



KURSK—DEVIL'S DOMAIN™ SPECIAL RULES

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1. INTRODUCTION:

Welcome to KURSK—DEVIL'S DOMAIN™, a continuation of our exploration into the Battle of Kursk and Eastern Front warfare at the tactical-level. The first Kursk module published by Critical Hit, HELL'S BRIDGEHEAD™, remains a popular title and is in print with a 2nd Edition map. Other Eastern Front titles available include TIGERS TO THE FRONT™ and the two-module ASLComp BERLIN™ series.

KURSK—DEVIL'S DOMAIN™ continues what will be an ongoing series that will bring more Kursk releases, as well as those depicting Stalingrad and other Eastern Front battlefields.

2. HISTORICAL NOTES:

The 18th Panzer Division was formed in Chemnitz in 1940 from parts of the 4th and 14th Infantry Divisions, combined with submersible tanks originally intended for Operation Sealion. The unit would only see combat from baptism of fire through disbandment in the cauldron that was the Eastern Front of World War II.

When the 18th Panzer Division crossed the Bug River underwater on 22 June 1941, with submersible tanks, it marked the first time in World War II that AFVs had operated underwater in combat. The Division fought as part of LXVII Panzerkorps, and over the next six months was involved in the captures of Smolensk, Bryansk, and the attack on Tula. In common with the entire Wehrmacht and Waffen SS, the 18th Panzer Division was woefully unprepared for 'General Winter' and the unit was driven back to Orel in January 1942, suffering heavy casualties.

Following the losses of late 1941 into early 1942, the 18th Panzer Division was assigned to be part of the drive on Stalingrad. Prior to jumping off it was transferred to the central portion of the front to take part in anti-partisan operations. The impending *Citadelle* offensive saw the unit embroiled in the Battle of Kursk where it again suffered heavy losses, this last battle leading the division to be disbanded. After Kursk the division's personnel were used to flesh out the 18th Artillery Division.

KURSK—DEVIL'S DOMAIN™ provides an intimate look at operations of the 18th Panzer Division, along with other German units, in the hell that was Ponyri Station. However, any claim that the men from Chemnitz and their infernal machines are the stars of this module would be inaccurate. The 'starring role' is reserved for the battlefield itself, one of the most intricate maps that followers of Critical Hit's battlefield recreation efforts have encountered to date. The terrain is *thick* with interesting folds, individual hills to defend, capture, and just hunker down on. And once the cardboard soldiers work their way through the mine and wire belt, past a series of defended heights, the town of Ponyri lurks to the south, a heavily built-up industrial center with workers' settlement(s), railroad facilities, storage tanks, cemeteries, as well as shellholes and rubble galore.

On an average battle front during the Kursk battle, A-T mines were planted in a density of 14-16 mine hexes per 1,000 hex area prior to the battle. Soviet mobile sappers planted three times more after they determined the avenue(s) of approach of enemy AFVs. Doesn't sound like a lot, but if you look at a 1,000 square hex area (three geomorphic map boards, a battle front of 25-40 hexes), 14-16 A-T mine hexes would cover most roads and open spaces. Add another 10 hexes of A-T mines, sown

in just before your tanks arrive and you get an idea of the density of minefields that faced the Germans on the Kursk battlefield.

THE BATTLEFIELD: The following is an overview of PONYRI maps 1 and 2. Two additional maps have been created for later publication, including additional scenarios that play on maps 3-4, as well as the entire map set 1-4.

Levels: The overall terrain on PONYRI map 1 slopes upward from north to south and has Hills 251.3 and 258.2 as dominant features. German troops will have to overcome defenders on both of these heights to move into the town of Ponyri proper.

Note: Hexes are preceded by a '1' or a '2' to identify the mapsheet they are found on (EX: A reference to hex 1S23 refers to hex 23 on PONYRI map 1). Levels are marked on the map as +10, +20 and so on. For ASLComp use, remove the '+' and the '0' from each. EX: Level +10 on the map = Level 1 in ASLComp terms.

Heading south the ground slopes down into a valley along Dairy Farm Road. It also slopes downward if one follows the Kursk-Orel railroad line south. Further south from Dairy Farm Road the lay of the land climbs out of the valley, then descends again to the southwest corner of map 2. In the center of that mapsheet the ground rises again to the plateau that the train station sits atop.

An important feature for depicting the undulating ground is the use of Slopes along hexsides such as 1CC9/1DD8. Slope hexsides such as this one provide many advantages in LOS terms over the Grain-covered terrain and must be analyzed and taken into account to properly defend... and attack on the KURSK—DEVIL'S DOMAIN™ battlefield.

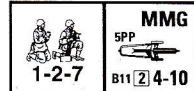
Terrain Forms: Hardly a non-PTO terrain form known to the ASL® system is lacking on the PONYRI maps. This is a battlefield that can be studied for hours on end, that's how much detail there is.

Reviewing the battlefield from north (map 1) to south (map 2) it is impossible to miss the massive fields of Grain that cover almost the entire northern portion. Worked into these fields are numerous on-map Trench lines, bolstered by two belts of on-map Wire, plus Mines, each minefield marked with signs to make game management of these combat assets easier.

As if traversing the northern portion of the battlefield isn't difficult enough, a variety of north-south Gullies are cut into the undulating terrain. These terrain forms, however, are a double-edged sword. They can hinder movement, slowing it down as troops are forced to move down into and up out of each gully. But they also provide avenues of move-



A Russian machine-gun crew in action during the Battle of Kursk. Notice the proximity of a burning vehicle to their front. The crew is manning a Maxim M1910, a 4-10 MMG (at right) in ASL® terms.

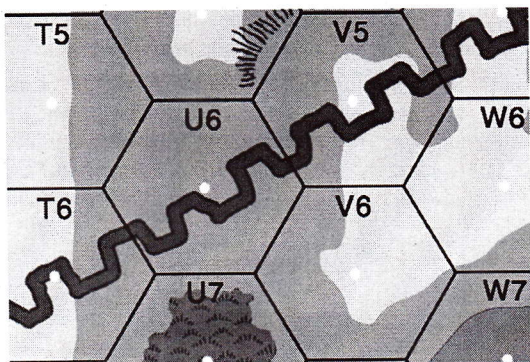




ment south, unseen by prying eyes of the enemy as long as one can clear the Gully locations to one's immediate front. There are also some trails (Paths) that cut through the fields of Grain, which also serve to facilitate movement. These terrain features, Gullies and Paths, are 'neutral'—and can be used for re-deployment by German and Russian soldiers alike.

Remaining on the north mapsheet for the time being, the existence of north-south routes stands out. The Path that runs from hex 1C10 to the Road in hex 1E19 is an important route for footsloggers. A squad in hex 1C11 could CX with a leader and by following the Path make it all the way to 1E18 in one turn. From there it can hit the lateral Dairy Farm Road and begin the trip east, toward the Ponyri workers' settlement(s), using interior lines of communication (i.e., the Path and Road net) to reach a threatened sector of the battlefield in haste. The 1R6-1T20, 1CC10-1EE15, 1LL6-1GG16, and 1QQ8-1NN16 roads serve the same function and domination of these lines of movement can and will play a role in scenarios set on this map.

Once the southern portion of map 1, into map 2, is traversed, urban terrain is found. The entire western half of map 2 is a giant workers' settlement(s), the largest of any module mapsheet published to date. In addition to being thickly covered with buildings, the 1st of May and Red October workers' settlement(s) are divided by a valley south of Quarry Road. The middle of map 2 is dominated by railroad, including a railroad yard, with many buildings reduced to rubble. There are also storage tanks, and more buildings, as well as smaller fields of Grain. Some patches of Woods and Brush along the east and southeast portions of map 2 round out the terrain.



3. PRINTED TRENCHES

3.1 DESCRIPTION: Numerous trenches are printed on the map (EX: Hex 1Y10). Printed trenches are connected (B27.54) ONLY if the 'trenchline' artwork crosses the hexside and are also treated as connected to any trench counter set up adjacent to a printed trench.

Example: The trench in hex 1BB6 connects to the one in 1BB5; it does not connect to 1CC6.

ALL trenches are considered Concealment terrain. It is recommended as a house rule that players recognize that any unit in a printed on-map trench hex is considered to be UNDER a trench counter. Any unit outside the trench should be placed ON TOP of a trench counter.

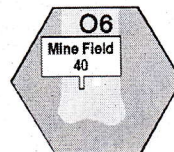
3.2 ROUT/RALLY BONUS: Trenches are equivalent to woods for both rout and rally purposes (e.g., units in a trench receive a -1 DRM to Rally attempts).

4. PRINTED WIRE

4.1 DESCRIPTION: Wire printed on the map represents two 'levels of density' of wire, labeled 'A' or 'B'. Level 'A' is treated as per B26. Level 'B' represents a lesser level of wire and is treated as per B26, except as

modified below. Printed wire (only) may exist in any terrain. A unit in a printed Wire hex is considered to be on top of the Wire. Place the unit beneath a Wire counter to show that it is beneath the printed Wire. Place a Breach counter to mark removed printed wire.

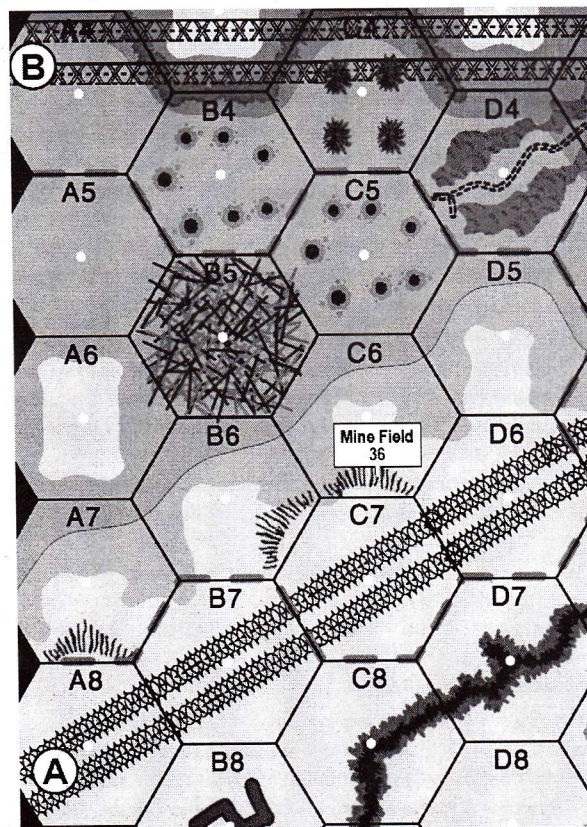
4.2 LEVEL B WIRE EFFECTS: The cost for Infantry to move/rout beneath Level B Wire is always 2 MF. No Wire Exit dr (B26.4) is made. Halftracks pay only 2 MP + COT to enter a Level B Wire Location. Bog is NA for tracked vehicles entering a Level B Wire Location, but B26.53 applies to any tracked vehicle in a Level B Wire hex, so a tracked vehicle entering such a hex still makes a Bog check for Clearance purposes.



5. PRINTED MINEFIELDS

5.1 DESCRIPTION: The area on Map 1 between the 'A' and 'B' printed Wire lines (4.) contains a number of regions (called "minefield clusters") marked with minefield warning signs printed on the map. These printed warning signs also serve to identify individual clusters. A minefield cluster consists of the hex containing the minefield sign and the six adjacent hexes [EXC: Mine Field 36 also includes hexes 1A5-1A6-1A7], indicated by red dotted lines on the map. Treat all hexes in these mine clusters as Russian Known Minefields (B28.45) except as modified below.

5.2 MINEFIELD CLUSTER STRENGTH: Each hex within a minefield cluster contains both A-P and A-T mines with the



Printed Wire lines 'A' and 'B' are found on Ponyri map 1. The Wire hexes and hexes between 'A' and 'B' are considered the Main Line of Defense (MLD).



strengths given in the Minefield Cluster Table for that cluster. Do not place minefield counters in mine cluster hexes until their strength is revealed, at which time place a single counter for the entire cluster. If a minefield cluster hex has its strength reduced or eliminated while unrevealed, the Russian player should make a secret note of the new strength. When the reduced strength is revealed, mark the hex with the appropriate counter. Note that a minefield cluster's strength can be less than the B28.1 minimum of 6.

***5.2.1 OPTIONAL VARIABLE A-P/A-T:** The Russian player may make a secret dr for random minefield cluster strengths on the table provided.

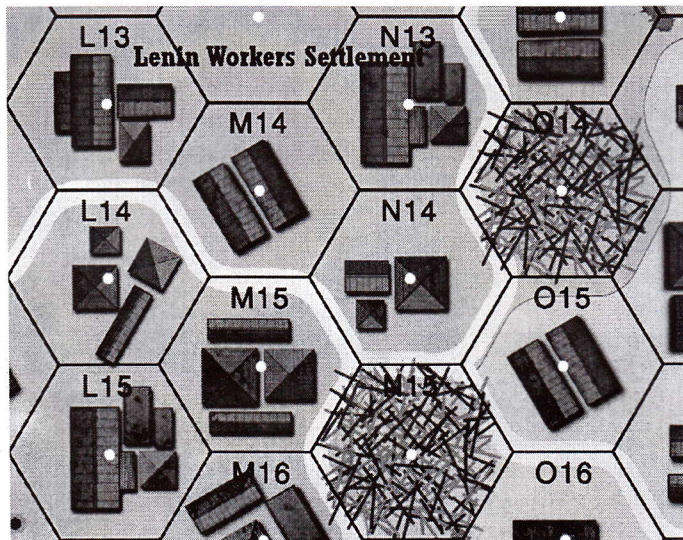


6. REVETMENTS

6.1 INTRODUCTION: New entrenchment counters representing revetments are provided in KURSK—DEVIL'S DOMAIN™. These fighting positions were prepared with extra ammunition and camouflaged to defend against likely avenues of approach. These counters are used to depict prepared AFV positions Russian tanks must set up in or enter during play. A Revetment counter is treated as a trench (B27.5) except as modified below. Revetments (Primary and Secondary) must be set up so that each is not between the 'A' and 'B' Wire lines and it has ≥ 1 printed wire hex within CA (and with the arrow facing toward) and LOS (but disregarding all Hindrances/obstacles).

6.2 ALLOCATION: Some scenario SSRs may require Russian AFVs to use Revetments. For each AFV included in the Russian OB (i.e., whether setting up on map or entering from off-board), the Russian must secretly record two hexes during setup [EXC: only one hex is recorded if the secondary Revetment is forfeited; 6.3]. These are the Locations of the AFV's primary and secondary Revetments.

6.3 PRIMARY AND SECONDARY REVETMENTS: One recorded hex is considered the 'primary' Revetment and the other the 'secondary' position. The secondary Revetment must be at least ten hexes south of the primary position. Revetments for different AFVs may be adjacent to



Narrow Street hexsides, some covered with rubble, are examples of Village Terrain (B31.) found on the Ponyri map. Steeples (B31.2) and Single-Hex Two-Story Houses (B31.3) are also found on the map.

one another, but are not considered connected nor do Revetments connect to trenches, pillboxes or cellars. If the map area in play is too small for two revetments to be set up in keeping with these restrictions, the secondary revetment is assumed to be off map and is forfeited. Both primary and secondary Revetment counters may set up using HIP.

6.4 REVETMENT CA: A Revetment has a Covered Arc in the same manner as a pillbox (B30.1), except that it extends 240° instead of the normal 120°. The CA is used for entry purposes and to determine the rear facing for the purpose of reduced protection. As with a pillbox, a Revetment must be placed with the arrow pointing at a specific hexside, so as to define the CA/NCA of the Revetment.

6.5 EFFECTS: While in a revetment all MG armament of an AFV is immune to (and its MA/SA has a reduced chance of) Malfunction (D3.7). All Depletion Numbers (C8.9) are increased by two. X# disable results (EX: During Intensive Fire) are not affected.

6.5.1 MALFUNCTION PROCEDURE: Following any MA/SA Malfunction result immediately make a subsequent dr. On a dr of ≥ 5 the MA/SA is Malfunctioned normally. Otherwise treat the malfunction as no effect [EXC: The weapon exhausts its multiple ROF; Intensive Fire is still allowed normally].

6.6 HULL DOWN AND “?”: Although an AFV is considered Hull Down while in a Revetment to all fire [EXC: not to LOS traced through its NCA], it may fire bow-mounted weapons. A CE crew receives no TEM for a Revetment counter. Revetments are Concealment Terrain. For all infantry units, movement cost and TEM, a Revetment is equivalent to a 1 Squad Foxhole (B27.1).

6.7 REAR RAMP: The NCA of a Revetment has a ramp which allows a vehicle to enter and exit the Revetment. Any vehicle may enter a Revetment hex at the COT of the other terrain in that hex without danger of Bogging due to the Revetment itself. The vehicle is not considered to be beneath the Revetment. A vehicle entering the Revetment hex from one of its adjacent NCA hexes may instead enter the Revetment by expending one additional MP over the cost of hex entry as a single expenditure. A vehicle under a Revetment counter may not change its VCA, but may expend Start MP. A vehicle may exit a Revetment by passing a 1TC and then expending 1 MP + COT to enter the next hex in the Revetment's NCA. If the 1TC fails, the vehicle's owner then immediately makes another DR, which equals the total number of Delay MP that the AFV has expended in the process of leaving the revetment, if it has sufficient MP. These entry and exit costs are subject to appropriate Reverse Movement multipliers normally. Fire from a higher elevation or from an adjacent hex in the NCA negates HD status of the AFV in the Revetment.

6.8 MOVEMENT: All AFVs entering from off-board must move to enter their primary Revetment and remain in Motion while en route unless they have a LOS to an enemy AFV at any point this restriction is lifted and that AFV may stop (and fire freely). If an AFV's primary Revetment is occupied by an enemy unit within LOS it must then attempt to enter its secondary revetment. If it does not have a secondary revetment in play or the secondary Revetment is occupied by an enemy unit within LOS the AFV is free of these restrictions for the remainder of the scenario.

7. PONYRI BUILDINGS

7.1 VILLAGE TERRAIN: All types of Village Terrain (B31.) may be found on the Ponyri maps, including Narrow Streets (B31.1; EX: 2BB14/2CC15), Steeples (B31.2; EX: 1GG16) and Single-Hex Two Story Buildings (B31.3; EX: 2Y22).

7.1.1 Some Narrow Streets only have an obstacle on one side (EX: 2S13-2T12). The normal Narrow Street TCA change restrictions are NA for a vehicle using VBM along these Narrow Street hexsides; instead, the vehicle may never have its own hex within its TCA.



7.2 RB CELLARS: All multi-hex non-Factory buildings (EX: 2Z22) have RB Cellars (O6.).

7.21 RB TRENCHES: Trenches (excluding A-T Ditches) are considered to “connect” (as per B30.8) to (but not through) all ADJACENT Cellar/building/rubble Locations [EXC: not to a Location that is rubble during play of that scenario]. Infantry entering such a building/rubble Location need not pay an extra MF to leave the trench in that Location, but must still pay applicable building/rubble COT. Infantry leaving such a building/rubble Location need not pay an extra MF to enter a “connecting” trench. Infantry may not enter such a trench while using Bypass Movement; nor may they use Bypass Movement while in such a trench; nor may they exit such a trench to directly use Bypass Movement. A unit entering/leaving a building/rubble Location via a “connecting” trench is not subject to a Snap Shot as it does so. A vehicle must pay the appropriate MP-costs/penalty to cross such a trench while using VBM; hence those vehicle types not allowed to cross a trench may not do so while using VBM. Infantry may enter a Fortified Building Location as if that Location were not Fortified provided they enter it from a trench that is “connected” to that building Location.

