

# **Designers Notes & FAQ**

## **Panzer Battles Kursk Southern Flank**



*Whenever I think of this attack, my stomach turns over ...*  
Adolph Hitler speaking to Heinz Guderian, 14 May 1943



### THE BATTLE

The Battle of Kursk is probably one of the best known Eastern Front battles in the West.

That said, there has only been deep research on the battle in the last twenty years after the opening of the Soviet archives in the early 1990's.

Many of the 'truths' of Kursk have been found to be based more on fiction than fact. Claims such as the largest tank battle of the Second World War are wrong (that crown is held by the armoured battles in the Southern Ukraine around Dubno in the first fortnight of Operation Barbarossa) as is the heavy losses of troops and tanks suffered by the Germans.

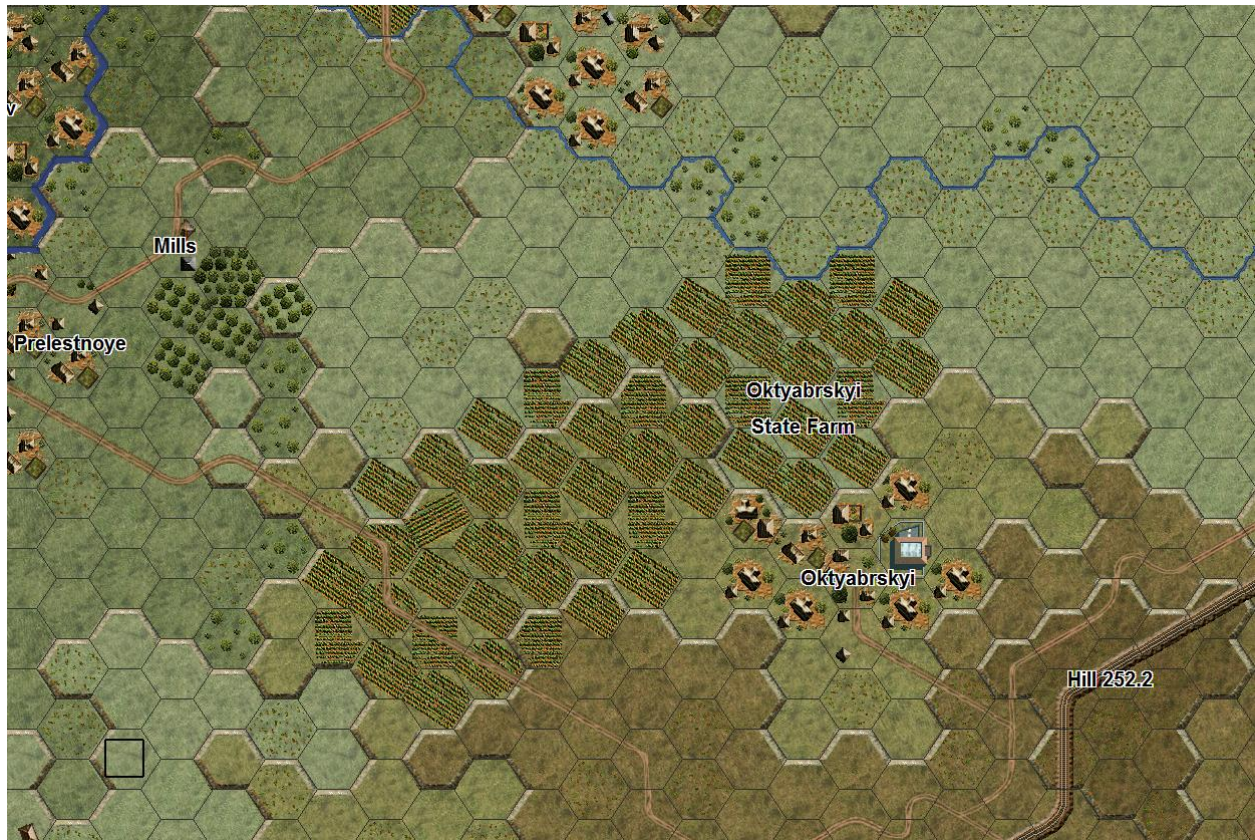
Many of the operational details of the battle are well known, but there is much less information available at the tactical level. Amazingly there has only been one detailed review of the pivotal battle of Prokhorovka written to date and available in English (Valeriy Zamulin's: Destroying the Myth).



This first release in the Panzer Battles franchise is focused on the Southern flank of the Kursk battle. The offensive action by Army Group South (Heeresgruppe Sud) was countered by the defence and ultimately offense of Voronezh and Steppe Fronts. The dates covered are from July 4<sup>th</sup> 1943 to July 12<sup>th</sup> 1943.

### THE MAP

The map used for the Battles of Kursk scenarios is based off a section of the Panzer Campaigns Kursk '43 map. The map creator took the base map and expanded it to 250 meter hexes from the original 1km. A pass was then made to add more geographic details as well as name points of interest. Heights were critical in the rolling terrain and where ever possible Hills have been identified and named. One new feature for John Tiller games is the representation of height differences via '3D' hex sides. Together with colour coding it is much easier to see the different levels of topography.



Two reference scenarios (non-playable) with the complete map are included;

[#996\\_Kursk\\_Setup\\_Reference](#)

[#999\\_Map\\_Viewer\\_Summer](#)

## THE ORDER OF BATTLE

The Battles of Kursk order of battle was based on the forces that took part across the ten days of conflict. We do not believe any computer game system (or book) has covered this operation at a platoon/squad level previously.

- ★ **Order Of Battle**
  - ☐ Heeresgruppe Sud (88309 Men, 2990 Guns, 3079 Vehicles, 888 Planes, 3934 Units)
    - ☐ 4.Panzerarmee (52297 Men, 1708 Guns, 2090 Vehicles, 2360 Units)
      - ☐ Stab 4.Panzerarmee [Gen-Obst Hoth, HQ, Motorized, 96 Men, A Quality, Command = 180, Defense = 12, Assault = 1, Speed = 15 km/h, VP = 33]
      - ☐ XXXXVIII.Panzer Korp (24017 Men, 684 Guns, 1155 Vehicles, 1087 Units)
      - ☐ LII.Armee.Korp (7105 Men, 239 Guns, 16 Vehicles, 223 Units)
      - ☐ II SS.Panzer Korp (21079 Men, 785 Guns, 919 Vehicles, 1049 Units)
    - ☐ Armeeabteilung Kempf (36012 Men, 1282 Guns, 989 Vehicles, 1481 Units)
      - ☐ Stab Armeeabteilung Kempf [Gen d PzTr Kempf, HQ, Motorized, 96 Men, A Quality, Command = 180, Defense = 12, Assault = 1, Speed = 15 km/h, VP = 33]
      - ☐ III.Panzer Korp (28811 Men, 974 Guns, 906 Vehicles, 1212 Units)
      - ☐ Korp.Raus z.b.V. (7105 Men, 308 Guns, 83 Vehicles, 268 Units)
    - ☐ Luftflotte 4 (888 Planes, 93 Units)
  - ★ **Voronezh Front (168618 Men, 6412 Guns, 2027 Vehicles, 990 Planes, 8057 Units)**
    - ☐ HQ Voronezh Front [Gen Vatutin, HQ, Motorized, 200 Men, C Quality, Command = 180, Defense = 12, Speed = 12 km/h, VP = 31]
    - ☐ ★ 6th Guards Army (53194 Men, 2043 Guns, 226 Vehicles, 2334 Units)
    - ☐ ★ 7th Guards Army (25255 Men, 857 Guns, 214 Vehicles, 1098 Units)
    - ☐ 69th Army (17866 Men, 647 Guns, 6 Vehicles, 752 Units)
    - ☐ 1st Tank Army (16011 Men, 468 Guns, 759 Vehicles, 946 Units)
    - ☐ 38th Army (1964 Men, 186 Guns, 126 Vehicles, 189 Units)
    - ☐ 40th Army (18136 Men, 697 Guns, 179 Vehicles, 849 Units)
    - ☐ ★ 35th Guards Rifle Corp (21512 Men, 603 Guns, 769 Units)
    - ☐ ★ 2nd Guards Tank Corp (4302 Men, 164 Guns, 253 Vehicles, 286 Units)
    - ☐ ★ 5th Guards Tank Corp (4302 Men, 152 Guns, 253 Vehicles, 280 Units)
    - ☐ 204th Rifle Division (5666 Men, 197 Guns, 233 Units)
    - ☐ 203rd Tank Regiment (30 Men, 11 Vehicles, 4 Units)
    - ☐ 1528th Gun Art Regt (18 Guns, 9 Units)
    - ☐ 522nd HP How Art Regt (12 Guns, 6 Units)
    - ☐ 1148th HP How Art Regt (12 Guns, 6 Units)
    - ☐ 14th AT Art Brigade (60 Men, 60 Guns, 31 Units)
    - ☐ 31st AT Art Brigade (60 Men, 60 Guns, 31 Units)
    - ☐ 1076th AT Art Regt (20 Guns, 10 Units)
    - ☐ 12th Mortar Brigade (60 Men, 144 Guns, 73 Units, Is Support)
    - ☐ 469th Mortar Regiment (36 Guns, 18 Units, Is Support)
    - ☐ ★ 36th Gds Mortar Regiment (24 Guns, 12 Units)
    - ☐ ★ 22nd Gds Sep AA Art Bn (12 Guns, 6 Units)
    - ☐ 2nd Air Army (990 Planes, 114 Units)
  - ★ **Steppe Front (77283 Men, 2625 Guns, 1347 Vehicles, 3667 Units)**
    - ☐ HQ Steppe Front [Gen Konev, HQ, Motorized, 200 Men, C Quality, Command = 180, Defense = 12, Speed = 12 km/h, VP = 31]
    - ☐ ★ 5th Guards Army (55506 Men, 1639 Guns, 265 Vehicles, 2160 Units)
    - ☐ ★ 5th Guards Tank Army (17253 Men, 688 Guns, 846 Vehicles, 1150 Units)
    - ☐ 2nd Tank Corp (4204 Men, 196 Guns, 215 Vehicles, 292 Units)
    - ☐ 148th Gun Art Regt (18 Guns, 9 Units)
    - ☐ 1529th SP Art Regt (60 Men, 21 Vehicles, 12 Units)
    - ☐ 10th AT Art Brigade (60 Men, 60 Guns, 31 Units)
    - ☐ ★ 80th Gds Mortar Regiment (24 Guns, 12 Units)
  - ★ **17th Air Army (720 Planes, 84 Units)**
    - ☐ 1st Mixed Aviation Corps (135 Planes, 15 Units)
    - ☐ 3rd Mixed Aviation Corps (270 Planes, 30 Units)
    - ☐ 9th Mixed Aviation Corps (162 Planes, 18 Units)
    - ☐ 244th Bomber Aviation Div (81 Planes, 9 Units)
    - ☐ 262nd Night Bomber Aviation Div (54 Planes, 6 Units)
    - ☐ 39th Recon Aviation Regt (18 Planes, 6 Units)

Two reference scenarios (non-playable) with all the units in the order of battle are included;

[#997\\_German\\_Graphics\\_Viewer](#)

[#998\\_Soviet\\_Graphics\\_Viewer](#)



## THE SOVIET ORDER OF BATTLE

There were a range of sources consulted for the Soviet order of battle for the game. The Soviet publication: Boevoi Sostav Sovetskoi Armii was absolutely invaluable for the Soviet forces. This series of books list's the complete Soviet order of battle both at the first of each month and every ten days after that. The text identifies all the major formations (Divisional / Corps) that make up each army. In addition all Corps, Army and Front attachments were identified at a regiment, brigade, battalion and even company level. This data was used as a primary source and has plenty of information for future Panzer Battles games on the Eastern Front.

Each formation listing was cross referenced against other sources and checked for consistency.

Formation strengths were another area to be considered and came in two flavours – how many men, tanks etc. 'should' be in a formation and how many 'were' at a particular point of time. As a rule, we built all formations at full Table of Equipment (TOE). This represented the 'should' as mentioned above. For example, the base strength for a Soviet Guards Rifle Platoon is 50 men. This was then adjusted for each formation to align with the US Army's Kosave II Depuy study on daily combatant strength returns. Most of the frontline Soviet forces were close to full strength when the German attack began.



The Soviet forces continued to be built around an Army formation that belonged to a Front (or Army Group). The infantry and tank/mechanised corps were significantly different to those that started the war with the former both smaller and more standardised.



By Kursk the Soviets had standardised the layouts of their units to a much higher degree than the prior two years. New units were built in a much more homogenous way and as in the field units were rotated out they were restructured to reflect the new Russian doctrine. There are a number of good sources for the layout of the Soviet formations at platoon level. Stephen Zaloga's 'Handbook of the Red Army' & David Glantz's 'Colossus Reborn' were primary resources

When it came to supporting arms such as artillery and engineering forces, Zaloga, Glantz and a range of Russian language sources (see bibliography) provided the nominal table of equipment (TOE). Overall, the Soviet forces were now putting in place standardised TOE's. With the hard lessons of two years of war, many of the stop gap formations raised previously such as independent Rifle Brigades had been phased out, while new levels of command such as Guards Rifle Corps were reinstated as the Soviet Generals become more adept at handling larger formations.

For armoured formations, Tank Corps and Armies had been fielded for a year and some hard won lessons had been learned. Tank Corps went through a number of revisions over that time while the new Mechanised Corps were structured as an even stronger formation with a much better tank to infantry ratio – despite still being weak in organic artillery. Charles C Sharp's 'Soviet Order of Battle, Volume II – School of Battle' and 'Red Storm – Soviet Mechanised Corps' were a great source for the layout of each Tank & Mech Corps as well as Independent Tank Brigades & Regiments. These sources highlight that there was increasing consistency in the tank strengths and models deployed. In addition to the improving Russian tank production, lend lease tanks from Great Britain and the US were arriving in large numbers and the Valentine, Matilda and M3 Lee & Stuart were pressed into service despite their inferiority to the Soviet KV and T-34 tanks. The Soviet tank formations still suffered from a lack of imagination in tactics and rigidity. This was largely driven by only the commander's tank having a transmitting radio with the rest of the formation only able to receive commands via hand signals. The Soviet leadership tanks were singled out by the Germans for aggressive treatment as soon as sighted as its neutralisation would result in a loss of combat cohesion.



Within the order of battle, all units that are Regiment size or higher have named commanders with the appropriate rank for that date. Leader photos are included, where available in each headquarters.



Specialist forces for the Soviets are less prevalent than in the earlier periods, in the main due to the increased standardisation of formations. Esoteric units, such as armoured trains are included. Soviet Para troops were present and the 9<sup>th</sup> Guards Airborne Division was heavily involved at Prokhorovka. By mid-1943, Soviet paratroopers were almost exclusively used as ground troops. Guards units were now common place in the field and the bulk of the infantry that fought on the Southern flank of Kursk were veterans of the fighting at Stalingrad the previous winter. This included Tank Brigades & Regiments as well as Rifle Divisions and Rifle Corps.

## THE GERMAN ORDER OF BATTLE

Like the Soviet Order of Battle, the Axis Order of Battle has been built up from a range of sources with significant cross referencing. The forces included for Kursk; The Southern Flank where 4<sup>th</sup> Panzer Armee as well as III Panzerkorps from Armee Abteilung Kempf and elements from Korps Raus.

A range of books as well as English and German language websites have been primary sources.



Unlike the Soviet forces there was significant variation in the German formations, whether they were infanterie or panzer. All units are built at a full TOE level and then losses are applied based on the current scenario and date. The SS Divisions all had different layouts in their regiments and this was most apparent when looking at the configuration of their Panzer Grenadier formations. In each, the Regimental assets are quite different.

The composition of the infanterie forces reflects changes in organisation during late 1942 / early 1943. In particular there was more standardisation in recon (Aufklarungs), engineer (Pionier) and Anti-Tank (Panzerjäger) units. All company mortars were moved into the Infanterie Battalion's Heavy Weapon Company to allow them to be combined into a meaningful indirect fire unit.



There was also substantial variation between the Panzer Divisions. The individual OB for each Panzer Division came from Thomas Jentz's 'Panzertruppen' and Niehorster's German World War II Organizational series Volumes 5/I, 5/II and 5/III. In the Panzer Divisions there was variation mainly in the Panzer Regiments as well as the Aufklarungs Battalions with a range of motorized and tracked formations coupled with armoured cars. The equipment in the Panzerjäger Battalions could be towed or self-propelled guns or a mix.



Many of the Wehrmacht's elite formations were available for the Kursk Battle. This included the Gross Deutschland Panzer Grenadier Division, significantly replenished from the unit that had fought earlier at Kharkov. Famous Panzer Divisions such as the 3<sup>rd</sup>, 7<sup>th</sup> & 11<sup>th</sup> were all available to take part. Most of the Panzer Divisions had their Panzer Regiments full strength with two battalions but 3<sup>rd</sup> & 6<sup>th</sup> Panzer Divisions only had a single Panzer Battalion available.

The new Panther tanks were grouped into Panzer Regiment 39. This newly raised formation with nearly 200 new vehicles had failed to train at anything higher than company level due to the



dearth of operational tanks. The Panther was not ready for combat and during their rushed preparation many vehicles were absent being rebuilt at the factory. As a formation, Panzer Regiment 39 was staffed by experienced Eastern Front leaders but a lack of HQ infrastructure (it had to scrounge old radios from Gross Deutschland) as well as newly recruited tank crews would impact its overall performance. Considering some of these impediments it is amazing that it fielded the vehicles it did.



The II SS Panzerkorps had just been renamed from I SS Panzerkorps prior to the battle. A new I SS Panzerkorps HQ was forming in Germany along with new SS Divisions such as Hitler Jugend. The three SS Panzer Grenadier Divisions present (Leibstandarte, Das Reich & Totenkopf) had recovered their losses after the six week battle at Kharkov that concluded in March 1943. What had been more difficult to replace was the NCO's and company command elements lost in the earlier engagements. Kursk's major legacy for the SS would be the continuing attrition of battle hardened veterans, both at a command and private soldier level. Surprisingly, other than the organic Tiger tank Company, the SS Panzer Regiments were predominantly either Pzkw III types or earlier Pzkw IV's. Very few of the new Pzkw IV H's were given to the SS, requiring these elite troops to depend on known workhorses

The Luftwaffe was represented by a number of antiaircraft formations in direct support of the German Korps.



In terms of specialist units, there has been the inclusion of Korps and Armee engineering troops as these were needed to help clear the extensive Soviet fortifications as well as help cross waterways. These include Pionier Battalions as well as Brucke (Bridge) Construction Companies. Korps and army artillery and rocket formations were also present as were rear area policing troops. An example of these security detachments is the Kossacks attached to III Panzerkorps.





## THE FEATURES OF THE PANZER BATTLES KURSK – THE SOUTHERN FLANK ORDER OF BATTLE

- One Order of Battle for all scenarios. Formations were setup in such a way that the Corps attachment feature could be used to reflect the changing subordination of Divisions, and Corps. This is particularly important for the Soviet's which saw significant cross attachments over the time of the battle.
- All values have used an updated McNamara system that was adjusted for the additional granularity of 250 metre hexes. This includes hard & soft attack values as well as movement rates.
- The motorised infantry battalions in Soviet Tank Brigades include a company of foot submachine gunners. These were used as tank riders and in many scenarios start loaded on the back of vehicles.
- All German infantry and Panzer Grenadier battalions have their company mortars grouped into the Heavy Weapons (HW) Company. In real life, there were two mortars per company, but configuring them this way resulted in a lot of ineffective indirect fire units that bogged the game down. By grouping them into the HW Company a mortar unit with six – eight tubes was available to support any unit in the battalion and reflective of German flexibility.
- Armour formations have a full TOE but the actual tank strengths match the records of the day.
- All Regiment (and some German battalions) sized units and higher have named commanders. Where available the actual leader photo is shown.
- Morale ratings are standardised with Soviet forces either C (Guards) or D (all others). German forces are usually A (Panzer) or B (Infanterie) with a few exceptions such as security or rear area troops. The Panzer forces in particular had had a three month period of refit, training and recuperation and this is reflected in the A morale rating. The Infanterie Divisions had remained in the frontline during the same period and their morale rating reflects this. In addition Panzer Regiment 39 (Panther tanks) was rated as C morale to reflect its truncated training and lack of shakedown before commitment to combat.



