

Historical Overview

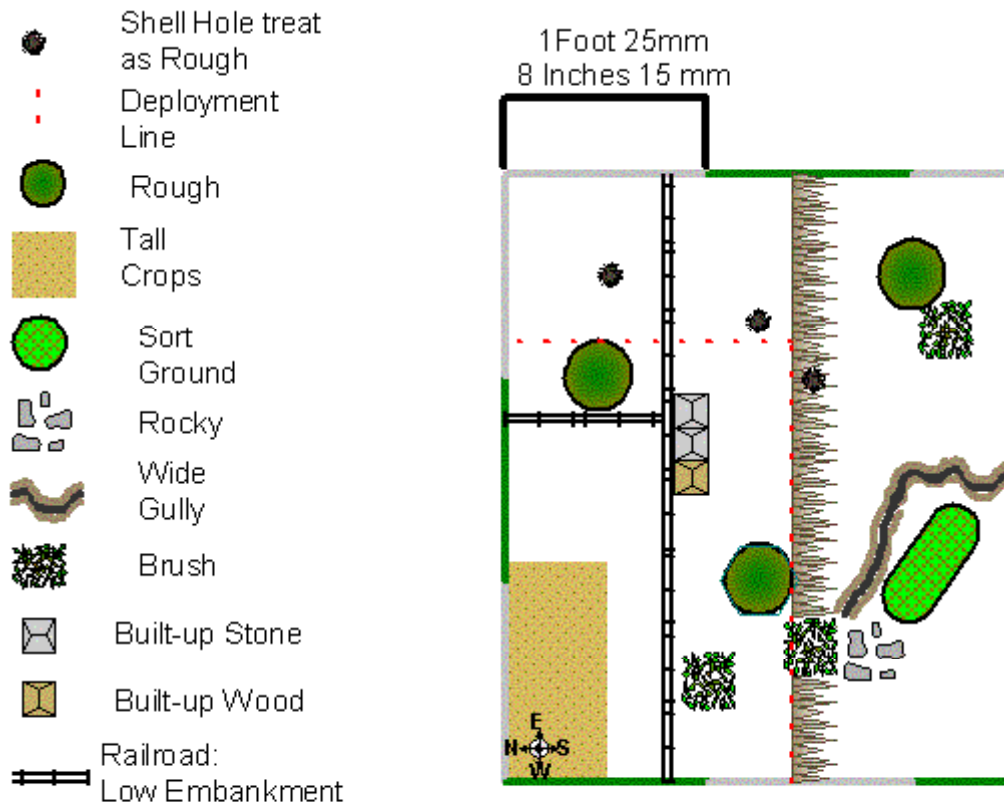
".. probably dummy positions."

Unknown air liaison officer with Panzer Division Grossdeutschland.

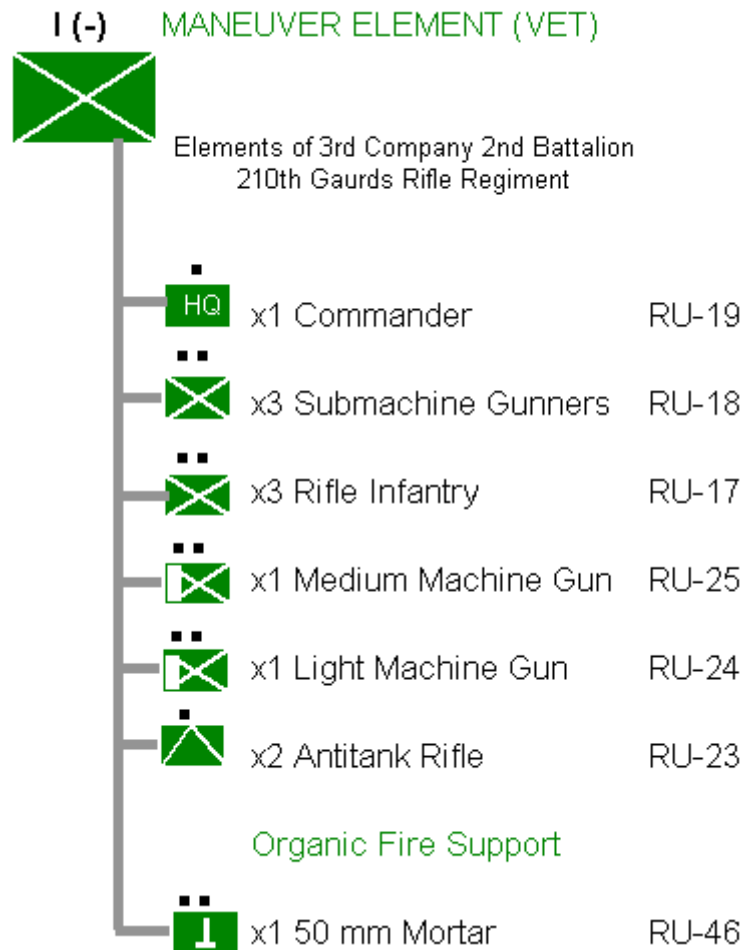
On the afternoon of July 4th 1943, as preparation for the great offensive, the German units of the 4th Panzer Army on the southern face of the Kursk salient conducted several reconnaissance-in-force. The objectives of these attacks were to gain lodgments in the enemy lines and destroy forward Russian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