7.3 FACTORIES: All buildings that have ≥ 1 road entering them, and no others, are Factories (B23.74; EX: 2EE3, 2FF19, 2II19). A non-rubble Factory Location that has a road entering it (EX: 2DD3) has a Vehicular-Sized Entrance (B23.742). All categories of Guns may set up in a Factory. They may enter/exit a Factory via non-Interior hex but may only enter/exit via a non-Vehicular-Sized Entrance while being Pushed [EXC: B23.93].



7.4 WINDMILLS: Windmills are a new building type found on the Ponyri maps. A white cross, tilted 45 degrees, is the symbol for the windmill type building (EX: 1JJ14). It has two levels, ground and Level 1. The stacking capacity of the ground level is 1 squad-equivalent, and for Level 1 is a HS. TEM is based upon the building color, either wood or stone (+2 and +3, respectively).

7.5 PRINTED RUBBLE: The Ponyri map contains numerous stone (EX: 2X23) and wooden (EX: 2U21) printed rubble (O3.) Locations. Ignore tiny artifacts of the map art that extend into other hexes and treat these hexes as if a corresponding rubble counter were placed therein.

8. OTHER PONYRI TERRAIN

8.1 RAILROADS: Railroad hexsides (EX: 1CC25/1DD24) are treated as RB Railway Embankments (O2.), unless they also have railroad art going through the middle of the hex (EX: 2BB18) and no other terrain type is present, in which case they are treated as Embankment Railroad (EmRR) hexes (B32).

8.1.1 RAILCARS: Hexsides like 2Z14/2AA15 contain Railcars. They are a 1 Level LOS obstacle that may be Breached as per B23.711. Infantry can cross Railcar hexsides at a cost of 2MF + COT. Only fully-tracked vehicles may cross Railcar hexsides, and only through a Breach. Railcars are otherwise identical to Walls. (EX: 2Z14-2AA15 hexside; 2Z15 has no LOS to 2AA15).

8.2 GRAVEYARDS: Hexes like 1DD17 are graveyards (B18.)

8.3 OFF MAP ROADS: Any road that exits the map is considered for purposes of A2.51 to extend beyond that map edge along the same lettered hex row/in hexes of the same coordinate, as that of the edge hex.

8.4 STORAGE TANKS: Hexes like 2BB23 contain Storage Tanks (O9.).

8.5 BARBED-WIRE FENCE HEXSIDES: Hexsides like 2CC13/2DD13 contain barbed-wire fences (P3.).

8.6 SLOPES: Hexsides like 2LL1/2MM2 contain Slopes (P2.).

8.7 LUMBERYARDS: Hexes like 2GG1 contain lumberyards (B23.211).

8.8 PATHS: Hexes like 1K3 contain paths (B13.6).

8.9 GULLY: Hexes like 1N8 contain gully (B19.) terrain.

8.10 WOODS: Hexes like 1A12 contain woods (B13.) terrain.

8.11 ORCHARDS: Hexes like 1G21 contain in-season orchards (B14.). Hex 1I19 is an example of orchard road (B14.6).

8.12 BRUSH: Hexes like 1U7 contain brush (B12.) terrain.

8.13 SHELLHOLES: Hexes like 1HH24 contain shellholes (B2.).

8.14 WALLS AND HEDGES: Hexsides like 1U18/1U19 contain hedges (B9.). Hexsides like 1R19/1R20 contain walls (B9.).

8.15 CITY SQUARES: The following hexes are City Squares (V10.): 2E11, 2N8, 2N9, 2N10, 2Q8, 2R8, 2S8, 2S9, 2T7, 2T13, and 2T14. All rules for Wide City Boulevards (B7.) apply. Street Fighting (A11.8) and Dash (A4.63) are NA.

8.16 CLIFFS: Hexsides like 2A23/2B22 are cliffs (B11.).

8.17 PONYRI GRAIN: Hexes like 1M1 contain grain (B15.) terrain. The following exception to rule B15 apply to Ponyri Grain:

- Fire will spread to it from an adjacent Blaze on a DR ≥ 9 (subject to modification as per B25.).

8.18 CULVERT: The parallel black broken lines in hex 2II21 represent a Culvert (O7.).

8.19 PONDS: Hex 1III15 is a pond (B21.13). Hexsides 1D19-1D20 and 1D20-1E20 are pond hexsides (B21.13). All ponds are deep (B21.122).

8.20 ROADS: The dashed lines in road hexes like 2Q3 have no effect.

9. PONYRI SPECIAL RULES

9.1 CIVILIAN INTERROGATION: Civilian Interrogation (E2.4) is NA.

9.2 NO QUARTER: No Quarter (A20.3) is in effect for the Germans.

9.3 RUSSIAN CAMOUFLAGE SMOCKS: All Russian Elite Infantry are equipped with ‘camouflage smocks’ and receive a -1 drm to their Concealment dr (A12.122) when in a woods, brush, or grain Location.

9.4 CONCEALMENT: Regardless of LOS during set up, units of both sides setting up in Concealment Terrain may always set up concealed. The OB allotment of “?” counters (or CG purchase of “?” counters) is meant to be used as Dummies (A12.11).

9.5 HtH CC: Both sides may declare Hand-to-Hand CC (J2.31).

9.6 PRISONER EXIT: Prisoners do not count double for EVP.

9.7 RUSSIAN TANK HUNTER MMC: Russian 4-5-8 squads and their HS (including 4-4-7/2-3-7 that Battle Harden) are treated as “Tank Hunters.” A Tank Hunter squad may Deploy automatically (and is not counted against any other Deployment allotment) during setup.

9.7.1 TANK HUNTER EFFECTS: Tank Hunter MMC receive the following benefits:

- -1 to PAATC
- May attempt to utilize ATMM (C13.7) [EXC: the ATMM CC DRM is -2 and the ATMM Check dr receives a -1 drm]
- May set up using HIP in Concealment terrain (along with any SW and SMC in the same Location)

9.7.2 TANK HUNTER ATR TH DRM: Any ATR fired by Tank Hunter MMC may apply a -1 To Hit DRM.

9.8 KINDLING: Kindling is NA for both sides.

9.9 BORE SIGHTING: Bore Sighting (C6.4) is NA [EXC: During a



night scenario MMG/HMG may use Bore Sighting].

9.10 FIELD PROMOTION: Both sides receive a number of Field Promotion (A10.63; ASOP 1.23B; i.e., “free” Self Rally) attempts equal to the number of maps in play provided all are made before any other friendly MMC Rally attempts.

9.11 RUSSIAN FANATICISM: Russian infantry are Fanatic (A10.8) in stone building/stone rubble Locations.

9.12 HIDDEN A-T DITCH: Due to the vast amounts of grain and ground cover many A-T ditches went unnoticed until the AFV plunged into the abyss. Unless stated otherwise by SSR, any A-T Ditches provided in the Russian OB may set up using HIP. Any AFV entering a Hidden A-T Ditch is immediately eliminated (remove the AFV counter). Any infantry entering such a Hidden A-T Ditch is subject to an immediate PTC. If they lack sufficient MF to enter, they must pass a 1PTC.

9.13 FOUGASSE FT: A fougasse is a dug-in, improvised flame-thrower made with a drum of napalm-thickened gasoline, an explosive charge of a couple of pounds of TNT or white phosphorus mortar shells, and a detonator. When detonated, the fougasse bursts into a mass of flame about 10 yards wide and 25 to 40 yards long. The first recorded use of fougasse flame throwers in World War II was in Soviet static defenses around Moscow in 1941. Those fougasse flame throwers were remote-controlled cans with nozzles designed to be embedded in the ground and set off from a distance or by booby trap tripwires. They are dug-in, and are covered with stone, earth, or other local natural materials so that only the nozzle shows. Proper camouflage of the nozzle makes detection difficult. In Italy, as many as seven flame throwers have been emplaced together. Groups are controlled from a central switchboard, from which run four wires to each flame thrower. Reports by French officers and noncoms who have encountered the fougasse flame throwers state that the estimated jet of flame was 5 yards wide and 3 yards high, and that the range was 5 to 15 yards. Heat was intense 10 yards from the jet. The duration of the burst was only 1 to 1½ seconds.

9.13.1 SW: A new Fougasse SW counter is provided in KURSK—DEVIL'S DOMAIN™. It is treated as a 24 FP, X10 FT for attack purposes and is ‘triggered’ in the same manner as an A-T Mine except as modified below.

9.13.2 HIP: A Fougasse FT always sets up using HIP unless stated otherwise by SSR. Treat a hidden Fougasse FT counter in the same manner as Hidden Mines (B28.48) for the purposes of Searching (A12.152) and Clearance ((B24.74).

9.13.3 RANGE/REMOVAL: A Fougasse FT attacks in its own hex only

and does not need to be Possessed by Personnel to attack. It uses the 24 FP column on the IFT and is otherwise treated as a normal FT attack. It is removed after attacking once.

9.13.4 ATTACK: A die roll ≤ 3 triggers a Fougasse [EXC: Unless an attack is via Command Detonation] after any unit enters/exits its hex to cause the Fougasse to attack. Place a Fougasse counter in the hex once an attack is triggered.

9.13.5 MOVEMENT NA: A Fougasse may neither be Possessed nor moved, as signified by the “NM” note on the counter.

9.14 COMPANY STRONG POINT (CSP): In some scenarios SSRs call for the addition of a “Company Strong Point” (CSP) to the Russian OB. Each CSP consists of the fortifications + weapons + crews + HS + SMCs indicated in the CSP OB table (substitute normal 1-2-7 crews for the MG crews if you are not using optional rule 9.17). The value of each unknown (i.e., “?”) leader is determined via a secret DR on the Leader Table prior to all setup.

9.14.1 IMPROVEMENT: Pillboxes of the same type provided in a CSP may be combined to increase stacking capability but not CA/NCA DRM.

9.14.2 HIP/SET UP RESTRICTIONS: All units provided in a CSP may set up using HIP within any listed Russian setup area for each scenario. All CSP pillboxes/Blockhouses/Emplacements must be set up adjacent to ≥ 1 trench (printed on map, or counter). At least half (FRU; count before any combining to increase capacity) of a CSP’s pillboxes must be set up so that each is not between the ‘A’ and ‘B’ Wire lines and has ≥ 1 printed Wire hex within CA and LOS (but disregarding all hindrances/obstacles). All units listed in the CSP chart must set up (as shown on CSP Table) in that fortification [EXC: adding listed units together if pillboxes are combined; units have this restriction lifted and may freely set up anywhere in the OB, if the pillbox is voluntarily forfeited during set up], though other non-CSP OB units may be added per stacking limitations. All scenario set up restrictions are otherwise followed as printed on a scenario card.

9.14.3 IMPROVED EMPLACEMENT: New counters representing Improved Emplacements are provided. Treat an Improved Emplacement as a trench with a 1S capacity [EXC: No vehicles may enter and does not connect to any other entrenchment] and with the following TEM: +5 vs. OVR and OBA, +3 otherwise.

9.14.4 BLOCKHOUSE: A Blockhouse is a new pillbox type representing both observation posts and shelter bunkers. All pillbox (B30.) rules apply to Blockhouses except as modified below.

9.14.4.1 TUNNELS AND ENTRY: Whenever a player sets up a Blockhouse he also receives the use of ≤ 2 tunnels (B8.6) each of which has the Blockhouse as one of its entrances [EXC: the other tunnel entrance may be in Open Ground]. A Blockhouse may be entered through one of these tunnels, as per B8.6, or from an ADJACENT trench at a cost of one MF. If a tunnel entrance is in Open Ground and does not connect to an entrenchment and is in the LOS of a Good Order enemy unit at the time it is used, it is automatically revealed. In addition to the method described in B8.63, a tunnel may be destroyed by any ground unit that ends its MPH in the non-Blockhouse entrance hex, or during the PFP at no cost to the unit that destroys the entrance (i.e., unit may attack normally). Note: Destroying a tunnel is a Concealment Loss activity (see Note C of the A12.121 divider).

9.14.4.2 STACKING: A Blockhouse has a stacking capacity of 3 squad-equivalents.

9.14.4.3 TEM AND LOS: A Blockhouse has no CA (and thus no LOS into/out of) and has an NCA TEM of +7 [EXC: A unit possessing a radio/phone in a Blockhouse may trace LOS in all directions to Locations outside the Blockhouse for the purposes of directing OBA.]



9.13 FOUGASSE FT: A fougasse is a dug-in, improvised flame-thrower made with a drum of napalm-thickened gasoline, an explosive charge of a couple of pounds of TNT or white phosphorus mortar shells, and a detonator. When detonated, the fougasse bursts into a mass of flame about 10 yards wide and 25 to 40 yards long. The first recorded use of fougasse flame throwers in World War II was in Soviet static defenses around Moscow in 1941. Those fougasse flame throwers were remote-controlled cans with nozzles designed to be embedded in the ground and set off from a distance or by booby trap tripwires. They are dug-in, and are covered with stone, earth, or other local natural materials so that only the nozzle shows. Proper camouflage of the nozzle makes detection difficult. In Italy, as many as seven flame throwers have been emplaced together. Groups are controlled from a central switchboard, from which run four wires to each flame thrower. Reports by French officers and noncoms who have encountered the fougasse flame throwers state that the estimated jet of flame was 5 yards wide and 3 yards high, and that the range was 5 to 15 yards. Heat was intense 10 yards from the jet. The duration of the burst was only 1 to 1½ seconds.

 1+3+5	 E 2-4-8	 1PP 1-12	 1+3+5	 1-2-7	 5PP B11 [2] 4-10
 1+3+5	 M11 45L AT	 2-2-8	 1+5+7	 ?	 ?
 1+3+5	 a 3+7+7	 1S OVR, OBA: +5 Other: +3	 5	 10 OVR, OBA: +4 Other: +2	 3 X10 NM 24*



9.15 MOBILE OBSTACLE CONSTRUCTION DETACHMENT (MOCD): For each Company Strong Point provided in a scenario by SR the Russian player makes a secret DR on the Mobile Obstacle Construction Detachment (MOCD) Table. The contents granted by the DR may not be set up between printed wire 'A' and 'B' wire lines. All scenario set up restrictions must otherwise be followed.

9.16 COMMAND DETONATION: A side which sets up on board may set up any of its at-start DCs as HIP Set DCs (A23.7). For each such Set DC the owning player must secretly designate one friendly Personnel unit per Set DC as its controller. Treat this unit as if it had Set the DC during play (i.e., the controller, or one of its derivative HS if a squad, may detonate the Set DC as per A23.7). Similarly, a player may secretly designate controllers for his A-P/A-T Minefields and Fougasses [EXC: No more than one set munition *type* per hex may be detonated at the same time]. A controller may detonate these in the same manner as a Set DC, except that the detonation is resolved using the appropriate rules for an attack by that munition type (EX: a detonated Fougasse makes a 24 FP FT attack in its Location, malfunctioning on an Original DR of ≥ 11). Detonating a munition in this manner is considered use of a SW, but is not a concealment loss activity for the controller and all of one type of munition in a hex may be detonated at the same time by one controller.

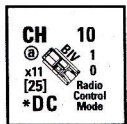
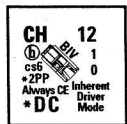


***9.17 OPTIONAL RUSSIAN MACHINE GUN CREWS:** New 1-2-7 and 2-2-8 MG crew counters are provided. These are MMC than can fire a HMG/MMG with some additional capabilities.

To differentiate them from other types of crews, the soldier art on a MG crew counter depicts two men feeding a machine gun from an ammo box. If players choose to use this OPTIONAL rule, add 1 \times 2-2-8 MG crew for each HMG in the Russian OB and 1 \times 1-2-7 MG crew for each MMG [EXC: Do not add any MG crews to the contents of a CSP. MG crews have already been provided therein].

***9.17.1 OPTIONAL RUSSIAN NON-MG CREW USE:** A Russian HMG/MMG being fired by a non-MG-crew Russian MMC has its ROF and B# decreased by one (see A.11). TH attempts by such MG suffer a +1 DRM. The Inherent FP of any Russian squad is halved if it fires a HMG/MMG in the same phase. MG crews suffer non-qualified use penalties (A21.13) when firing SW/Guns other than Russian HMG/MMG.

***9.18 OPTIONAL GERMAN INHERENT CREW RECALL:** Any German inherent crew that survives the elimination of its vehicle is considered to be under the effects of Recall (D5.341). The crew must attempt to exit the playing area along the north map edge via the shortest route possible. If such movement would result in a Defensive First Fire attack with a net negative DRM the crew may decline to move during the MPH but must still Advance (if otherwise able to do so) toward the north map edge during the APh. Such crews may not re-crew abandoned vehicles. Mark these crews with a Recall counter as a reminder.



9.19 B IV DEMOLITION AFV: Counters for multiple PSK-armed B IV AFVs were provided in BERLIN—FALL OF THE 3rd REICH™ (and are replaced with new counters in this product). New counters for DC-armed B IV AFVs are provided and governed by the rules below.

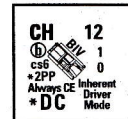
9.19.1 MODES OF OPERATION: Each B IV DC-armed AFV counter has two sides. One side is used for Inherent Driver (ID) Mode (a driver aboard that allows the vehicle to move normally). The other is used for Radio Control (RC) Mode, during which the vehicle must have a Controller operate it in order for it to move or attack. A B IV always begins play in ID Mode unless stated otherwise by SSR.

9.19.11 CHANGING MODES: To change from ID Mode to RC Mode

a B IV must stop (if Non-Stopped/in Motion) and expend 6 MP. It is then TI for the rest of that Player Turn. This change is treated as voluntary Abandonment (D5.4) but do not mark the B IV with an Abandoned counter. A B IV's inherent crew does not take counter form [EXC: an SMC acting as a Temporary Crew] and therefore no re-entry is possible. The B IV is flipped from RC Mode to ID Mode any time that another driver enters the vehicle as a Temporary Crew (see A21..22; D5.42) [EXC: German SMC only; A21.22 SMC Temporary Crew penalties are NA]. When a wounded SMC acts as a Temporary Crew, the B IV suffers the effects of being under a Stun +1 counter.

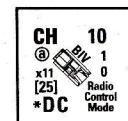
9.19.12 ARMING: A B IV DC may be armed immediately upon changing mode from ID Mode to RC Mode. However, arming is not mandatory (i.e., the B IV may be abandoned without arming it but that will require a SMC to enter as a Temporary Crew to again abandon it and declare the AFV armed upon exiting the vehicle). A B IV must be armed in order to conduct any attack. Mark an unarmed B IV with a "No Fire" counter which is not removed until the B IV is returned to ID Mode.

9.19.13 INHERENT DRIVER (ID) MODE: While in ID Mode (only), a B IV is treated as an OT AFV except as modified below:



• BU is NA as signified by "Always CE" on the counter.

- It may never enter a building hex unless using VBM or entering a Factory hex via another same-Factory hex or is using a vehicular-sized Factory entrance (B23.742; O5.2).
- Vehicular Smoke Grenade (B13.35) use is NA.
- A Stun result causes the driver (whether inherent or an SMC acting as a Temporary Crew) to undergo an immediate Wound Severity dr (A17.11). If the wound is minor, apply D5.34 normally [EXC: it does not become BU]. A mortal-wound/STUN/Recall result eliminates the Driver, causing the AFV to immediately stop (without expending a Stop MP) if Non-Stopped/in-Motion and become Abandoned without being armed.
- From 1942 on the 2PP capacity allows a combination of SMC/SW \leq 2PP as Riders on a B IV. The cs6 on the counter is for the survival of any Rider.