A GRAPHICAL PRESENTATION OF TYPICAL FORMATIONS IN THE ORDER OF BATTLE IS INCLUDED IN THE 'VISUAL ORDER OF BATTLE GUIDE'

## THE PARAMETER DATA FILE

The Parameter file within Panzer Battles gives the scenario designer an unprecedented ability to change the way a game plays. In the main, many values align with the parameters used in Panzer Campaigns though some parameters have been adjusted to reflect the shorter ranges and time in scenarios.

## MOVEMENT

Movement rates are the same as those used in recent Panzer Campaign summer titles.

## DAY/NIGHT CYCLE

The day/night cycle is aligned with the actual sunrise/sunset in the Kursk region at this time of year. Days were particularly long with dawn at 5am and the sun not setting till 10pm. The short period of night was the bane for both sides as there was little time to affect repairs or reorganise and the longer days resulted in both longer periods of fighting and increased risk of air attack. Day turns are 30 minutes long and night turns, one hour.

A note on time; the Germans used Berlin time which was two hours earlier than local time. Many later histories have used the documented German timing ignorant of the fact that this is off by two hours. This results in statements such as a 5am dawn attack, when in fact this relates to a 7am daylight attack.

## PROGRAMMED WEATHER

There was very good source of weather information for the period simulated. The days were very warm and a number of days were punctuated by significant rain caused by afternoon thunderstorms. The humidity was also high and the combination of high moisture and heavy deluges rendered some areas soft verging on mud. July 10<sup>th</sup> – 12<sup>th</sup> were marked by very soft ground and Totenkopf's crossing of the Psel River was delayed by over a day due to the 500 metre wide morass that formed at the river crossings. Mist and fog due to high moisture was also a factor on a number of mornings and is reflected in lower visibility ranges.







## FREQUENTLY ASKED QUESTIONS



The answers to both the Panzer Battles system as well as the Kursk game are included below;

- **Is Panzer Battles an update of John Tillers Campaign Series?**
  - Panzer Battles is a new simulation series that is designed to fit between Squad Battles and Panzer Campaigns and uses many features of both. It is built on the Panzer Campaigns engine with Squad Battles features as well as new routines to reflect this scale. Many of Panzer Battles' individual features are laid out in the answers below.
  - John Tiller's Campaign Series covered multiple engagements in a campaign format. Panzer Battles covers a specific battle in depth.
- **What is the scale of Panzer Battles?**
  - Panzer Battles is a grand tactical, platoon/company simulation. Hexes are 250 metres across, height levels are 20 metres and turns are 30 minutes during daylight and 60 minutes during night.



- **Why is Panzer Battles called a 'Battle Simulation'?**
  - Panzer Battles is intended to cover engagements no longer than a day. The focus is on the manoeuvring of mid-sized formations such as Regiments, Brigades and Divisions.
  - To represent this shorter period, loss recovery and night fatigue are not in play.
- **What features have come from Squad Battles?**
  - Persistent Concealment. Dependent on the terrain, units will not be revealed until they either fire, are recon spotted or are assaulted. It is possible to assault a hidden unit in a hex.
  - Unlimited opportunity fire. Units during the Defensive Fire phase may fire an unlimited number of times. A previous tactic from Panzer Campaigns of soaking up Defensive Fire with a 'cheap' unit no longer applies.



- **What features have originated or been adjusted from Panzer Campaigns?**
  - Recon spotting is a standard rule and can result in spotting concealed units.
  - There is no phased play, i.e. all Defensive Fire is controlled by the AI in the opponents turn.

- Indirect Fire always uses the alternate rule, i.e. all units in a hex are subject to losses.
- The alternate rules for Direct Fire and Assaults are not used or available.
- There are no penetrated hexes for obstacles or minefields. With the lower scale, field fortifications need to be cleared by engineers.
- There is no Operational Auto Move, but the Immediate AI Orders, Move in Column function is included.
- Artillery will not stockpile during a scenario, but can start a scenario stockpiled. Mortars and direct fire only artillery (Infantry Guns) cannot start stockpiled.
- Vehicles will only get ½ the defensive benefit of the terrain in a hex and ½ the Improved Position and Trench fortifications benefit.
- Units with an Assault Value of 0 are automatically overrun if assaulted for the cost of moving into the terrain.
- Units other than Artillery do not go Low Ammo when isolated. This is to represent the ammo combat load that units carried with them. Units can be set as starting with Low Ammo in a scenario if required.
- Delayed disruption is not included. With the closer ranges it is evident when a unit is in disarray.
- Bunker building is not included as the time frame is not sufficient for creating these fortifications.
- Encrypted PBEM game files use a new checksum to indicate if a modified game file (OB, PDT etc) has been used.
- The included optional rules are; Artillery setup, Optional Surrender, Low Visibility Air Effects, Programmed Weather, Limited Air Recon, Optional Fire Results, Optional Assault Results, Higher Fatigue Recovery, Indirect Fire & Air Strikes by the Map, Counterbattery Fire & No Low Fuel Effects.





- **What new features have been included for Panzer Battles?**

- A spotting unit cannot have moved if it wants to call in artillery or airstrikes. The onus is on the player to execute all his strikes before moving too many units.
- Artillery can fire either HE or smoke. The munitions type can be selected from the Artillery Dialog. Smoke will persist till the start of the firing players next turn. Units can fire out of or into a smoke hex with no loss of effectiveness but not through it. There are a finite number of smoke rounds per side in a scenario.
- There is a limit of how much artillery can fire into a hex. The number of guns that can fire into a hex is limited to  $1.5 \times \text{the hex stacking limit} / 10$ . With a maximum stacking limit of 250 in Kursk, this gives a value of 375 ( $250 \times 1.5$ ) divided by 10 for each gun. Therefore, 37 guns (rounded down) can fire on any particular hex assuming it can be spotted by appropriate units.
- A Stack Fire modifier is calculated for both Direct and Indirect fire if a hex has 50% or more stacking points in it. In Kursk losses will increase once a hex has 125 men or equivalents ( $250 \text{ stacking limit} / 2$ ). Over stacking modifiers can be checked by right clicking on the Terrain box.
- Units will only block line of sight (LOS) if they have stacking points 50% or higher than the stacking limit. In Kursk any hex with 125 points or higher of men or equivalents will satisfy the LOS check.



- Vehicle wrecks have been included. Wrecks impact road movement and visibility. Each wreck counts as 10 against the road movement limit in a hex. In Kursk the road movement limit is 75. If there were 3 wrecks in a hex only 4 vehicles could move through the hex at a time and still use road movement. Once 8 wrecks are in a hex, no road movement is possible and in forbidden terrain such as swamp & marsh, vehicles would not be able to enter a hex under any circumstances. Once a hex contains wrecks over the road movement limit (In Kursk this is 8 wrecks or more) it is considered to be a permanent smoke hex and will block all LOS through the hex.



- Vehicles can carry foot infantry even if they are not transport units. These external riders are limited to 5 men per vehicle. Riding a tank into battle is extremely risky and this has been taken into account. Riders are considered to be in travel mode while aboard and this significantly increases their exposure. External riders can be fired on by soft attack values even when the transporting vehicle is hard. External riders will be eliminated when the vehicle they are on is in an assault, no matter whether they are attacking or defending in the assault. Finally, External riders are 4 times more vulnerable to minefield attacks.

- There is an Assign Opportunity Fire (AOF) dialog that allows engagement ranges to be set for different unit types. This allows units to be setup to utilise persistent concealment and only fire at either the appropriate range or target.
- Fortifications (Improved Positions, Trenches, Bunkers and Pill-Boxes) are owned by either side. This allows 'friendly' minefields, obstacles and fortifications to be seen.
- Intel markers have been included for known or suspected enemy positions that are out of LOS or in persistent concealment. These Intel markers are set within the scenario.



- Raised rail and roads have been included to allow embanked transport routes. This is important for Kursk where many of the railroads were raised to avoid the effects of the spring thaw (Rasputitsa). At Prokhorovka the raised railway significantly divided the battle in two.
- Off board units are available. This is particularly pertinent for headquarters and artillery. In a smaller battle these units are available to provide command or fire, but are their historical distance from the battlefield. The inclusion of off board units allows smaller maps to be employed yet available assets to be used.
- Air units have to be plotted a turn earlier than the actual airstrike resolution. If the target hex is empty, there is a chance that an adjacent hex is attacked. Some air units are one time use while other may be available from turn to turn.





- **There are a lot of available counter sets in Panzer Battles Kursk – The Southern Flank, what was the rationale?**
  - One of the main areas that John Tiller's games are modded by the community is graphics sets. The team has worked hard to provide a 'modern' look and feel for Kursk. Two graphics slots (plus NATO symbols) have been included in the game to allow modding and customisation of the graphics if desired.
  - In addition there are a number of versions of the 'side graphics' under the Unit directory for each game.
- **Where were all the unit & vehicle strengths in Kursk – The Southern Flank sourced from?**
  - There were a number of sources but the Depuy Institute analysis of the daily strength reports for both sides and collated for the US Army's KOSAVE II exercise was a primary contributor. The data is by formation (down to independent Regiments) and covers all weaponry and manpower. This is one of the very few battles where this data has been collected over a whole battle at such a granular level.



- **There are HQ's for Tank and other armoured Battalions and Companies, yet they do not seem to perform any HQ like function. What are they there for?**
  - Early in development the team experimented with HQ's down to company level. At this scale many Company and Battalion leaders commanded from an armoured vehicle and in many cases were involved in the day to day fighting. After play testing these additional HQ's were found to add little to the game and were actually complicating command and control as well as how the game handled HQ's. It was decided that there was little value including this level of HQ when AI and other routines had to be completely rewritten.
  - After discussions with John Tiller it was agreed that HQ's at this level were 'Combat HQ's' as compared to the HQ's simulated in game which were the field HQ's that co-ordinated a range of units. Combat HQ's were included and would have no command & control function.
  - That said, it was decided to include HQ vehicles in game as they were necessary to get company strengths right. German Panzer Companies were usually twenty two tanks strong with four platoons of five Panzers and two Panzers in the Stab section. For the Soviets, it was one command tank and three platoons of three for a total of ten tanks. Without these extra vehicles, company strengths would be incorrect. It was decided to leave these command vehicles with an HQ indicator on their counters for the primary reason of highlighting to players that these units could not be combined with other platoons to form a bigger formation.
  - It's suggested that player's treat these vehicles with due respect and avoid using them in a 'gamey' manner.



- **Losses in platoons seem very high and then miraculously heal for the following day?**
  - Losses of men in Panzer Battles represent more than the traditional KIA/WIA/MIA. At the platoon/company scale, unit strength was eroded quickly due to combatants being out of command, cut off, losing weaponry or drifting to the rear. Losses also represent men who are 'beyond' disrupted and no longer playing an active role in the formation. Many formations were able to recover these stragglers and cut off soldiers overnight and reintegrate them back into the platoon/company.
  - This recovery does not apply to vehicles where losses were clearly finite and starting strengths represent the actual vehicles available on that date.
  - The Depuy Institute database has formation strengths by day. Many of the German units began the Kursk battle over-strength as they had a three month hiatus between major operations, allowing additional training and integration of reinforcements. Though suffering substantial casualties the German forces finished Kursk still near their table of organisation strength for manpower. Soviet units fared much worse than their opponents. A number of formations lost heavily due to their constant involvement in combat. For example 52<sup>nd</sup> Guards Rifle Division was down to 44% of its starting strength after a week of constant engagement. Appropriate starting strengths for each formation are used in all setups.
  
- **Artillery seems ineffective – particularly against bunkers and pill boxes.**
  - Artillery, particularly rockets are very effective against units in clear hexes.
  - Against entrenchments, artillery requires both heavy and constant fire to obtain a result. Ultimately it is more effective to use smoke to close with the enemy's prepared defences and use engineers and infantry to clear entrenchments.
  - Artillery is best used to prevent reinforcements reaching fortified areas and allowing the attacking infantry time to clear the defences.







## DESIGNER NOTES



With the release of Panzer Campaigns Moscow '42 in early November 2012, we had a discussion about which project should come next. I had teamed up with Mike Avanzini (Rzhev '42 designer, map maker and order of battle guru) to look at further Eastern Front Panzer Campaigns projects. Between Mike and me, we had a number of titles in various states of preparation covering Eastern Front battles from 1941 right through to 1944. Like Blackie & Saunders before us, we had agreed to collaborate on all projects going forward to share the load.

When we canvassed John Tiller on his wishes, he threw the curve ball of Panzer Battles. John wanted to get a title out for this new series as soon as possible, as the original Western Front title was in hiatus with the designer on sabbatical. John gave us carte blanche to pick the battle as long as it used some segment of an existing Panzer Campaigns map. This requirement was due to the new toolset that John had created that allowed Panzer Battle maps to be generated off any existing Panzer Campaigns map. The same was possible with a Panzer Campaigns Order of Battle (OB), where platoon structures could be created under companies or battalions. After reviewing these tools we decided to use them for map creation but chose to build our own OB as the original Panzer Campaigns Kursk '43 OB had been compromised slightly for playability.

Using the tools to create the map was the easy bit. It was then necessary to add detail to the map in the form of names and features. Farms, hamlet, houses and orchards are examples of items that were added after the fact. At this scale there was a real need to add more location and feature names. The map looked bare when we started but with the use of a number of maps (David Glantz's Kursk atlas helped) we were able to identify a lot of areas that had not been named in the original Panzer Campaigns Kursk '43. While researching actions we also recorded descriptions of locations that the combatants called out. Two examples, the Water Tower at Kreida or the Brick Works at Prokhorovka were noted and their actual location determined.



With the map underway, we started work on the OB. There has been some very good sources regarding Kursk both in the form of books as well as released archival material. Mike led the charge on the OB and built nearly all the included units. There was a very extensive review process where a number of issues were identified and resolved. Where ever possible we used primary documents from the Russian, US or German archives, but where details were not available (fortunately there was not that many missing) we then resorted to secondary sources. The challenge with the Kursk battle is that it has been mythologised due to the memoirs of the participants. For example General Rotmistrov, commander of 5<sup>th</sup> Guards Tank Army wrote of the climactic battle of Prokhorovka where 800+ T-34's met 300 German Panzers (including 100 Tigers!) in a head to head charge, destroying the cream of the II SS Panzerkorps. For all its grandeur the engagement never occurred that way! It is amazing how many secondary sources have taken this description as gospel and presented the battle as the 'greatest tank battle' ever. Nothing could be further from the truth.



We believe that we have built an OB that is unrivalled in accuracy at a platoon level. There are no texts or game systems (computer or paper) that cover the battle with the depth of research that is included in Panzer Battles Kursk – The Southern Flank.

Being a new game series it was important to test the code and ensure it was a reasonable facsimile for grand tactical combat. Two rough scenarios were created; assault against a fortified position and a meeting engagement which allowed a lot of the mechanics of the game as well as scenario setups to be tested. These test scenarios were sufficient for the play testers to learn the game series and more importantly to supply feedback to John Tiller on areas that needed tweaking or improving.

With the initial testing done, scenario creation was started in earnest. A reference scenario of the starting positions of the combatants (#996\_Kursk\_Setup\_Reference) was completed and the first three days (4<sup>th</sup> – 6<sup>th</sup> July) scenarios were built from this base. Once the July 5<sup>th</sup> scenarios were done we decided that we would focus on a single Corps or Army per day to keep the number of scenarios manageable. This approach allowed a master scenario to be created and then two to five smaller situations to be carved out. We are happy that this approach has allowed this massive battle to be broken into understandable sections that illustrate the challenges both sides faced.



The other important lesson learned about the system was to resist building battles that were too long. It was apparent that the game play and focus was very different to Panzer Campaigns. Panzer Battles was definitely a battle or engagement simulator. Objectives and concerns were much more focused than the sweeping movements in Panzer Campaigns. It was more akin to Squad Battles (take that hill, clear that town, force that river) and had the added consideration of combined arms. With these learnings we found many scenarios falling in the ten to twenty five turn range and very few getting to a full day (forty two turns). Some of the Corps sized battles have a lot of units, but none of them are long.

In testing we have found that a medium scenario against the AI can be played easily within an hour and PBEM games similarly quick due to the focus of the game. We expect that this game series will translate both well to tournament play as well as on handheld devices.

Another area that looks very different to prior John Tiller games is the graphics both for the map and units. The initial build had graphics from the Western Front project, which while functional were very dated. I was fortunate enough to take a sabbatical from work and focus full time on this project and improving the graphics became a personal holy grail. Looking at the fact that the most prevalent user modifications were around artwork, it was important to improve the look 'out of the box'. There were three areas that required graphical updates; map, unit art and counters.





The map was the first area that was looked at.

Below is what we started with;



This shot shows the first map mock-up including raised hills, top down vehicles and soldiers.





John Tiller Software's artist Joe Amoral had dummied up a range of different maps, one of which included embedded fortifications and raised hills. The embedding of fortifications was particularly significant as it removed a lot of the counter 'clutter' and allowed the map to look more natural.

From this initial base the graphics were tweaked to a more functional level taking into account the scale being simulated as well as aesthetics. The item that really stood out was the effect the raised hill/contours had. It's hoped that this approach will be rolled out where applicable into other game series to give the map more depth and improve perception.

Below you can see the final version of the map. Note the way fortifications have a stylised hexagon surrounding it – this is to indicate its presence under a stack of units. The height variations are very clear and further location names and local features have been added.





The second area worked on was the unit art. There are more community mods for unit art than anything else. Many of these use line drawings taken from published works that cannot be included officially in a commercial release due to copyright issues.

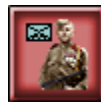
After working through a range of iterations, Joe sent some colorized black and white photos of soldiers. Once we saw the end result we could never go back. It quickly became apparent that with the right photo, coloured and cropped, high quality artwork was only a step away.



In game as unit art



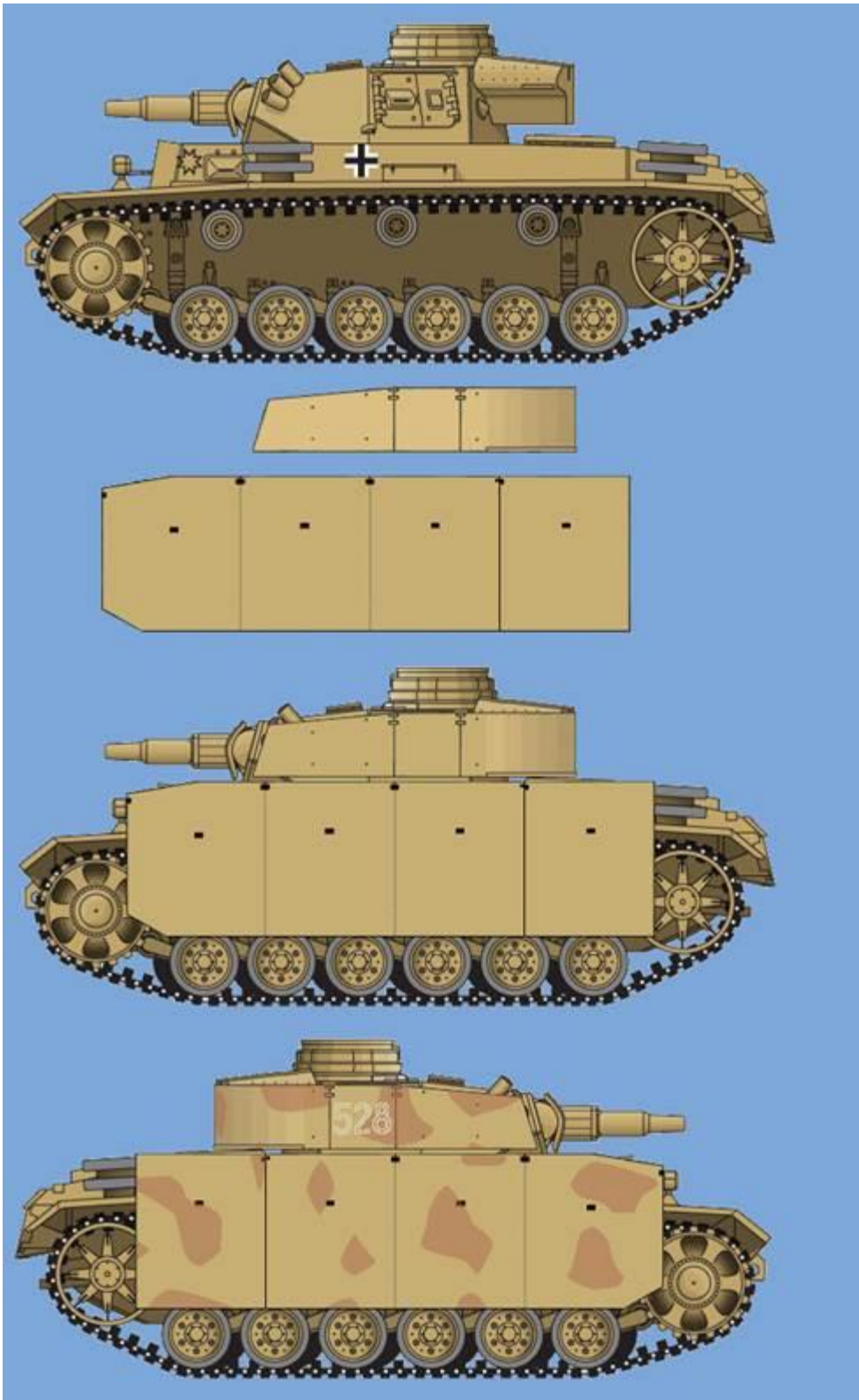
Actual size counter



Blown up counter



Unit art for vehicles was done differently. All vehicles were drawn, but built in a modular fashion. This approach was preferable with various marks and modifications to vehicles. Adding schürzen armour, camouflage and decals completed this Kursk era Pzkw III N;



In game as unit art



Actual size counter



Blown up counter





The final area of graphics focus was the unit counters. As evidenced in Joe's first map mock-up there was the question about using top down images for the counters. The original counters were all top down and this look was to be the differentiator for Panzer Battles compared to its Squad Battles & Panzer Campaigns brethren. Though a different look they suffered from being fixed in terms of facing and it was decided that these would be an alternative counter set.

