

**SCENARIO K3**  
**Kampfgruppe Stachwitz.**  
**Operation Citadel.**  
**Southwest of Kursk, Russian Front, July 10 1943**

*“..the swan-song of the German armored force..”*

Marshal Koniev.

By the 6<sup>th</sup> day of operation “Citadel” the German *XXXXVII* Panzer Corp was slowly but steadily moving north in the direction of Oboyan. The Panzer division Grossdeutschland was in the vanguard. But the seemingly endless lines of Russian defensive were taking their toll. The unit to the left of Grossdeutschland, the 3<sup>rd</sup> Panzer division had run into particularly strong defenses. This development had forced the commanders of Grossdeutschland to dispatch units to deal with counterattacks on their left flank. One of these units was a formidable force of Tigers, Panthers and Pz IV tanks called Kampfgruppe Stachwitz.

Late in the day of July 9<sup>th</sup> Kampfgruppe Stachwitz was ordered to move from the area of Novoselovka, where it had just finished a long range tank duel, to the south west. This move was to position the Kampfgruppe for an attack to the south to help clear the path for the stalled 3 Panzer Division.

The German armored spearhead encountered Russian tanks at 22:00 in complete darkness just to the north of Verkhopenye and stopped for the night. These Russian tanks were from the 6<sup>th</sup> Tank corps, 22<sup>nd</sup> Tank Brigade. Throughout the night of the 9<sup>th</sup> as the Germans refueled and rearmed, the Russian tanks in the valley ahead, could be heard preparing for the coming battle.

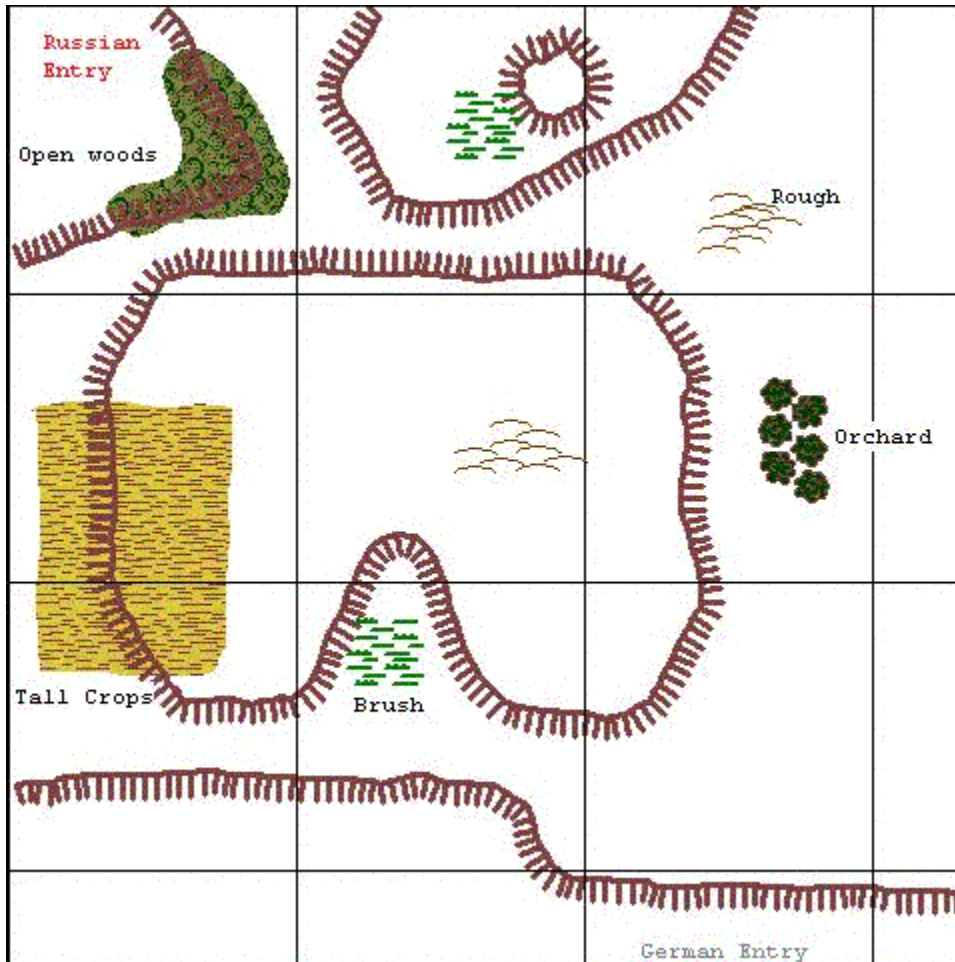
At 03:30 on July 10<sup>th</sup> the first amour-piercing rounds were slamming into their targets. for the next 90 minutes the opposing sides would trade fire. In the end the Russian tanks were driven from the field, but the cost had been considerable for the Germans. More importantly, valuable German armored units had been drawn away from the drive north to Oboyan and on to Kursk. This would force the Germans to focus all remaining resources on the push of the II SS Corps. That effort would end on the fields of Prokhorovka.