9.19.14 RADIO CONTROL (RC) MODE: A B IV in RC Mode must be operated by its assigned Controller (9.19.15). While in RC Mode, the B IV is treated as a closed-topped, BU AFV except as modified below:

- The doubling of the 1/2 MP road movement rate for being BU is NA (the CE/BU status of the Controller has no effect).
- Reverse Movement doubles (instead of quadrupling) normal MP costs.
- Motion Attempts (D2.401) are NA.
- It may never enter a building hex unless using VBM or entering a Factory hex via another same-Factory hex or is using a vehicular-sized Factory entrance (B23.742; O5.2).
- It may not conduct an OVR.
- Since it has no crew, a B IV in RC Mode may never be CE and shock/stun results are NA (ignore such results against it).
- Riders are NA.

9.19.15 B IV CONTROLLER: Any Pz IIIH/Pz IIIJ/StuG IIIG/StuG IIIG(L)/Pz VIE/Pz VIE(L) in the same OB as a B IV may be secretly designated by the German player during setup as its Controller AFV. An Offboard Controller may also be provided by SSR. If an Armor Leader is present in a B IV Controller AFV, the Armor Leader retains all of its normal capabilities (D3.4-.44). A Controller AFV is exempt from Recall due to its MA being Disabled if its B IV is Mobile and has its DC on



board.

9.19.151 CONTROLLING ABIV: AB IV in RC Mode must be 'driven' by its Controller. For a B IV to expend MP or drop/detonate its DC, it must be ≤ 25 hexes from and in LOS of its Controller and the latter must pass a NTC (using a ML of 8 as per D5.1 [EXC: Unless the AFV has a higher ML or an Armor Leader is present in that AFV]) as its first action during its MPH. LOS checks may be made freely from the Controller to its B IV. If the Controller is eliminated/abandoned its B IV must immediately stop (without expending a Stop MP) if Non-Stopped/in-Motion and may no longer expend MP in RC Mode or drop/detonate a DC.

9.19.152 INHERENT DC: Each B IV has one inherent DC that may be 'dropped' (i.e., *Placed*) in its target hex and detonated. A B IV must be armed in order to drop/detonate its DC. A B IV is not subject to Recall due to disabled armament.

9.19.1521 DC PLACEMENT: ADC is *Placed* in an armed B IV's location during the MPH as per A23.3 [EXC: Not in an adjacent hex and 1 MP is expended by the B IV to place the DC]. To 'drop' a DC in the B IV's location, the Controller must pass an NTC as specified in 9.21.151. If operably placed, place a DC counter in the hex and mark the B IV with a MA Disabled counter.

9.19.1522 DETONATION: Once a B IV's DC has been operably placed it detonates during the AFPh as per A23.4 [EXC: the DC malfunctions on an Original DR ≥ 11 , as indicated by the 'X11' on the counter]. An armed B IV's inherent DC may instead be detonated immediately during the MPH without first *Placing* it. Whenever the DC is detonated without being *Placed* the B IV is automatically destroyed.

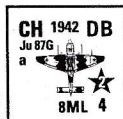
9.19.1523 RAMMING: An armed B IV may also 'ram' an enemy AFV (only; no other targets may be rammed) by entering its Location and announcing the ramming attack. Treat ramming as a *Placed* DC attack vs. the AFV originating in the hex from which the B IV entered its target's hex [EXC: If the B IV begins its MPH and remains in the target hex attack the Rear Target Facing].

9.19.153 B IV DESTRUCTION/MINE CLEARANCE: Use a B IV 88 counter wreck when a B IV DC-armed version is eliminated with no DC onboard. Upon elimination of a B IV [EXC: detonation, ramming], if its DC is still onboard immediately resolve a DC attack in the B IV's location as if the DC had been operably placed. ALL mines and Fougasses in the hex are automatically eliminated. A B IV eliminated while its DC is onboard leaves no wreck.



9.20 ONBOARD OP AIRCRAFT: New counters are provided representing FI 156 Fieseler "Storch" spotter aircraft. The counter has an AA Fire Target DRM of 0 and "RC 8" to denote the Radio Contact value. These are

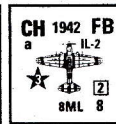
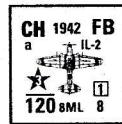
used as Observation Planes (E7.6), except that they are placed on-board (are not considered to be Offboard Observers) and may be targeted by Light AA fire. The German player may freely replace an Offboard Observer with an OP aircraft.



9.21 37L STUKA AIRCRAFT: New counters are provided for Junkers Ju 87G "Stuka" aircraft. These are '42 DB armed with 37L MA with X12, ROF 3 (i.e., on a Strafing or Point Attack, the aircraft cannot continue to attack

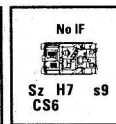
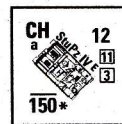
with its MA unless it retains multiple ROF) with Multiple Hit possibility. Treat Ju 87G as a '42 DB with the following exceptions:

- E7.403 is NA for a 37L-armed Stuka.
- Can only attack 4 hexes before being Recalled.
- Apply a +2 DRM to Sighting TC vs non-vehicular targets.
- A 37L Stuka is recalled when its MA is disabled for any reason.



9.22 ILYUSHIN IL-2 AIRCRAFT: New counters are provided for Ilyushin IL-2 FB aircraft. These are treated as a Russian '42 FB except that its AA Fire Target DRM (E7.511) is 3 instead of 2.

Thanks to its heavy armor protection, an Il-2 could take a great deal of punishment and proved difficult for both ground and aircraft fire to shoot down.



9.23 STURMPANZER IVE AFV: New counters are provided representing the early Sturmpanzer IV model. It is identical to the Sturmpanzer IV (German Vehicle Note 37) except that it has a red MP number to represent the reduced reliability of the drive-train. The new StuPz IV counter has an 'E' added to denote 'early' model.

9.24 FANATIC STRONGPOINT: An SSR may allow one side in the scenario to designate buildings as "Fanatic Strongpoint." All friendly non-prisoner Personnel units within any Location of a Fanatic Strongpoint are considered to be Fanatic (A10.8) as long as ≥ 1 friendly Good Order leader is in any Location of the building.

***9.25 OPTIONAL TANK RAMMING:** Any tank which suffers a MA malfunction may be forced to attempt to ram an enemy AFV. This rule only applies to Tiger/Pz IV/Pz III German AFV and KV/T-34/Churchill AFV for the Russians. Immediately upon any MA malfunction/disabled (if not already malfunctioned) result to an eligible AFV, a Ramming Check dr is made if any enemy AFV is within two hexes. A +1 drm applies to this dr if the nearest AFV is two hexes away. On a final dr of 1-3, the friendly AFV is marked with a Berserk counter (or the "Ramming" counters provided in HELL'S BRIDGEHEAD). An AFV so-marked must attempt to enter the hex of the nearest Known enemy AFV in non-Bog terrain (owning player's choice if there are ≥ 2 such enemy AFV) at its next opportunity. If at any time no enemy AFV is within two hexes of the Ramming AFV, immediately remove the Berserk counter. An AFV marked with a Berserk counter is not in Good Order (and thus may not attempt to repair any malfunctioned armament, may not fire during the PFPh and ignores any Recall). Upon entering the hex of any enemy AFV, make a DR on the Tank Ramming Table, apply the results, and remove the Ramming counter from the Ramming AFV.

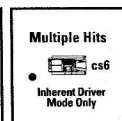
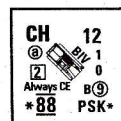


***9.26 OPTIONAL PANZER LEADER AFV:** Any fully-tracked German AFV with an Armor Leader in it is considered a *Panzerbefehlswagen* (command tank). So long as a command tank is in Good Order and does not fire its MA in the current Player Turn, ≤ 4 German AFV may be treated as part of its 'platoon.' They may apply the command AFV's Armor Leader's leadership modifier to their own MA DR (D3.44) provided both the firing AFV and the target Location are in the command tank's LOS.

9.27 MG CREW FIRE DIRECTION: Crews (both normal and MG and both German and Russian) do not require a leader to direct MG fire attacks at ranges > 16 hexes. They are immune to the effects of Covering (A7.9). This rule is not part of the Optional MG Crew rules and applies in all scenarios.

10. BERLIN BONUS COUNTERS

A handful of new counters are provided in the new style for owners of the two BERLIN modules. Rules relating to their use are provided below.



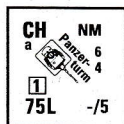
10.1 BORGWARD B IV 88MM PSK RAKETENPANZERBUCHSE 54: New B IV RkPz B 88 counters are provided. Use the rules found in AFV Note B7 in the Berlin rules with the following changes:



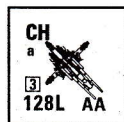
- Apply the rules for Inherent Driver Mode (9.19.13) at all times.
- Note the change in MP and AF on the new counters.
- The “inherent crew” described in B7 is replaced by a 7-0 SMC that may remove up to 2 PSK SW. The cs6 on the counter is for the survival of Riders; its inherent crew does not take counter form as a crew; use a 7-0 SMC instead.



Infantry crew
AP & HE only
No Move
CS3



Infantry crew
AP & HE only
No Move
CS2



Level 6
HE = Air Bursts
Vs UA; CE
Collateral Attack
+1 DRM

128L AA guns with a ROF of 3. The Red Army was unable to silence these guns until the surrender of 2 May 1945.



R1
*1 TH
DRM X6

10.3 BERLIN ZOO FLAK TOWER: New counters for use with the Zoo Flak Tower (*flakturm*) play aid are provided. The rules for these were updated in BERLIN—TYRANT'S LAIR™. These are twin-barreled

10.4 30CM WURFKORPER M FL 50: New counters depicting these rocket-launchers are provided. The rules for these were updated in BERLIN—TYRANT'S LAIR™.

10.2 PANTHERTURM/PANZERTURM: New Pantherturn/Panzerturm counters are provided. The rules for their use remain unchanged, but the counters have been corrected to reflect their status as ST Armored Cupolas (D9.5).

MOBILE OBSTACLE CONSTRUCTION DETACHMENT (MOCD) TABLE		
MOCD DR	Contents	Notes
2-3	18 Known A-T Mine factors + 6 Dummy minefield counters	No more than 5 A-T Mine factors may be placed per hex.
4-5	30 Known A-P Mine factors + 6 Dummy minefield counters	30 A-P Mine factors may be exchanged for 6, 8 and 12 factor A-P Mine counters.
6-7	5 Known A-T Mine factors + 18 Known A-P Mine factors + 6 Dummy minefield counters	18 A-P Mine factors may be exchanged for 6, 8 and 12 factor A-P Mine counters.
8-9	5 × Wire	Only one Wire counter may be placed per hex.
10	3 × Roadblock	—
11	2 × Set DC + 2 × 3-2-8 HS (treat as Assault Engineers; H1.22; A11.5) + 6 × Dummy minefield counters	DC and HS may set up using HIP and may use Command Detonation.
12	3 × Fougasse + 3 × 3-2-8 HS (treat as Assault Engineers; H1.22; A11.5) + 6 × Dummy minefield counters	Fougasse and HS may set up using HIP and may use Command Detonation.

MINEFIELD CLUSTER TABLE		
Minefield ID	A-P Mine factors	A-T Mine factors
36	2	1
37	4	2
38	4	2
39	4	1
40	4	1
41	4	1
42	2	1
43	2	1
44	2	1
45	2	1
46	2	1
47	4	2
48	4	2
49	2	1
69	4	2

TANK RAMMING TABLE						
Result	1	2-3	4-6	7-8	9-11	≥ 12
DEFENDER	B*			-	-	-
ATTACKER	-	-		-		W**

DRM: -1 if ramming vehicle enters target hex from rear hull Target Facing; +1 from Front hull Target Facing

B = Burn | = Immobilized | * = Attacker also Burn on subsequent dr 4-6 | **Wreck, subsequent dr: 1-4 = non burning; 5-6 = burning

RANDOM MINEFIELD CLUSTER VALUE TABLE		
Strength dr	A-P Mine factors	A-T Mine factors
1	4	2
2	4	1
3-5	2	1
6	2	-

LEADER TABLE	
DR	Leader Received
2	10-3
3	10-2
4	9-2
5-6	9-1
7-8	8-1
9-10	8-0
11	7-0
12	6+1

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	8
✚ GERMAN Moves First								

✚ Elements of 5th Company, 2nd Battalion, 52nd Panzergrenadier Regiment, and 1st Tank Company, 18th Panzer Battalion, 18th Panzer Division enter on Turn 1 along the west edge:

E 4-6-8 4	1 4-6-7 7	10-2	9-1	8-1	8-0	1-4-9	HMG APP 3 7-16	MMG 3PP 2 5-12	LMG 1PP 1 3-8	ATR 1PP 1-12	MTR SPP 3 50*
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CH a 2 50L 13 6 3 3/5	CH a 1 75* 13 6 3 3/5	9-1
--	--	-----

[ELR: 3]
{SAN: 3}

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★ Elements of 2nd Company, 1st Battalion, 1019th Rifle Regiment, 307th Rifle Division, 1180th Tank Destroyer Regiment plus reinforcing elements from the 51st Tank Brigade setup ≤ 5 hexes from hex H19:

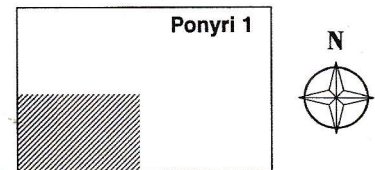
E 4-5-8 4	1 4-4-7 2	2-2-8	8-0	MMG SPP B11 2 4-10	ATR 1PP 1-12	MTR APP 3 50*	?	7 morale	CH a 3 45L APP M11 3-20 AT	CH a 2 76* APP M 8 INF	CH a 4 45L APP 14 6 4 -2
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Elements of 2nd Company enter on Turn 1 along the east edge:

1 4-4-7 2	8-1	LMG 1PP B11 1 2-6
--------------	-----	--------------------------------

[ELR: 3]
{SAN: 5}

MAP LAYOUT:



(only hexes numbered ≥ 15 in hexrows A-N are playable)

VARIATIONS:

- ★ All German AFVs (and the Armor Leader) enter on/after Turn 3.
- ✚ Replace the German 10-2 leader with a 10-3.

SCENARIO RULES:

- All DDSR are in effect. EC are Moist, with no wind at start.
- Add one CSP (DDSR #9.14) to the Russian OB.
- The Russians have MOL capability (A22.6). Russian AFVs are subject to Revetment rules (DDSR #6).

PONYRI STATION, RUSSIA, 7 July 1943, 0645 hours: The 18th Panzer Division had hit the west side of Ponyri Station and breached the wire and mines, but at a high cost in men and materials. A company was pushed forward using a gully as cover, which ran up to the hill with the cemetery on the north side of Ponyri Station. The battalion commander led his men forward, accompanying his second company. Looking through his binoculars the Major determined the ground had been untouched by the massive artillery and bombardments; quietly he motioned to his officers the hand signal to advance. The Soviet entrenchments were elaborate, the Major thought, but not insurmountable. He could see his soldiers weaving through the gully and brush. There were miles and miles of trenches, and wire and the mines. "Damn mines," he muttered to himself. "Yes, Herr Major," his radio operator asked. "The mines had taken over two of every three tanks lost," the Major went on as he turned to talk to his operator. As the Major turned and rose slightly from behind his cover, he felt a bullet blast past his ear and hit his radio operator causing the left side of the man's head to explode. "The bullet was meant for me," he thought. The radio operator slumped back. The Major crouched down, instinctively, and turned to see the source of the sniper's bullet. Suddenly, the gully area erupted in small arms, and machine-gun fire on his men. He could see tracers coming from well-concealed positions, then explosions; mines!



Mines vs. Tanks: On an average battle front during the Kursk battle, AT mines were planted in a density of 14-16 mine hexes per 1000 hex area prior to the battle, and MOCD planted three times more as they determined the enemy AFV avenue(s) of approach. Doesn't sound like a lot; but if you look at the 1000 square hex area (three ASL® geomorphic map boards), had a battle front of 25 to 40 hexes, 14-16 AT mine hexes would cover most roads and open spaces, and add another 40 hexes of AT mines, sown in just before your tanks arrive and you get an idea of the magnitude of the German problem.

Note: Devil's Domain SR, Historical Notes line 1, "forme7d" should be "formed."

TANK HUNTERS OF PONYRI

by Larry Winslow

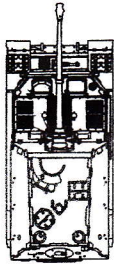
Ponyri #2

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	8	9	10
✚ GERMAN Moves First										



Elements of 3rd Company, 2nd Battalion, 507th Grenadier Regiment, 292nd Infantry Division enter on/after Turn 1 along the north edge:

4-6-7 12	4-4-7 4	9-2	9-1	8-1	8-0	7-0	1-4-9	3PP 2 5-12	1PP 1 3-8	1PP 8
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{ELR: 3}
{SAN: 3}

Elements of the 2nd Company, 653rd Heavy Anti Tank Battalion enter on/after Turn 2 along the north edge:

P.L.B. 18 1 88LL	10-2
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3

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Elements of 2nd Company, 1st Battalion, 1019th Rifle Regiment, 307th Rifle Division setup ≤ 5 hexes from hex I12:

4-5-8 3	4-4-7 7	2-2-8	9-2	8-0	5PP 3 6-12	1PP B11 1 2-6	7 morale 13	M 8 a 7P 10-2 2 76* INF
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Reinforcing elements of 51st Tank Brigade enter on Turn 1 along the south edge:

14 a 7P 10-2 2 45L -/2

2

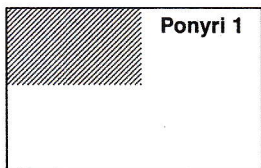
Elements of 25th AA Artillery Division, 1180th Tank Destroyer Regiment and 540th Light Artillery setup ≤ 5 hexes from hex I12:

2-2-8 5	M11 a 7P 10-2 3 45L AT	M9 a 7P 10-2 2 76L ART	M9 a 7P 10-2 3 25LL AA
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2

{ELR: 3}
{SAN: 4}

MAP LAYOUT:



(only hexes numbered ≤ 15 in hexrows A-T are playable)

OBJECTIVES: Prior to all setup the German player secretly selects one of three possible Victory Conditions:

- 1) The Germans win at game end if there are no Good Order Russian MMC in hexes numbered ≤ 11.
- 2) The Germans win at game end by accumulating ≥ 40 VP. In addition to CVP, the Germans receive 4 VP for each pillbox Controlled/destroyed.
- 3) The Germans win immediately upon exiting ≥ 10 EVP from the south edge.