Top down counters - all have Divisional markings on.



A number of play testers requested that there be a NATO counter set at the highest zoom level. This would replicate the NATO counters at zoom level two.

NATO Counters



The final counter set was to become the default set for the game. John Tiller wanted to utilise the graphics from the unit art on the counter. There was a preference for a side on view of the vehicle or soldiers portrait. With so much work done on the top down counters it was decided to include those in an alternate graphics slot. This slot may not be officially used in future games but is available for modders to add their own counter art if they like.

#### Unit art counters



Though a huge amount of work the new graphics will translate well into other games in the Panzer Battles series and will be one less area that requires design resources going forward.

All in all we have included 60 scenarios in Battles of Kursk - The Southern Flank. Of the 60 scenarios, 48 are unique with a further 12 AI 'variants' specifically tailored for play against the computer. The game has scenarios for every day starting with the preliminary attacks on July 4<sup>th</sup> right through to the final battle at Prokhorovka on July 12<sup>th</sup>. In addition, there are a huge number of scenarios that could be created from the included maps and OB and the design team may look to provide more scenarios in the future if there is enough community interest.

Finally, the play test team have really enjoyed learning the Panzer Battles system and playing these scenarios - this game series has a completely different feel to any prior John Tiller release.

We hope you enjoy playing the game as much as we do.

**David Freer & Mike Avanzini**

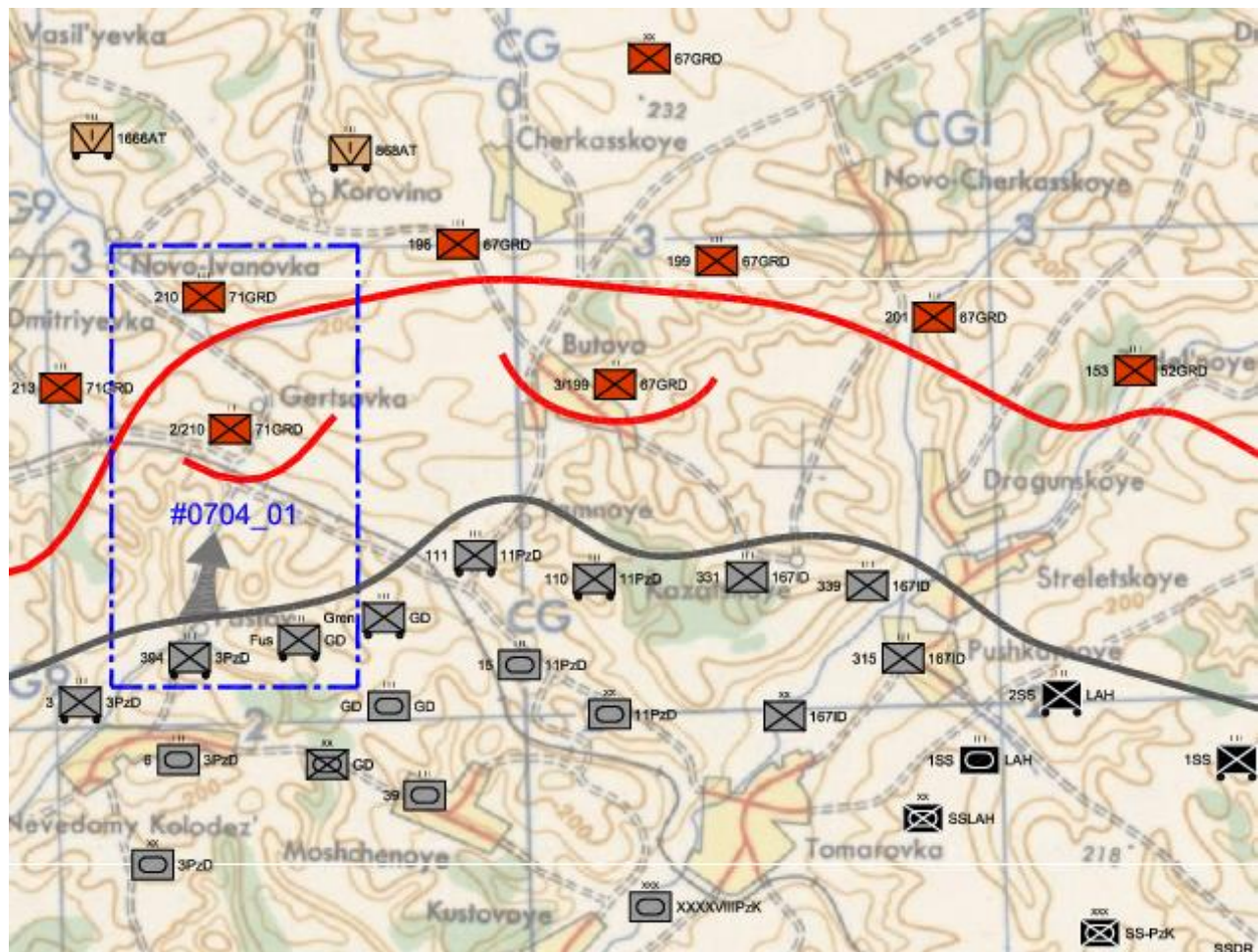
**February 2014**





## SCENARIO DESCRIPTIONS AND PLAY NOTES – SUNDAY, JULY 4<sup>TH</sup>, 1943

### XXXXVIII PANZERKORPS SECTOR



A FULL SIZE VERSION OF THE JULY 4<sup>TH</sup> MAP IS AVAILABLE IN THE 'PLANNING MAPS'

*#0704\_01 Gertsovka: The Cornerstone (HTH)*

*Turns : 10*

*#0704\_01a Gertsovka: The Cornerstone (Axis Human)*

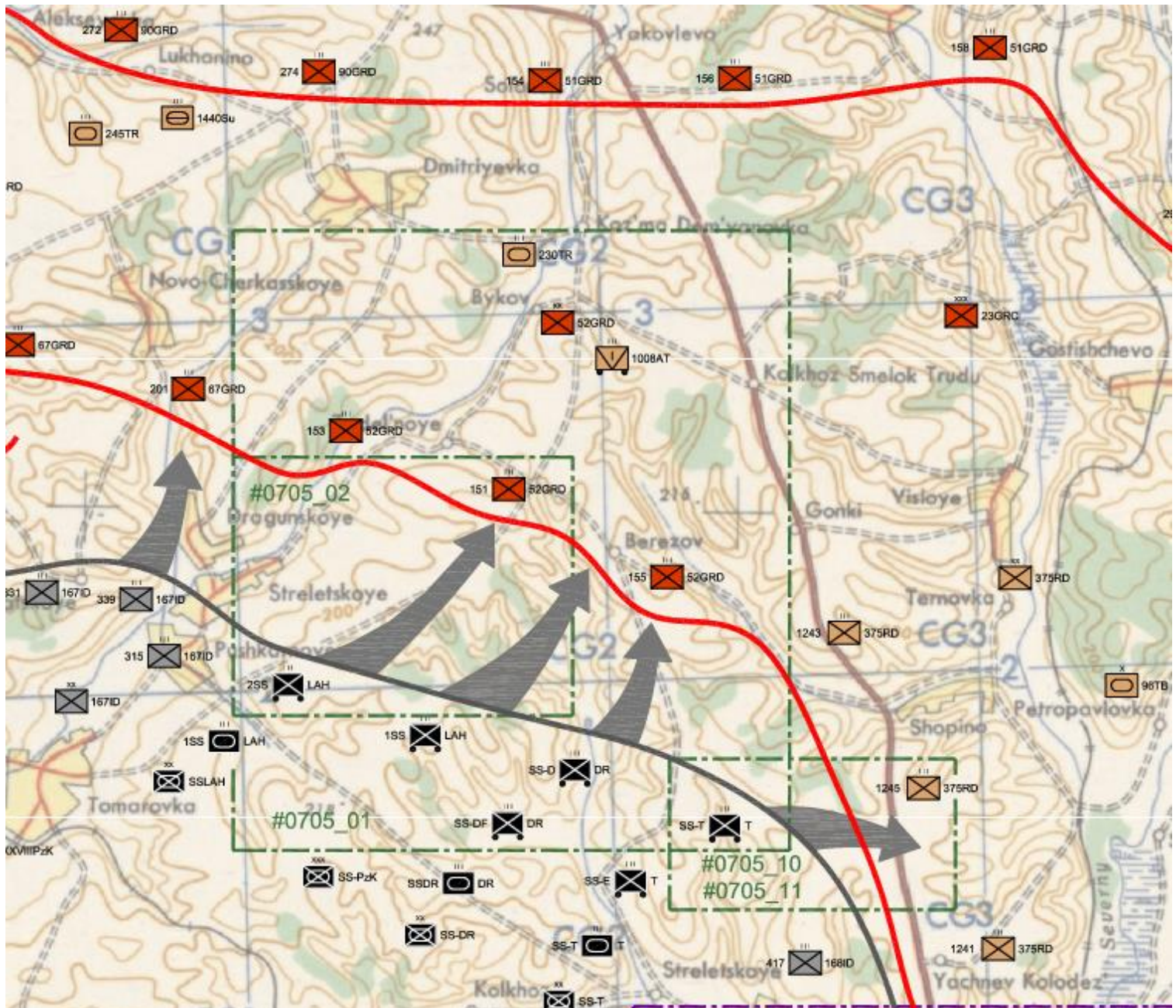
*Turns : 10*

Gertsovka, North West of Tomarovka: July 4th, 1943. (Scenario Size: Battalion.) Major Werner Rode's I Battalion, Panzer Grenadier Regiment 394 was given the task of clearing Gertsovka. Gertsovka was the cornerstone of the Soviet defences in this sector. It controlled the crossing of the Ivinka River as well as providing flanking fire across the line of advance of Großdeutschland Panzer Grenadier Division to the east. The southernmost defences of the 2nd Battalion, 210th Guards Rifle Regiment were dug in both at Gertsovka station and along the raised railway embankment just south of the town. The Panzer Grenadiers would have to clear these positions first. This scenario covers Rode's assault on the embankment and into the town and the Guards desperate defence to hold it. Players note: To get the Panzer Grenadiers onto and across the railway embankment, 'Go on foot'



## SCENARIO DESCRIPTIONS AND PLAY NOTES – MONDAY, JULY 5<sup>TH</sup>, 1943

### II SS PANZERKORPS SECTOR



A FULL SIZE VERSION OF THE JULY 5<sup>TH</sup> MAP IS AVAILABLE IN THE 'PLANNING MAPS'

#### *#0705\_01 II SS PzK - July 5: The SS Attack*

*Turns : 38*

The Vorsla River, North West of Belgorod: July 5th, 1943. (Scenario Size: Korps. Head to Head or Team Play, German Human vs Soviet AI) The II SS Panzerkorps was to be 4th Panzerarmee's shock force in Operation Citadel. Flanked on the left by XXXXVIII Panzerkorps and III

Panzerkorps to the right, the SS were expected to smash through the Soviet defences and then turn towards Kursk to the north. The SS began their campaign advancing at 1am July 5th with the aim of clearing Hill 228.6 and its artillery observers who could seriously disrupt the German operation that was to begin at dawn. This scenario covers the first day's operation for II SS Panzerkorps. Surprisingly the full weight of the Korps was not used during July 5th. Each SS Division grouped its panzer regiment and SPW battalion as well as other mobile elements into a Panzergruppe that was to only be committed once a breach had been made in the Russian lines. The attacking panzer grenadiers were to be supported by StuG's, Marder self-propelled AT guns and Tiger tanks. All were expected to help bust the Soviet bunkers. The Soviets had built a number of fortified lines laced with pillboxes and bunkers as well as liberal minefields and extensive anti-tank trenches. Operating on a narrow frontage, II SS Panzerkorps had to commit its regiments individually and batter its way through the Russian defences. By the end of the day, 52nd Guards Rifle Division had been pushed out of the first line of emplacements, but the Germans ran out of daylight to attempt to breach 51st Guards Rifle Division in the second fortified line.

#### *#0705\_02 Hill 228.6 - SS Preliminaries*

*Turns : 10*

The Vorskla River, North West of Belgorod: July 5th, 1943. (Scenario Size: Battalion. German Human vs Soviet AI or Head to Head) Sturmbannführer Rudolf Sandig's II Battalion, SS Panzer Grenadier Regiment 2 was given the task of clearing hill 228.6. The hill overlooked the German assembly areas allowing Soviet observers to call in artillery and rocket fire to disrupt the Axis force's preparations. With the main SS assault beginning at dawn on the 5th it was imperative that the hill be cleared of Soviet defenders by then. This scenario covers Sandig's assault on the hill and Soviets desperate defence to hold it.







#### *#0705\_10 Hill 225.9 - In the Nick of Time*

*Turns : 10*

Genki, 15 km's North of Belgorod: July 5th, 1943. (Scenario Size: Battalion. German Human vs Soviet AI or Head to Head) SS-Sturmbannführer Ernst Häussler had led his II Battalion, Regiment Totenkopf through the initial Russian defences. Reaching the Belgorod - Prokhorovka highway, Häussler had a unique opportunity to unhinge the whole of 375th Rifle Divisions defences. Success here could significantly help 6th Panzer Division's attempts to cross the Northern Donets River further south. The importance of the road was not lost on the Soviet Command and they had placed Major General Viktor Grigorevich Lebedev's 96th Tank Brigade in a position to counter any breakthrough. Hill 225.9 overlooked the highway and was the key to any further advance. Unfortunately for Häussler, Lebedev's men reached the heights first.

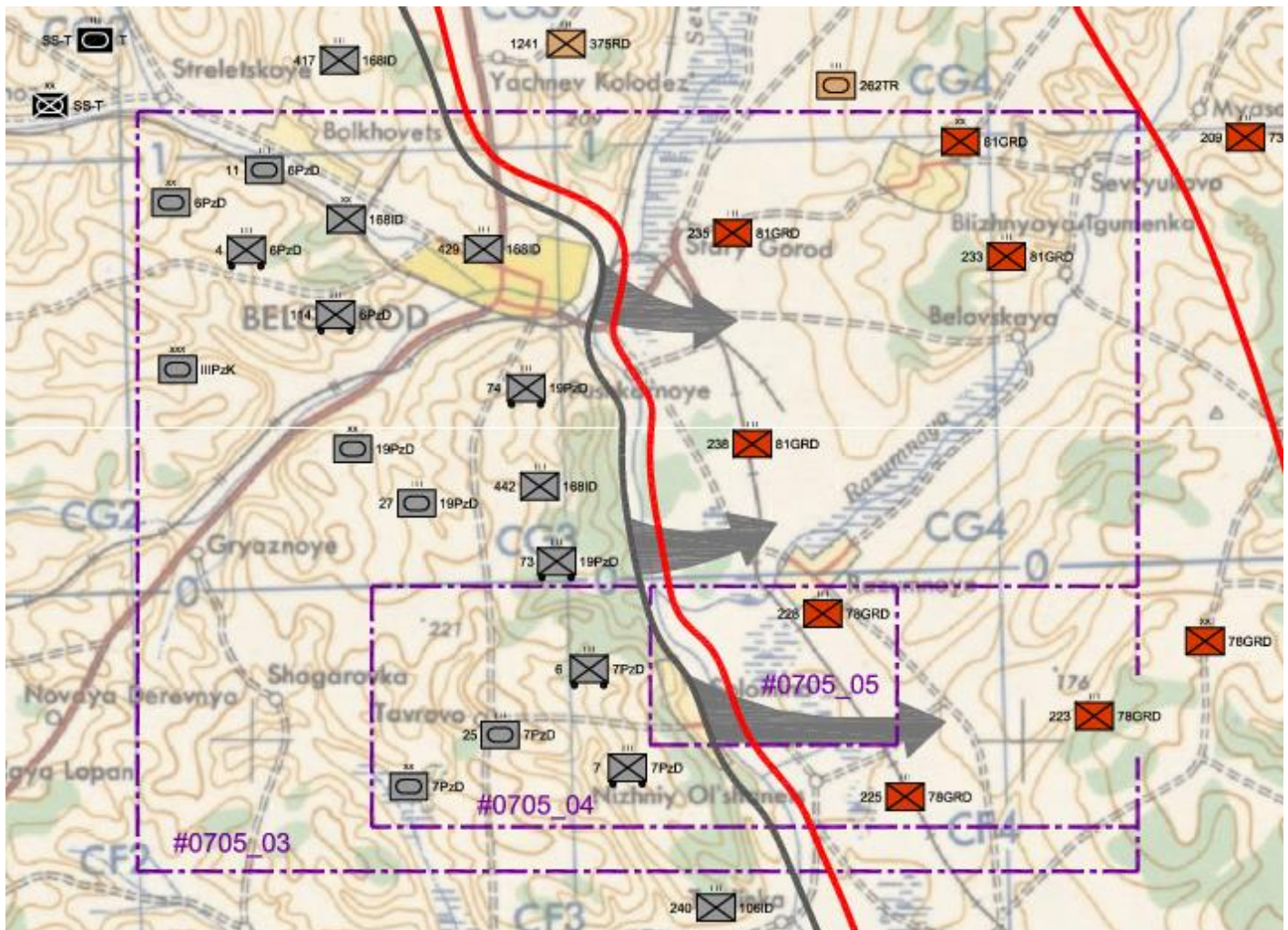
#### *#0705\_11 Hill 225.9 - In the Nick of Time: Hypothetical*

*Turns : 10*

Genki, 15 km's North of Belgorod: July 5th, 1943. (Scenario Size: Battalion. Soviet Human vs German AI) SS-Sturmbannführer Ernst Häussler had led his II Battalion, Regiment Totenkopf through the initial Russian defences. Reaching the Belgorod - Prokhorovka highway, Häussler had a unique opportunity to unhinge the whole of 375th Rifle Divisions defences. Success here could significantly help 6th Panzer Division's attempts to cross the Northern Donets River further south. The importance of the road was not lost on the Soviet Command and they had placed Major General Viktor Grigorevich Lebedev's 96th Tank Brigade in a position to counter any breakthrough. Hill 225.9 overlooked the highway and was the key to any further advance. What if Häussler's troops were quicker than Lebedev's men in reaching Hill 225.9? Players note: It is suggested that if playing against the AI, the player should command the Soviet forces.