While 1st Battalion 394th Panzer Grenadier Regiment assisted Grossdeutschland's Fusilier Regiment in the assault on the village of Gertsovka, it was also involved in the heavy fighting to take possessions of Gertsovka Station. The station and the adjacent hills were defended by a company of the 2nd Battalion 210 Guards Rifle Regiment. Several hours of fighting would be required to clear the village and the station.

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

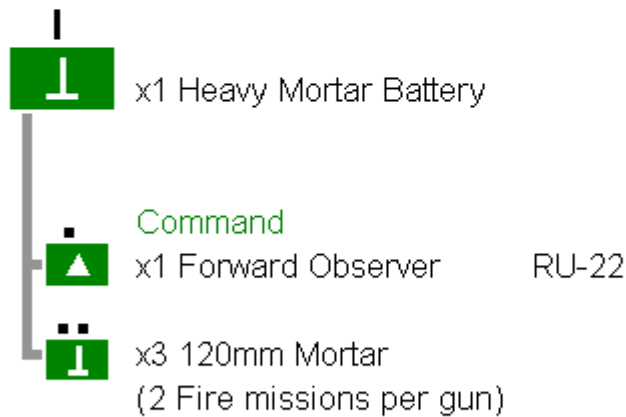


Russian Order of Battle



- All Russian units and weapons pits (see special rules for mines and wire) start the game deployed north and west of the deployment line. Units may start in fortifications or in improved positions.
- All units and unoccupied fortifications start the game hidden. Fortifications are deployed when the units that occupy them are spotted or suspected. Empty fortifications are deployed when German units are within spotting range. Empty fortifications are considered troop target size for spotting. Once deployed fortifications are not removed.
- The Russian player starts with 9 hidden unit markers. Each unit and fortification must be assigned to a hidden unit marker. The units actual location must be within 3 inches of the marker. A hidden unit marker may have zero, one or many units assigned to it.

Off Board DIRECT FIRE SUPPORT



FORTIFICATIONS

- 4 2 inch sections of wire
- 3 3x1 inch Mine fields
- 4 Small Weapons Pits

- The line of fire for the off-board Russian units is perpendicular to the northern edge of the playing surface.
- Ammunition restrictions are in effect.

Russians

Elements of the 2nd Battalion 210 Guards Rifle Regiment.