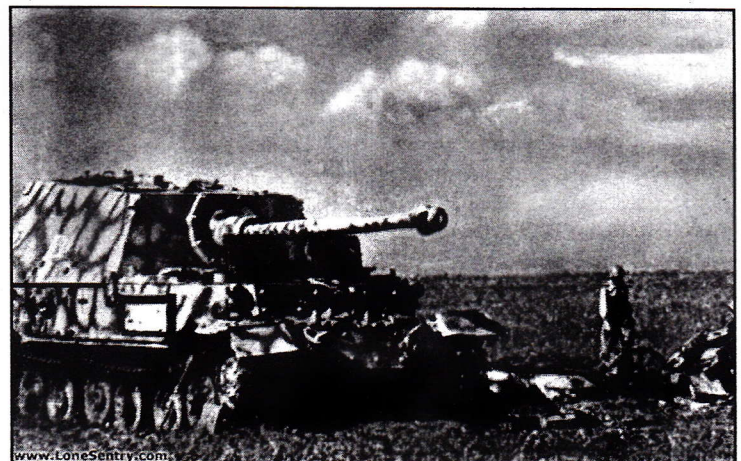
SCENARIO RULES:

1. All DDSR are in effect. EC are Moist, with no wind at start.
2. The Germans receive one module of 200+mm Rocket OBA (HE only) and one module of 100+mm OBA (HE and Smoke), each with one Pre-Registered hex (C1.73). In addition to the radio in the OB, the Germans also receive an Offboard Observer (C1.63) located 2 levels above the base level of a north edge hex secretly recorded during German setup.
3. The first Fire Mission of the German 100+mm OBA module must take place in the Turn 1 PFP. Radio Contact and Battery Access are automatic (remove one black chit from the draw pile); convert the SR into an FFE:1 immediately.

VARIATIONS:

- ★ The German player must reveal his choice of Victory Condition prior to play.
- ✚ Any time prior to Turn 5 the German player may secretly switch to another VC choice.

4. The Germans automatically receive Air Support (E7.) on Turn 1 in the form of one '42 Stuka with bombs; it is automatically Recalled at the end of Turn 2.
5. Add one CSP (DDSR #9.14) to the Russian OB.
6. The Russians have MOL capability (A22.6). Russian AFVs are subject to Retevment rules (DDSR #6).

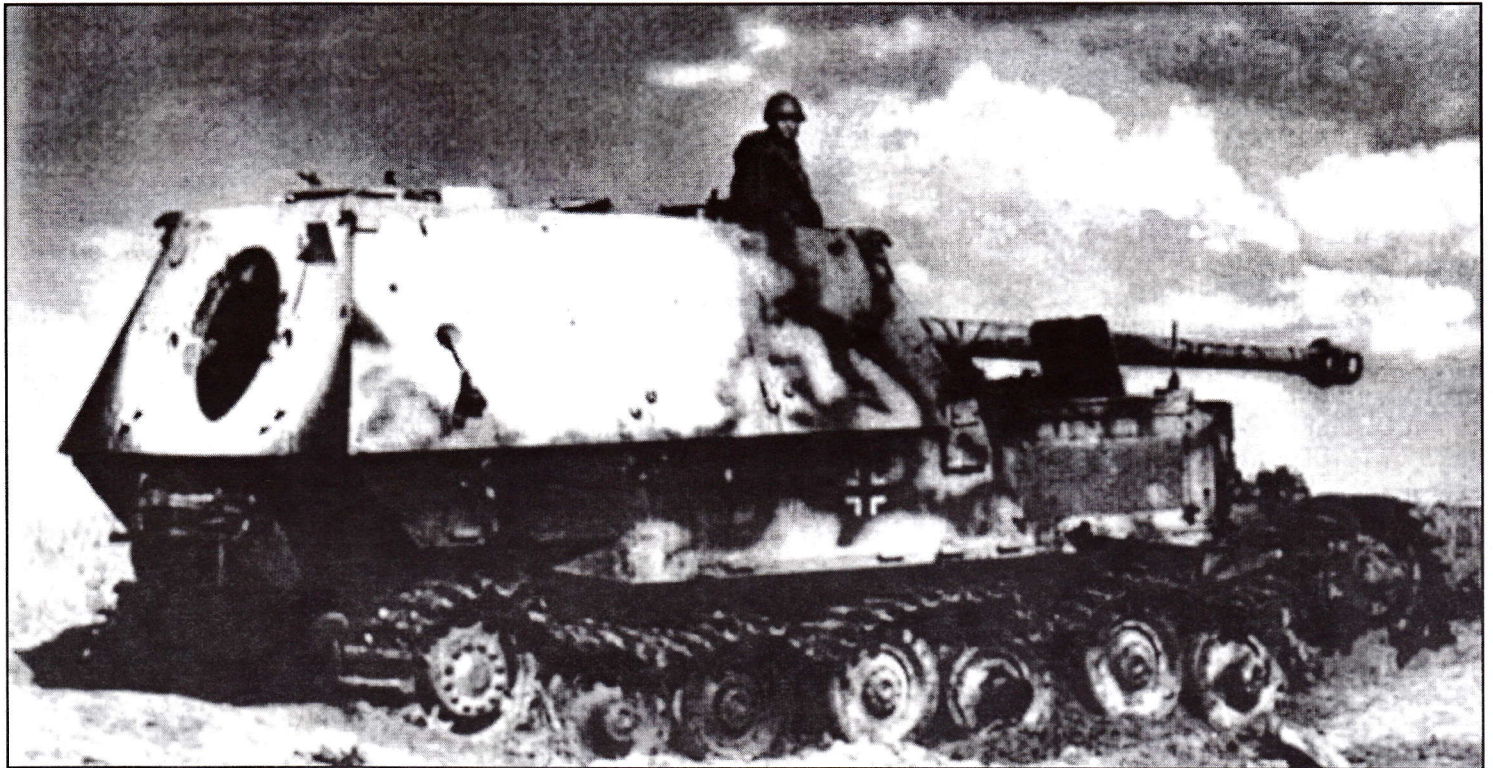


TANK HUNTERS OF PONYRI

Historical Summary

Ponyri #2

PONYRI STATION, RUSSIA, 7 July 1943 0800 hours: Senior Lt. Konstantin Blinov peered over the trench lip. The grain waved in the breeze. On the horizon, a dark black box moved at an angle, indirectly getting closer. "Comrades", he spoke calmly to the men near him in the trench, "We can stop this tank", he hissed, and pointed at the tank. "We will wait until it gets closer, then we will disable it with Comrade Molotov's drink." He held up a bottle as if he were going to drink from it. A couple soldiers laughed at his joke. They had practiced many times, but this was the first time with a real enemy tank. Blinov looked up again. The tank was closer; he could see the face of the tank commander as he peered out of the hatch. It was big and coming right at him. Its gun belched fire and smoke, and they could hear the shell passing overhead. Suddenly something pushed Blinov forward smashing his face into the floor of the trench. He could taste the soil in his mouth, dirt was falling around him. He lifted up his body, and looked over his shoulder; a large smoking crater lay where his soldiers a minute before had crouched in the trench. There were German soldiers running all around his position. The ground began to vibrate. More dirt fell on him. Suddenly it was dark. The tank was passing over him, he could smell it. He could feel the vibrations. The treads of the tank were inches from his face. Then it was light again. The tank stopped. Blinov popped up his head and looked in the direction the tank had come, no soldiers in sight. Good he thought. Looking at the tank, then to either side of it, all the while his hands prepared the Molotov cocktail; it flew through the air, landing on top of the tank. Explosions, vibrated against his chest, the big tank jerked and bounced. The sky all around him grew yellow, then orange with flame, then black with smoke. Blinov crawled away down the trench. Senior Lt. Konstantin Blinov was awarded the Hero of the Soviet Union medal. In 5 days on the Battlefield around Ponyri he personally destroyed 6 tanks, 8 ATG, and killed over 380 Germans, he was subsequently wounded, and spends three days in hospital before he died. The citizens of Ponyri Station later named a street after him.



ILYUSHIN IL-2 '42 FIGHTER BOMBER

CH 1942 FB

a IL-2



120 8ML 8

The Ilyushin Il-2 was produced in massive quantities, a total of over 42,330 were built, making it the single most produced military aircraft design in all of aviation history. To Il-2 pilots, the aircraft was simply the diminutive "Ilyusha". To the soldiers on the ground, it was the "Hunchback," the "Flying Tank" or the "Flying Infantryman". Thanks to the heavy armor protection, an Il-2 could take a great deal of punishment and proved difficult for both ground and aircraft fire to shoot down. The armored tub ranging from 5–12mm in thickness and enveloping the engine and the cockpit, could deflect all small arms fire and glancing blows from larger-caliber ammunition. Soviet troops often requested additional passes even after the aircraft were out of ammunition to exploit the intimidating effect Il-2s had on German ground troops, who gave it the nickname Schlächter (Slaughterer), perhaps a play on the term Schlachtflugzeug ("ground attack aircraft"). Famous nicknames such

as "The Flying Tank" and "Der Schwarze Tod" (the "Black Death") were created by soldiers. Luftwaffe pilots called it Eiserner Gustav (Iron Gustav) or the Zementbomber (Concrete bomber). In the Battle of Kursk, Gen. V. Ryazanov became a master in the use of attack aircraft en masse, developing and improving the tactics of Il-2 operations in coordination with infantry, artillery and armored troops. Ryazanov was later awarded twice the Gold Star of Hero of Soviet Union, and the 1st Attack Aircraft Corps under his command became the first unit to be awarded the honorific title of Guards. By July 8th the German onslaught had been ongoing for days on end and the might of enemy men and *materiel* was beginning to be felt. A push was ordered towards the orchards around Hill 248.2 only to be halted by the combined firepower of Russian artillery and airpower.



CEMETERY HILL

by Larry Winslow

Ponyri #3

☩ GERMAN Sets Up First	1	2	3	4	5	6	7	8
★ RUSSIAN Moves First								



[ELR: 3]
{SAN: 4}

Elements of 1st and 3rd Company, 1st Battalion, 507th Grenadier Regiment, 292nd Infantry Division setup in hexes numbered ≤ 12:

E 4-6-8 3	1 4-6-7 3	2 4-4-7 3	9-2	8-1	8-0	3PP 2 5-12	1PP 1 3-8	1PP 1-12	5PP [2-13] 3 50*	?
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Reinforcing elements of 1st and 3rd Company enter on/after Turn 1 along the north edge:

1 4-6-7	7-0	1-4-9	1PP 1-12	1PP X12 30-1
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[ELR: 3]
{SAN: 3}

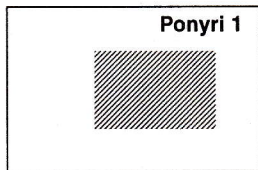
Elements of 1st Battalion, 1019th Rifle Regiment, 307th Infantry Division, 13th Army setup in hexes numbered ≥ 15:

1 4-4-7 10	9-1	8-0	7-0	1PP B11 2-6	4PP [3-20] 3 50*
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Reinforcing elements of 1st Company, and ATR Company, 27th Guards Tank Regiment enter on/after Turn 1 along the south edge:

E 4-5-8 3	8-1	1PP 1-12	9-1	K15 8 76L 2/4 R2 2
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MAP LAYOUT:



(only hexes numbered ≥ 8 and ≤ 20 in hexrows V-FF are playable)

VARIATIONS:

- ★ The Russians win by earning ≥ 22 VP.
- ☩ German Air Support remains in play up to THREE turns.

OBJECTIVES: The Russians win immediately upon accumulating ≥ 28 VP. In addition to CVP, the Russians earn EVP for units exited off the north edge.

SCENARIO RULES:

- All DDSR are in effect. EC are Moist, with no wind at start.
- The German player may designate one building as a Fanatic Strongpoint (DDSR #9.24); all of its Locations are Fortified (B23.9).
- The Germans may use HIP for ≤ 1 squad-equivalent and any SMC/SW stacked with it.

PONYRI STATION, RUSSIA, 7 July 1943 0900 hours: By mid-morning the German 86th Infantry Division and the 78th Assault Division joined the fray, and heavy combat churned from Ponyri Station to Pervovo Maya, slowly grinding down the strength of the 307th Rifle Division's first echelon. At 1130, German tanks and infantry finally penetrated Soviet defenses and seized hill 257.1, to the and on the 1021st Rifle Regiment's left flank. From the reverse slope of the hill, the 1021st Regiment's left flank battalion and the 837th Artillery Regiment's guns, firing directly at German tanks, destroyed twenty-three tanks and halted the German assault. Shortly thereafter, the 1021st Rifle Regiment commander committed his second-echelon rifle battalion to regain the hill. No sooner had it done so, than German forces struck the defensive positions of the 1019 Rifle Regiment at Ponyri Station from two sides. As the assault troops pushed the 1019th Rifle Regiment back, General Yenshin dispatched two battalions of his second-echelon 1023rd Rifle Regiment and tanks of the 129th Tank Brigade to counterattack and restore the situation. In five hours of fighting, Ponyri Station changed hands repeatedly, but the Germans still held stubbornly to its northern outskirts. Heavy German air attacks on Soviet positions at Ponyri and further west at Ol'khovotka were met by equally heavy anti-aircraft fire from the 25th Anti-aircraft Artillery Division. By nightfall, after renewed assaults by two regiments and sixty tanks, the Germans finally took the northern and central part of Ponyri. German losses were heavy, as were those of the 1019th Rifle Regiment and supporting 540th Light Artillery Regiment that accounted for four heavy tanks before being forced to withdraw from its positions. Small groups of German assault troops infiltrated further south through gaps in the 1019th Rifle Regiment's lines, as the two battalions of the 1023d Rifle Regiment tried in vain to seal the gaps. Battle raged throughout the night, illuminated by the burning buildings of Ponyri.



Lt. Gen. Günther von Kluge, later known as Field Marshal Günther Hans von Kluge; a.k.a 'Clever Hans.' The name "clever" came from a play on words with Kluge's last name. 'Klug' in German mean 'clever.' Kluge was a WW I soldier and was promoted to Major General in 1933.

HEAVYWEIGHTS

by Larry Winslow

Ponyri #4

☩ GERMAN Sets Up First ☆ RUSSIAN Moves First	1	2	3	4	5	6
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Elements of 2nd Battalion, 507th Grenadier Regiment, 292nd Infantry Division and 653rd Heavy Anti Tank Detachment, 56th Heavy Panzerjäger Regiment setup in hexes numbered ≤ 20:

E 8-3-8	1 4-6-7	2 4-4-7	10-2	8-1	8-0	6+1	1-4-9	1PP LMG 1 3-8	1PP ATR 1-12	5PP MTR [2-13] 3 50*	? 7 morale
3			4				9				

10-2 	CH 8 PzB Tiger 18 1 88LL	Foxhole 5 1S OVR, OBA: +4 Other: +2
3		4

[ELR: 3]
{SAN: 4}

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Elements of 2nd Coy, 1st Battalion, 1019th Rifle Regiment, 307th Rifle Division enter on/after Turn 1 along the south edge:

E 4-5-8	1 4-4-7	9-2	9-1	7-0	5PP MMG B11 [2] 4-10	1PP LMG B11 [1] 2-6	1PP ATR 1-12	MTR 4PP [3-20] 3 50*
9								2

ATR Company elements, 27th Guards Tank Regiment enter on/after Turn 2 on the west OR east edge in hexes numbered ≥ 17 (all units must enter on the same map edge):

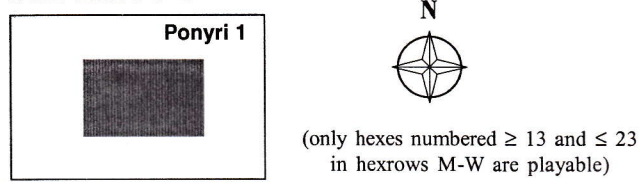
E 4-5-8	9-1	1PP ATR 1-12
3		3

Elements of the 51st Tank Brigade setup in hexes numbered ≥ 22:

CH 14 [2] T-34 6 4
45L -/2
2

[ELR: 3]
{SAN: 3}

MAP LAYOUT:



VARIATIONS:

- ★ Remove the Armor Leader from the German OB.
- ☩ Replace the LMG in the German OB with an MMG.

OBJECTIVES: Prior to all setup the Russian player secretly selects one of two possible Victory Conditions:

- 1) The Russians win at game end by Controlling building R18.
- 2) The Russians win immediately upon exiting ≥ 26 EVP off the north map edge. Each German AFV eliminated by the Russians reduces this exit requirement by 8 EVP.

SCENARIO RULES:

1. All DDSR are in effect. EC are Moist, with no wind at start.
2. Each German AFV must set up Abandoned in a road hex with a crew in

an ADJACENT building hex. German AFVs may not be Scrounged prior to the start of play.

3. German 8-3-8 squads and their HS are Assault Engineers (H1.22; A11.5) and Sappers (B28.8).
4. Russian AFVs are subject to Revetment rules (DDSR #6).
5. After all setup but prior to start of play, the Russian player may place ≤ 1 AR anywhere on board, make a Direction/Extent of Error DR, and place an FFE:1 in the resulting hex (remove the AR). This FFE:1 represents a 200+mm Rocket Fire Mission. Resolve the FFE:1 immediately and then replace it with an FFE:2. After play begins, resolve the rest of this mission normally [EXC: it may be neither corrected nor voluntarily canceled].

PONYRI STATION, RUSSIA, 1000 hours 9 July 1943: The Kursk battle had been raging for four days and the German infantry units sent in to clear a path for the armor were faltering. The armor and reserve units were sent in, and they too could not break through the Russian lines...the Blitzkrieg tactics were not working. The German generals wanted to know why? Interviewed prisoners revealed a new unit in the Russian Forces, called a Mobile Obstacle Construction detachment. Their main purpose as engineers, after the avenue of advance was determined, was to move mines into those areas, in the German path. This would coincide with a number of reports that they are seeing a large number of mines not buried, but just laying on the ground. Many times the mines were sown in areas of high grass or grain and not visible to tank drivers until it was too late. It was quickly estimated that; 25 to 30% of the troops in front of them were Engineers. Reports, on the 7th of the Ninth Army's estimated tank losses were over 100 tanks due to mines, with the mines just laying on the ground accounting for over 60%. Further reports spoke of mines being laid across roads, and in fields, many times in sight of German tanks. The Germans were becoming exhausted with this added burden to combat.



THE QUARRY

by Larry Winslow

Ponyri #5

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7
☩ GERMAN Moves First							

Elements of 2nd Battalion, 52nd Panzergrenadier Regiment and 18th Panzer Battalion, 18th Panzer Division enter on/after Turn 1 along the west and/or north edges ≤ 8 hexes from hex A18:

E 4-6-8 4	1 4-6-7 8	9-2	9-1	8-1	8-0	7-0	1PP 1 3-8 4	LMG 1 3-8 2	CH a Pz III 14 1 75* 3/5 2	CH a Pz III 13 2 50L 3/5 2	CH a Pz III 13 1 75* 3/5	10-2
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[ELR: 3]
{SAN: 3}

Elements of 1st Battalion, 1023rd Rifle Regiment, 307th Rifle Division, 13th Anti-Tank Brigade, 51st Tank Brigade, 25th AA Artillery Division and 540th Light Artillery setup ≤ 10 hexes from hex P25:

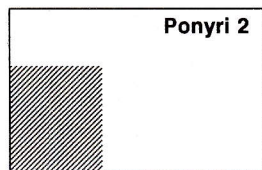
E 4-5-8 2	1 4-4-7 2	2-2-8 4	9-2	8-0	a HMG 5PP 3 8-16 2	MMG 5PP B11 2 4-10 2	1PP 1 2-6 2	LMG 1PP 1-12	ATR 1PP 1-12	MTR 4PP [3-20] 3 50* 10	? 7 morale	CH a M9 2 76L ART
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CH a Pz III 11 3 45L AT 2	CH a Pz III 8 2 76* INF 2	CH 14 1 45L -/2 2
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[ELR: 3]
{SAN: 5}

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MAP LAYOUT:



(only hexes numbered ≥ 18 in hexrows A-P are playable)

OBJECTIVES: Prior to all setup the German player secretly selects one of the following Victory Conditions:

- 1) The Germans win at game end by Controlling hex M23.
- 2) The Germans win immediately upon exiting ≥ 10 EVP off the east/south edges ≤ 6 hexes from hex P25.