## SCENARIO DESCRIPTIONS AND PLAY NOTES – MONDAY, JULY 5<sup>TH</sup>, 1943

### III PANZERKORPS SECTOR



A FULL SIZE VERSION OF THE JULY 5<sup>TH</sup> MAP IS AVAILABLE IN THE 'PLANNING MAPS'

#### #0705\_03 III PzK - July 5: The Right Flank

Turns : 35

Belgorod, 50km's north of Kharkov: July 5th, 1943. (Scenario Size: Korps. Head to Head or Team Play) General der Panzertruppen Hermann Breith's III Panzerkorps was a powerful formation. Its order of battle consisted of 6th, 7th & 19th Panzer Divisions as well as 168th Infanterie Division. The schwere Panzer-Abteilung 503, a Tiger tank battalion with 42 vehicles was also attached by 4th Panzer Armee to III Panzerkorps to ensure that there were sufficient armoured vehicles to break through the deeply echeloned Soviet defences. The Korps had the difficult task of crossing a marshy, defended river and advance east before turning north to parallel II SS Panzerkorps and its push towards Prokhorovka. The initial day of Operation Citadel required the fortified villages and towns east of the Northern Donets to be cleared so that the German bridgehead was big enough for the Korps to deploy and ultimately push to the north.



*#0705\_04 Krutoy Log - 7th Panzer through the Marshes*

*Turns : 35*

*#0705\_04a Krutoy Log - 7th Panzer through the Marshes*

*Turns : 35*

Krutoy Log, South of Belgorod: July 5th, 1943. (Scenario Size: Division.) 7th Panzer Division commanded by General der Panzertruppen Hans Freiherr von Funck had to cross the very marshy and wide Northern Donets River. Its primary mission was to push east, breaking through the initial Soviet positions and then take the fortified town of Krutoy Log, while assisting 19th Panzer Division in clearing Razumnoye. The very wide marsh east of the river will require infantry assaults to clear out any defending positions as vehicles can only advance in column along the few trails in the area. Once clear of the marshes, both Razumnoye and the railway embankment will have to be cleared before Krutoy Log can be approached.

*#0705\_05 Solomino - Swamp Tigers*

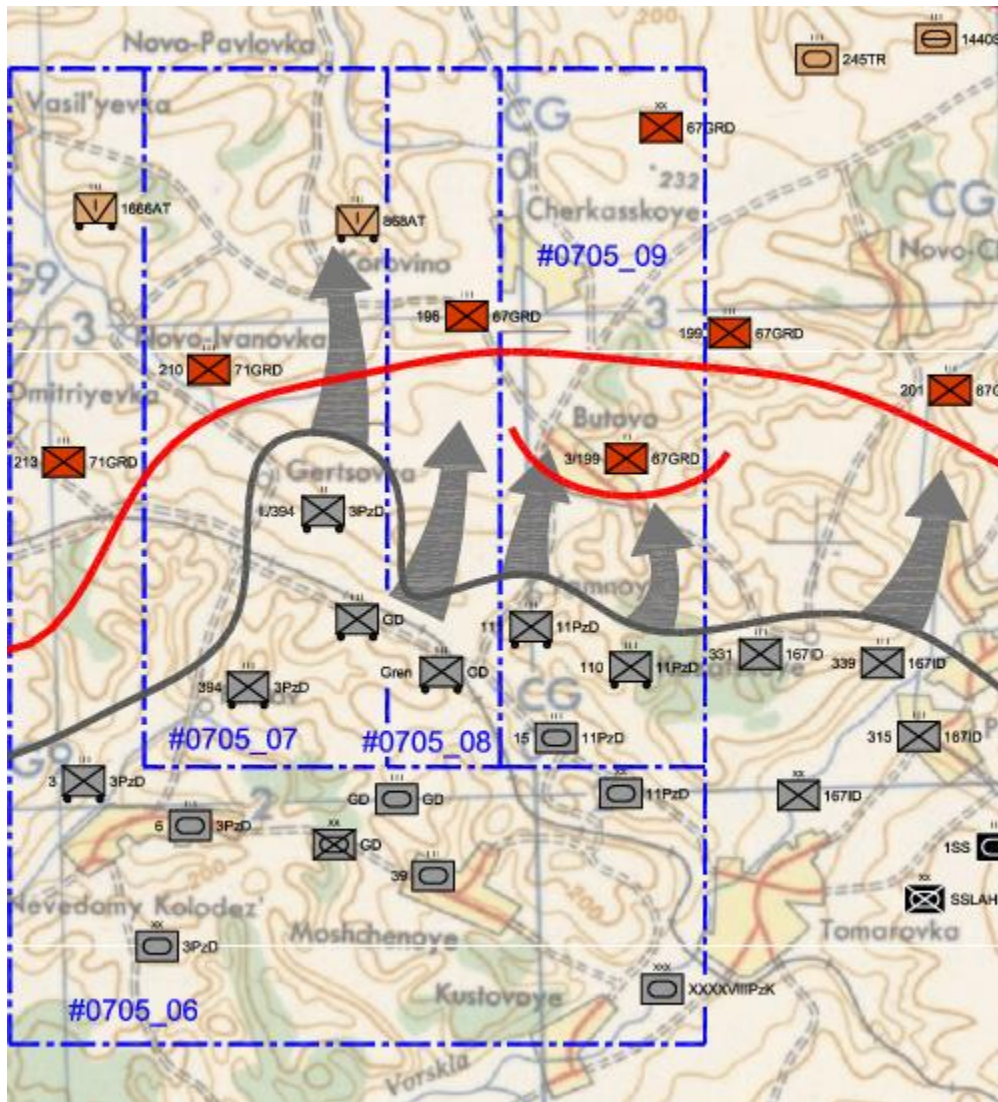
*Turns : 10*

Solomino, South of Belgorod: July 5th, 1943. (Scenario Size: Battalion. German Human vs Soviet AI or Head to Head) The 3rd Company from schwere Panzer-Abteilung 503 was attached to 7th Panzer Division. Led by Leutnant Richard Freiherr von Rosen they had the delicate task of taking 60 ton Tiger tanks along narrow trails in a marsh. The Tigers were to provide direct fire support against the Soviet bunkers, but were vulnerable themselves to both anti-tank and air attack due to their inability to manoeuvre in the marshy terrain. This scenario demonstrates the need for combined arms groups and speed to clear the Russian fortifications.



## SCENARIO DESCRIPTIONS AND PLAY NOTES – MONDAY, JULY 5<sup>TH</sup>, 1943

### XXXXVIII PANZERKORPS SECTOR



A FULL SIZE VERSION OF THE JULY 5<sup>TH</sup> MAP IS AVAILABLE IN THE 'PLANNING MAPS'

#### #0705\_06 XXXXVIII PzK - July 5: The Left Flank

Turns : 32

North West of Tomarovka: July 5th, 1943. (Scenario Size: Korps. Head to Head or Team Play, German Human vs Soviet AI) General der Panzertruppen Otto von Knobelsdorff's XXXXVIII Panzerkorps was the strongest panzer formation in 4th Panzerarmee. It had the veteran 3rd & 11th Panzer Divisions as well as the Wehrmacht's elite Panzergrenadier Division Großdeutschland. Reinforcing the Korps was the brand new Panzer Regiment 39 with a full complement of 200 Panther tanks. This was the first time the Panther had been used in combat and Hitler's insistence that the untested Panthers be used at Kursk had delayed the overall operation by over a month. Having cleared Gertsovka the previous evening, XXXXVIII Panzerkorps was tasked with pushing directly north and clearing Butovo, Cherkasskoye and



Korovino. The Korps was attacking on such a narrow frontage that only a limited number of units could be bought to bear at any particular time. The defences and terrain at the Berezovyi River were to cause XXXXVIII Panzerkorps both losses and delays.

*#0705\_07 Korovino - Clear the Hill*

*Turns : 30*

*#0705\_07a Korovino - Clear the Hill*

*Turns : 30*

Gertsovka, North West of Tomarovka: July 5th, 1943. (Scenario Size: Division.) With the success of the prior day's assault by Major Rode's I Battalion, Generalleutnant Franz Westhoven's 3rd Panzer Division was given the task of crossing the Ivinka/Berezovyi River and capturing Korovino. With Großdeutschland attacking only a few kilometres to the east it was critical for the hill complex around Korovino to be cleared. The heights around the town allow the 210th Guards Rifle Regiment to call both direct and indirect fire into the flanks of the attacking German Divisions. The river complex was to have a major influence on the 3rd Panzer's advance with the Russians cleverly employing every natural defensive benefit of the terrain.

*#0705\_08 Cemetery - Where the Panthers come to die*

*Turns : 30*

North West of Tomarovka: July 5th, 1943. (Scenario Size: Division. German Human vs Soviet AI or Head to Head) Panzergrenadier Division Großdeutschland commanded by Generalleutnant Walter Hörnlein was unarguably the strongest Division the Germans fielded at Kursk. The attached Panzer Regiment 39 boosted the total panzer count to nearly 300 tanks - similar to the total number of panzers in the whole of II SS Panzerkorps. Hörnlein's plans were simple, lead with his armour over a narrow frontage and smash a hole through the Soviet defences. Once penetrated it would be easy to use the Panzer grenadiers to roll up the remaining Soviet positions. This strategy was counter opposite to the SS who used their grenadiers to create a breach and only then released their armour to exploit the breakthrough. The cost of the different methodologies would be amply shown in this first day of battle.



*#0705\_09 Butovo - The Gatekeepers of Cherkasskoye*

*Turns : 13*

*#0705\_09a Butovo - The Gatekeepers of Cherkasskoye*

*Turns : 13*

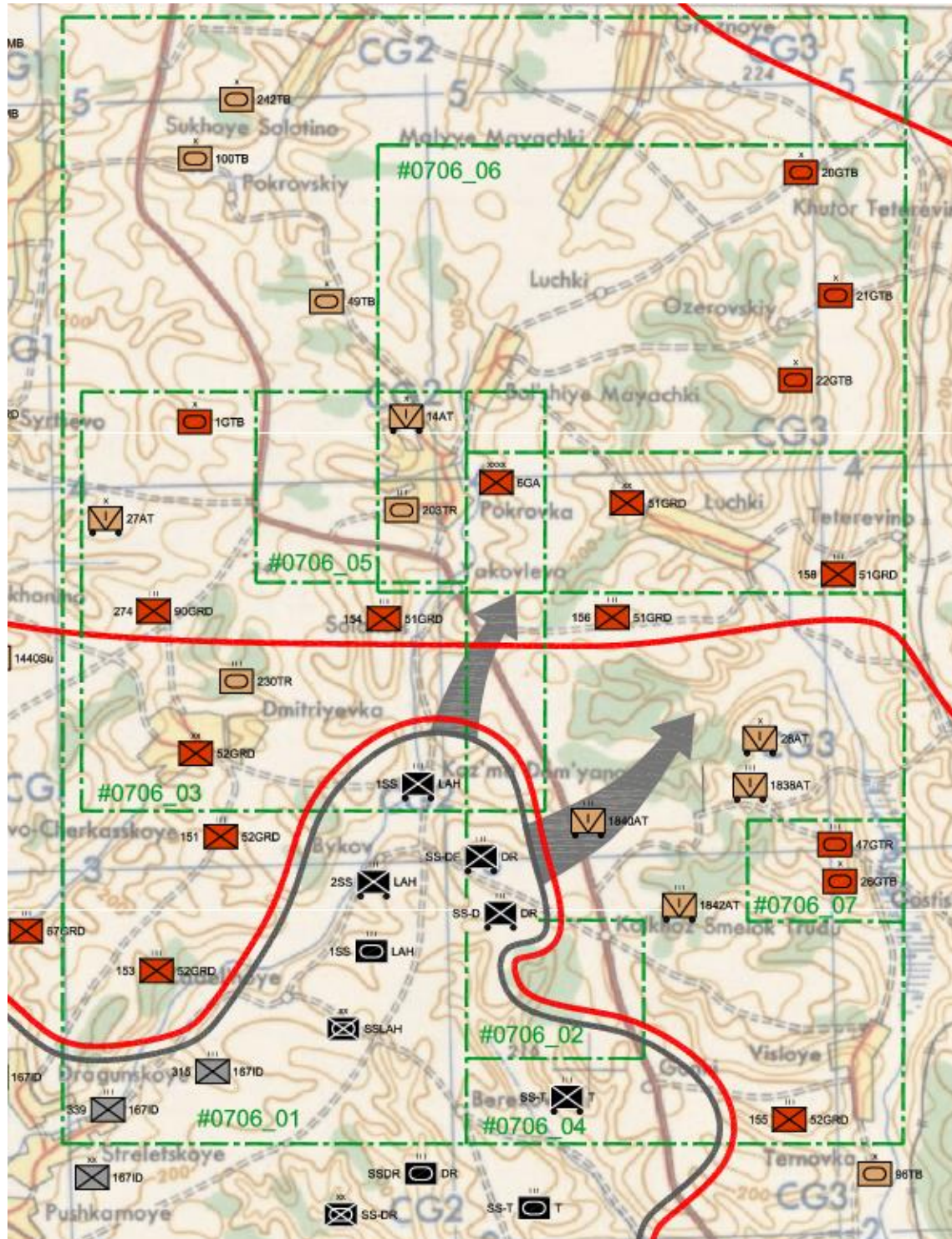
Butovo, North West of Tomarovka: July 5th, 1943. (Scenario Size: Regiment.) The farming village of Butovo nestled between Hills 231.9 & 236.5. The high ground and crude buildings made Butovo a logical area to fortify. The 3rd Battalion, 199th Guards Rifle Regiment had dug in forward of the main Soviet lines to act as a breakwater against the expected German attack. Oberst Hans Boelsen's 111th Panzer Grenadier Regiment was tasked with clearing the village - a mission that was considered a minor action but would take much longer than expected.





## SCENARIO DESCRIPTIONS AND PLAY NOTES – TUESDAY, JULY 6<sup>TH</sup>, 1943

### II SS PANZERKORPS SECTOR



A FULL SIZE VERSION OF THE JULY 6<sup>TH</sup> MAP IS AVAILABLE IN THE 'PLANNING MAPS'



### *#0706\_01 II SS PzK - July 6: Breakthrough!*

*Turns : 28*

Yakovlevo, North of Belgorod: July 6th, 1943. (Scenario Size: Korps. Head to Head or Team Play, German Human vs Soviet AI) SS-Oberstgruppenführer Paul Hausser's II SS Panzerkorps had managed to advance 10 km's into the Soviet defences and was now ready to breach the second major defensive line. The penetration by the SS Divisions was narrow and with the failure to advance of the flanking III & XXXXVIII Panzerkorps, a potentially vulnerable position. On this second day of the operation it would be vital to smash through the Soviet defences quickly and finally use the accompanying Panzergruppes to exploit the breach. Voronezh Front's commander Nikolai Fyodorovich Vatutin was alarmed with the speed that the Germans had smashed the carefully prepared defensive lines. Three months engineering work was dismantled in less than a day. With a sense of crisis he activated his armor reserves, committing both 5th Guards Tank Corp and elements of 1st Tank Army to counter-attack the SS Panzerkorps.

### *#0706\_02 Shuravlivny Woods - 155th Guards's Last Stand*

*Turns : 10*

Shuravlivny Woods, North of Belgorod: July 6th, 1943. (Scenario Size: Regiment. German Human vs Soviet AI) Major Aleksandr Aleksandrovich Chistyakov's 155th Guards Rifle Regiment was cut off from the rest of 52nd Guards Rifle Division. II SS Panzerkorps had roughly pushed the Guardsmen aside leaving each Regiment to fend for itself. Shuravlivny Woods had been the base for much of the Soviet forward artillery. It was fire from here that had made the initial assaults on July 5th for the SS so costly. The German breakthrough had forced the pull out of the Russian heavy guns, but the remnants of the 155th were ordered to hold these defensive positions at whatever cost. On the morning of July 6th, the task fell on SS-Obersturmbannführer Otto Baum's Totenkopf Regiment to clear the Soviet resistance.



#### *#0706\_03 Yakovlevo - Breaching the Second Line*

*Turns : 28*

Yakovlevo, North of Belgorod: July 6th, 1943. (Scenario Size: Division. Head to Head or German Human vs Soviet AI) SS-Standartenführer Theodore Wisch, Commander 1st SS Leibstandarte Panzer Grenadier Division had decided to use both his SS-Panzer Grenadier Regiments to breach the Soviet second line. Albert Frey's 1st SS Panzer Grenadier Regiment was tasked with taking Hill 243.2, advancing into Yakovlevo and clearing the Belgorod Highway. With the front lines breached and Yakovlevo taken, Frey was expected to push forward and clear Pokrovka. Hugo Kraas's 2nd SS Panzer Grenadier Regiment was ordered to clear the left flank of the Vorskla River as well as assist 1st SS Panzer Grenadier Regiment in breaching the Soviet lines. Unbeknown to the SS, the first formations from 3rd Mechanised Corps were arriving to bolster 51st Guards Rifle Division's defences. The tanks of 49th and 1st Guards Tank Brigades would lead the battle's first heavy counterattack of Soviet armor.

#### *#0706\_04 Nechaevka - Das Reich's Full Force*

*Turns : 24*

Nechaevka, North of Belgorod: July 6th, 1943. (Scenario Size: Division. German Human vs Soviet AI or Head to Head) SS-Gruppenführer Walter Krüger, Commander 2nd SS Das Reich Panzer Grenadier Division was tasked to move North East before attempting to breach the Soviet second line at Nechaevka. This meant clearing the Soviet makeshift defences around Smorodino and securing the road running north to Nechaevka and beyond to Luchki South. With a clear breach Das Reich's Panzergruppe consisting of both its Panzer Regiment and SPW Battalion were to exploit to the north. Reports of Soviet armor massing on the east bank of the Donets were acknowledged, but II SS Panzerkorps ordered Krüger to push northwards with all haste and leave any flanking Soviets to 3rd SS Totenkopf Panzer Grenadier Division that was expected to arrive late in the PM. The arriving Soviets were the vanguards of both 2nd and 5th Guards Tank Corps and they were to be sucked into the maelstrom by the end of the afternoon.



#### #0706\_05 Pokrovka - Man vs. Tank

Turns : 15

Pokrovka, North of Belgorod: July 6th, 1943. (Scenario Size: Regiment. Head to Head or German Human vs Soviet AI) SS-Obersturmbannführer Albert Frey's 1st SS Panzer Grenadier Regiment had achieved its initial objective, the capture of Yakovlevo by mid-afternoon. Frey pushed his command forward, aiming to take advantage of the retreating Soviets and clear Pokrovka and secure the roads running north. Pokrovka was to be the left flank of the advancing Leibstandarte Division. Frey's men ran straight into the local Soviet reserves; 14th Anti-Tank Brigade as well as 49th & 1st Guards Tank Brigades that had advanced with the aim of halting the German advance. The SS men were to face significant armor with little in the way of anti-tank resources.



#### #0706\_06 Ozerovskii - Hurrah!! Counterattack Comrades!!

Turns : 22

Ozerovskii, South West of Prokhorovka: July 6th, 1943. (Scenario Size: Korps. Head to Head or Team Play, German Human vs Soviet AI) By early afternoon both Leibstandarte and Das Reich had breached the Soviet second line of defence. While Albert Frey's 1st SS Panzer Grenadier Regiment was tasked with holding the left flank, the rest of Leibstandarte pushed north towards Luchki North and the ultimate goal of Teterevino North. Das Reich was to mop up Major Petr Vladimirovich Krutov's 156th Guards Rifle Regiment in Luchki South and then push along the left bank of the Donets to the Ozerovskii/Kalinin precinct. Das Reich's ultimate goal was to join Leibstandarte at Teterevino North as well as take Belenikhino and anchor the II SS Panzerkorps right flank along the railway. Vatutin's operational reserves from 3rd Mechanised as well as 31st & 5th Guards Tank Corps were beginning to arrive near the SS breakthrough and despite a planned coordinated counterattack, expediency required piecemeal commitment. By the end of the day 5th Guards Tank Corps had lost over 100 tanks.



