**

Glantz, David M. House, Jonathan M. *The Battle of Kursk*. University Press of Kansas  
1999

Glantz, David M. *Atlas of The Battle of Kursk* 1997

# Briefing for Commander of 15th Company, 3rd Battalion, Panzer Fusilier Regiment, Panzer Division Grossdeutschland.

## Situation

On the afternoon of July 4th 1943, as preparation for the great offensive, the German units of the 4th Panzer Army on the southern face of the Kursk salient are conducting a reconnaissance-in-force to gain lodgments in the enemy lines and destroy forward Russian trip wire units.

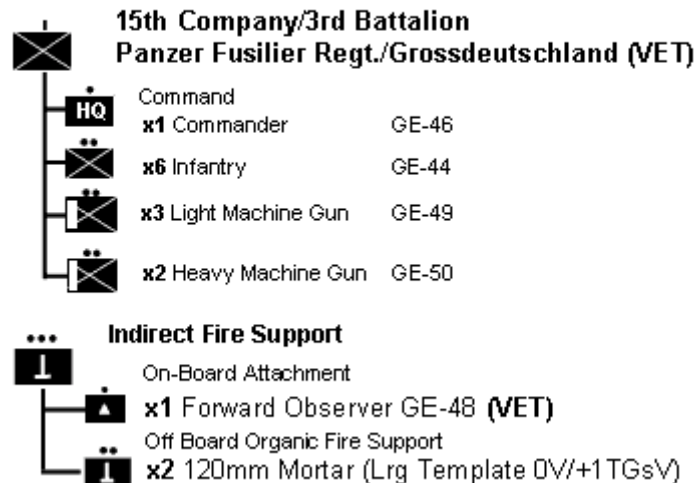
## Mission

You are to capture the western edge of a low treeless ridge west of the village of Butovo and assist in the assault on the village of Gertsevka.

## Execution

Your forces consist of a company of infantry with artillery support, listed in detail below.

### German Order of Battle



## **Starting Positions and Scenario notes**

- The Germans deploy in the gully running parallel to the south edge of the board.
- The German Artillery Observer is attached to the maneuver element.
- German Artillery fire originates from the South edge of the map.
- The German artillery may fire 5 HE missions and 1 smoke mission for each mortar.
- The scenario is played in 8 ½ turns starting at 1500 hours (3:00 P.M.) with the German player turn.
- The game ends after completing the German player turn at 1630 hours (4:30 P.M.).

## **Victory Conditions**

The German player must force the Russians off the map by destroying or panicking all of the units in the infantry maneuver element (the FO does not count). Any other outcome is considered a Russian victory.

## **Briefing for Commander, reinforced platoon, 3rd Battalion, 199th Guards Rifle Regiment.**

### **Situation**

It is the afternoon of July 4th 1943, and the Germans have launched their long-anticipated offensive against the Kursk salient. Forward elements of the Grossdeutschland Division are attempting to drive you from your positions on the western edge of a low treeless ridge west of the village of Butovo.

### **Mission**

You are to hold your positions at all costs.

## Execution

Your forces consist of a reinforced platoon of infantry, dug-in with mortar and minefield support. They are listed in detail below.

### Russian Order of Battle



### Fortifications

4 " of wire (6" for 25mm)

2 2"x1" mine belts (3"x1" for 25mm)

1 log bunker

3 single stand weapon pits.

## **Starting Positions and Scenario notes**

- Minefields are hidden (note the position of mine belts on paper).
- All Russian units and fortifications start the game deployed north of the lowest slope line
- The log bunker is placed on the playing surface at the start. All other units and fortifications are hidden at the beginning of the game (note their position either on paper or by hidden markers). Smaller fortifications (weapons pits) are placed on the game table once the troops in them are spotted or suspected and once revealed are not removed.
- Units not in fortifications can start the game in improved positions.
- The log bunker may contain one stand and may not fire from its rear aiming point.
- As per the standard game rules:
  - The Log bunker provides provides a -2 modifier against both direct and indirect fire attacks.
  - The weapon pits provide a -2 modifier against direct fire and a -1 modifier against indirect fire. Units in weapons pits are considered dug-in for spotting purposes.
  - Improved positions provide a -1 modifier against direct and a 0 modifier against indirect fire.
- Russian Artillery fire originates from the West edge of the map.
- The Russian Artillery Observer rolls as an independent maneuver element and does not count for victory conditions.
- The Russian forward observer must be placed in a fortification. While he stays in this position, the call-for-fire roll is considered pre-registered. If he leaves the position, he loses this bonus.
- The Russian mortars may fire 1 smoke mission and an unlimited number of HE missions for each mortar.
- The scenario is played in 8 ½ turns starting at 1500 hours (3:00 P.M.) with the German player turn.
- The game ends after completing the German player turn at 1630 hours (4:30 P.M.).

## **Victory Conditions**

The German player must force the Russians off the map by destroying or panicking all of the units in the infantry maneuver element (the FO does not count). Any other outcome is considered a Russian victory.