VARIATIONS:

- ★ Add a 9-1 Armor Leader to the Russian OB.
- ☩ Replace the Pz IIIN in the German OB with a PzIVf2.

SCENARIO RULES:

1. All DDSR are in effect. EC are Moist, with no wind at start.
2. At the start of his first PFPh, the German player may place ≤ 2 ARs anywhere on board. After placing the ARs, roll for Accuracy and Direction/Extent of Error normally for each one [EXC: disregard LOS; Hindrance drm are thus NA]. Place FFE:1 counters in the resulting hexes and remove the ARs. These FFE:1s represent Smoke Fire Missions which are then resolved normally [EXC: they may be neither corrected nor voluntarily canceled].
3. Add one CSP (DDSR #9.14) to the Russian OB.
4. The Russians may use HIP for ≤ 1 squad-equivalent and any SMC/SW stacked with it. Russian AFVs are subject to Revetment rules (DDSR #6).

PONYRI STATION, RUSSIA, 1000 hours 9 July 1943: The Kursk battle had been raging for four days and the German infantry units sent in to clear a path for the armor were faltering. The armor and reserve units were sent in, and they too could not break through the Russian lines...the Blitzkrieg tactics were not working. The German generals wanted to know why. The 18th Panzer Division commander, General Karl Wilhelm von Schieben, read the heading on the report: 14 Mobile Obstacle Construction Detachments. Looking up from the paper, at his intelligence officers at the table he asked, "What is this?" The colonel spoke, "Major Booke will elaborate," pointing to a major looking tiered and dirty, obviously having just come from the battlefield. "I interviewed a number of prisoners and specially pursued information about a new unit in the Russian Forces, called a Mobile Obstacle Construction detachment. Their main purpose is engineers, after our avenue of advance is determined, to move mines into those areas, in our path. This would coincide with a number of reports from our men that they are seeing a large number of mines not buried, but just laying on the ground. Many times the mines are sown in areas of high grass or grain and not visible to tank drivers until it is too late.



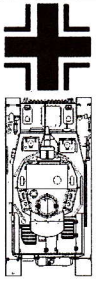
These engineering units are under the command of Major General Bordzilosky and the local commander is a Colonel A.D. Tsirlin. I would like to add that these officers were reported most recently to be leading engineering troops. My estimates are that; 25 to 30% of the troops in front of us are Engineers." The general held up his hand to stop the major from talking, "We've seen this before, and we know the Russian has a propensity for digging in" he said purposely not talking to the major, but the other highest ranking officer at the table. "Yes, General, but the depth of their defenses appears great. We have not yet been able to break through to their rear areas," the Colonel spoke as he nodded to the major to sit. "If I could be share a few details from the report, on the 7th the Ninth Army's estimated tank losses were over 100 tanks due to mines, with the mines just laying on the ground accounting for over 60%. The unit I am speaking of is the 1st Guards Engineer Brigade under Maj. General M.F. Loffe. The local battalion commander is Major A.V. Vanyakin. We have reports of mines being laid across roads, and in fields, many times in sight of our tanks. Bridges are being blown up in our faces, Herr General!" The colonel was getting red faced as he blurted out the last sentence. The general was not interested in his report, and obviously the meeting was over as he was asleep. "Maybe the General had too much wine with his lunch?" Major Booke asked. Source: "Engineer Support of the Defensive Battle of Soviet Troops in the Battle of Kursk" by V.N. Derkach

HIGH AND DRY

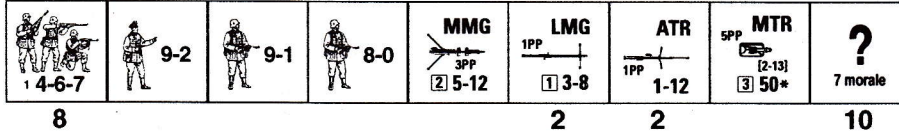
by Larry Winslow

Ponyri #6

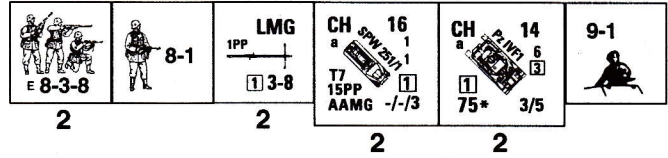
☩ GERMAN Sets Up First ★ RUSSIAN Moves First	1	2	3	4	5	6
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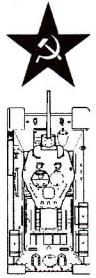
Elements of 1st Battalion, 507th Infantry Regiment, 292nd Infantry Division setup in hexes numbered ≤ 17:



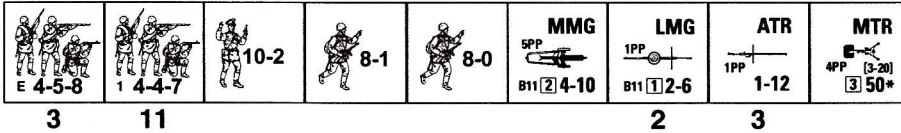
Elements of the Pioneer Platoon and 1st Tank Company, 18th Panzer Abteilung, 18th Panzer Division enter on/after Turn 3 along the north edge:



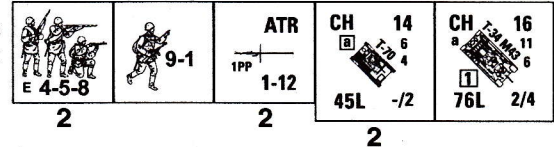
[ELR: 3]
{SAN: 3}



Elements of 4th Company, 2nd Battalion, 1023rd Rifle Regiment, 307th Rifle Division, and 57th Motorized Rifle Brigade enter on/after Turn 1 along the south edge:

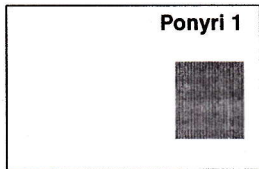


Reinforcing elements of the 129th Tank Brigade enter on/after Turn 3 along the east edge in hexes numbered ≥ 15:



[ELR: 3]
{SAN: 4}

MAP LAYOUT:



(only hexes numbered ≥ 10 and ≤ 20 in hexrows DD-NN are playable)

VARIATIONS:

- ★ Add one DC and one FT to the German OB.
- ☩ Replace the 9-1 Armor Leader in the German OB with a 10-2.

OBJECTIVES: The side with the most VP at game end wins. In addition to CVP, Control of buildings GG15 and JJ14 is worth 4 VP (each). The Russian player earns EVP for units exited off the north edge, on/west of hexrow JJ.

SCENARIO RULES:


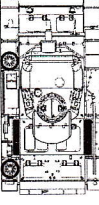
1. All DDSR are in effect. EC are Moist, with no wind at start.

2. The Germans may use HIP for ≤ 1 squad-equivalent and any SMC/SW stacked with it.
3. German 8-3-8 squads and their HS are Assault Engineers (H1.22; A11.5) and Sappers (B28.8).
4. After all setup (including any offboard) but prior to start of play, the Russian player may place ≤ 1 AR anywhere on board, make a Direction/Extent of Error DR, and place an FFE:1 in the resulting hex (remove the AR). This FFE:1 represents a 200+mm Rocket Fire Mission. Resolve the FFE:1 immediately and then replace it with an FFE:2. After play begins, resolve the rest of this mission normally [EXC: it may be neither corrected nor voluntarily canceled].

PONYRI STATION, RUSSIA, 8 July 1943, 1200 hours: Sources of fresh water were scarce around the Kursk area. Despite thunderstorms, the summer heat and lack of substantial rain dried up many sources of water. The lack of local water left many soldiers at the mercy of the supply chain, and many times the nearest watering hole could become a tactical objective. The sun was getting high in the sky, burning up any moisture left in the ground. A slight heat haze could be seen if one looked out far enough across level ground, but Sergeant Filipovsky was looking up a slight rise towards the water point, just north of Ponyri Station. The railroad track bed ran north from his position directly adjacent to the water point. Major Topev had ordered the water station to be retaken, and his anti-tank platoon was at the point of the attack. Some machine gun fire was intermittently coming out of the buildings surrounding the target. "Sergeant!" a voice called from behind him. Filipovsky lowered his field glasses and looked over his shoulder in the direction of the voice. He saw one of his corporals, crawling along the ground, dragging his Degtyarev PTRD anti-tank rifle. Behind him was his assistant carrying the ammo bag and spare parts. "Do you have any water?" the corporal asked. The question reminded Filipovsky that he, too, was thirsty. "I have a little left..." He pulled out his water bottle and handed it to the corporal. The ATR was heavy and the corporal had to pull it over his leg and set it down before his hand was free to take the bottle. "We need to get more water," the corporal complained as he crouched down to take a swing from the bottle. Shells started landing, small explosions, along the street, and around the building. The German machine-gun continued to fire. "Is everyone ready?" Filipovsky asked as he scanned the area with his field glasses. "Yes," but they're all very thirsty," the corporal answered as a short round landed close by, shedding dirt and dust over the three men. The noise was louder, but it wasn't just HE blasts. There were engine sounds, and creaking of treads, telling Filipovsky, there were tanks behind them. He glanced over his shoulder to verify, they were friendly tanks, moving up to participate in the attack. "Let's move out behind these tanks," ordered Sergeant Filipovsky. All three men moved in unison, crawling away from the T-34 passing very close to their position. German machine gun bullets 'clinked' on the armor of the T-34, as a spent round, hot, and smoldering, landed on the assistant gunner's hand. He stopped talking, shaking his hand in pain, from the burning shell. The round looked puny, thought Filipovsky, compared to the rounds they carried for their ATR, the 14.5 mm tungsten steel core bullet. They picked up their heavy ATRs, and fell in behind the T-34 with the other soldiers, "I'd like to trade in my old ATR for one of those new ATRs," the assistant gunner said," Sergeant Filipovsky thought to himself, as he tried to spit out the dust from his dry mouth, "I would trade it in for a full canteen of water."















★ RUSSIAN Sets Up First	1	2	3	4	5	6	7
☩ GERMAN Moves First							

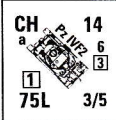





[ELR: 3]
{SAN: 3}


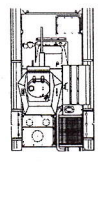
Elements of 1st Company, 1st Battalion, 52nd Panzergrenadier Regiment, 98th Pioneer Battalion, and 4th MG Company, 18th Panzer Division enter on/after Turn 1 along the north and/or west edges:

 8-3-8	 4-6-8	 9-2	 9-1	 8-1	 7-0	 1-4-9	 HMG 4PP 3 7-16	 MMG 3PP 2 5-12	 LMG 1PP 1 3-8	 FT X10 24-1	 DC 1PP X12 30-1
3	10						2	2	2	2	4

Reinforcing elements of 2nd Tank Company, 18th Panzer Abteilung, 18th Panzer Division enter on/after Turn 2 along the north and/or west edges:













 CH a P.M. 14 6 1 75L 3/5	 CH a P.M. 13 6 1 75* 3/5	 10-2
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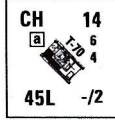



[ELR: 3]
{SAN: 6}

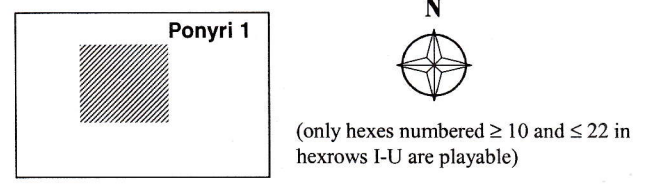
Elements of 2nd Company, 1st Battalion, 1019th Rifle Regiment, 307th Rifle Division, 1180th Tank Destroyer Regiment, and 1st Guards Engineer Battalion setup ≤ 7 hexes from hex R17:

 4-5-8	 4-4-7	 2-2-8	 9-1	 8-1	 8-0	 a HMG 5PP 3 8-16	 MMG 5PP B11 2 4-10	 LMG 1PP B11 1 2-6	 ATR 1PP 1-12	 MTR 4PP [3-20] 3 50*	 ? 7 morale
2	10	2						2			14

Reinforcing elements of the 51st Tank Brigade setup ≥ 2 hexes from any map edge hex:

 CH a P.M. 14 6 2 76* INF 45L -/2
--

MAP LAYOUT:



VARIATIONS:

- ★ Remove the Armor Leader from the German OB.
- ☩ The Germans must Control ≥ 4 buildings to win.

OBJECTIVES: The Germans win at game end by Controlling ≥ 5 of the following buildings/rubble hexes: R18, S18, S19, S20, T18, and T19.

SCENARIO RULES:

1. All DDSR are in effect. EC are Moist, with no wind at start.
2. The Germans receive one module of 120+mm battalion mortar OBA (HE and Smoke) with one Pre-Registered hex (C1.73). The north edge is considered the Friendly Board Edge for the Security Area of the German Field Phone (C1.23).

3. At the start of his first PFFPh, the German player may place ≤ 2 ARs anywhere on board. After placing the ARs, roll for Accuracy and Direction/Extent of Error normally for each one [EXC: disregard LOS; Hindrance drm are thus NA]. Place FFE:1 counters in the resulting hexes and remove the ARs. These FFE:1s represent Smoke Fire Missions which are then resolved normally [EXC: they may be neither corrected nor voluntarily canceled]. These Fire Missions are independent of the German OBA module.
4. Russian AFVs are subject to Revetment rules (DDSR #6).

PONYRI STATION, RUSSIA, 7 July 1943, 0700 hours: The Russians called their bunkers “earth houses.” Most were built of logs and earth, utilizing the materials that were handy. They would build bunkers linked by trenches for their machine guns. Some areas would have large bunkers, able to hold platoons of men, and commanders would have large elaborate bunkers built for their comfort as well as security.

Note: Bunkers were built in a density of six to seven per 1000 square hex area, (three ASL® geomorphic map boards). They were positioned at key points along the defense lines covering wire and mine belts. This scenario depicts a small engagement, one of many similar firefights that took place during the larger battle for Ponyri Station.



DEVIL'S DOMAIN CREDITS

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Development and Proofing: Dave Lamb, Andy Daniels, Raymond J. Tapio, Bob Davis, P. J. Norton, Fred Schwarz, Eli Schwarz, Ross Tweten, Matt Keurajian, Jan Rychetnik, Alex Key, Team Michigan, and the Original Bunker Gang

Minister of Cartography: Larry Winslow

Map Painter: Raymond J. Tapio

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IRON GUSTAV

by Larry Winslow

ver. 1.1

Ponyri #8

GERMAN Sets Up First	1	2	3	4	5	6	7
RUSSIAN Moves First							

Elements of 6th Company, 2nd Battalion, 52nd Panzergrenadier Regiment, AT Company, and AA Company, 18th Panzer Division setup in hexes numbered ≤ 10:

						LMG 1PP 1 3-8	ATR 1PP 1-12	SPP MTR [2-13] [3] 50*	Radio 1PP 8	? 7 morale	CH M 8 [2] 75L AT
8	2					3	2		(see SR #2)	9	

CH M10 [6] [3] 20L AA	CH 30 [1] T10 AAMG -/3
-----------------------------	------------------------------

Elements of Heavy Weapons Company, II Battalion, 52nd Panzergrenadier Regiment, 18th Panzer Division enter on Turn 2 along the west edge:

		LMG 1PP 1 3-8	CH 16 SPP 25/17 [7] 15PP AAMG -/3	CH 16 SPP 25/10 [3] 9PP T10 37L -/3+	CH 16 SPP 25/10 [2] 75*	CH 16 SPP 25/10 [3] 7PP CMG -/7+3+
2			2	2	2	

[ELR: 3]
{SAN: 4}

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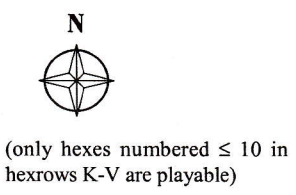
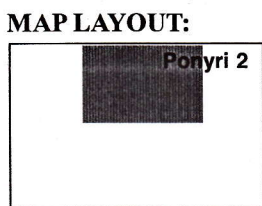
Elements of 1st and 2nd Companies, 1st Battalion, 1023rd Rifle Regiment, 307th Rifle Division enter on/after Turn 1 along the east edge in hexes numbered ≥ 5:

						LMG 1PP B11 [1] 2-6	ATR 1PP 1-12	DC 1PP X12 30-1	FT 1PP X10 24-1
3	2	6					2	3	

Elements of 1st and 3rd Tank Company, ATR platoon, and 51st Tank Battalion enter on Turn 2 along the south edge on/east of hexrow P:

		ATR 1PP 1-12	CH 14 [6] [4] 45L -/2	CH 16 [11] [6] 76L 2/4	
3		3	2	2	

[ELR: 3]
{SAN: 3}

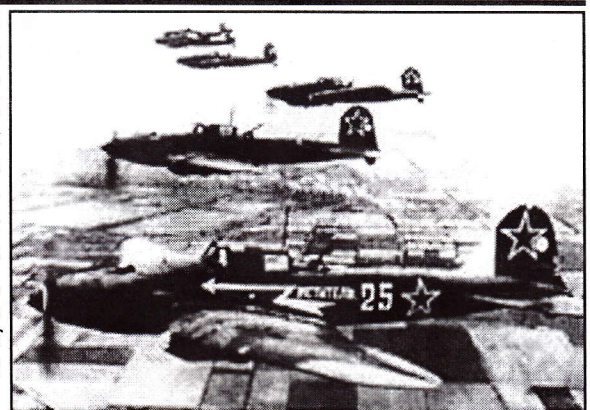


OBJECTIVES: The Russians win immediately upon accumulating ≥ 40 VP. In addition to CVP, the Russians earn EVP for units exited off the west edge in hexes numbered ≤ 5 and/or the north edge west of hexrow P.

- SCENARIO RULES:**
- All DDSR are in effect. EC are Moist, with no wind at start.
 - The Germans receive one module of 120+mm battalion mortar OBA (HE and Smoke) with one Pre-Registered hex (C1.73). The radio may be exchanged for a Field Phone; the north edge is considered the Friendly Board Edge for the Security Area of this Field Phone (C1.23).
 - The Russians receive one module of 200+mm Rocket OBA (HE only) with

PONYRI STATION, RUSSIA, 8 July 1943, 1300 hours: Although the Soviets had numerical air superiority, they were unable to bring their force of numbers to bear and paralyze German air attacks. Soviet fighter pilots did use their machines to open the way for their flying comrades to initiate ground attacks, from 6 July onward. Success of the Soviet fighter wing allowed Ilyushin Il-2 ground attack aircraft to be brought to bear. Known as the *Bronirovanni Shturmovik* (Bsh) "armored attacker," the craft was designed with all-metal construction and impressive firepower. An Il-2 pilot wrote: "The vectoring stations [ground forward air controllers] provided us with precise coordinates of where the strikes should be delivered. At other times, our missions were provided after we were already airborne and, 5-10 minutes later fire rained down on the enemy, destroying his men and equipment." Eventually, "things reached a point where, after expending all our ammunition -- bombs, shells, rockets, and machine-gun belts—we continued to fly over the battlefield at low altitudes, sowing panic and fear." The appearance of friendly air assets allowed for successful local combined-arms attacks in and around Ponyri Station.