*#0706\_07 Nepkhaevo - The Meeting Engagement*

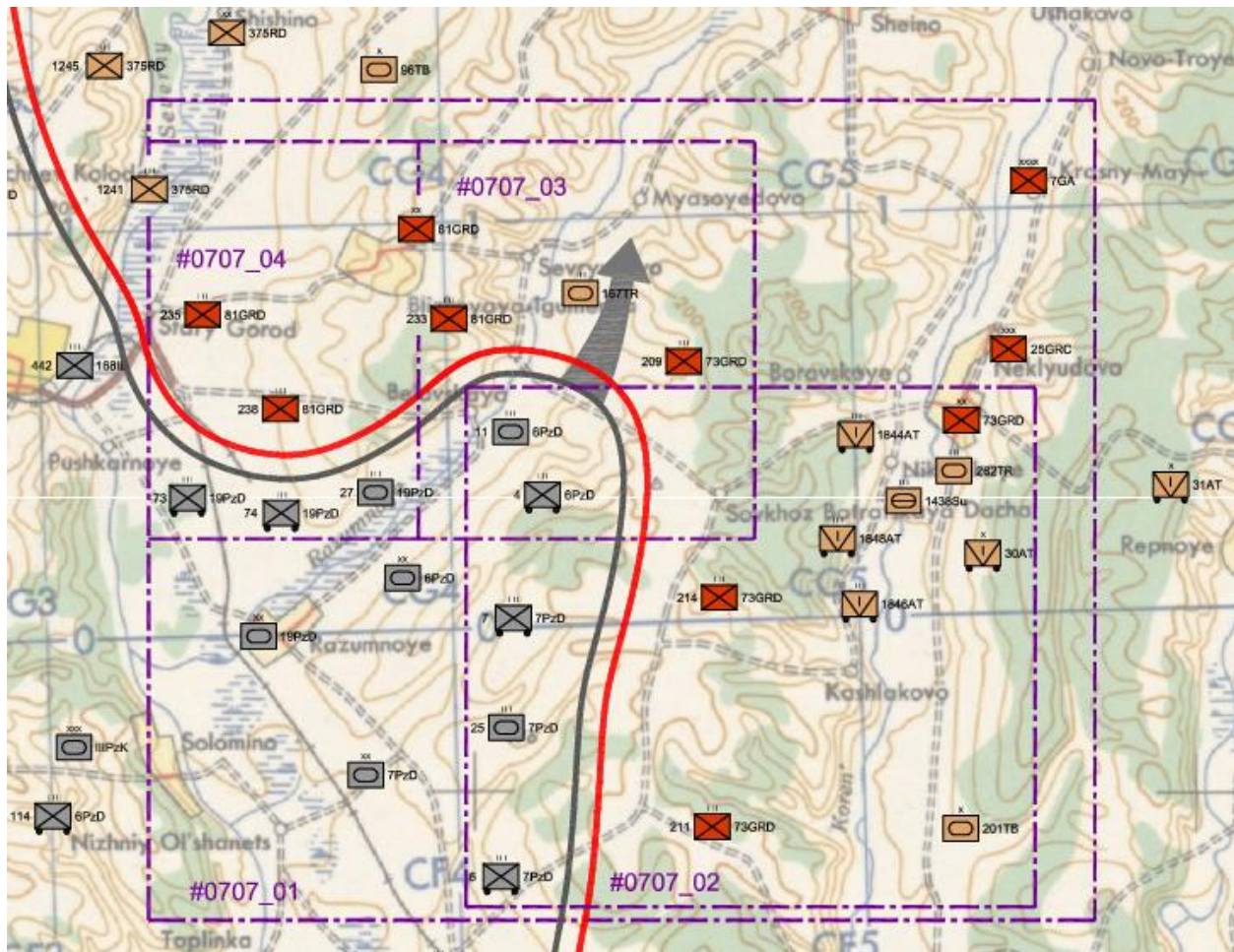
*Turns : 12*

Nepkhaevo, North of Belgorod: July 6th, 1943. (Scenario Size: Battalion/Brigade. Head to Head or Either Side vs AI) While Das Reich cleared Luchki South to the north, reports of a strong Soviet armored formation at Nepkhaevo prompted II SS Panzerkorps to despatch a kampfguppe from Totenkopf. Comprised of an Aufklärungs (Reconnaissance) & Panzer battalion with attached self-propelled artillery and SPW mounted engineers, this was the perfect 'fire brigade' for the job. Colonel Stepan Kuzmich Nesterov's 26th Guards Tank Brigade had secured the river crossings at Nepkhaevo and was ordered to move to Smorodino and interdict the German supply lines. As the Guards prepared to move out Totenkopf's kampfguppe was sighted approaching its positions.



## SCENARIO DESCRIPTIONS AND PLAY NOTES – WEDNESDAY, JULY 7<sup>TH</sup>, 1943

### III PANZERKORPS SECTOR



A FULL SIZE VERSION OF THE JULY 7<sup>TH</sup> MAP IS AVAILABLE IN THE 'PLANNING MAPS'

#### #0707\_01 III PzK - July 7: If at First You Don't Succeed...

Turns : 30

Belovskoe, East of Belgorod: July 7th, 1943. (Scenario Size: Korps. Head to Head or Team Play, German Human vs Soviet AI) General der Panzertruppen Hermann Breith's III Panzerkorps was failing. The Korps had spent two days battling through both the swampy terrain at the Donets River as well as the extensive Soviet fortifications. It was necessary to speed the push to re-join the right flank of II SS Panzerkorps to allow that formation to use all its Divisions offensively. 6th Panzer Division had been redeployed and was now preparing to push north through Iastrebovo/Sevryukovo while 7th Panzer cleared the heights of Hill 203.7, 207.9 & 216.1. 19th Panzer Division continued to directly assault the 238th Guards Rifle Regiment at Kleida, the scene of heavy fighting for the last two days. It was hoped that using 19th Panzer Division's, 11th Panzer Regiment to directly attack Blizhniaia Igumenka would flank the Soviets and force them to withdraw. Breith was hoping that today his forces would give him the advance the German's needed.

### *#0707\_02 Batratskaia Dacha - The House on the Hill*

*Turns : 15*

Batratskaia Dacha, east of Kharkov: July 7th, 1943. (Scenario Size: Division. Head to Head or German Human vs Soviet AI) 7th Panzer Division had given Oberstleutenant Adalbert Schultz's 25th Panzer Regiment a difficult task. They were to push through the forest west of Batratskaia Dacha and capture both the village and the surrounding hills. It was hoped that by employing the Panzers from this unexpected direction the Soviet defences would be caught off guard. Further south the Aufklärungs (Reconnaissance) battalion would try and flank the village with assistance from units of the 106th Infanterie Division. Though tasked to push further north, units from the 7th Panzer Grenadier Regiment may be available to assist later in the day. The 73rd Guards Rifle Division has been holding these secondary positions for two days and the battle has finally come to them.

### *#0707\_03 Iastrebovo - A Tale of No Crossings*

*Turns : 7*

#### *#0707\_03a Iastrebovo - A Tale of No Crossings*

*Turns : 7*

Iastrebovo, east of Kharkov: July 7th, 1943. (Scenario Size: Regiment.) Generalmajor Walter von Hünersdorff, Commander 6th Panzer Division was to break through the Russian defences at Iastrebovo. Von Hünersdorff tasked both Oberst Hermann von Oppeln-Bronikowski's 11th Panzer Regiment and Oberst Martin Unrein's 4th Panzer Grenadier Regiment for the mission. The operation was to kick off just after dawn, but with all the bridges down along the Razmunaya River the Panzers were restricted to the left bank of the river while the Panzer Grenadiers attacked along the right. Bridging engineers were hard at work building crossing points but the Regiments would only be able to marginally support each other until a bridge was built. The Soviets still had fresh rifle battalions from the 73rd Guards Rifle Division guarding the town but the defensive position had only been quickly dug and would only slow, not stop any determined German push.





*#0707\_04 Blizhniaia Igumenka - The Forest and the Flank*

*Turns : 20*

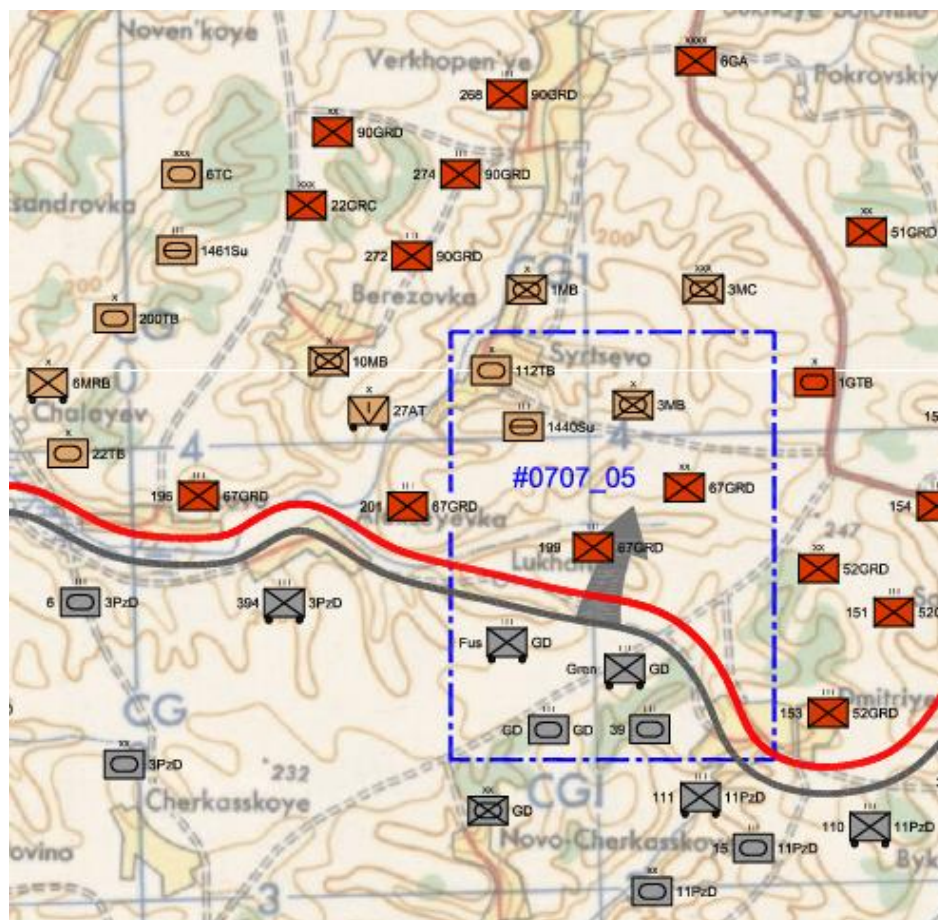
*#0707\_04a Blizhniaia Igumenka - The Forest and the Flank*

*Turns : 20*

Blizhniaia Igumenka, east of Kharkov: July 7th, 1943. (Scenario Size: Division.) Generalleutnant Gustav Schmidt's 19th Panzer Division had been stymied by the dogged Soviet defence of Kreida since the afternoon of July 5th. The tall water tower at the Kreida railway station had been an observation point for numerous Soviet batteries and had called artillery onto any attempt to assault the town. Advances on July 6th had given the Panzer Division a chance to flank the Kreida position if it could capture both Hill 216.1 and Blizhniaia Igumenka. It was hoped that another attack at Kreida would pin the defenders and allow both the 74th Panzer Grenadier Regiment and 27th Panzer Regiment to penetrate the Russian lines. As the leftmost formation of III Panzerkorps it was critical that the Division succeed in pushing the Soviets back and re-establish contact with the SS units to the north.



## XXXXVIII PANZERKORPS SECTOR



## #0707 05 Dubrova - Panthers to the Fore!

Turns : 20

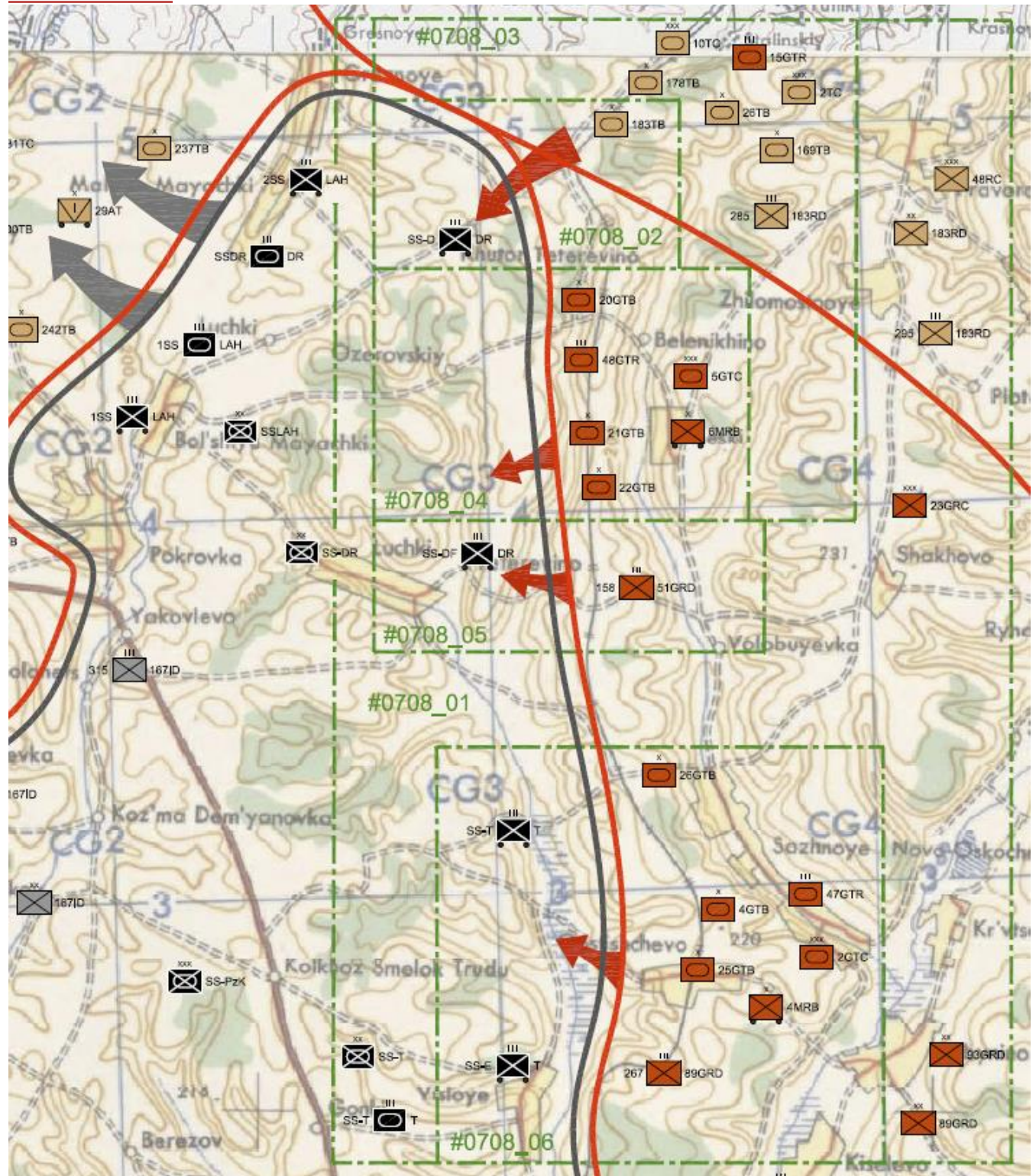
Page 49





## SCENARIO DESCRIPTIONS AND PLAY NOTES – THURSDAY, JULY 8<sup>TH</sup>, 1943

## VORONEZH FRONT



A FULL SIZE VERSION OF THE JULY 8<sup>TH</sup> MAP IS AVAILABLE IN THE 'PLANNING MAPS'



Teterevino South, South West of Prokhorovka: July 8th, 1943. (Scenario Size: Army. Head to Head or Team Play, Soviet Human vs German AI) General Oberst Hermann Hoth was frustrated. The II SS Panzerkorps had penetrated beyond the second Soviet defensive line, but neither the III nor XXXXVIII Panzerkorps had kept pace. To make matters worse, nowhere had the Soviets been decisively destroyed, enemy units had been pushed back and displaced but rarely had formations been surrounded and decimated. Hoth ordered both Leibstandarte and Das Reich to detach their Panzergruppen and attack North West to assist XXXXVIII Panzerkorps advance and hopefully trap a significant portion of General Lieutenant Mikhail Katukov's 1st Tank Army. Unbeknownst to the Germans, Voronezh Front's commander, General Nikolai Fyodorovich Vatutin was trying to manoeuvre four Tank Corps to attack II SS Panzerkorps extended right flank and push through the German lines trapping the SS in his own encirclement. Fortune smiled upon the Soviets as they prepared the 600 tanks of 2nd, 2nd Guards, 5th Guards and 10th Tank Corps to attack the extended 25 kilometre long right flank of the II SS Panzerkorps that would be bereft of its own armour. The biggest challenge for the Soviet tankers was the less than eight hours that they were given to prepare Vatutin's first big counter thrust.



### *#0708\_02 Teterevino North - Franz's Excellent Adventure*

*Turns : 8*

Teterevino North, South West of Prokhorovka: July 8th, 1943. (Scenario Size: Battalion. Either Side vs AI or Head to Head) SS-Unterscharführer Franz Staudegger and SS-Sturmmann Rolf Schamp's Tigers had not joined the rest of Leibstandarte's Panzer Regiment due to track and chassis damage. The two vehicles were mobile, but only just and had been left behind in Teterevino North with a company from Das Reich to expedite repairs. Colonel Grigory Yakovlevich Andriushchenko's 183rd Tank Brigade was in the vanguard of 10th Tank Corp's push to hit the SS 'on the nose'. Vatutin was trying to coordinate four Tank Corps to hit the extended German Eastern flank. 10th Tank Corps was the northernmost armored formation and was the first into action. Unfortunately 183rd Tank Brigade arrived piecemeal which allowed the Tigers and supporting troops to handle the Soviet Brigade without being completely overwhelmed. Staudegger's command was so successful that he was awarded the Knights Cross for the twenty two tanks his Tiger destroyed in the engagement. Coupled with the other Russian tanks lost to both Schamp and the Panzer Grenadiers, 183rd Tank Brigade lost half its vehicle in this one engagement.

### *#0708\_03 Kalinin - The Northern Attack*

*Turns : 22*

#### *#0708\_03a Kalinin - The Northern Attack*

*Turns : 22*

Kalinin, South West of Prokhorovka: July 8th, 1943. (Scenario Size: Corps. Head to Head or Team Play) Major General Andrei Grigorevich Kravchenko's 5th Guards Tank Corps was to go back into action less than 12 hours after having to free its forces from encirclement. The order to retake the area around Kalinin and Ozerovskii was only received at 2am and stipulated that the attack was to commence no later than 10am. Once these two villages were taken, the Guards were to continue pushing west to Luchki North and cut the highway and block the German supplies required further to the north. Kravchenko was assured that both 2nd Guards to the south and the arriving 2nd Tank Corps to the north would be ready to commence operations in tandem with his own forces. The late arrival of 2nd Tank Corps was to leave Kravchenko sorely disappointed. This version of the scenario includes the available forces from 2nd & 10th Tank Corps as well as 5th Guards. 2nd Tank Corps will begin their advance from 2pm.





*#0708\_04 Kalinin Small - Kravchenko's Riposte*

*Turns : 15*

*#0708\_04a Kalinin Small - Kravchenko's Riposte*

*Turns : 15*

Kalinin, South West of Prokhorovka: July 8th, 1943. (Scenario Size: Corps. Head to Head) Major General Andrei Grigorevich Kravchenko's 5th Guards Tank Corps was to go back into action less than 12 hours after having to free its forces from encirclement. The order to retake the area around Kalinin and Ozerovskii was only received at 2am and stipulated that the attack was to commence no later than 10am. Once these two villages were taken, the Guards were to continue pushing west to Luchki North and cut the highway and block the German supplies required further to the north. Kravchenko was assured that both 2nd Guards to the south and the arriving 2nd Tank Corps to the north would be ready to commence operations in tandem with his own forces. The late arrival of 2nd Tank Corps was to leave Kravchenko sorely disappointed. This version of the scenario is smaller and only includes the available forces from 5th Guards Tank Corps.

*#0708\_05 Teterevino South - Human Wave*

*Turns : 15*

Teterevino South, South of Prokhorovka: July 8th, 1943. (Scenario Size: Regiment. Soviet Human vs German AI) Major Mikhail Konstantinovich Belov had been given very clear orders. His 158th Guards Rifle Regiment had regrouped at Teterevino South and was to attack Luchki South from the East. Voronezh Front intended this to be a diversionary attack, hopefully pinning or dragging away reserves from other parts of the German line. The assault would not be easy. The Guardsmen had to cross a deep, kilometre wide valley before assaulting the defenders on Hill 210.7. After breaking through they were to move towards the town and capture the bridge crossing the Donets and clear the town of any remaining enemy. Voronezh Front had provided both air and artillery support in the hope that the attack would be considered a major thrust rather than the intended demonstration. Russian players note - Don't forget to use smoke when crossing exposed areas.



