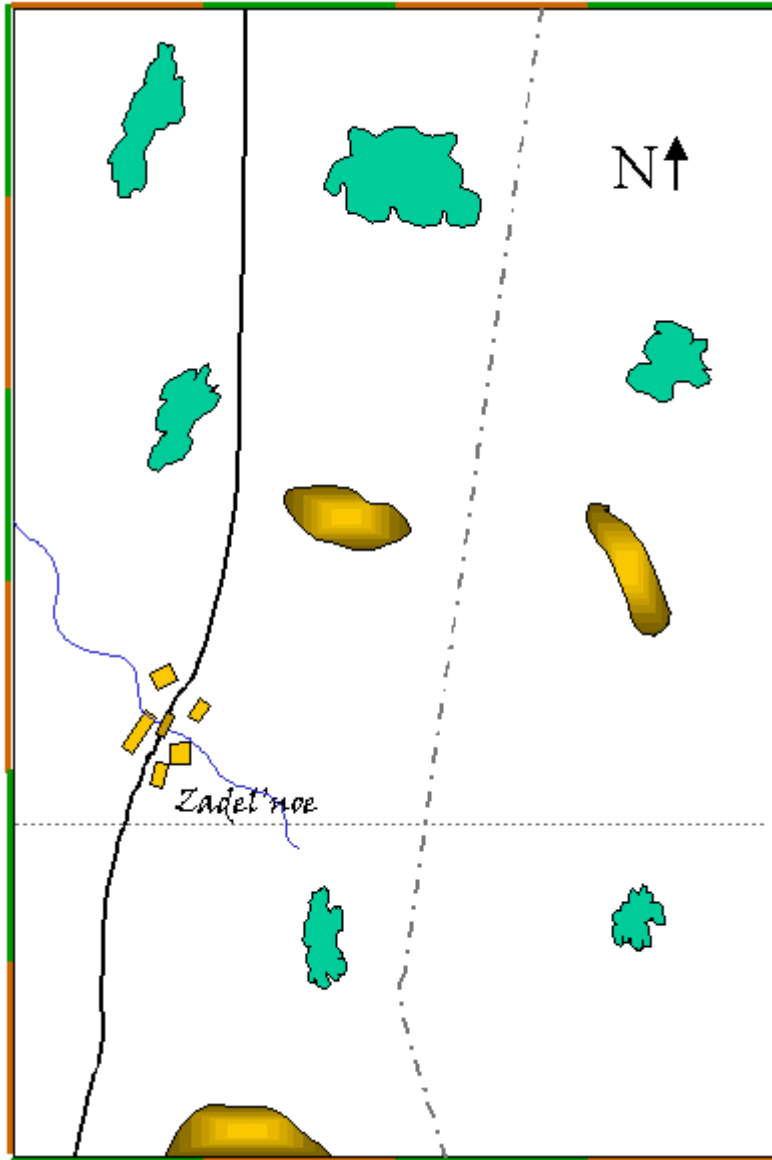


## **First Day In Hell - Kursk 5 July 1943**

In early July 1943, Hitler launched his *Operation Zitadelle* to pinch off the Kursk salient in 1944. This salient had been created in the fluid situation of early 1943 near Kharkov, after the German defeat at Stalingrad. In an attempt to recreate the great encirclement battles of 1941, the Germans attacked the Northern and Southern shoulders of the salient in attempt to surround and cut off the Russians. This time the Russians were ready. Aided by superb intelligence work they knew exactly where and when the Germans were going to attack and they had deeply entrenched their forces in several belts of defenses.

The start of Operation Zitadelle was characterized by massive German attacks smashing into well-prepared Russian defenses. In some areas, the Germans took heavy casualties and made little progress. In others, such as the area of 1st SS Panzer Korps, deep penetrations were made into Russian defenses. This scenario portrays the schwehrpunkt of the German effort, as units of SS Panzer Grenadier Division Leibstandarte Adolf Hitler (LAH) assault Russian positions. Can a bold Panzer Kampfgruppe attack penetrate the defenses for follow-on echelons? Or will the Nazi combat power falter against determined Red Army defenders? The Germans have excellent troops, but the Russians are deeply dug in.