- VARIATIONS:**
- Increase Russian Air Support to three Il-2 FB.
 - The Russians win immediately upon accumulating ≥ 48 VP.
- one Pre-Registered hex (C1.73) directed by an Offboard Observer (C1.63) located 3 levels above the base level of a south edge hex secretly recorded during Russian setup.
- After all setup (including any offboard) but prior to start of play, the Russian player may place ≤ 1 AR anywhere on board, make a Direction/Extent of Error DR, and place an FFE:1 in the resulting hex (remove the AR). This FFE:1 represents a 200+mm Rocket Fire Mission which is independent of the Russian OBA module. Resolve the FFE:1 immediately and then replace it with an FFE:2. After play begins, resolve the rest of this mission normally [EXC: it may be neither corrected nor voluntarily canceled].
 - The Russians receive Random Air Support (E7.; see E7.2 for arrival) in the form of two 1942 Il-2 FB with bombs; they are automatically Recalled after two full game turns. All 6-2-8 squads (and their HS) are Assault Engineers (H1.22; A11.5).



COCKTAIL HOUR

by Larry Winslow

Ponyri #9

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7
✚ GERMAN Moves First							

Elements of 2nd Company, 1st Battalion, 507th Grenadier Regiment, 292nd Infantry Division setup in hexes numbered ≤ 5:

2	4	8								2	

Elements of 1st AG Company, 216th Sturmpanzer Abteilung enter on/after Turn 2 along the north edge:

2	2			6

Elements of 2nd Battalion, 9th Guards Airborne Regiment, 4th Guards Airborne Division, and 51st Tank Brigade setup in hexes numbered ≥ 8:

5	2	5							2	2		2

VARIATIONS:

- ★ Add a Hero to the Russian OB.
- ✚ Replace the German 9-2 leader with a 10-3.

MAP LAYOUT:

(only hexes numbered ≤ 15 in hexrows U-FF are playable)

OBJECTIVES: The Germans win at game end if there are no unbroken Russian MMC in/adjacent to building Z10.

SCENARIO RULES:

- All DDSR are in effect. EC are Moist, with no wind at start.
- German 8-3-8 squads and their HS are Assault Engineers (H1.22; A11.5) and Sappers (B28.8).
- The Germans receive one module of 100+mm battalion mortar OBA (HE and Smoke) with one Pre-Registered hex (C1.73). The north edge is considered

the Friendly Board Edge for the Security Area of the German Field Phone (C1.23).

- At the start of his first PFPh, the German player may place ≤ 2 ARs anywhere on board. After placing the ARs, roll for Accuracy and Direction/Extent of Error normally for each one [EXC: disregard LOS; Hindrance drm are thus NA]. Place FFE:1 counters in the resulting hexes and remove the ARs. These FFE:1s represent Smoke Fire Missions which are then resolved normally [EXC: they may be neither corrected nor voluntarily canceled]. These Fire Missions are independent of the German OBA module.
- Add one CSP (DDSR #9.14) to the Russian OB.
- The Russians may Fortify (B23.9) 1 ground level building Location.
- The Russians may use HIP for ≤ 2 squad-equivalents and any SMC/SW stacked with them. Russian 6-2-8 squads and their HS are Assault Engineers (H1.22; A11.5). Russian AFVs are subject to Revetment rules (DDSR #6).

PONYRI STATION, RUSSIA, 9 July 1943, 1000 hours: Sergeant Vladimir Petroski lay on the floor of an upper level of a building. He could see outside through a large shell hole in the wall. Earlier that day a shell had blasted through the wall, debris wounding him. An aid man had patched him up, and told him he would be back to pick him up later. His wounds were not bad, but he could not walk, and the drugs that the aid man gave him were causing him to doze off. In the interim Petroski watched as a battle ensued in the streets below. His comrades were in position, waiting for the Germans to attack. He then recalled a lecture by a Senior Lieutenant on how we reduce tank fear in our soldiers. "We give them the best anti-tank tools available, the ATR, the anti-tank Grenade, and the Molotov cocktail. Teach them how to use these weapons and make them practice repeatedly. We instill in them confidence that they can defeat the tank, what did he call it...defensive stubbornness," thought Vladimir. The practice field was 6 kilometers south of Ponyri station, Vladimir remembered that the General came in and oversaw the construction. He made the officers and sergeants actually do the digging. When we were done it looked like the main defense line. Every day there were whole companies practicing anti-tank procedures on the mock battlefield. There were firing ranges near by for AT guns, ATRs, Molotov cocktails, and machine guns. Every other day his company would march down to the training area for some tactical exercise, repeating over and over again each concept until the company got it right. Those concepts were repelling enemy tank attacks, separating enemy infantry from their tank support, and isolating and destroying the infantry. After we got good at the company-sized exercises we completed battalion-sized ones. Then they had us conduct war games on the actual defense line where we were assigned using the company- and battalion-sized exercises we had learned on the practice field. An explosion jolted Vladimir awake. Outside he could see his comrades throwing more Molotov cocktails on an already burning German tank. Vladimir drifted off thinking of the Molotov cocktail and how we were shown how to make the bomb with a simple glass bottle filled with petrol and a burning rag was attached. With it, the burning petrol would seep into the engine compartment and disable the vehicle, or if open-topped hit the crew and or ammunition, whose secondary explosions would totally destroy the vehicle. The most effective procedure was to let the enemy vehicle pass and toss the bomb onto the back of the tank, very difficult in the best of situations, so Vladimir learned. "Sergeant Petroski, you okay?" a voice called. It was the aid man coming back to get him.



SCHOOL HAUS

by Larry Winslow

Ponyri #10

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	8
✚ GERMAN Moves First								



Elements of 4th Company, 2nd Battalion, 52 Panzergrenadier Regiment, 18th Panzer Division, Ninth Army enter on/after Turn 1 along the north edge:

E 4-6-8 4	1 4-6-7 7	10-2	9-1	8-0	7-0	MMG 3PP 2] 5-12 2	LMG 1PP 1] 3-8 3	ATR 1PP 1-12 2
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Elements of the 3rd Company, 18th Panzer Abteilung, 18th Panzer Division, enter on/after Turn 2 along the north edge:

CH a P 13 6 1] 75* 3/5	CH a P 14 6 1] 75* 3/5	9-2
------------------------------	------------------------------	-----

2

[ELR: 3]
{SAN: 4}



Elements of 1st Battalion, 9th Guards Airborne Regiment, 4th Guards Airborne Division, 51st Tank Brigade, and 540th Light Artillery Regiment, 13th Army setup in hexes numbered ≥ 12 :

E 6-2-8 4	1 5-2-7 3	2-2-8 2	9-1	8-0	SPP MMG B11 2] 4-10	LMG 1PP B11 1] 2-6	ATR 1PP 1-12	MTR 4PP (3-20) 3] 50*	Phone x12 1PP 11	? 7 morale 9	CH a P M 8 2] 76* INF
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CH a P M 9 76L ART	CH a P 14 6 45L -/2
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Elements of the 129th Tank Brigade enter on Turn 3 along the south edge:

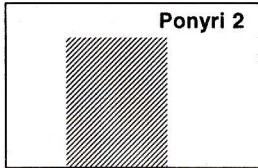
CH a P M 16 11 76L 2/4	8-1
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2

[ELR: 4]
{SAN: 5}

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MAP LAYOUT:



(only hexes numbered ≥ 10 in hexrows J-V are playable)

VARIATIONS:

★ Game length is reduced to 7 turns.

✚ Remove one T-34/M43 from the Russian OB.

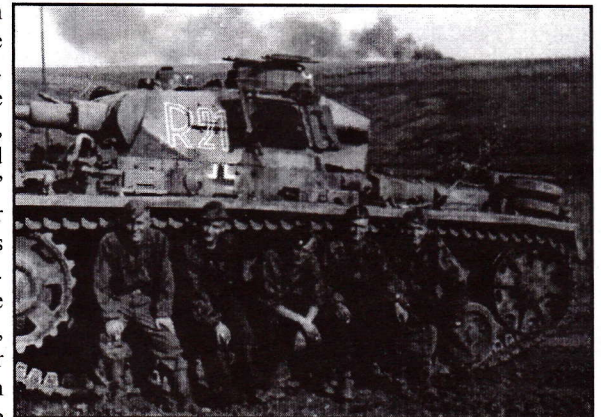
OBJECTIVES: Prior to all setup the German player secretly selects one of two possible Victory Conditions:

- 1) The Germans win at game end by Controlling building P21.
- 2) The Germans win immediately upon exiting ≥ 10 EVP off the south edge.

SCENARIO RULES:

1. All DDSR are in effect. EC are Moist, with no wind at start.

PONYRI STATION, RUSSIA, 9 July 1943, 0930 hours: Early in the morning of the 9th, in a basement of a building just south of the school house, Col. N.V. Petrushin, commander of the 129th Tank brigade spoke with a captain, Demytri Andrekovich of the 51st Tank Brigade. While drinking vodka, they discussed the merits of how they were expected to fight the Germans, with their tanks fixed in the fortifications. A shell landed nearby shaking the ground, and a small stream of dirt hit the table. "That's the whole point Demytri!" The colonel brushed the dirt away. "We lost five tanks for every one of theirs we killed, since they invaded in '41." He grabbed the vodka bottle and poured another round. "By digging the tanks in we force our aggressive tank commanders like you, Demytri, to be on the defense." The howling of rockets could be heard going overhead. The upper floor vibrated again and more dust fell on the table. The captain complained on. "But you're taking my ability to maneuver" "I can't hit the Germans on the side, or get around behind them." The colonel nodded, "You would do that, Demytri, but most would sit in their tanks and wait for orders, while the Germans counter maneuvered. I've seen it too many times!" Demytri's discussion was cut short by the German attack. He moved through basements connected to the trenches, and the farther north he moved the louder the battle grew. At one trench he stopped to check on one of his units. The trench went up to the T-70 tank, buried up to the bottom of its turret in the back garden of a home. He spoke to the tank commander in the one-man turret through an open hatch. He reinforced the unit's orders and then moved a block further west along a shallow trench to his tank. The tank was cool, and smelled of oil and petrol. The ground kept it cool, but the earth also trapped in all of the residual engine gasses. Looking through the sight, Demytri could see down the street and the likely avenue of approach for the Germans. He couldn't move the turret, or they would lose their camouflage. "We will just have to wait..." Demytri longed to be on the move, the buried tank gave him thoughts of a huge coffin. "...till they come down the street".





MASKIROVKA

by Larry Winslow














Ponyri #11




★ RUSSIAN Sets Up First	1	2	3	4	5	6	7
✚ GERMAN Moves First							






Elements of 2nd Company and Pioneer Platoon, 1st Battalion, 507th Regiment, 292nd Infantry Division enter on/after Turn 1 along the north edge:


 E 8-3-8	 1 4-6-7	 2 4-4-7	 10-2	 9-1	 8-0	 7-0	 1-4-9	 HMG 4PP 3 7-16	 MMG 3PP 2 5-12	 1PP 1 3-8	 ATR 1PP 1-12	 DC 1PP XT2 30-1
3	9	4						2	2	2	2	4

 1PP FT X10 24-1	Elements of 2nd Battery, 244th Sturmgeschütz Brigade, 41st Corps Reserve enter on/after Turn 2 along the north edge:		 CH a 13 8 3 75L -1-2*	 9-1
			3	













[ELR: 3]
{SAN: 3}



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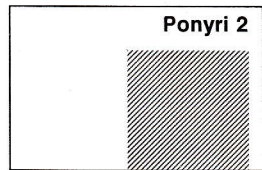
Elements of 2nd Battery, and ATR Platoon, 540th Light Artillery Regiment, 1180th Tank Destroyer Regiment, 1287th AA Artillery Regiment, and 51st Tank Brigade setup in hexes numbered ≥ 12:

 E 4-5-8	 1 4-4-7	 2-2-8	 9-1	 a HMG 5PP 3 8-16	 5PP B11 2 4-10	 1PP B11 1 2-6	 1PP 1-12	 7 morale	 CH a 1PP M 8 2 76* INF	 CH a 1PP M 9 2 76L ART	 CH a 1PP M 11 3 45L AT
4	4	7		2	2		4	14			

 CH a 14 6 4 45L -1/2	Elements of the 129th Tank Brigade enter on Turn 4 along the south edge:		 CH a 16 11 6 76L 2/4
2			

[ELR: 3]
{SAN: 5}

MAP LAYOUT:



(only hexes numbered ≥ 10 in hexrows W-LL are playable)

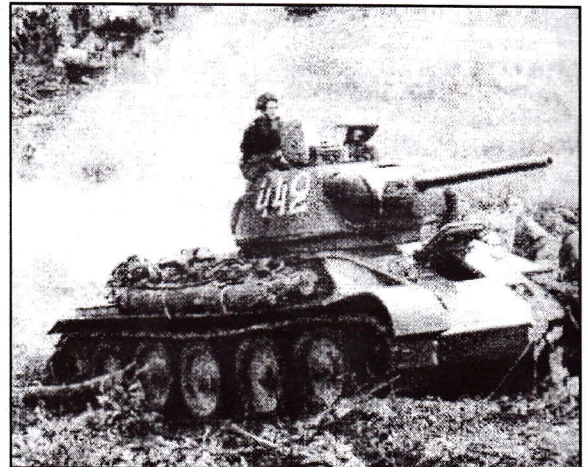
VARIATIONS:

- ★ Add a 9-1 Armor Leader to either portion of the Russian OB.
- ✚ Replace the 9-1 Armor Leader in the German OB with a 10-2.

SCENARIO RULES:

1. All DDSR are in effect. EC are Moist, with no wind at start. Weather is Overcast (E3.5).
2. German 8-3-8 squads and their HS are Assault Engineers (H1.22; A11.5) and Sappers (B28.8).
3. Add two CSPs (DDSR #9.14) to the Russian OB.
4. The Russians may use HIP for any crews (MG crews only if using DDSR #9.17) possessing MMG/HMG (and any SMCs stacked with them). Russian AFVs are subject to Revetment rules (DDSR #6).

PONYRI STATION, RUSSIA, 8 July 1943, 1800 hours: The commander of the Soviet 13th Anti-Tank Brigade, Col. S.P. Sazonov reported on 8 July, "...Soviet officer's report: 'The enemy has occupied..., preparing for a second frontal attack, is moving up 200 tanks and motorized infantry in the direction of Teploye. The 1st and 7th Batteries have perished, but they have not withdrawn a step. Forty tanks have been destroyed; there have been 70% losses in the first Battalion of the antitank rifles. The 2nd and 3rd Batteries and the second Battalion of antitank rifles have prepared to meet the enemy. I have communications with them. There will be a struggle. We will either stand or perish. I need all types of ammunition. I have committed all of my reserves. I await your orders.' Their determination held the line."



LITTLE KATY

by Larry Winslow

Ponyri #12

GERMAN Sets Up First	1	2	3	4	5	6	7
RUSSIAN Moves First							

[ELR: 3]
 {SAN: 4}

Elements of 3rd Company, 2nd Battalion, 20th Panzergrenadier Regiment, 10th Panzergrenadier Division, Ninth Army setup within 5 hexes of hex LL10:

4-6-8	4-6-7	9-1	8-1	8-0	6+1	3PP 2] 5-12	1PP 1] 3-8	1PP 1-12	1PP 8	?	16 7PP+ CMG -/7*/3*
4	5						2			10	

Elements of 3rd Battery, 216th Sturmpanzer Abteilung, 41st Corps Reserve enter on/after Turn 2 along the north edge:

13 75L -/1/2*	8-1
2	

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[ELR: 4]
 {SAN: 3}

Elements of 2nd Battalion, 9th Guards Airborne Regiment, 4th Guards Airborne Division, 13th Army setup in hexes numbered ≥ 20:

6-2-8	5-2-7	2-2-8	9-1	8-1	7-0	6+1	5PP B11] 2] 4-10	1PP B11] 1] 2-6	1PP 1-12	4PP [3-20] 3] 50*	1PP 6/7/8
5	8							2			

Elements of the 27th Heavy Tank Regiment enter on/after Turn 1 along the east edge:

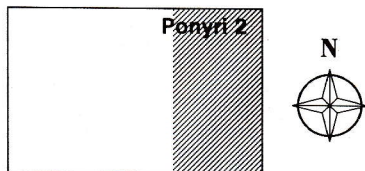
14 76L 2/4 R2

VARIATIONS:

- ★ Add a 9-1 Armor Leader to the Russian reinforcements.
- ✚ German OBA has Plentiful Ammunition.

MAP LAYOUT:

(only hexrows GG-SS are playable)



OBJECTIVES: Prior to all setup the Russian player secretly selects one of two possible Victory Conditions:

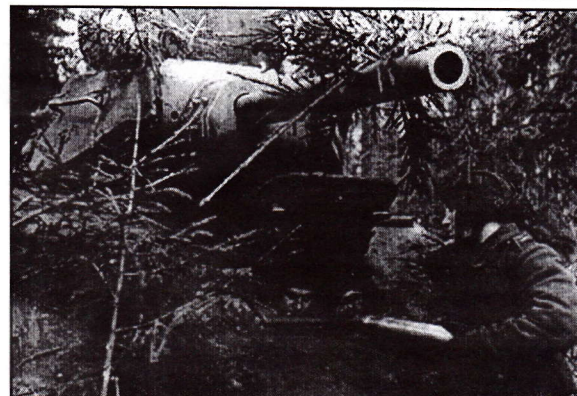
- 1) The Russians win at game end by Controlling the 'Brewery Complex' (buildings MM12, LL12, LL10, and KK13).
- 2) The Russians win immediately upon exiting ≥ 10 EVP off the west edge on/between hexes GG1-GG10.

SCENARIO RULES:

1. All DDSR are in effect. EC are Moist, with no wind at start.
2. The Germans may Fortify (B23.9) ≤ 2 ground level building Locations.

PONYRI STATION, RUSSIA, 10 July 1943, 1400 hours: The Soviet 12th Artillery Division was commanded by Col. M.N. Kurkovsky, and the 22nd Mortar Brigade was commanded by Col. N.V. Rusanov. Kurkovsky ordered Rusanov to assist with a counter attack on the German units of the 10th Panzergrenadier division which was pushing south along the east side of Ponyri. Colonel Rusanov drove up to his third battery of the second troop of the 22nd Mortar Brigade. The lieutenant in charge was Ivan Fabernov. Rusanov could see the lieutenant standing next to the 6 x 4 Lend-Lease, American-made Studebaker two-ton truck, pointing out parts on the BM-13N rocket launcher. He could hear Fabernov chastising the crew as he pulled up. The soldiers scurried around the vehicle as Fabernov walked over to the Rusanov. "Comrade Colonel," Fabernov smiled. "So," he changed the subject, "tell me about these new rockets. How are they working?" The lieutenant nodded and recalled the previous day's activities and spoke plainly. "The Cordite propellant is better than the black powder. There is less smoke, the range is slightly better than the 8500 m specification, but the noise level is slightly less. How are we to scare the Germans with our Stalin's Organs if they don't screech and howl so much?" he added with a laugh. The colonel smiled and nodded. Fabernov went on.

"The projectile itself is still 132mm, looks the same, with just slightly more than 7 kilos of propellant. We used the high explosive and the armor piecing yesterday with good success. We also received incendiary rounds, illumination and signal rockets, but have not used any of those yet." The colonel made mental notes as he folded his arms and continued to nod. Fabernov leaned forward, as if telling a secret, and went on. "These new American trucks are great." The colonel unfolded his arms. The colonel smiled and said, "it does sound like are soldiers are being resourceful." Fabernov nodded and added, "And later tonight this crew will be doing some resourcing as well. But we will not be resourcing from our brother units, Colonel. There is an airborne unit moving up tonight and they have the same type of mortars so the sights will be the same." The colonel grabbed the lieutenant by the shoulders. "Cousin, be safe, I must go."