*#0708\_06 Gostishchevo - 2nd Guards Tank Corps Attacks*

*Turns : 22*

*#0708\_06a Gostishchevo - 2nd Guards Tank Corps Attacks*

*Turns : 22*

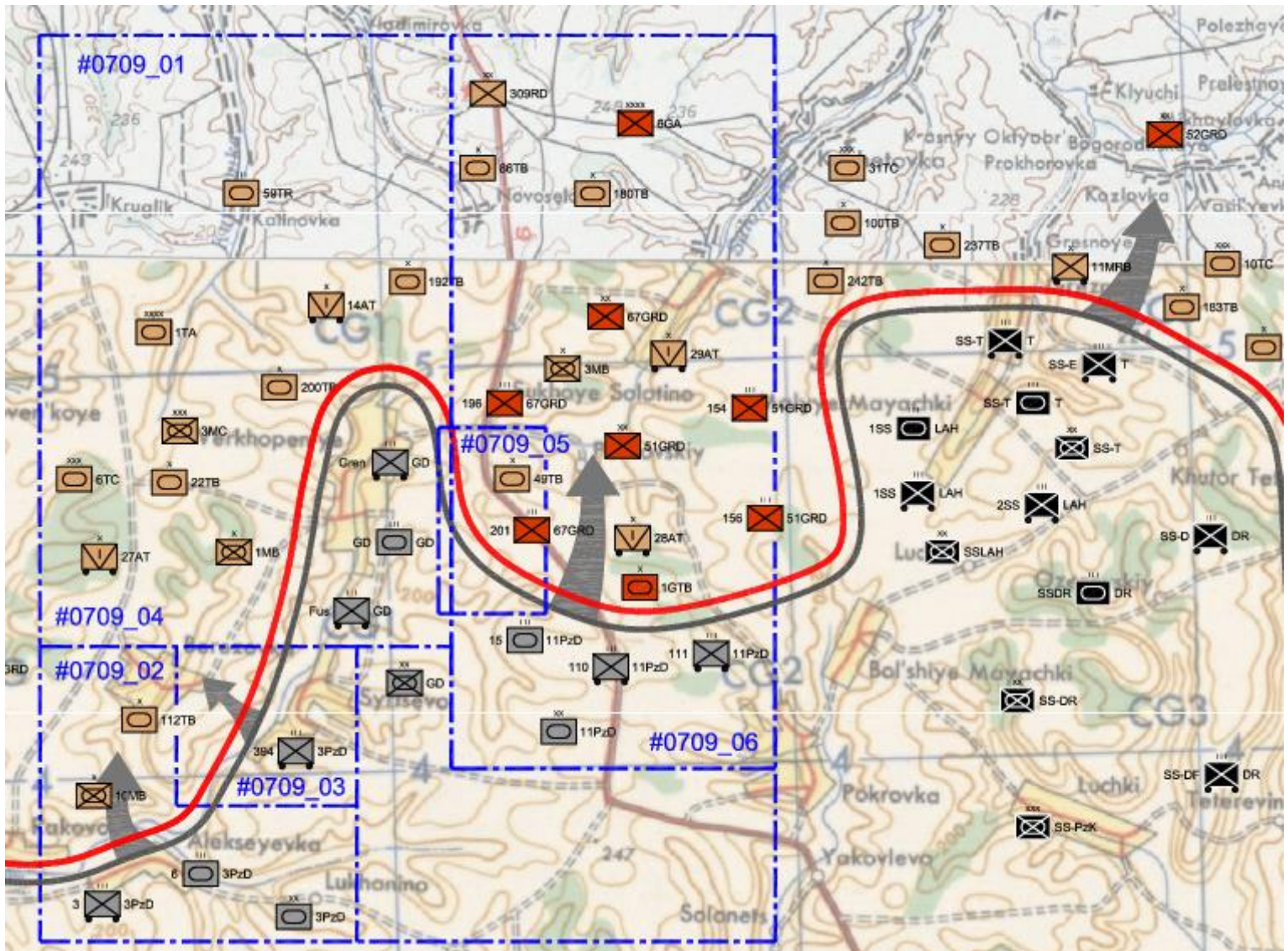
Gostishchevo, South of Prokhorovka: July 8th, 1943. (Scenario Size: Corps. Head to Head) The 167th Infanterie Division was late. The 315th & 331st Infanterie Regiments were due to relieve Totenkopf at first light taking over its defensive sector. Totenkopf was expected to lead the renewed SS attack towards Prokhorovka the following day. For Major General Aleksei Semenovitch Burdeiny, the attack of his 2nd Guards Tank Corps might unknowingly fall on the Germans at a time of greatest weakness - rotation of units. The delayed arrival of 167th Infanterie just avoided that risk. The attack by 2nd Guards Tank Corps was accompanied by a regiment from 89th Guards Rifle Division. The attack was initially successful with the Soviets almost reaching their ultimate goal of Genki, but the appearance of Totenkopf's Panzer Regiment ultimately resulted in the Soviets being pushed back. This engagement was also the first time that the HS-129 tank destroyer aircraft were used en-masse and they were attributed with severely disrupting two of the three attacking Guards Tank brigades.





## SCENARIO DESCRIPTIONS AND PLAY NOTES – FRIDAY, JULY 9<sup>TH</sup>, 1943

### XXXXVIII PANZERKORPS SECTOR



A FULL SIZE VERSION OF THE JULY 9<sup>TH</sup> MAP IS AVAILABLE IN THE 'PLANNING MAPS'

#### #0709\_01 XXXXVIII PzK - July 9

Turns : 35

Verkhopen'ye, South of Oboyan: July 9th, 1943. (Scenario Size: Korps. Head to Head or Team Play, German Human vs Soviet AI) XXXXVIII Panzerkorps breaching of the Soviet second defensive line at Dubrova on the 7th had allowed both Großdeutschland and 11th Panzer Division to push along the highway towards Oboyan and start to clear the eastern bank of the Pena River. 3rd Panzer Division was still clearing resistance in Lukhanino and was struggling to cross the Pena at any point. Von Knobelsdorff planned a bold strike to the west with Großdeutschland after clearing Verkhopen'ye. It was hoped that a strong push in this direction



would convince the Soviets to abandon the Pena River bend and shorten the flank that was pinning 3rd Panzer Division. 11th Panzer Division was to attack on the right flank of the Panzer Korps advancing along a river valley to Suko Solotino and turning the flank of the defending 3rd Mechanized Corps. In tandem Großdeutschland's Panzer Regiment was to push along the western side of the Oboyan highway clearing the heights and preventing any Soviet disruption to 11th Panzer's advance. Unfortunately as had happened nearly every day since July 5th, lack of co-ordination bedevilled Großdeutschland's attacks and very few units were in position to attack at the time required.



#### *#0709\_02 Berezovka - Clearing the Pena Bend*

*Turns : 24*

Syrtssevo, South of Oboyan: July 9th, 1943. (Scenario Size: Division. German Human vs Soviet AI or Head to Head) Generalleutnant Franz Westhoven's 3rd Panzer Division had been bogged down by fierce Soviet resistance at Lukhanino since July 6th. It was only late on the night of the 8th that the town's defenders either gave themselves up or melted back towards Russian lines. With Lukhanini cleared it was important to establish a bridgehead over the Pena River as soon as possible to both shorten the line and unhinge the defending 10th Mechanized Brigade. Clearing the town of Syrtssevo would be the key to breaking the Mech Brigade's hold on the river line and ensuring any crossing was sustainable. Unbeknownst to Westhoven, 112th Tank Brigade had reformed at Berezovka and was in a position to counter any German move.

#### *#0709\_03 Syrtssevo - Block by Block*

*Turns : 8*

Syrtssevo, South of Oboyan: July 9th, 1943. (Scenario Size: Regiment. German Human vs Soviet AI or Head to Head) Major Gustav Peschke's 394th Panzer Grenadier Regiment had thankfully not been heavily embroiled in the fighting at Lukhanino. With the Division attempting to cross the Pena River again it fell on Peschke's men to clear all resistance out of Syrtssevo then advance to the west and establish a bridgehead on the heights overlooking the river. Against fanatical Soviet resistance this was easier said than done.



#### *#0709\_04 Verkhopen'ye - A Mission too Many*

*Turns : 28*

Verkhopen'ye, South of Oboyan: July 9th, 1943. (Scenario Size: Division. German Human vs Soviet AI or Head to Head) Generalleutnant Walter Hörnlein believed too much was being asked of the Großdeutschland Division. He was to simultaneously clear Verkhopen'ye and drive west with the aim of meeting 332. Infanterie Division attacking from the south as well as push north in concert with 11th Panzer Division. In the meantime, 3rd Panzer Division was struggling to cover Hörnlein's left flank. The heavy fighting of the previous two days as well as the continuing attrition of the unproven Panthers would hamper the Division's ability to execute its mission. Tank losses had been heaviest in Großdeutschland and only 87 of the original 330 vehicles were available for action on the 9th. With both 6th Tank and 3rd Mechanized Corps still with reasonable inventories of T-34's, every Panzer would be needed.

#### *#0709\_05 Hill 253.6 - Aufklarungs Assault*

*Turns : 12*

Hill 253.6, East of Verkhopen'ye: July 9th, 1943. (Scenario Size: Battalion. German Human vs Soviet AI or Head to Head) Großdeutschland's push to the north was launched three hours late at 7am. The Division's Aufklarungs (reconnaissance) and STuG (assault gun) battalions were tasked with clearing both Hills 253.6 and 242.7. 11th Panzer Division had bypassed these heights as it advanced northward, but the entrenched Soviets were now firing into the flanks of the advancing Germans. It was imperative that the Aufklarungs Kampfgruppe clear the twin hills as quickly as possible.





*#0709\_06 Suko Solotino - Over Hill, Over Dale*

*Turns : 20*

*#0709\_06a Suko Solotino - Over Hill, Over Dale*

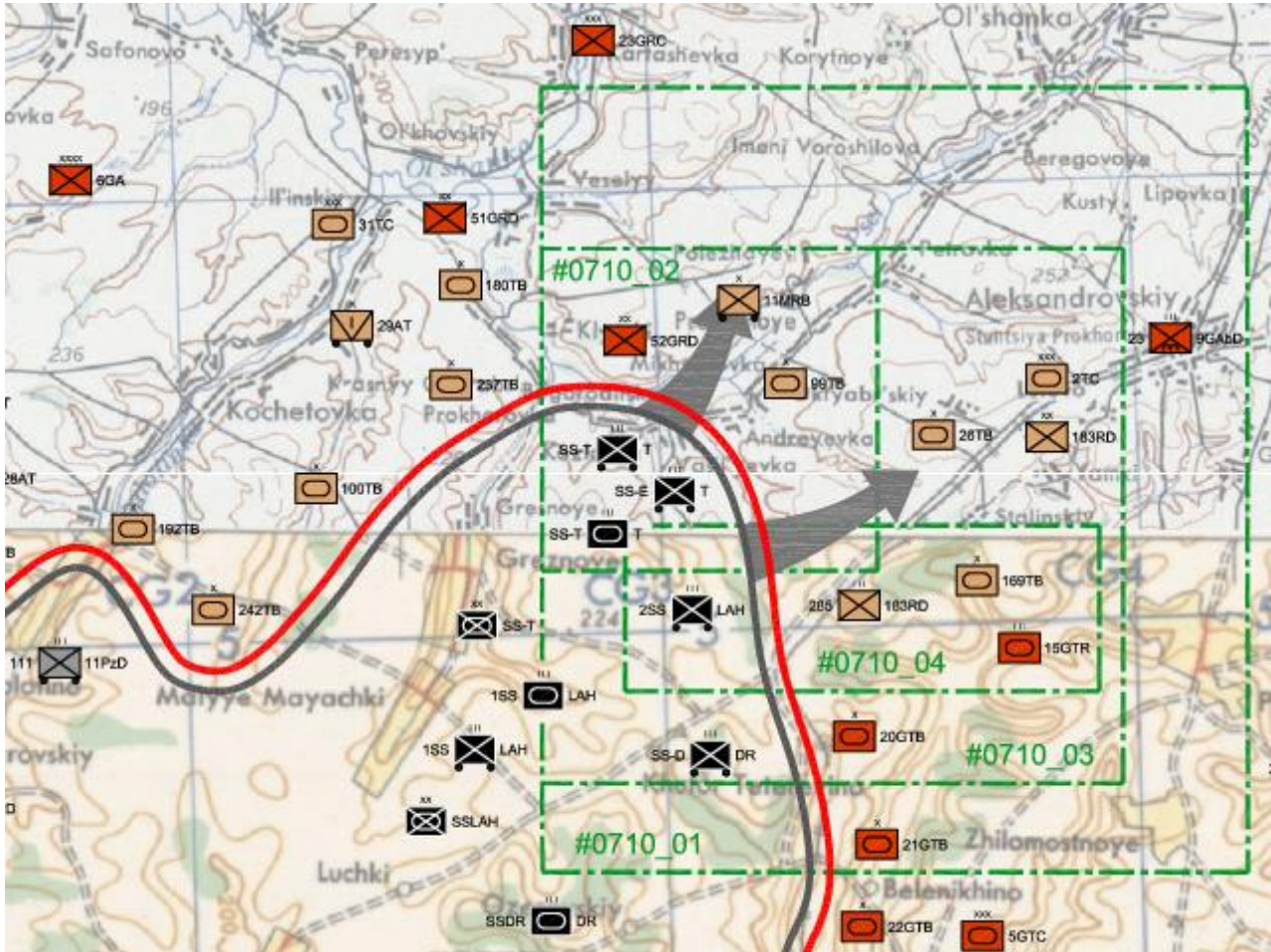
*Turns : 20*

Krasnaia Poliana, South of Oboyan: July 9th, 1943. (Scenario Size: Division.) General Major Johann Mickl's 11th Panzer Division had been the most effective formation in XXXXVIII Panzerkorps. It had preserved its Panzer strength and managed to advance the greatest distance each day. It was the counter opposite to the performance of the Großdeutschland Panzer Grenadier Division. Mickl's men were again ready to attack as requested by Korps at 4am an hour before dawn. They had been assured that Großdeutschland's Panzergruppe would parallel their advance clearing the heights to the west of the river valley that they were to move to the north along. By 8am fire from the twin hills 251.0 & 261.4 had stopped the advance of 11th Panzer's Panzergruppe and a change of plan would be required.



## SCENARIO DESCRIPTIONS AND PLAY NOTES – SATURDAY, JULY 10<sup>TH</sup>, 1943

## II SS PANZERKORPS SECTOR



A FULL SIZE VERSION OF THE JULY 10<sup>TH</sup> MAP IS AVAILABLE IN THE 'PLANNING MAPS'

## #0710\_01 Prokhorovka Prelude - July 10

Turns : 20

Teterevino North, South West of Prokhorovka: July 10th, 1943. (Scenario Size: Korps. Head to Head or Team Play, German Human vs Soviet AI) SS-Oberstgruppenführer Paul Hausser's II SS Panzerkorps had reached Teterevino North on the evening of July 6th. For the following three days it had advanced no further, seeing both Leibstandarte & Das Reich's Panzergruppe redirected to the west to help the stalled XXXXVIII Panzerkorps as well as enduring very heavy Soviet counterattacks on its Eastern flank. The failure of either III or XXXXVIII Panzerkorps to keep pace with the SS had resulted in giving the Soviets the respite needed to bring strategic reserves forward. July 10th dawned with low visibility and heavy rain. Totenkopf's Panzer Grenadiers had arrived in the Gresnoye area late the previous day and launched an immediate assault over the Psel only to be bloodily repulsed by the defending 52nd Guards Rifle Division. Totenkopf planned to try again with the rising of the sun while Leibstandarte prepared to begin clearing the defences on the road to Prokhorovka.



Krasnyi Oktabyr, West of Prokhorovka: July 10th, 1943. (Scenario Size: Division. German Human vs Soviet AI or Head to Head) SS-Brigadeführer Hermann Priess's Panzer Grenadiers from SS-Totenkopf Division had reached Gresnoye late on July 9th. Totenkopf had been relieved of its flank guard duties by the 167 Infanterie Division and was now II SS Panzerkorps strongest Division. It was intended to use Totenkopf to cross the Psel River and clear the heights overlooking the river valley. Soviet gun emplacements, artillery and rocket observers all used the higher ground to call fire on to the approaching Germans. Hausser knew that if the heights were not cleared any advance on Prokhorovka would be unnecessarily bloody and ordered Priess to take Hill 226.6 as quickly as possible.





*#0710\_03 State Farm - The Deadly Fields*

*Turns : 20*

*#0710\_03a State Farm - The Deadly Fields*

*Turns : 20*

Teterevino North, South West of Prokhorovka: July 10th, 1943. (Scenario Size: Regiment.) SS-Obersturmbannführer Hugo Kraas's 2nd SS Panzer Grenadier Regiment had rested for the last 48 hours. Reordered after the initial days of battle, it's I & II Battalions were to clear the two large collective farms between Teterevino North and Prokhorovka. The mechanized (SPW) III Battalion was to be held in reserve with Leibstandarte's remaining Panzers to exploit any breakthrough created by their brother battalions. To compensate for the loss of the SPW Battalion, the Aufklärungs (reconnaissance) Battalion reinforced with Marder self-propelled AT guns was attached to Kraas's Regiment. The Komsomolets & Oktyabrski State Farms had been fortified as part of the Soviet 3rd defensive line and were considered cornerstones of the Psel valley defences. A breach here would have serious consequences for the defenders.

*#0710\_04 Hill 241\_6 - Pionier Vorwärts!*

*Turns : 8*

*#0710\_04a Hill 241\_6 - Pionier Vorwärts!*

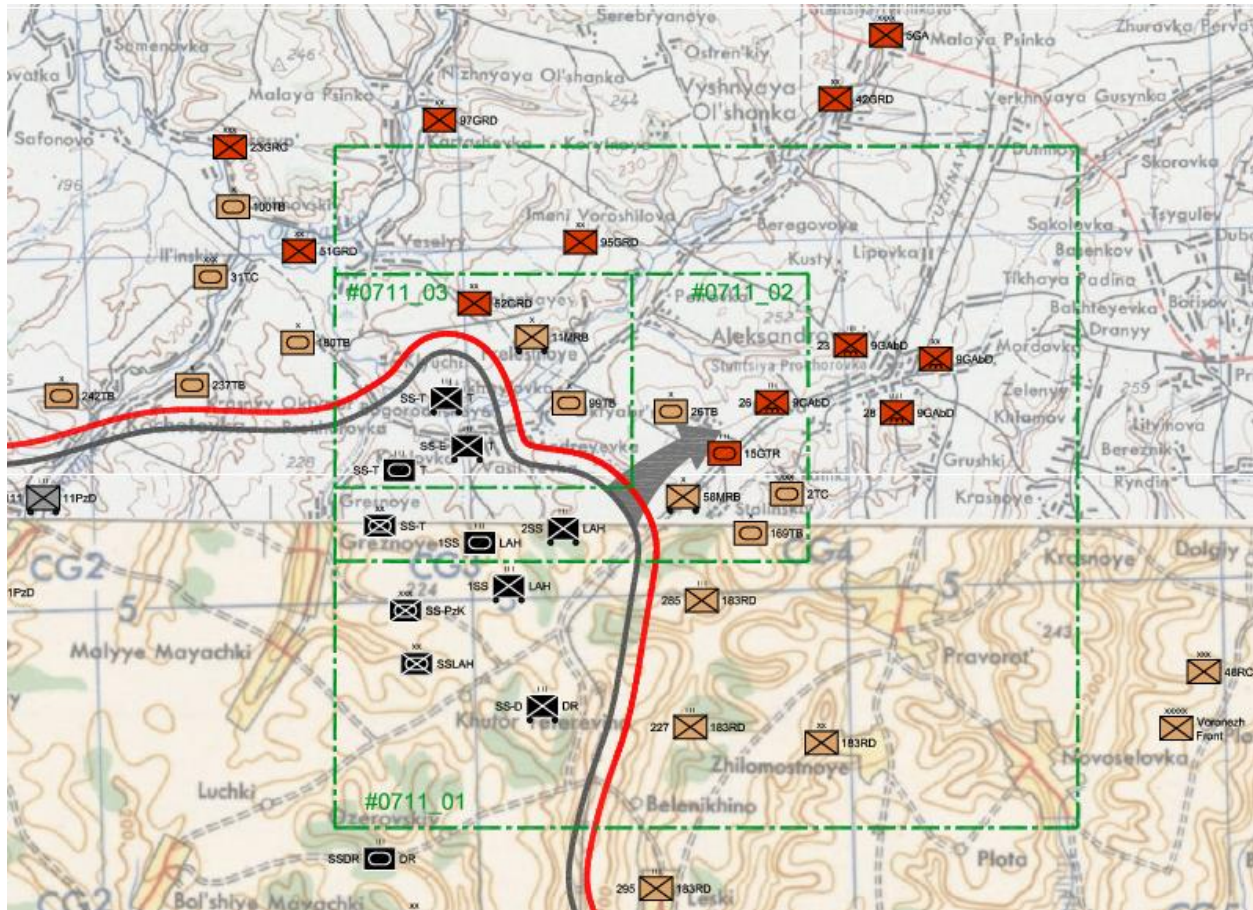
*Turns : 8*

Teterevino North, South West of Prokhorovka: July 10th, 1943. (Scenario Size: Regiment.) SS-Obersturmbannführer Hugo Kraas's 2nd SS Panzer Grenadier Regiment had rested for the last 48 hours. Reordered after the initial days of battle, it's I & II Battalions reinforced by the Aufklärungs (reconnaissance) Battalion were to clear the two large collective farms between Teterevino North and Prokhorovka. This is a shorter version of scenario #0710\_03 focused on the clearing and capture of the Komsomolets State Farm and Hill 241.6.