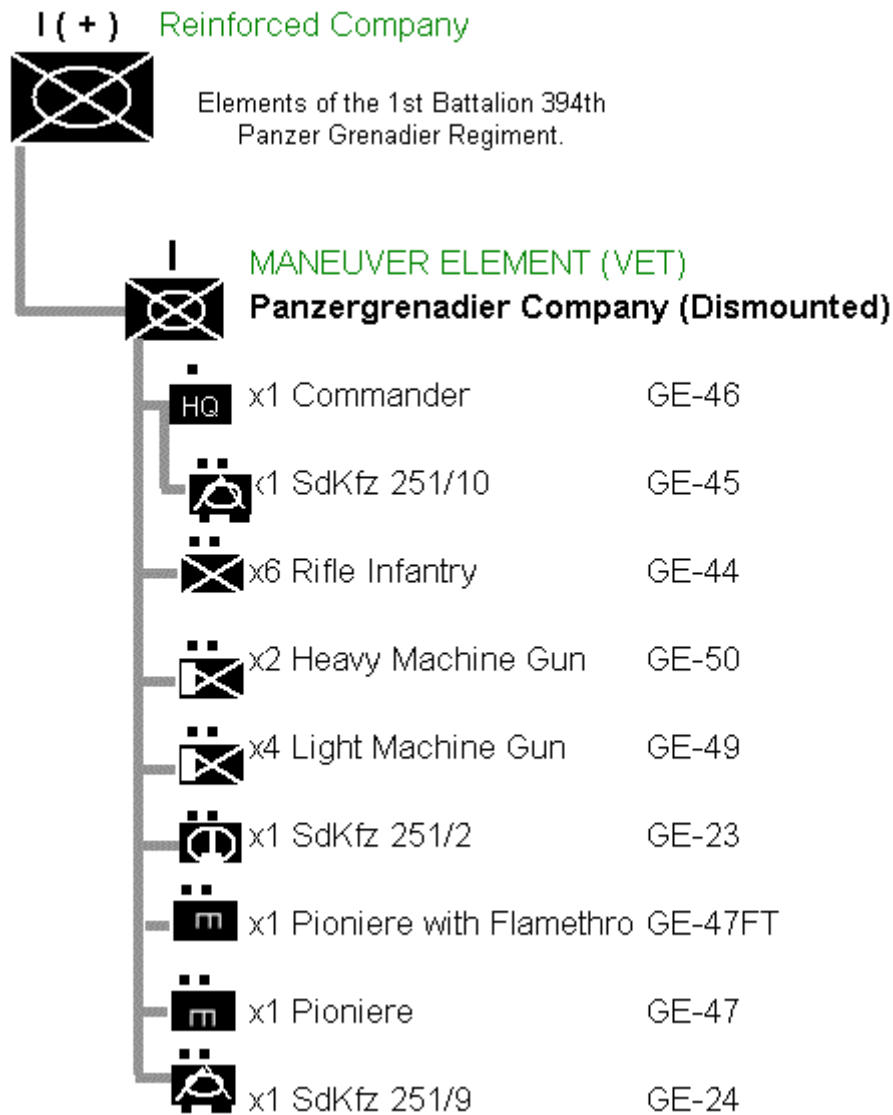
	MANEUVER ELEMENT (EXP)						2nd Rifle Company						
	0%		25%		50%		75%		100%				
Squad Losses	0	1	2	3	4	5	6	7	8	9	10	11	12
Maneuver Modifier	+1	0		~	-1	~	~	-2	~	~	-3	~	

Off-board Direct Fire Support 82mm Mortar

Section 1	F	F	F	F	F	F
Section 2	F	F	F	F	F	F
Section 3	F	F	F	F	F	F

	120mm Mortar	
Section 1	F	F
Section 2	F	F
Section 3	F	F

German Order of Battle



- All German units may enter from the south or eastern board edge.
- Units may enter on the first turn or delay entry until subsequent turns. All German units must enter the board by the end of turn three.
- Units must enter as part of their maneuver element. All units of the same maneuver element must enter at the same time and through the same board edge. Units entering the board may not rapid advance.

Game Length

- The scenario is played in 10 1/2 turns starting at 1500 hours (3:00 P.M.) with the German player turn.
- The game ends after completing the German player turn at 1650 hours (4:50 P.M.).

Victory Conditions

The German player must clear all Russian units south and east of the rail junction to win. Any other outcome is considered a Russian victory.

Special Scenario Rules

- Weapons-pits may only hold type T units, treat units in Weapons-pits as dug-in.
- The Russian player may deploy wire in any location. Wire is deployed at the start of the game.
- The Russian player may deploy mines fields in any location except for shell holes. All mine fields are deployed hidden.
- German engineers may elect to detect mines during their maneuver phase. To detect mines the stand must use two actions and move at 1/2 speed. As the unit moves it detects any mine belts that it comes into contact with. Mine detection does trigger opportunity fire.
- Once a unit detecting mines touches a mine belt it must stop. The portion of the mine belt that was detected may be marked and the unit's movement is ended. The unit need not resolve Minefield Passage unless it attempts to cross the mine belt in a subsequent phase.
- The German engineer platoon is equipped with 2 Line Charges. Line Charges once deployed, clear a path (large enough for any unit) through a mine belt or wire obstacle.
- To deploy a Line Charge the engineer unit must conform with it's front aiming point to the edge of a known mine belt or wire obstacle and use one action to lay the charge. A second action is required to detonate the charge. A roll of anything but 1 detonates the charge and clears the path. If a one is rolled, the line is a dud and a new line must be deployed.
- Any cleared path is considered a defile, vehicle units passing through them trigger Opportunity fire.
- German engineers may also use one action during the maneuver phase to clear wire for T type units. The engineer unit must conform to the wire with its front aiming point, then use the next action to clear the wire. Wire clearing does trigger opportunity fire.

Sources 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