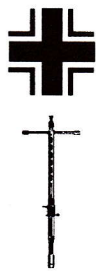


HILL 253.1

by Larry Winslow

Ponyri #13

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7
☒ GERMAN Moves First							



Elements of 3rd Company, 1st Battalion, 52nd Panzergrenadier Regiment and 98th Pioneer Battalion, 18th Panzer Division enter on Turn 1 along the north and/or west edges ≤ 5 hexes from hex A1:

8-3-8 2	4-6-7 7	9-2	8-0	7-0	6+1	LMG 1PP 1 3-8 2	ATR 1PP 1-12	DC 1PP X12 30-1 3	Radio 1PP 8	CH 16 a 1 1 3 7PP+ CMG -7*/3*	CH 16 a 1 1 3 9PP 37L -1/3*
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CH 16
a
1
2
75*

Reinforcing elements of 1st Tank Company, 18th Panzer Battalion enter on/after Turn 1 along the north edge:

CH 13
a
2
50L
3/5
9-1
3

{ELR: 3}
{SAN: 3}

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Elements of 1st Company, 1st Battalion, 1019th Rifle Regiment, 307th Rifle Division, 51st Tank Brigade, and 1180th Tank Destroyer Regiment setup ≤ 4 hexes from hex F7:

4-5-8 6	4-4-7 2	2-2-8	8-1	LMG 1PP 811 1 2-6	ATR 1PP 1-12	MTR 4PP [3-20] 3 50*	?	CH 11 a 1PP M11 3 45L AT	CH 14 a 1PP M B 2 76* INF	CH 14 a 1PP 1 2 6 4 45L -/2 2
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Reinforcing elements of 1st Tank Company, 27th Guards Tank Regiment enter as per SR #7:

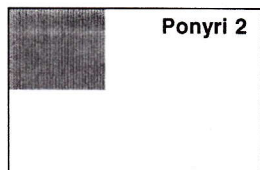
Group 1
CH 14
a
1
76L
2/4 R2
8-1

OR

Group 2
CH 14
a
1
45L
-/2
3

{ELR: 3}
{SAN: 5}

MAP LAYOUT:



(only hexes numbered ≤ 12 in hexrows A-J are playable)

OBJECTIVES: The Germans win at game end by Controlling ≥ 6 stone buildings/rubble hexes.

SCENARIO RULES:

- All DDSR are in effect. EC are Moist, with no wind at start.
- German 8-3-8 squads and their HS are Assault Engineers (H1.22; A11.5) and Sappers (B28.8).
- The Germans receive one module of 80+mm battalion mortar OBA (HE & Smoke).
- At the start of his first PFPh, the German player may place ≤ 2 ARs

VARIATIONS:

- ★ Replace the Russian 8-1 Armor Leader with a 9-2.
- ☒ German OBA has Plentiful Ammunition.

anywhere on board. After placing the ARs, roll for Accuracy and Direction/Extent of Error normally for each one [EXC: disregard LOS; Hindrance drm are thus NA]. Place FFE:1 counters in the resulting hexes and remove the ARs. These FFE:1s represent Smoke Fire Missions which are then resolved normally [EXC: they may be neither corrected nor voluntarily canceled]. These Fire Missions are independent of the German OBA module.

- Add one CSP (DDSR #9.14) to the Russian OB.
- The Russians have MOL capability (A22.6). Russian AFVs are subject to Revetment rules (DDSR #6).
- Prior to setup the Russian player secretly chooses and records either Group 1 or Group 2. The chosen group enters along the south/east edges during the Player Turn in which he makes a mandatory Reinforcement $dr <$ the current game turn number.

PONYRI STATION, RUSSIA, 0900 hours 7 July 1943: Colonel M.A. Enshin, commander of the 307th Division, dispersed his battalions in an arc across the front of Ponyri Station. Enshin believed his units were spread too thin, but he lacked the proper number of men to cover the front they were assigned. The Germans had attacked the 1st Battalion on the west of Ponyri Station at day break. Just two hours later they were into the outskirts of the town. The Colonel's command post was on the reverse slope of a ridge about two kilometers south of Ponyri Station, but despite regularly phoned-in reports, the defense could fall apart at any time and HQ would be encircled like the 677th was the day before. Enshin moved soldiers from the 1021st Rifle Regiment forward to cover hill 253.1. The 1023rd Rifle Regiment was held in reserve, about 2-3 kilometers back around Hill 255, directly south of Hill 253.1 and southwest of Ponyri Station. Short of manpower, the foot soldiers were supplemented with A-T guns, dug-in tanks, and artillery, often times denuding quieter sectors once the avenue of attack was determined. Colonel Enshin held off the German attack once again by moving his low-manpower, equipment-heavy force into the path of the oncoming Germans. The area around Hill 253.1 would hold for the time being. *Source: "The Battle Of Kursk", by Glantz and House*



CORN FIELD BOYS

by Larry Winslow

Ponyri #14

★ RUSSIAN Sets Up First	1	2	3	4	5	6
☩ GERMAN Moves First						



Elements of 1st and 3rd Company, 1st Battalion, 52nd Panzergrenadier Regiment, 18th Panzer Division enter on/after Turn 1 along the north edge:

E 4-6-8 4	1 4-6-7 4	9-2	9-1	8-1	8-0	1 2PP 11 3-8	1 2PP 1 3-8	1PP 1 3-8	1PP 1-12	5PP [2-13] 3 50*	a 1PP 8
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Reinforcing elements of 1st Tank Company and 3rd Company, 1st Battalion, 52nd Panzergrenadier Regiment, 18th Panzer Battalion, 18th Panzer Division enter on/after Turn 2 along the north edge:

1 4-6-7 4	8-1	1PP 1 3-8	1PP 1-12	13 a 2 50L 3/5	13 a 1 75* 3/5	14 a 1 75* 3/5	9-1
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[ELR: 3]
{SAN: 3}

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Elements of 3rd Company, 1st Battalion, 1019th Rifle Regiment, 307th Rifle Division, 51st Tank Brigade, 1180th Tank Destroyer Regiment, and 540th Artillery setup in hexes numbered ≥ 16 :

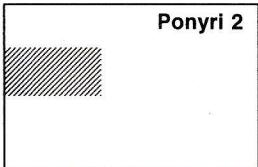
1 4-4-7 4	2-2-8 3	8-0	5PP B11 [2] 4-10	1PP B11 [1] 2-6	1PP 1-12	7 morale 9	a M11 PP ob-22 3 45L AT	a M 8 PP ob-22 2 76* INF	a M 9 PP ob-22 2 76L ART	14 a E 20 4 45L -/2
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Reinforcement elements 1st Guards Engineer Battalion enter on Turn 3 along the south edge:

E 6-2-8 2	9-1	1PP X12 30-1	1PP X10 24-1
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[ELR: 3]
{SAN: 6}

MAP LAYOUT:



(only hexes numbered ≥ 14 and ≤ 21 in hexrows A-J are playable)

VARIATIONS:

- ★ Add one Fortified Location to the Russian OB.
- ☩ German OBA has Plentiful Ammunition.

OBJECTIVES: The Germans win immediately upon exiting ≥ 10 EVP off the south edge on/between hexrows D-J. Otherwise, the Germans win at game end by accumulating ≥ 40 VP. In addition to CVP, the Germans earn 4 VP for each stone building in the Russian setup area Controlled by them at Game End.

SCENARIO RULES:

- All DDSR are in effect. EC are Moist, with no wind at start.
- The Germans receive one module of 80+mm battalion mortar OBA (HE & Smoke).

- At the start of his first PFPh, the German player may place ≤ 2 ARs anywhere on board. After placing the ARs, roll for Accuracy and Direction/Extent of Error normally for each one [EXC: disregard LOS; Hindrance drms are thus NA]. Place FFE:1 counters in the resulting hexes and remove the ARs. These FFE:1s represent Smoke Fire Missions which are then resolved normally [EXC: they may be neither corrected nor voluntarily canceled]. These Fire Missions are independent of the German OBA module.
- Add one CSP (DDSR #9.14) to the Russian OB.
- Russian 6-2-8 squads and their HS are Assault Engineers (H1.22; A11.5). The Russians have MOL capability (A22.6). Russian AFVs are subject to Revetment rules (DDSR #6).

PONYRI STATION, RUSSIA, 1000 hours 7 July 1943: Sergeant Kepler used his binoculars to study the farm yard and outbuilding in front of his position. The area need to be cleared of the enemy. He and his men lay in a shallow ditch, hoping it was deep enough as Russian machine gun bullets whizzed overhead. He looked to his left, then right. A quick count left 14 soldiers - all that remained of the platoon. It was now his platoon, since the lieutenant had foolishly stuck his head up too high. As he had his men begin to set up an MG34 for covering fire, everyone shuddered as a series of machine gun bullets kicked up dirt at the lip of the ditch and showered them in clods of earth. The sergeant waved his hand to the right, ordering some of his men to direct mortar, and machinegun in that direction to make the Russian think they were attacking there, while he led the rest off to the left through the wire and into some farmhouses. "Let's get moving!" ordered the sergeant. The sergeant gave hand signals to the rest of the platoon to follow him. The whistle blowing preceded a firing of the company's support weapons by a few seconds. Under cover of the 80mm shells and heavy machine gun blasting at key windows and suspected hiding places the sergeant led the men through the ditch, moving to hit the enemy's right flank. The ditch disappeared and became just a low area of a field, corn still green. Crawling through the field, they encountered mines, lying on top of the ground. The mines were expected and were easily picked up and moved to create a path, for the entire platoon to follow. The sergeant noted that many of the mines were German, and Ivan was using their own weapons against them. Suddenly in front of the platoon a large explosion, a mine explosion. They were booby-trapped - a common trick, thought the sergeant. "How is Hans?" the sergeant yelled over the sounds of battle. He motioned for the men around him to stay down. The sergeant looked for the aid man, found him, and signaled for him to stay. The Russians booby trapped



Historical Summary continued on another card

with enough explosives to vaporize a soldier, thinking it would demoralize the rest of the unit. "Move out!" the sergeant signaled as he yelled. Out of the minefield and up to the edge of the second building the platoon moved without further incident. The supporting fire from the company moved further back into the enemy zone. Gruber's grenade thrower had switched to the first building, and the sergeant had signaled Winkler to cease fire, so no friendlies would be hit in the final assault on the building. With practiced precision the platoon split up into small fire teams, tossing grenades into windows, and then jumping in to spray the room with machine pistol fire. No one went through the doors, always to windows, farthest away from the doors. There were no enemy soldiers found, rooms and doorways were checked for traps and mines, then a perimeter was established. The sergeant signaled for Winkler and Gruber and their teams to move up to the buildings. They got to the building after following the platoon's path through the minefield, and the sergeant called for a quick after-action report. He quickly realized that they had been fooled into attacking a fake position under the building, not really a reinforced cellar, or even a bunker. On the right side of the building there was a hole to the outside. The area reeked of cordite, but all that Gruber could find was a log with a splintered end. A few pieces of metal lay imbedded into the end of the charred and splinted end of the log. Clearly it had been painted and positioned to look like a gun barrel. Gruber realized he had gotten a direct hit on a log, and had been fooled by the Russians. Sources: *"Kursk, The Vital 24 Hours"* by Will Fowler and *"The Battle of Kursk"* by Glantz and House

Early Production Model Sturmpanzer IV



Early Sturmpanzer IVs suffered from a weight problem, since the recoil and weight (1,850kg/4,070 lbs) of the 150mm StuH 43 L/12 proved to be too much for the Panzerkampfwagen IV chassis and made the vehicle top-heavy. In addition, early vehicles were prone to transmission problems and were underpowered, resulting in high fuel consumption. They also lacked a machine gun in the front hull and were easy targets for tank-killer squads and infantry in general. An MP 40 sub machine-gun was carried inside the superstructure for close combat purposes and could be fired through pistol ports in the sides of the superstructure.

Early vehicles were operated by a crew of four men, rather than five—the loader also worked as the radioman. The driver's position in the first vehicles was fitted with the Fahrersehklappe 80 vision port adapted from the Tiger I heavy tank. They also suffered from mechanical problems because of sabotage by Czech workers. Most of the early vehicles were lost during fighting at the Kursk salient and later during the Kharkov battles and Dneprostroy, as well as the vicious fighting for a small hamlet called Himmelreich. In October 1943, it was decided to modify the superstructure and the gun to lower

overall weight. In December 1943, a new and lighter version of the gun, designated 150mm StuH 43/1 L/12, was produced. In December 1943, full production of the second series started and 80 were built. Vehicles from the new series featured some modifications (e.g. driver's position with periscope) but the problem with the overloaded chassis was not solved until introduction of lighter armament. In January 1944 the AFV was officially designated Sturmpanzer IV but was also known as Sturmpanzer 43. Sideskirts were fitted on all vehicles. The Sturmpanzer IV was known by the nickname Brummbär (German: "Grumbler", not "Grizzly Bear") by Allied intelligence, a name which was not used by the Germans.

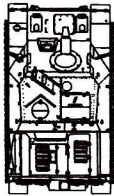
Early vehicles were too heavy for the chassis, which lead to frequent breakdowns of the suspension and transmission. Zimmerit coating was applied to all vehicles until September 1944. In game terms the StuPz IV has an 'E' added to denote 'early' model. It uses Red MP to represent the reduced reliability of the drivetrain.



BEARS ON THE PROWL

by Larry Winslow

Ponyri #15



Elements of 1st and 2nd Battalions, 509th Grenadier Regiment and 98th Pioneer Battalion, 292nd Infantry Division setup in hexes of Map 1 numbered ≤ 3 north of printed wire/minefield clusters:

E 8-3-8 3	1 4-6-7 17	2 4-4-7 12	10-3	10-2	9-2	9-1	8-1	8-0	7-0	HMG 4PP 3 7-16 3	MMG 3PP 2 5-12 2
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LMG 1PP 1 3-8 6	ATR 1PP 1-12 4	MTR SPP [2-13] 3 50* 3	DC X12 30-1 4	FT 1PP X10 24-1 2	? 7 morale 10	Phone X12 1PP 11
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Elements of 2nd Company, 4th HW Company, 1st Battalion, 52nd Panzergrenadier Regiment, and 18th Panzer Battalion, 18th Panzer Division enter on Turn 1 along the west edge of Map 1 in hexes numbered ≤ 10:

4-6-8 4	9-1	8-0	LMG 1PP 1 3-8	CH SPW 201 16 1 T7 15PP AAMG -/-/3 4	CH SPW 201 16 1 3 9PP 37L -/-/3* 2	CH SPW 201 16 1 2 75* 2	CH SPW 201 16 1 3 7PP CMG -/7*/3* 3	CH SPW 201 13 6 1 75* 3/5 3	9-2
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Elements of 1st Battalion, 507th Grenadier Regiment and 3rd Battery, 216th Sturmpanzer Battalion, 41st Corps Reserve enter on Turn 1 along the east edge of Map 1 in hexes numbered ≤ 10:

E 4-6-8 4	1 4-6-7 8	9-2	9-1	8-1	8-0	LMG 1PP 1 3-8 3	ATR 1PP 1-12 3	CH SPW 201 12 150* 5	10-2
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[ELR: 3]
{SAN: 3}

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MAPLAYOUT:



Ponyri 1
Ponyri 2

(all of maps 1 and 2 are playable)

VARIATIONS:

- ★ Replace the Russian 8-1 armor leader with a 9-2.
- ✚ German OBA has Plentiful Ammunition.

"Bears on the Prowl" Historical Summary continued

Russian mines got most of them, Jock mentally tallied the cost. We started with fourteen vehicles in the two companies, about half strength. Two vehicles blundered into our own minefield. Both lost tracks, but would be back in action later today. Explosions three blocks away vibrated the dust off the adjacent building. Both men cringed. "The sappers were sent in to clear the mines." Hans scanned the surrounding terrain for danger. "They did not do well, we moved out after they claimed to path was clear, three more vehicles hit mines. I spoke to the sapper leader, and he decided to sent the sappers in again" Jock and Hans both smiled. "I heard," Hans said, "the Oberst from the engineer unit called me. They didn't appreciate your parking your new grand pa here on top of their command bunker" Hans tapped the vehicle with his walking stick. "Well, they pulled another 120 mines out of the path they said was cleared," more grins, "and I needed as safe place to park and wait for them to do their job." Explosions to the south shook the nearby buildings; the level of gunfire grew in intensity. "On the way here" Jock continued, "we ran into another minefield that was not on the maps." Jock held up his hand with four fingers, as he yelled above the roar of battle. "We lost four more." Hans cursed under his breath. "Nine tanks lost and the battle is just starting!" Jock revved his engine spoke into his communicator. Hans motioned for him to move out.



BEARS ON THE PROWL

by Larry Winslow

Ponyri #15

★RUSSIAN Sets Up First	1	2	3	4	5	6	7	8	9	10	11	12
✚GERMAN Moves First												

Elements of 1st Battalion and 1st Guards Engineer Battalion, 1019th Rifle Regiment, 307th Rifle Division setup anywhere on map 2, and on map 1 in hexes ≥ 4 south of printed wire/minefield clusters:



E 6-2-8	E 4-5-8	1 4-4-7	2-2-8	10-2	9-2	9-1	8-0	7-0	5PP B11 2 4-10	1PP B11 1 2-6	4PP [3-20] 3 50*	1PP X12 30-1
3	5	15	2				2		2	3	6	4

1PP X10 24-1	1PP X12 11	7 morale	PP obs 27 a 76* INF
2	16		2

Reinforcing elements of 51st Tank Brigade and 27th Guards Tank Brigade setup in any Russian setup area:

14 a 45L -/2	16 a 76L 2/4	14 a 76L 2/4 R2
2	2	

Elements of 1180th Tank Destroyer Regiment and 1287th AA Artillery Regiment setup using HIP on Map 2 in hexes numbered ≥ 8:

E 4-5-8	2-2-8	9-1	a 5PP 8-16	1PP 1-12	PP obs 22 a 45L AT	PP obs 38 a 76L ART	20 obs 40 a 25LL AA
4	8		3	2	3	3	2

A-T Rifle Platoons setup in any Russian setup area:

E 2-4-8	1PP 1-12
6	6

Elements of the 9th Guards Airborne Regiment, 4th Guards Airborne Division enter on Turn 1 along the south edge:

E 6-2-8	1 5-2-7	9-2	8-0	1PP B11 1 2-6	1PP 1-12
3	10			3	

{ELR: 3}
{SAN: 5}

OBJECTIVES: The Germans win at game end if they Control the following buildings/hexes: 119, 1GG16, 2F7, 2E23, 2P6, 2P21, 2Z10, 2DD3, 2EE19, 2LL1.

SCENARIO RULES:

- All DDSR are in effect. EC are Moist, with no wind at start.
- German 8-3-8 squads and their HS are Assault Engineers (H1.22; A11.5) and Sappers (B28.8).
- The Germans receive one module of 80+mm battalion mortar OBA (HE and Smoke) with one Pre-Registered hex (C1.73) and one module of 100+mm battalion mortar OBA (HE and Smoke) with Plentiful Ammunition and one Pre-Registered hex and is directed by an Observation Plane (E7.6). The Field Phone (only one) may be exchanged for an Offboard Observer (C1.63) located 2 levels above the base level of a north edge hex secretly recorded during German setup. The north edge is considered the Friendly Board Edge for the Security Area of the German Field Phone (C1.23).
- At the start of his first PFPh, the German player may place ≤ 4 ARs anywhere on board. After placing the ARs, place an SR normally for each one [EXC: disregard LOS; Hindrance drm are thus NA] and remove the AR. At the start of the first PFPh, convert these SRs to FFE:1s. These FFE:1s

represent Smoke Fire Missions which are then resolved normally [EXC: they may be neither corrected nor voluntarily canceled]. These Fire Missions are independent of the German OBA module.