## SCENARIO DESCRIPTIONS AND PLAY NOTES – SUNDAY, JULY 11<sup>TH</sup>, 1943

### II SS PANZERKORPS SECTOR



A FULL SIZE VERSION OF THE JULY 11<sup>TH</sup> MAP IS AVAILABLE IN THE 'PLANNING MAPS'

#### #0711\_01 Prokhorovka Intermezzo - July 11

Turns : 25

Teterevino North, South West of Prokhorovka: July 11th, 1943. (Scenario Size: Korps. Head to Head or Team Play, German Human vs Soviet AI) Voronezh Front's commander Nikolai Fyodorovich Vatutin had managed an incredible feat. Overnight on July 10th he had managed to rebuild the Soviet defenses in front of Prokhorovka, compressing and swapping out previously engaged formations while bringing fresh troops into the frontline. In front of Leibstandarte, 58th Motorized Rifle Brigade (2nd Tank Corps) took over 285th Rifle Regiments positions, while 227th Rifle Regiment allowed the Brigades of 5th Guards Tank Corps to pull back to prepare for the planned Soviet counterstrike on July 12th. Units from 33rd Guards Rifle Corps also began to dig in to build a second line behind these units and the 287th Guards Rifle Regiment (95th Guards Rifle Division) as well as 9th Guards Airborne Division were expected to provide much of the infantry for Rotmistrov's coming attack. Leibstandarte had pulled back overnight to Komsomolets Farm as its spearheads were dangerously exposed. Totenkopf had managed to create a bridgehead over the Psel, but was stymied on Hill 226.6 without Panzer



support. The difficulties in building a bridge heavy enough to carry Totenkopf's Panzergruppe would result in Totenkopf standing still for the day and fending off constant Soviet counterattacks.

#### *#0711\_02 Oktyabrskiy State Farm - SS vs Para's*

*Turns : 18*

Teterevino North, South West of Prokhorovka: July 11th, 1943. (Scenario Size: Division. German Human vs Soviet AI or Head to Head) SS-Standartenführer Theodore Wisch, Commander 1st SS Leibstandarte Panzer Grenadier planned to use both his SS-Panzer Grenadier Regiments to breach the Soviet lines at Prokhorovka. The terrain was constricted by the Psel River on the left and the high embankments of the railway on the right. Wisch wanted Kraas's 2nd SS Panzer Grenadier Regiment to again attack between the river and railway and planned to follow up any success with Leibstandarte's Panzergruppe centred on Schönberger's Panzer Regiment and Peiper's SPW battalion. Frey's 1st SS Panzer Grenadier Regiment was to follow later in the day to cover Kraas's right flank and clear the Storozhevoe Woods from which the Soviets had launched numerous counterattacks the previous day. Unbeknownst to Wisch, the Soviets had materially strengthened their defences and the elite 9th Guards Airborne Division was digging in to defend Prokhorovka.

#### *#0711\_03 Klyuchi – Attrition*

*Turns : 10*

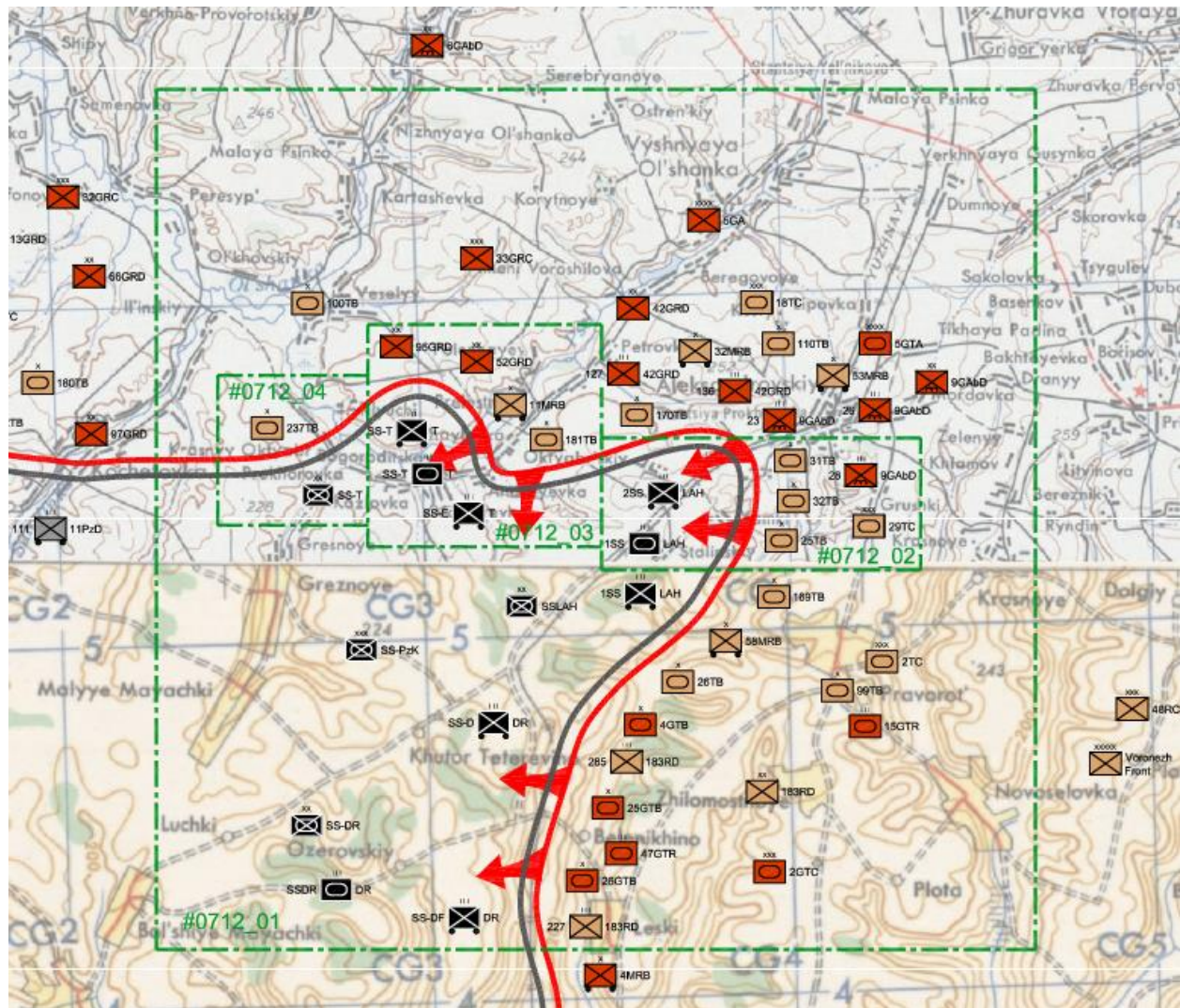
Krasnyi Oktabyr, West of Prokhorovka: July 11th, 1943. (Scenario Size: Division. German Human vs Soviet AI or Head to Head) SS-Brigadeführer Hermann Priess's Panzer Grenadiers from SS-Totenkopf Division were in a quandary. They had managed to cross the Psel and establish a bridgehead but the rain of the last two days as well as heavy vehicular traffic had turned the river banks to a morass up to 500 metres from its edge. This was preventing bridging units from Pionier Regiment 680 from building a bridge capable of getting Totenkopf's Panzers across the river and into the bridgehead. Without the Panzers it was almost impossible for the SS Panzer Grenadiers to move forward. The delayed arrival of the Panzers resulted in both sides being engaged in a costly battle of attrition while the Russians attempted to crush the German enclave and the Panzer Grenadiers held on grimly to every hard earned yard.





## SCENARIO DESCRIPTIONS AND PLAY NOTES – MONDAY, JULY 12<sup>TH</sup>, 1943

### II SS PANZERKORPS SECTOR



A FULL SIZE VERSION OF THE JULY 12<sup>TH</sup> MAP IS AVAILABLE IN THE 'PLANNING MAPS'

#### #0712\_01 Prokhorovka Finale - July 12

Turns : 25

Prokhorovka: July 12th, 1943. (Scenario Size: Army. Head to Head or Team Play, Human vs Either AI) Lieutenant-General of Tank Troops Pavel Alekseevich Rotmistrov had spent the past four months preparing for this moment. The 5th Guards Tank Army was a new formation that he had built based upon his experience of the last two years of war. The three primary formations; 18th & 29th Tank Corps as well as 5th Guards Mechanised Corps were new units that were going into battle for the first time. That they were even present at Prokhorovka was an indication of the success of the Germans to date. 5th Guards Tank Army had been reserved for the coming Soviet counter offensive but the mauling of Voronezh Front had required its early commitment. The initial Soviet plan was to clear the Psel River valley, trapping Totenkopf



on the northern bank of the Psel River. It was hoped that 5th Tank Army could continue to advance all the way to the Belgorod/Oboyan highway and meet the reinforced 1st Tank Army that was attacking XXXXVIII Panzerkorps from the west. Little did the participants know that this was going to be a day steeped in history and blood.

*#0712\_02 Hill 252\_2 - Avalanche*

*Turns : 12*

Prokhorovka: July 12th, 1943. (Scenario Size: Corps. Head to Head or Human vs Either AI) Major General of Tank Troops Ivan Fedorovich Kirichenko's 29th Tank Corps was to attack with all three of its Tank Brigades in the first echelon. Both 31st & 32nd Tank Brigades were to attack Hill 252.2 directly with the support of the 23rd Guards Airborne Rifle Regiment. 25th Tank Brigade was to attack on the other side of the rail embankment and clear the Stalinskoe branch of the Oktyabrskiy State Farm. 28th Guards Airborne Rifle Regiment provided the direct infantry support for the attack. Defending against the Soviet attack were elements of both SS Panzer Grenadier Regiments 1 & 2. Both sides were to recount this engagement as the hardest they experienced during the war. This scenario covers the first echelon attacks against Leibstandarte.





Krasnyi Oktabyr, West of Prokhorovka: July 12th, 1943. (Scenario Size: Division. German Human vs Soviet AI or Head to Head) SS-Sturmabführer Georg Bochmann's Panzer Regiment from SS-Totenkopf Division was finally across the Psel and in the bridgehead. With over 100 Panzers including 11 Tiger Tanks, Totenkopf fielded the strongest Panzer Regiment in II SS Panzerkorps. Though the Soviets had launched a counterattack with 5th Tank Army a few hours earlier it was expected that Totenkopf attacking towards the Kartashevka road would allow an attack into the rear of the Russian forces and facilitate the fall of Prokhorovka. The Soviet attack had hoped to trap Totenkopf on the wrong side of the river but with Leibstandarte holding Hill 252.2 only 181st Tank Brigade was in a position to threaten the German bridgehead. The subsequent advance by Totenkopf was to be the northernmost advance by German forces on the southern flank.





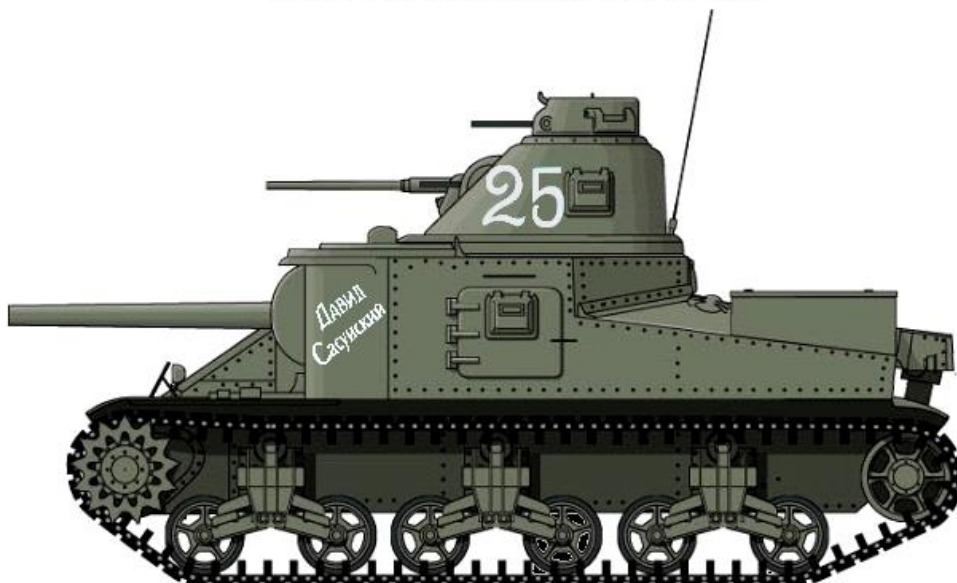
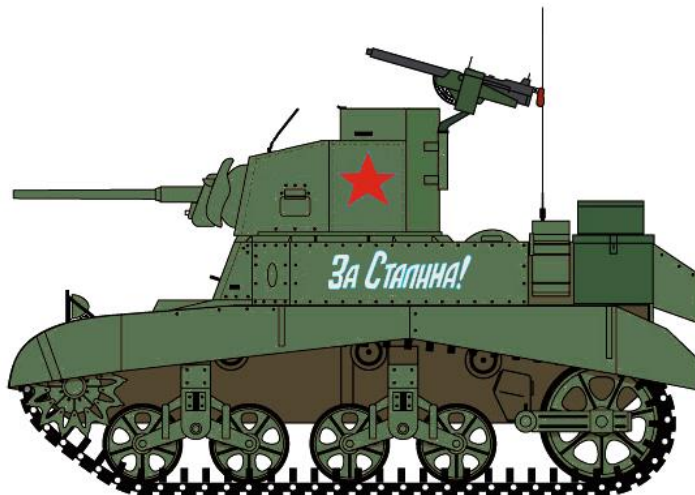
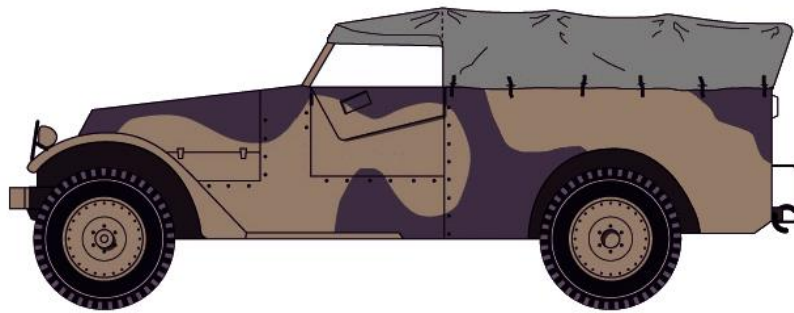
*#0712\_04 Kochetovka - The Thin Black Line*

*Turns : 8*

Kochetovka, West of Prokhorovka: July 12th, 1943. (Scenario Size: Battalion. Soviet Human vs German AI, Head to Head) Major N.P. Protsenko's 237th Tank Brigade had sat idle for most of the day. Belatedly, 31st Tank Corps decided to probe Totenkopf's left flank with the aim of reaching the German bridges over the Psel. Defending the town of Kochetovka was two companies from Totenkopf's Aufklarungs (reconnaissance) Battalion and was expected to directly face off against 237th Tank Brigade.

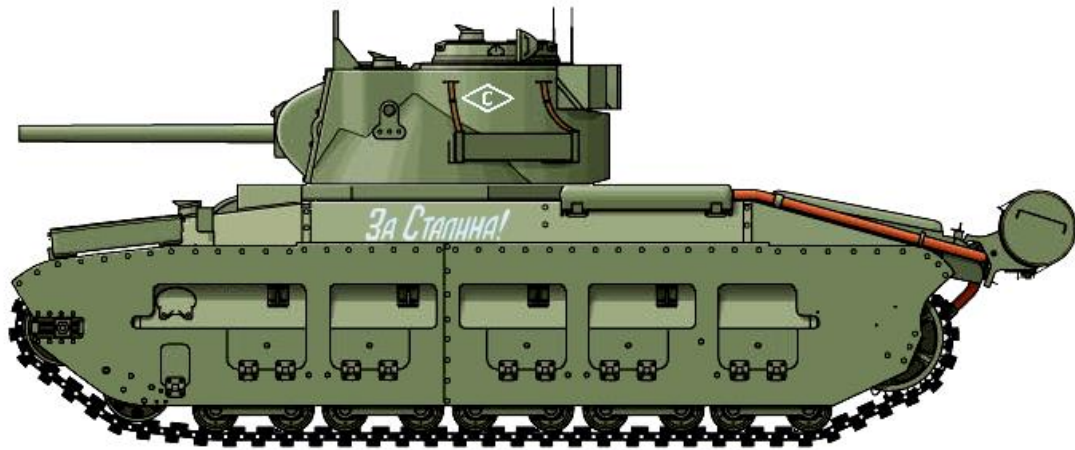


SAMPLE VEHICLE DRAWINGS; SOVIET

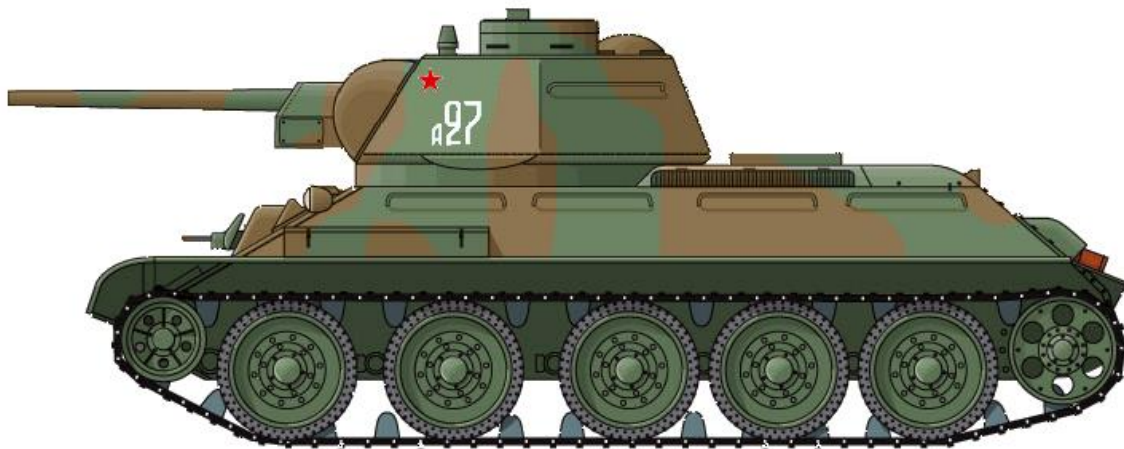




SAMPLE VEHICLE DRAWINGS; SOVIET (CONT)

