

# BEYOND THE PAKFRONTS



## SCENARIO KE5



**VICTORY CONDITIONS:** The Russians win at game end if they accumulate  $\geq 36$  VP. VP are awarded to the Russians for all Good Order MMC/SMC and/or non-Recalled non-shocked AFV (with functioning MA and/or SA) - calculated as though they were Exit VP [EXC: VP awarded for Mobile AFV (and their inherent crews) are doubled] - within 8 hexes of, and with LOS to, hex 33Y10. For end of game LOS purposes, Hindrance DRM caused by Smoke/Blaze are NA. Alternately, the Russians win immediately if they inflict  $\geq 50$  Casualty VP on the German force (excluding the Casualty VP bonus normally given for prisoners/Captured equipment).

**South of VERKOPHENYA, RUSSIA, 8 July 1943:** The fourth day of the battle for the Kursk salient found the German Panzergrenadier Division Grossdeutschland still pushing north towards Syrtsevo and Verkopenya against strong Soviet resistance. That morning, a fierce counterattack by a Soviet Tank Brigade south of the fortified town of Syrtsevo was repulsed by the guns of Grossdeutschland's Tiger company. As the weight of the German attack on the fortified locality of Syrtsevo increased, the Soviet defense began to crumble. The surviving Soviet units pulled out of the line across the river Pena, leaving Syrtsevo to the Germans. With the bulk of Grossdeutschland mopping up the fortifications in and about Syrtsevo, the division's reconnaissance battalion was tasked with continuing north and, taking advantage of the confusion, holding a corridor open to the town of Verkopenya - where a bridge across the Pena was still intact.

## BOARD CONFIGURATION:

### BALANCE:

★ The Russian Turn 3 vehicular reinforcements may use their full printed MP Allotment on their turn of entry.

✚ The German Turn 3 reinforcements may use their full printed MP Allotment on their turn of entry.



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## TURN RECORD CHART

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

Elements III Mechanized Corps [ELR: 3] set up on/north of hexrows 33H and 19Z: {SAN: 3}



4-4-7	2-2-8	8-1	7-0	2-6	50* [3-20]	1-12	1	7 morale	45LL	5 OVR, OBA: +4 Other: +2
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Elements of reinforcing Tank Brigade enter on Turn 3 on/between hexes 33T0 and 33GG10, with all vehicles having already expended  $\frac{1}{2}$  of their *printed* MP Allotment:

4-4-7	1-4-9	17 76L 2/4	13 875 m 37LL 2/4/2*
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Elements of Panzer-aufklärungsabteilung Grossdeutschland and Sturmgeschütz-abteilung Grossdeutschland, Panzergrenadier Division Grossdeutschland [ELR: 4] enter on/between hexes 33A3 and 33A8 and/or 19GG3 and 19GG8 on the indicated Turn (see SSR 3): {SAN: 2}



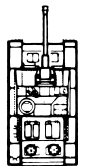
Turn 1:

4-6-8	2-4-8	8-0	3-8	8	17 75*	18 20L(4) -/5/*	18 5PP* CMG -/7*/3*	18 9PP AAMG -/7/3	24 M9 -1 3PP
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Turn 2:

4-6-8	9-1	8-0	3-8	18 81* -/7/3*	16 15PP AAMG -/7/3
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Enter on Turn 3 having already expended  $\frac{1}{2}$  of their *printed* MP Allotment:

8-1 1st Sgt	13 75L -/7/2*
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## SPECIAL RULES:

1. EC are Moist, with a Mild Breeze from the west at start. The A-T Mines may not be set up in a road hex [EXC: they may be used as a Daisy Chain (B28.531) in a road hex]. Kindling fires/Terrain Blazes are NA.

2. Use British Lee(a) counters as Russian AFV. The 37LL MA of this AFV *may* fire HE and Canister as if this scenario were dated 1944; however, use of Gyrostabilizers and Smoke Dischargers is NA. Treat *all* Lee(a) tanks as having the 2\* AAMG.

3. All German Personnel must enter as Passengers/Riders. The SPW 250/sMG inherent HS (see German Vehicle Note 58) is a 2-4-8 HS. All German vehicles [EXC: SPW 251/1; StuG IIIg] start the scenario manned by an Inherent *Infantry* (i.e., 2-2-8) crew. Such crews retain *all* vehicular crew capabilities if they leave their vehicle for any reason. Any German vehicle whose crew *voluntarily* Abandons it retains an inherent Driver (who may not fire any weapon, or use vehicular Smoke grenades); such a vehicle is considered an unarmed AFV (i.e., with a base FP of 2) for OVR attacks (D7.11).

4. The Germans receive one module of 80+mm battalion mortar OBA (HE and Smoke capable) with Plentiful Ammunition.

**AFTERMATH:** Beyond the *pakfronts* and the fortified locality of Syrtsevo, the situation turned fluid and the reconnaissance battalion found itself in a pursuit - in marked contrast to the slogging battles of the previous days. Elements of the recon unit arrived at the first objective, a crossroads just south of Verkopenya, and began the task of securing the surrounding woods and outbuildings. Due to a lack of supporting infantry, the crews had to dismount from their vehicles to mop up the scattered Soviet resistance. With sudden fury, the Soviets counterattacked with elements of a Tank Brigade. Lacking the heavy weapons necessary to battle the Soviet tanks, the reconnaissance unit had to rely on the support of the *Grossdeutschland* Sturmgeschütz Abteilung for protection. For three hours the battle raged, but in the end, the German assault guns accounted for thirty-five Soviet tanks - both T-34s and Lend-Leased American M3 Lees - which littered the battlefield after the attack died down that evening. Verkopenya and its bridge over the Pena fell that night, putting *Grossdeutschland* halfway to Oboyan, its first major objective on the path to Kursk.