### Terrain and Scenario Notes

- The table should be 4 feet wide by 6 feet deep (15mm scale). Each division along the side of the map represents 12"
- The Wooded areas are "Woods with Underbrush"
- The stream is fordable along its length. In and East of the village, it is marshy, so consider it a "Wide" stream (all vehicles roll for bog-down). West of the village it is a "Shallow" stream.
- All hills and flat terrain are considered clear terrain.
- The road is "unpaved"
- The railroad embankment acts as an unpaved road. It is not raised enough to provide cover or obstruct line of sight.

- All vehicles can cross the bridge, but Tigers roll an unmodified bog-down roll and KV-1s roll for bog-down with a +1 modifier. If a bog-down is rolled, the bridge is considered destroyed and the area is treated as a "Wide" stream.
- All built up areas are wooden 2 section buildings. There is no exact village plan, so set up 6-8 buildings evenly distributed around the bridge and road.
- Any unit that begins its maneuver phase within 6" of the East or West map edge may not conduct a rapid advance during the maneuver phase.
- The game is 12 turns long. The nominal start time is 0500.

## **Victory Conditions**

The Germans win by:

1) Clearing a corridor from the North to the South edge of the board along either the road or the railroad embankment. No undisordered Russian unit may be within 10" of the chosen route.

**OR**

2) "Breaking Russian Resistance" by reducing ALL Russian MEs to 50% or less by the end of the game.

The Russians win if the Germans do not fulfill their victory conditions.

# **Briefing for Officer Commanding German** **SS Panzergrenadier Kampfgruppe** **Leibstandarte Adolph Hitler**

## **Situation**

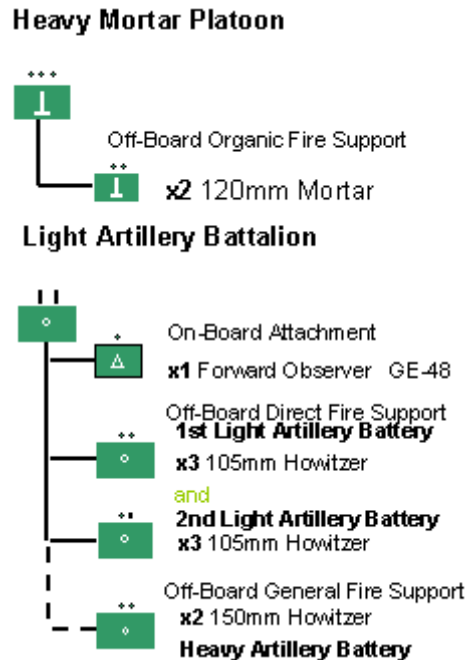
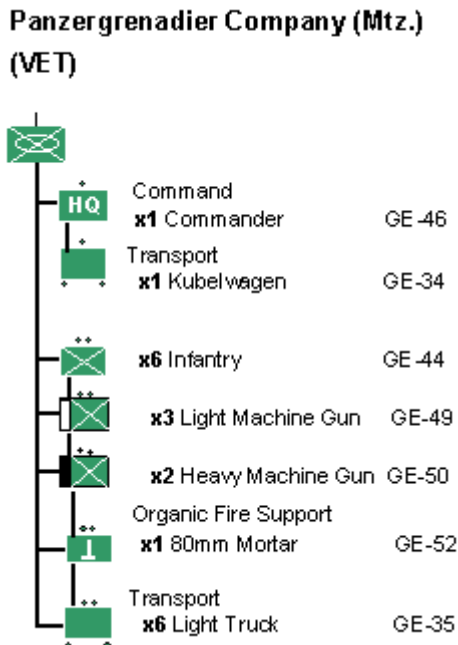
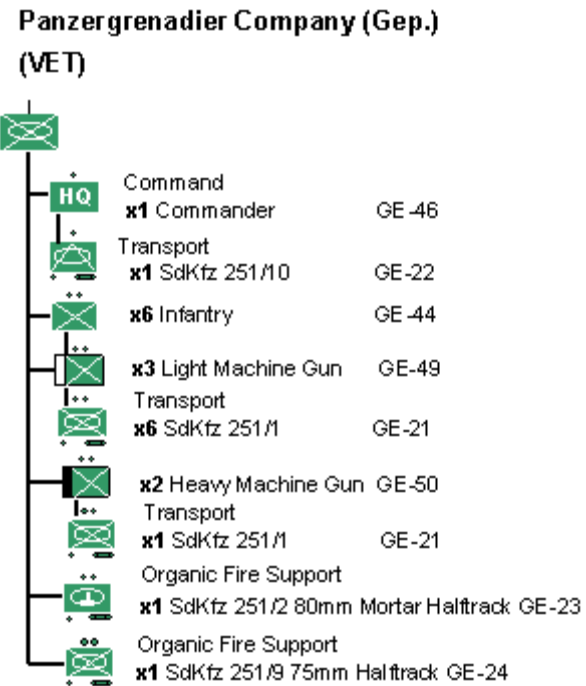
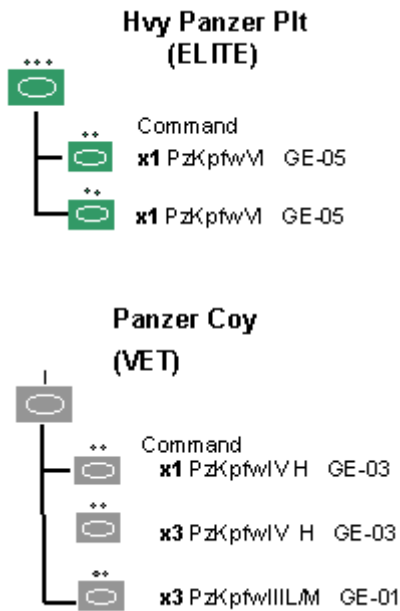
The time has finally come for our forces to crush the Bolshevist Üntermenchen into the dirt. The Russians have had a long time to prepare, but we are confident that our superior forces and equipment will prevail.