- The Germans automatically receive Air Support on Turn 1 in the form of three Stukas, each aircraft either a '42 DB with bombs or a 37L Stuka (German player's choice); they are automatically Recalled at the end of Turn 2.
- Add two CSPs (DDSR #6) to the Russian OB.
- The Russians may Fortify (B23.9) ≤ 5 ground level building Locations.
- The Russians may use HIP for ≤ 4 squad-equivalents and any SMC/SW stacked with them. Russian 6-2-8 squads and their HS are Assault Engineers (H1.22; A11.5). The Russians have MOL capability (A22.6). Russian AFVs are subject to Revetment rules (DDSR #6).
- The Russians receive one module of 80+mm battalion mortar OBA (HE and Smoke) with one Pre-Registered hex (C1.73) and one module of 200+mm Rocket OBA (HE only) with one Pre-Registered hex. One Field Phone may be exchanged for an Offboard Observer (C1.63) located 2 levels above the base level of a south edge hex secretly recorded during Russian setup. The south edge is considered the Friendly Board Edge for the Security Area of the Russian Field Phones (C1.23).

PONYRI STATION, RUSSIA, 1900 hours 9 July 1943: Oberst "Jock" Henkle directed his driver to pull up to a small pile of rubble. After ordering his unit to dig in and wait here, he observed forward through the vision slit of his cupola the smoldering and wrecked ruins of Ponyri Station, a little village along the tracks on the way to Kursk. The vision slit seemed to be a little bigger, he thought. His unit had received the vehicles the month before and had little time to break them in. A knocking noise from outside interrupted his thought. "Jock! Jock!" The voice was his commander. Henkle stood up in the hatch carefully, only showing his head enough to look outside his new Sturmpanzer IV. Henkle smiled as he saw his friend and commanding officer Oberst Hans Schmidt, only one month ahead of him in class, he remembered. "Grandpa, where is the rest of your unit?" Hans gestured with his walking stick towards the five Brümmbärs. Henkle hated the nickname. He had gotten it the month before, from Hans. The soldiers were calling the new tanks grumblers, but others were calling them Grandpa, because they were slow, and coughed out there shells like old men. The



Historical Summary continued on another card



STREET FIGHTING MEN

by Larry Winslow

ver. 1.1













Ponyri #16

+ GERMAN Sets Up First ☆ RUSSIAN Moves First	1	2	3	4	5	6	7
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





[ELR: 3]
[SAN: 4]



Elements of 1st Battalion, 52nd Panzergrenadier Regiment, 18th Panzer Division setup in hexes numbered ≤ 19 on/west of hexrow L:

 E 4-6-8 3	 1 4-6-7 6	 2-2-8	 10-2	 8-1	 8-0	 4PP 3 7-16	 1PP 1 3-8	 1PP 1-12	 5PP [2-13] 3 50*	 1PP 8	 7 morale 10
---	---	--	---	--	--	--	--	--	---	---	---

Elements of 1st Tank Company, 18th Panzer Battalion, 18th Panzer Division enter on/after Turn 2 along the north and/or west edges ≤ 8 hexes from hex A13:













 1 4-6-7 3	 8-1	 1PP 1 3-8	 a 13 [6] [3] 2 50L 3/5	 9-1
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




[ELR: 3]
[SAN: 4]

Elements of 1st and 3rd Companies, 1st Battalion, 1019th Rifle Regiment, 307th Rifle Division enter on Turn 1 along the south edge:

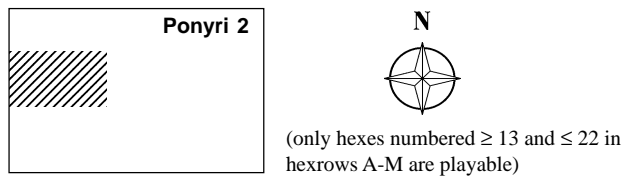
 E 6-2-8 3	 1 4-4-7 12	 9-2	 8-1	 8-0	 7-0	 5PP B11 2 4-10	 1PP B11 1 2-6	 1PP 1-12	 4PP [3-20] 3 50*	 1PP X12 30-1	 1PP X10 24-1
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Elements of 2nd Tank Company, 129th Tank Brigade, 13th Army enter on/after Turn 1 along the south/east edges:

 a 16 11 6 1 76L 2/4	 9-1
---	--

3

MAP LAYOUT:



VARIATIONS:

- ☆ The Russians must Control ≥ 12 buildings/rubble hexes to win.
- + Remove the Armor Leader from the Russian OB.

OBJECTIVES: The Russians win at game end by Controlling ≥ 19 buildings/rubble hexes within the German setup area.

SCENARIO RULES:

1. All DDSR are in effect. EC are Moist, with no wind at start.
2. The German player may designate one building as a Fanatic Strongpoint (DDSR #9.24); all of its Locations are Fortified (B23.9).
3. The Germans may use HIP for ≤ 2 squad-equivalents and any SMC/SW stacked with them.

4. The Germans receive one module of 80+mm battalion mortar OBA (HE and Smoke).
5. The Germans automatically receive Air Support on Turn 1 in the form of one 37L Stuka; it is automatically Recalled at the end of Turn 2.
6. Russian 6-2-8 squads and their HS are Assault Engineers (H1.22; A11.5). The Russians have MOL capability (A22.6).
7. After all setup but prior to start of play, the Russian player may place ≤ 1 AR anywhere on board, make a Direction/Extent of Error DR, and place an FFE:1 in the resulting hex (remove the AR). This FFE:1 represents a 200+mm Rocket Fire Mission. Resolve the FFE:1 immediately and then replace it with an FFE:2. After play begins, resolve the rest of this mission normally [EXC: it may be neither corrected nor voluntarily canceled].

PONYRI STATION, RUSSIA, 1000 hours 8 July 1943: The radio crackled and the platoon commander's voice said, "T-34's at 10 o'clock." Lieutenant Klein could hear the excitement in his commanders voice as he leaned to the left to look through the vision slit of his tank's cupola. He could not see any tanks, but he could hear the gun of his commander's tank firing down the street. After ordering the gunner to load armor-piercing ammo, Klein could feel the level of anticipation rise in the tank. The gunner turned the turret to the left, the whirring of the turret motor combined with the metal on metal noise of the breech opening. The gunner had his face glued to the sight. Klein could see the blasts from the commander's 50 mm gun. The Lieutenant looked through every side glass, looking all around his tank; no activity. He pushed himself up, cracking the hatch and listening. He could hear the clanking and squeaking of treads. The T-34s were close. A shellburst to his right, 'large caliber,' he thought, 'the 7.6 cm T-34 gun.' The blast was near his commander's tank, but it was a miss. He ordered the gunner to be ready, and the driver to prepare to reverse. There were grenadiers moving past outside the tank, a sergeant rapped on the tank. 'Not now,' Klein thought. He carefully opened the hatch. The noise of battle was louder. The ripping sound of German machine guns and the lower, more bass sound of Russian machine-guns could be heard. The infantry sergeant pointed and yelled, "We're going into the building on your left, don't shoot us." A spent bullet clinked onto the turret to the rear of Lieutenant Klein, causing him to duck. "Okay," he yelled back and pulled the hatch after him as he lower back into the turret and safety. The turret banged. His commander warned him



Historical Summary continued on another card

of an approaching T-34. Klein looked through the cupola, the grenadiers moved in twos and threes around his tank and a T-34 popped out around the corner of the building, its bow machine gun blazing. It stopped and slowly its turret turned towards him. His gunner screamed to open fire, but he denied him this as he watched the grenadiers moving - they were in the line of fire. "Not yet!" he yelled to the gunner. "Move you idiot!" He yelled at a grenadier who stood frozen in the street, seemingly mesmerized by the T-34. The coaxial machine-gun bullets came closer. The T-34's cannon belched, the tank bucked and a blast erupted to the right of Klein's tank. Bricks and other building materials flew through the air landing on the tank, hitting the infantryman and knocking him down. "Fire!" Klein yelled. The smoke had not cleared from the last hit and Klein did not know where the shell landed. He knew he had a rate-of-fire advantage over his adversary, but the T-34 had an armor advantage. 'Remain calm,' he told himself, 'use your advantages.' The T-34 turret was still turning, but slowly. "Fire!" Lieutenant Klein saw the shell glance off the turret of his target. The loader and gunner reported they were ready. "Gunner aim lower and to the left," Klein instructed. They fired again, and the tank commander could see the blast of the 50mm shell from his gun, but almost instantly a secondary explosion lifted the T-34 turret into the air two or three feet and it slammed back down onto the tank body....clearly a kill.

FUNK LENKEN

Russian OB

ver. 1.1

Ponyri #18

Elements of 1st and 2nd Companies, 1st Battalion, 1019th Rifle Regiment, 307th Rifle Division and 25th AA Artillery Battalion, 540th Light Artillery and 51st Tank Brigade setup south of the 'A' on-map Wire line:

 E 4-5-8 7	 1 4-4-7 2	 2-2-8 2	 8-0	 6+1	 a HMG 5PP → 50 cal 3 8-16	 5PP B11 2 4-10	 1PP B11 1 2-6 2	 1PP 1-12 3	 4PP [3-20] 3 50* 2	 7 morale 13	 a M9 PTP obs 2 76L ART
------------------	------------------	----------------	---------	---------	-------------------------------------	-----------------------	---------------------------	----------------------	------------------------------	--------------------	----------------------------------

 a M 8 2 76* INF	 14 6 4 45L -/2 2
------------------------	----------------------------------

Elements of 6th Company, 2nd Battalion, 1st Guards Engineer Brigade and 1180th Tank Destroyer Regiment setup south of the 'A' on-map Wire line:

 E 6-2-8 4	 2-2-8	 8-1	 1PP △ X12 30-1 2	 1PP △ X10 24-1	 a M11 PTP obs 3 45L AT
------------------	-----------	---------	----------------------------	-----------------------	----------------------------------

[ELR: 3]
{SAN: 4}



A pensive Erich von Manstein, Tiger I tanks in the background.



A massive Ferdinand and crew taking shelter in the cover of a copse of trees.



A field of forlorn Ferdinands laid low by track breakage, likely caused by mines.



Static flamethrower of the type depicted by the new Fougasse counter.

SQUALL OF FIRE

by Larry Winslow

ver. 1.1

Ponyri #17

GERMAN Sets Up First	1	2	3	4	5	6	7
RUSSIAN Moves First							

Elements of 5th Company, 2nd Battalion, 52nd Panzergrenadier Regiment, 18th Panzer Division setup ≤ 5 hexes from hex J14:

4-6-8	4-6-7	9-2	8-1	8-0	7-0	MMG 3PP 2 5-12	LMG 1PP 1 3-8	ATR 1PP 1-12	Radio 1PP 8	? 7 morale	CH 16 a 1 3 9PP 37L -/3*
4	8					2	2	2		12	2

Elements of 1st Tank Company, 18th Panzer Battalion, 18th Panzer Division enter on/after Turn 2 along the east edge:

CH 14 a 6 1 75* 3/5	CH 16 a 1 3 7PP* CMG -7*/3*	10-2
2		

Reinforcing elements of 18th Panzer Battalion, 18th Panzer Division enter on/after Turn 3 along the north edge:

CH 13 a 6 1 75* 3/5	CH 16 a 1 2 75*	8-1
3		

[ELR: 3]
{SAN: 4}

Elements of 5th Company, 2nd Battalion, 9th Guards Airborne Regiment, 4th Guards Airborne Division enter on Turn 1 along the west and/or south edges ≤ 5 hexes from hex A25:

6-2-8	5-2-7	9-2	8-1	8-0	MMG 5PP B11 2 4-10	LMG 1PP B11 1 2-6	ATR 1PP 1-12
3	6				2		

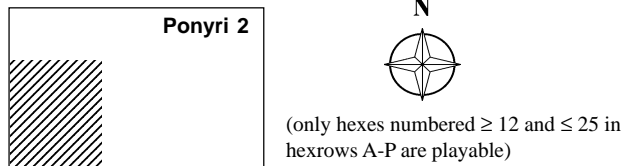
Elements of the 2nd Company and ATR Company, 129th Tank Brigade enter on Turn 2 along the west edge ≤ 5 hexes from hex A25:

4-5-8	ATR 1PP 1-12	CH 16 a 11 1 76L 2/4	9-1
4	4	5	

[ELR: 4]
{SAN: 3}

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MAP LAYOUT:



VARIATIONS:

- Replace the 9-1 Armor Leader in the Russian OB with a 9-2.
- Add a Pz III L to any portion of the German OB.

OBJECTIVES: The Russians wins immediately upon accumulating ≥ 65 VP. In addition to CVP, the Russians earn EVP for units exited off road hexes ≤ 5 hexes from hex P12.

SCENARIO RULES:

1. All DDSR are in effect. EC are Moist, with no wind at start.
2. The German player may designate one building as a Fanatic Strongpoint (DDSR #9.24); all of its Locations are Fortified (B23.9).
3. The Germans may use HIP for ≤ 2 squad-equivalents (and any SMC/SW stacked with them).

4. The Germans receive one module of 80+mm battalion mortar OBA (HE and Smoke).
5. The Germans automatically receive Air Support on Turn 2 in the form of one 37L Stuka. It is automatically Recalled at the end of Turn 3.
6. The Russians have MOL capability (A22.6).
7. After all setup (including any offboard) but prior to start of play, the Russian player may place ≤ 1 AR anywhere on board, make a Direction/Extent of Error DR, and place an FFE:1 in the resulting hex (remove the AR). This FFE:1 represents a 200+mm Rocket Fire Mission. Resolve the FFE:1 immediately and then replace it with an FFE:2. After play begins, resolve the rest of this mission normally [EXC: it may be neither corrected nor voluntarily canceled].

PONYRI STATION, RUSSIA, 1900 hours, 9 July 1943: German assaults, early on 9 July, “surrounded the Ponyri defenders with a squall of fire.” By 0930, heavy German attacks again swept over Ponyri, and by 1800, all three battalions of the 1023rd Rifle Regiment were surrounded in the central part of the village around the railroad station. At 1900, the 4th Guards Airborne Division attacked along the railroad in an attempt to break the encirclement. After several hours of fighting, the division’s troops reached Ponyri Station and the southern edge of Pervovo Maya. The German assaults pinned the 9th Guards Airborne Regiment and 307th Rifle Division remnants in Ponyri Station. Six hours of heavy fighting raged before the German assault again ebbed. Finally, on the evening of 10-11 July, General Pukhov ordered the exhausted remnants of the 307th Rifle Division to turn over their positions to the 3rd and 4th Guards Airborne Divisions and withdraw to the rear. Although German attacks rippled across adjacent sectors, it was clear, by the evening of 11 July, that the German 9th Army’s hopes for victory in the Soviet 13th Army’s sector were dashed. On the morning of 12 July, the Germans sowed defensive minefields and withdrew their shattered armored units to the rear.



Source: “Soviet Defensive Tactics at Kursk, July 1943”, by Colonel David M. Glantz CSI Report No. 11, Soviet Army Studies Office, Combined Arms Center, Combat Studies Institute, U.S. Army Command and General Staff College, September 1986

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	8
☒ GERMAN Moves First								



Elements of 2nd Company, 1st Battalion, 507th Grenadier Regiment, 292nd Infantry Division, Ninth Army set up north of the 'B' on-map Wire line:

E 8-3-8	1 4-6-7	9-2	9-1	8-0	1-4-9	MMG 3PP 2 5-12	LMG 1PP 1 3-8	ATR 1PP 1-12	DC 1PP X12 30-1	FT 1PP X10 24-1
5	4						3		4	

Elements of 314th Company, 301st (FKL) Panzer Battalion, 9th Army enter on/after Turn 1 along the north edge:

E 4-6-8	10-2	7-0	dm MMG 1 2PP 1 3-8	LMG 1PP 1 3-8	CH 13 a 8 1 75L -/-/2*	CH 12 a 1 1 0 1 75L -/-/2*	CH 30 a 1 1 75L -/-/2*
5					4	4	4

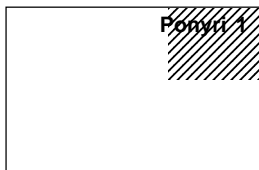
Elements of 1st Company, 653rd Panzerjäger Battalion, 9th Army enter on/after Turn 3 along the north edge:

1 4-6-7	8-1	8-0	dm MMG 1 2PP 1 3-8	LMG 1PP 1 3-8	ATR 1PP 1-12	dm MTR 3PP 50mm	CH 8 a 18 1 88LL	9-1
8							4	

[ELR: 3]
{SAN: 3}

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MAPLAYOUT:



(only hexes numbered ≤ 20 in hexrows CC-SS are playable)

VARIATIONS:

- ★ Replace the 8-0 leader in the Russian OB with a 9-1.
- ☒ Replace the 9-1 Armor Leader in the German OB with a 10-2.

(HE and Smoke) with one Pre-Registered hex (C1.73) directed by an Offboard Observer (C1.63) at Level 3 in a north edge hex secretly recorded during German setup.

- At the start of his first PFPh, the German player may place ≤ 2 ARs anywhere on board. After placing the ARs, roll for Accuracy and Direction/Extent of Error normally for each one [EXC: disregard LOS; Hindrance drm are thus NA]. Place FFE:1 counters in the resulting hexes and remove the ARs. These FFE:1s represent Smoke Fire Missions which are then resolved normally [EXC: they may be neither corrected nor voluntarily canceled]. These Fire Missions are independent of the German OBA module.
- Add one CSP (DDSR #9.14) to the Russian OB.
- Russian 6-2-8 squads and their HS are Assault Engineers (H1.22; A11.5). The Russians have MOL capability (A22.6). Russian AFVs are subject to Revetment rules (DDSR #6).

OBJECTIVES: The Germans win at game end by Controlling building GG15.

SCENARIO RULES:

- All DDSR are in effect. EC are Moist, with no wind at start.
- German 8-3-8 squads and their HS are Assault Engineers (H1.22; A11.5) and Sappers (B28.8).
- The Germans receive one module of 120+mm battalion mortar OBA

Northern Portion of battlefield near KURSK, RUSSIA, 5 July 1943: Panzer Kompanie (Funklenk) 314 belonged to 1. Abteilung / s.Pz.Jä.Rgt. 656 subordinated to s.Pz.Jäg.Abt 653 with 45 Ferdinand heavy self-propelled guns. It used 12 Borgward IV to blow a hole through a deep Russian minefield. StuG IIIs were used as control vehicles and after the minefields were breached rolled right on through. The engineers could not make the passage due to heavy artillery fire which pinned them down. Even when the vehicles cleared mines, they had no onboard marking system to show following tanks where the cleared lanes were. Red Army units covered the minefields with small arms and artillery fire, delaying German engineers clearing mines manually; German losses in the Red Army minefields were high. Ferdinands moved forward but some of their crews lost track of the marked lanes leading to some of the behemoths becoming disabled by A-T mines, delaying the onslaught. Companies under Panzer Abteilung (Funklenk) 301 lost 20 Borgward IV in four days. Only 4 Borgward IV didn't reach their designated targets, either after being hit by enemy A-T or artillery fire. Two of them were burnt out, while the other two were recovered.

Note: This scenario uses the Ponyri maps to depict a different portion of the battlefield.