### **The Scenario**

This scenario is a representation of the fighting that occurred on the 10<sup>th</sup>. The German order of battle is based on text from the “The history of the Panzerkorps Grossdeutschland”. The text indicates that Kampfgruppe Stachwitz contained 19 Pz IV (long), 10 Tigers and 10 Panthers on July 9<sup>th</sup>. I have reduced these numbers some what

to account for this unit's engagements with the Russian 86<sup>th</sup> Tank Brigade on the 9<sup>th</sup> and for play balance. For the Russian OB, I used a standard Russian Tank Brigade.

## Terrain



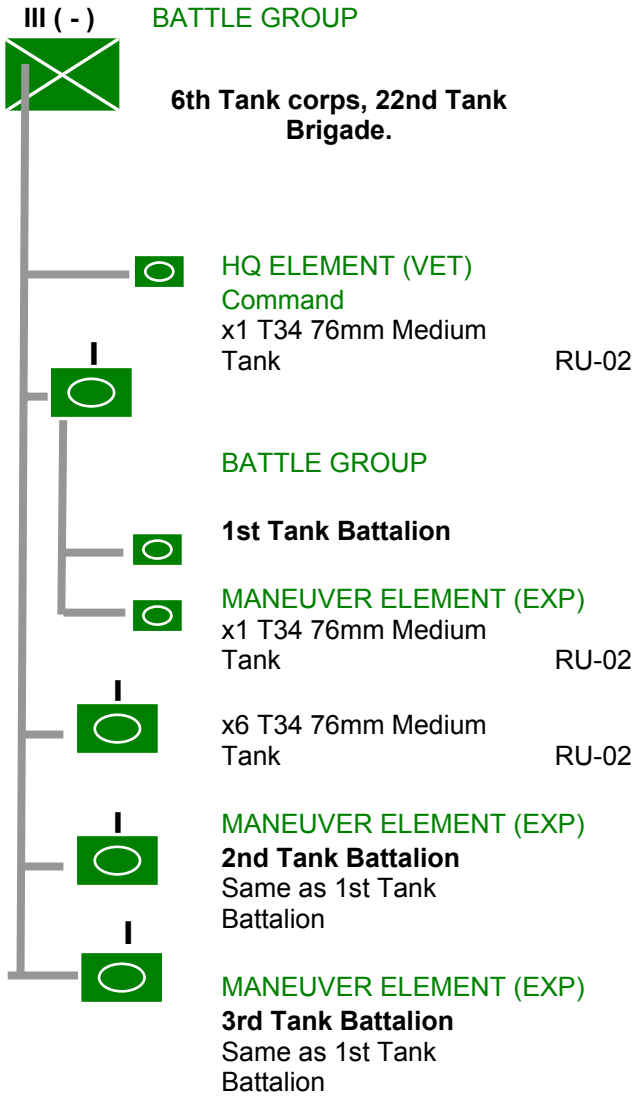
The map board is 3.5 feet by 3.5 feet for the 15mm scale. The woods are cleared; there is a larger field of tall crops, a small orchard, some rough ground, and some areas of brush. All of the slopes on the map are gentle.

The hills are not marked with crest lines. These hills are more like plateaus. LOS to and from the top of the hills is blocked by a dead zone (See page 17 of rule book). This dead zone determined by measuring the distance from the spotting unit to the edge of the hill. The distance to the target unit must be greater than this distance.

## Order of Battle

The order of battle lists the organization of all units needed to play the scenario.

**RUSSIAN ORDER OF BATTLE**



**GERMAN ORDER OF BATTLE**

II (-) Kampfgruppen



Kampfgruppen Stachwitz

**BATTLE GROUP**



**MANEUVER ELEMENT (Vt)**

Heavy Panzer Platoon

**Command**

x1 Tiger I PzKpfw VI E Tank

GE-05

x1 Tiger I PzKpfw VI E Tank

GE-05



**MANEUVER ELEMENT (Tr)**

Panzer Company

**Command**

x1 Panther PzKpfw V

GE-04

x2 Panther PzKpfw V

GE-04



**MANEUVER ELEMENT (Vt)**

Panzer Company

**Command**

x1 PzKpfw IV G, H

GE-03

x4 PzKpfw IV G, H

GE-03

### **Starting units.**

All units start off board.

### **Entering Units.**

The Germans enter first from the location indicated on the map. They have one maneuver action that they may use for this first move. Their movement distance is measured from the edge of the board.

The Russians move second. They also enter from the location on the map. They may utilize a full normal maneuver phase. Their entry is measured from the corner of the board.

### **Game Length**

The game length is 8 turns. The Germans move first and have one action that they can take the first turn.

### **Victory Conditions**

The map shows an area to the north west of Verkhopenye. The Germans are entering from the northwest and attacking south. The Russians are countering from the southeast. The German's objective was to clear Russian forces from the Verkhopenye area and clear a path for 3<sup>rd</sup> Panzer. The Russian's goal was to delay the Germans and inflict losses.

The Germans win by driving all the Russian maneuver elements from the board, and not losing more than four units. Any other result is a Russian victory.

### **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.