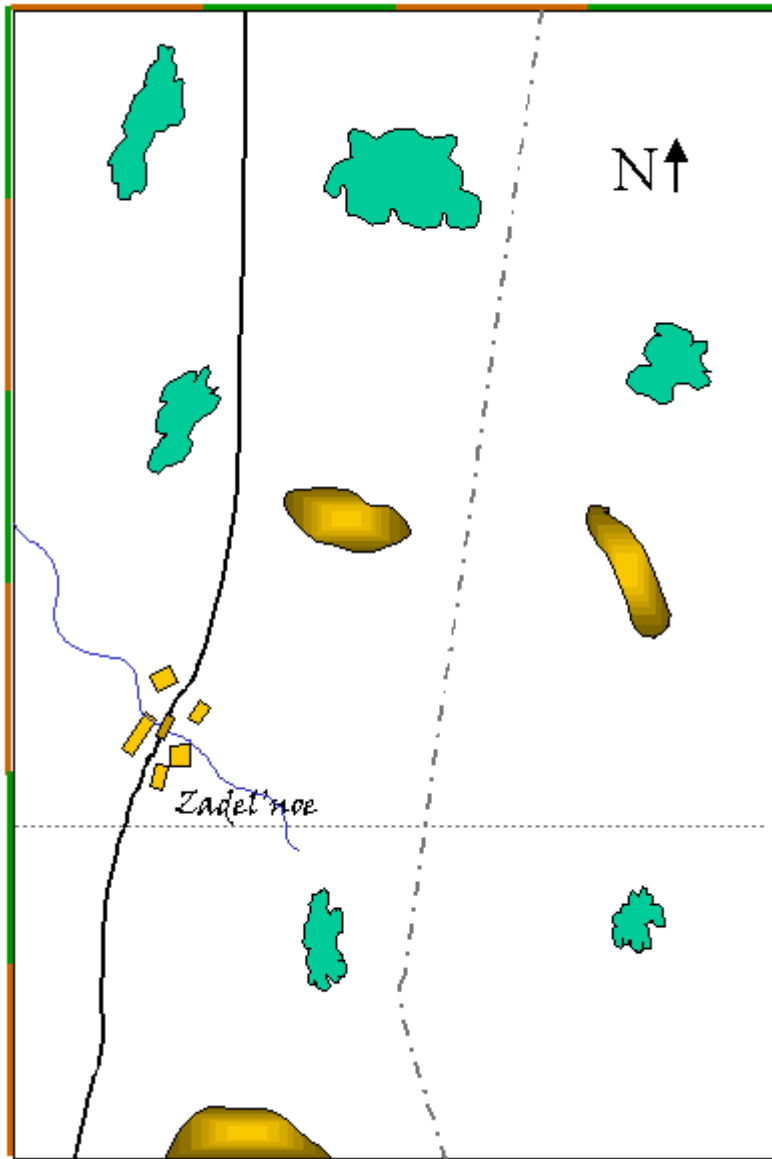
## **Mission**

You are to clear the way through the crust of the Russian defenses so that follow-on forces can penetrate to the heart of the Kursk salient.

## **Execution**

Your forces consist a mixed Panzer Grenadier Kampfgruppe with a company of tanks, a company of armored Panzergrenadiers, and a company of motorized Panzergrenadiers. You also have a platoon of elite Tiger Is. Your forces and discipline ratings are shown in detail below:





### **Starting Positions and Reinforcement Schedule**

- You move first.
- None of your forces start the game on the board. All of your forces arrive on turn 1, anywhere on the South Edge of the map.

### **Objective**

See the victory conditions. You must either clear a corridor from the North to the South of the board or defeat the Russian forces.

## Artillery Options

- The Heavy Mortar platoon must be attached to one of the two PzGr companies. Only forces from that company can call it.
- The FO for the Light Artillery Battalion may be attached to any of German companies.  
If he is attached to the motorized infantry, give him a Kübelwagen (GE-34) to ride in.  
If he is attached to the armored infantry, give him a Sdkfz 250/1 (GE-26).  
If he is attached to the tank company, give him a PzBeobwagen III (GE-20).  
He may not be attached to the Tigers.
- The heavy mortar platoon may fire
  1. Two single section shelling missions (0 vs V, +1 vs T, G, sV)
  2. A battery random shelling mission (two templates -1 vs V, 0 vs T, G, sV)
  3. A battery shelling mission (two templates 0 vs V, +1 vs T, G, sV)
  4. A battery concentration mission (one templates +1 vs V, +2 vs T, G, sV)
- The light artillery battalion may fire
  1. A battery random shelling mission (three templates -2 vs V, -1 vs T, G, sV)
  2. A battery shelling mission (three templates -1 vs V, 0 vs T, G, sV)
  3. A battalion concentration mission (three templates 0 vs V, +1 vs T, G, sV)
  4. A thickened battalion concentration mission (two templates across, center section thickened Outer area 0 vs V, +1 vs T, G, sV, center section +1 vs V, +2 vs T, G, sV)
  5. A battalion concentration mission (two outer templates 0 vs V, +1 vs T, G, sV) with the center template thickened by the 150mm in General support. (+3 vs V, +4 vs T, G, sV)

The Germans must fire by battalion. Individual batteries of the light artillery battalion may not conduct separate fire missions.

# Briefing for Officer Commanding

## Russian Front Line Forces

### Situation

Comrade! The long awaited German offensive is about to begin. We have been preparing and digging for months to deal the fascists a defeat they will not forget. Your troops are the first line of defense. Intelligence suggests that the cream of the German Army will attempt to break through your defense.

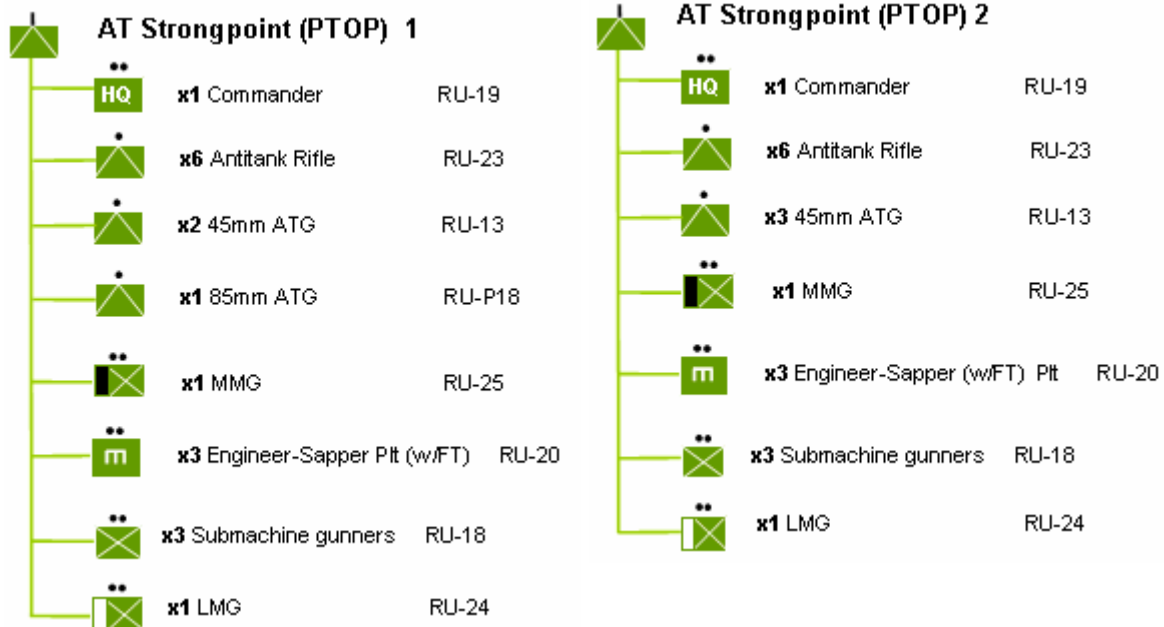
### Mission

You are to inflict maximum casualties on the Germans and prevent them from clearing a corridor through your sector.

### Execution

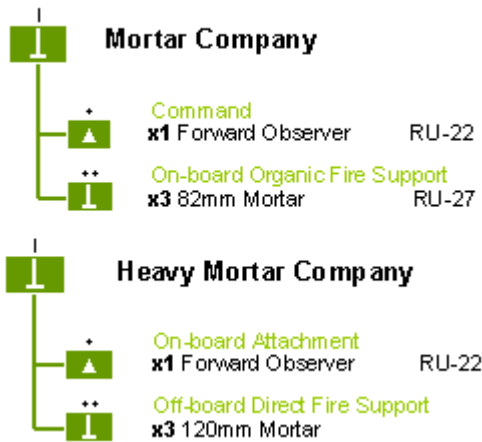
You are commanding two anti-tank strongpoints, each of which is considered a Battalion, backed up with a tank battalion and some strong mortar support. You are well dug in and we are sure that you can inflict many casualties on the Germans and bleed their elite forces white.

Your forces are listed below.

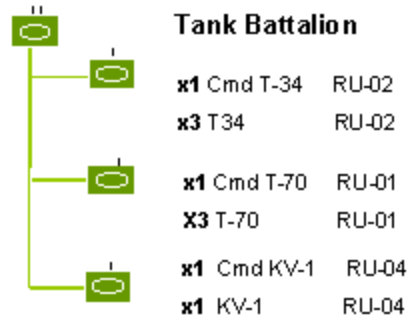


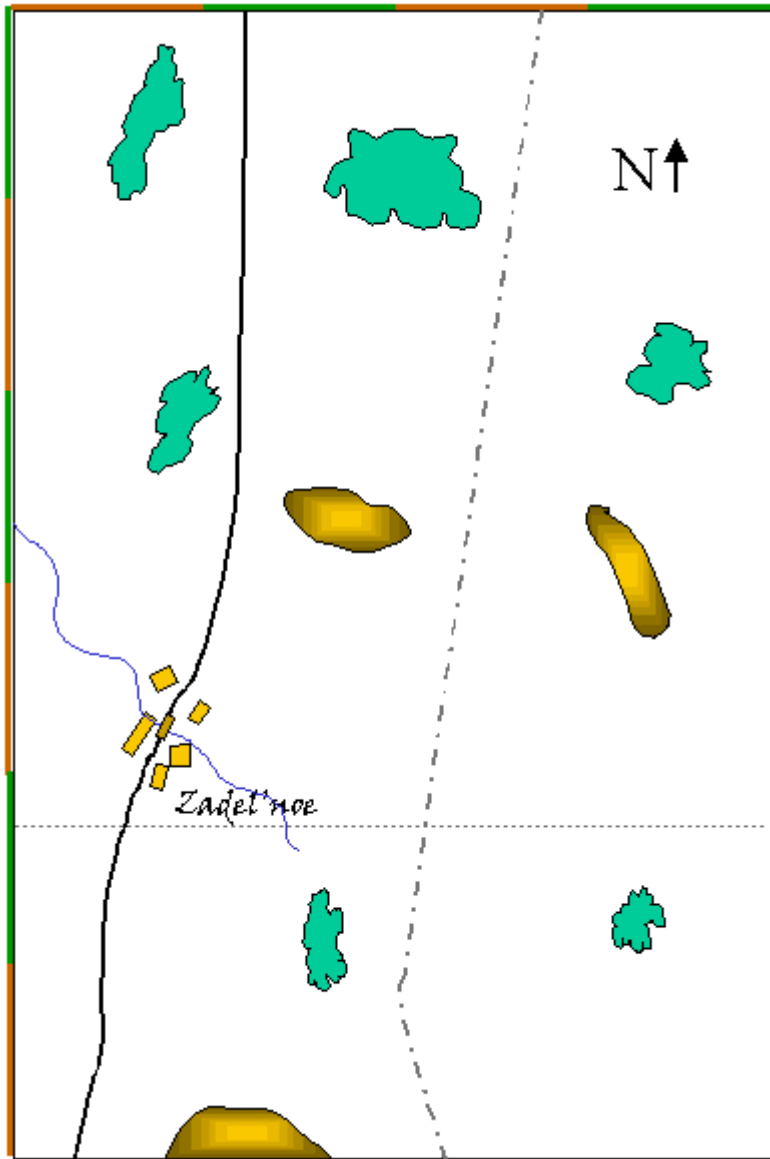


FIRE SUPPORT ELEMENT



Reinforcements--Turn 4





### Starting Positions and Reinforcement Schedule

- Your forces may set up anywhere to the North of the start line.
- All of the forces are "Experienced" except for the sapper stands which are "Veteran"
- Your turn 4 reinforcements arrive anywhere on the North edge of the map.
- All Russian Forces start the game unspotted. If you cannot use map placement, use an equal number of dummies to real positions.
- All of the Russian 45mm AT guns start in improved hard cover positions (log pillbox -2 modifier against both direct and indirect fire).
- All other Russian units and the 85mm AT gun start in improved positions (-1 modifier against both direct and indirect fire).

- The Russians may place 4 2" sections of minefields and 2 dummy minefields and 6 x 2" sections of wire. The Germans can see these, but do not know which are real and which are dummy.
- Each of the Russian FOs must be attached to a strongpoint force. You may attach both to one strongpoint but it is probably better to split them up.
- The 85mm gun was a dug-in anti-aircraft gun. Use RU-P18.
- The Germans move first.

## Objectives

See the overview for the victory conditions. The Germans must either defeat your forces or clear *and maintain* a corridor from the South to the North of the map.

## Artillery Options

1. Both Russian Forward Observers may start the game in observation posts. You may secretly specify up to 5 preregistered points for each battery. The Russians FOs are allowed to call for battery concentration missions (with the preregistered call-for-fire bonus as well) against any target within 10" of these points. Fire against other locations must be shelling missions. If the Russian FO leaves his OP, the preregistered fire is lost. The strongpoints are the equivalent of battalions and their commanders may call-for-fire. However these commanders may not use the preregistration bonus nor call for concentrations.
2. The Russian 120mm mortar unit may place a 3 template shelling pattern (0 vs V, +1 vs T,G,sV), or a 1 template battery concentration mission (+1 vs V, +2 vs T,G,sV).
3. The Russian 80mm mortars may place a 3 template shelling mission (-1 vs V, 0 vs T,G,sV) or a 1 template concentration mission (0 vs V, +1 vs T,G,sV). They may also spot their own targets individually.
4. Each of the Russian batteries has 1 turn of smoke.