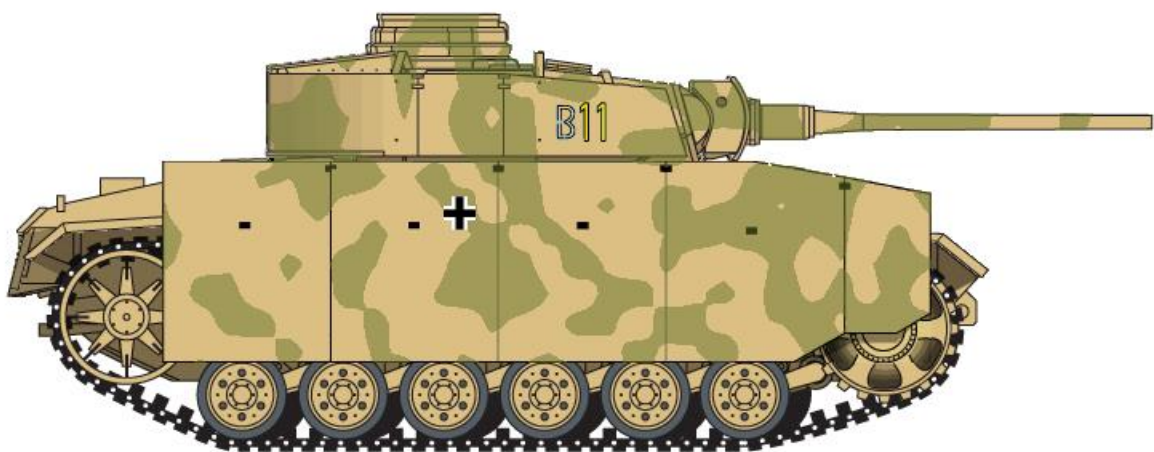
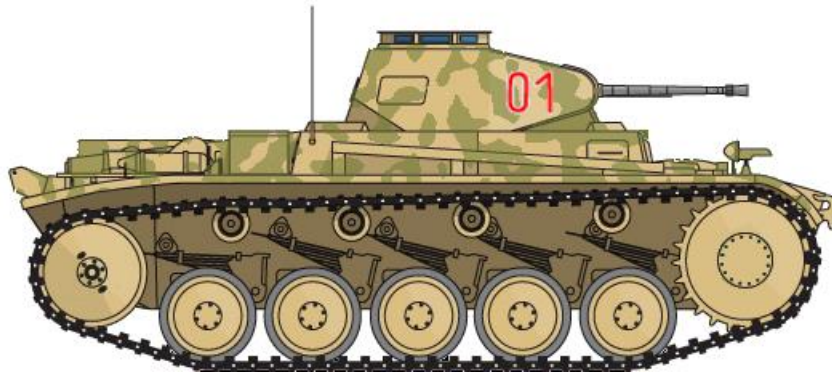


SAMPLE VEHICLE DRAWINGS; SOVIET (CONT)

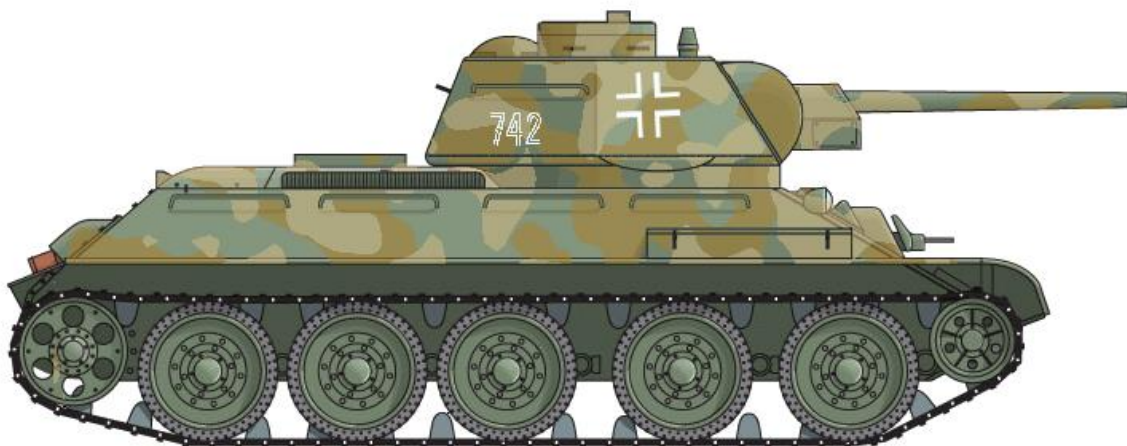
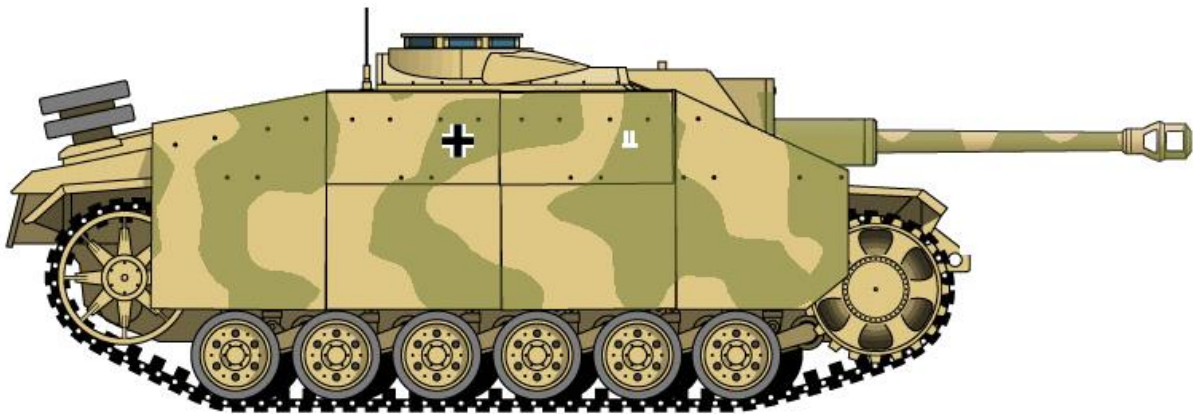
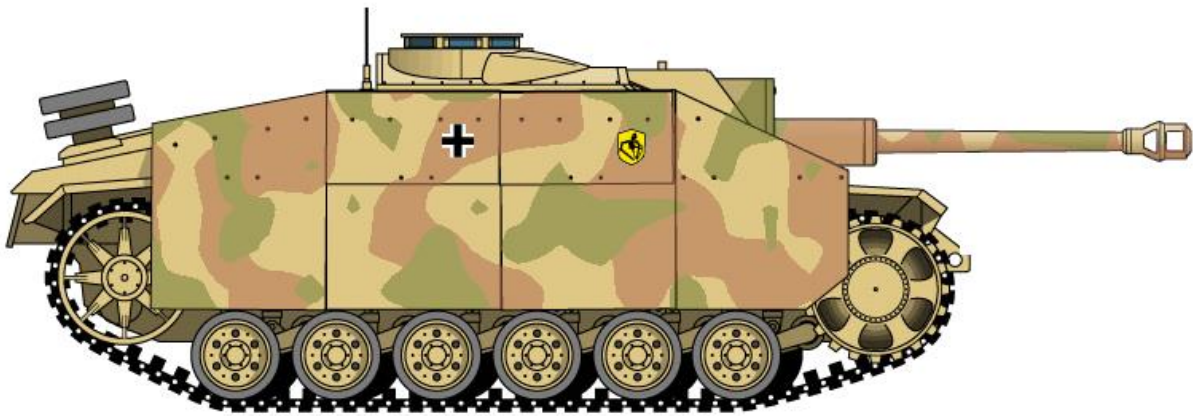




SAMPLE VEHICLE DRAWINGS; AXIS

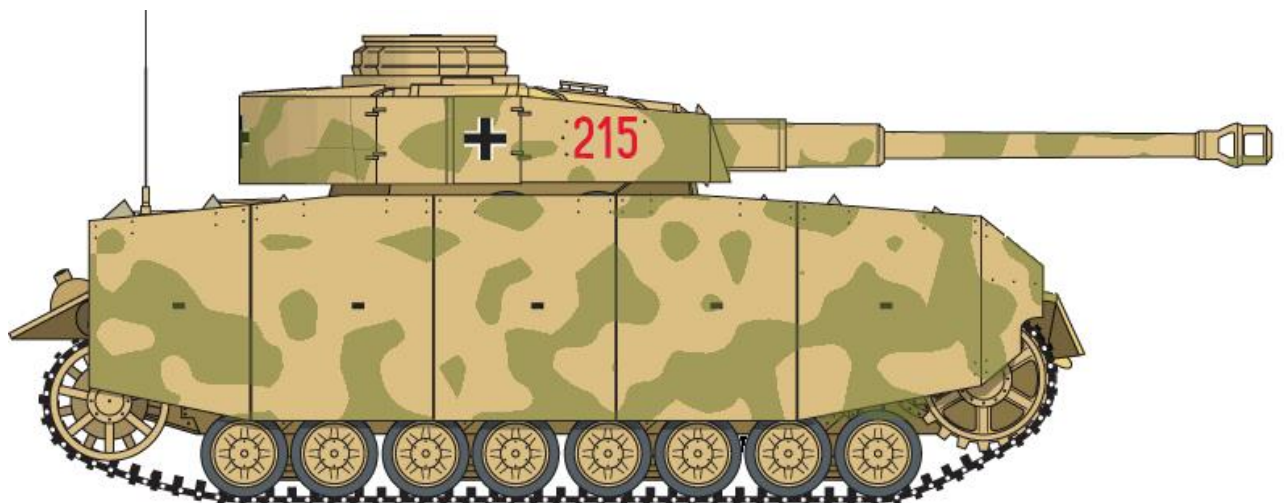
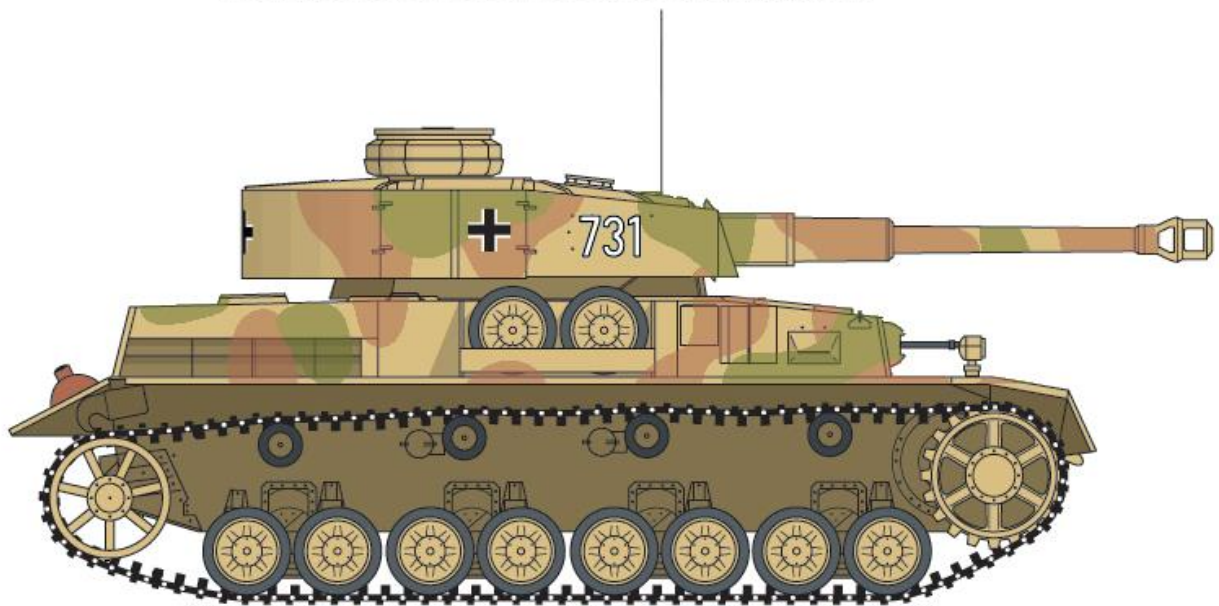
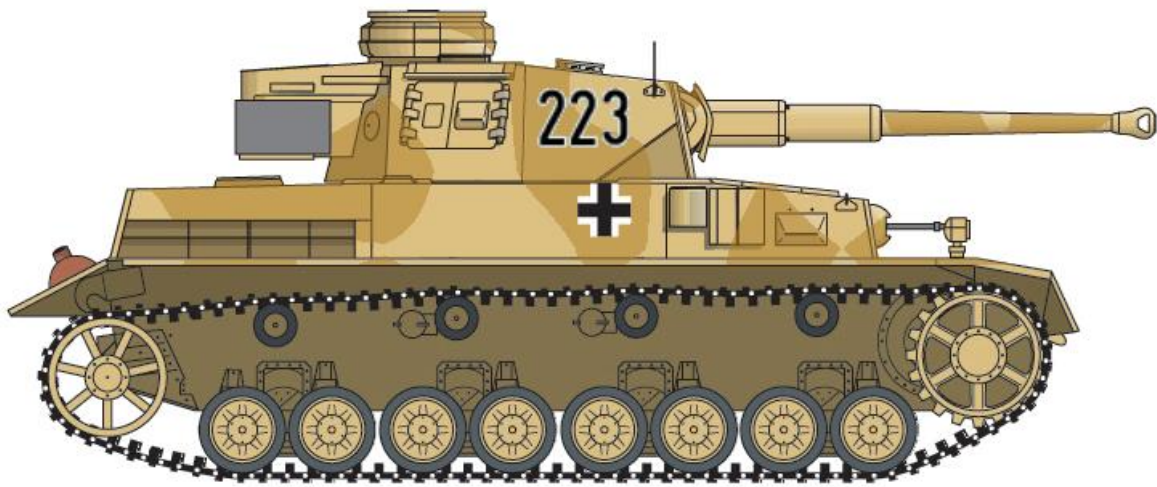


SAMPLE VEHICLE DRAWINGS; AXIS (CONT)

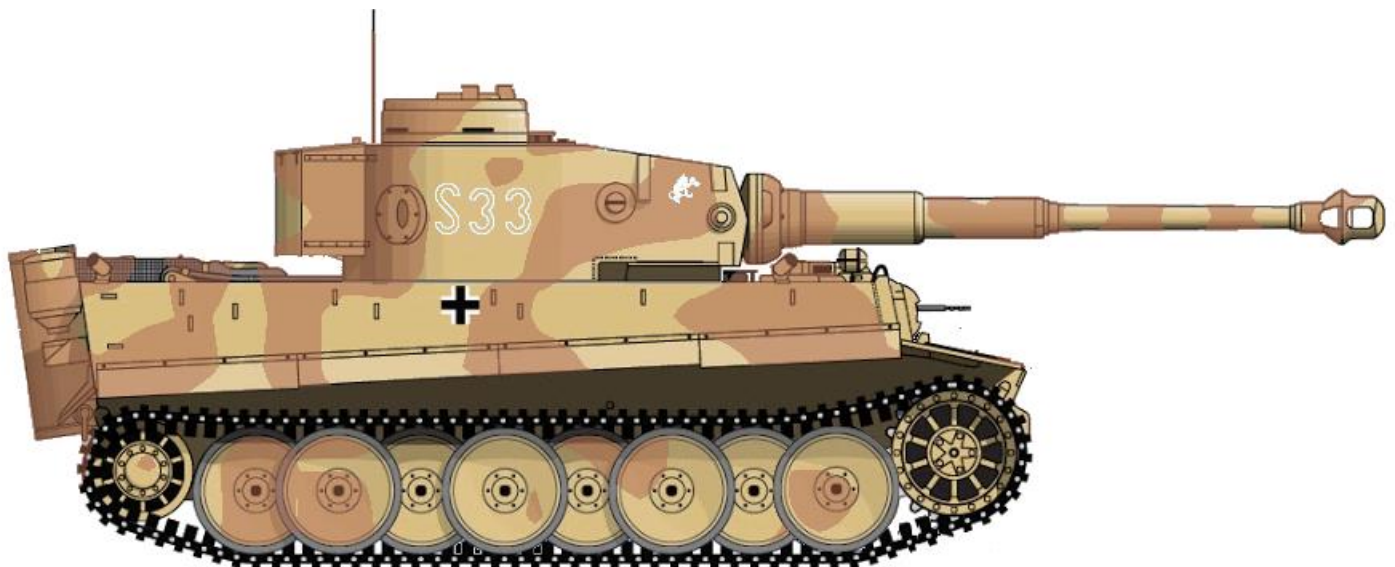
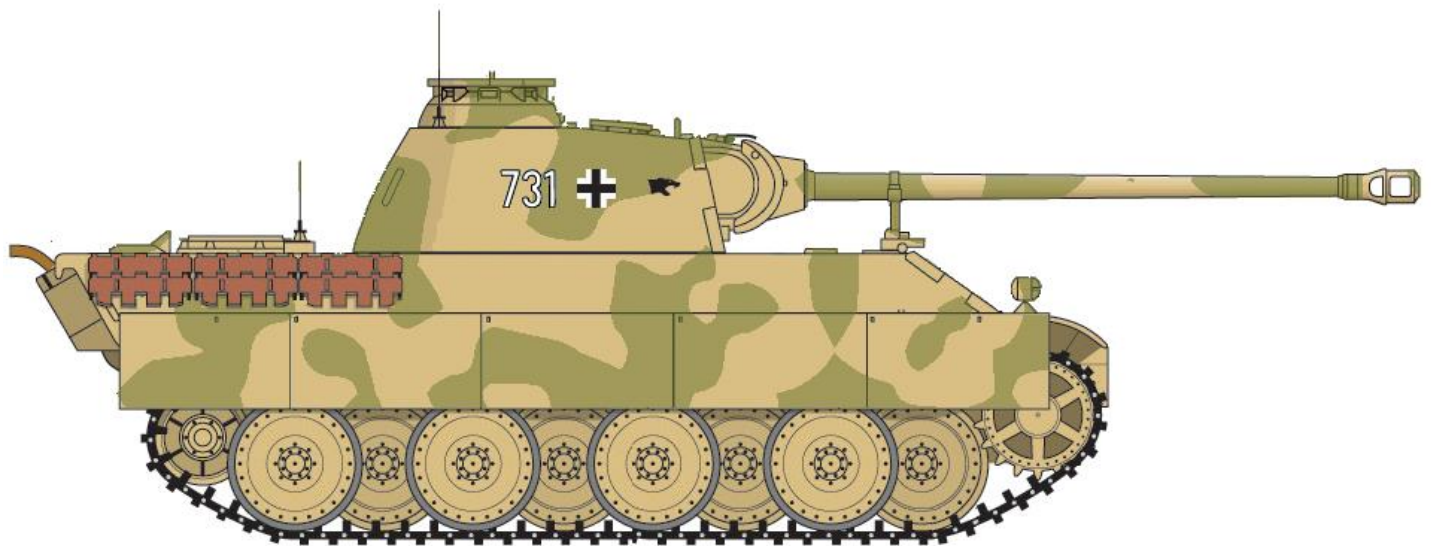




SAMPLE VEHICLE DRAWINGS; AXIS (CONT)



SAMPLE VEHICLE DRAWINGS; AXIS (CONT)





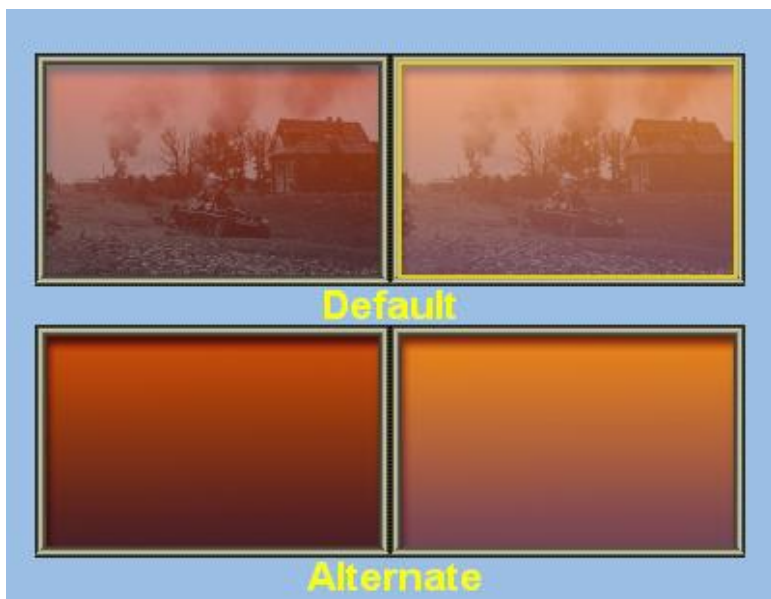
## APPENDIX; ALTERNATIVE GRAPHICS SETS

There are a number of different graphics included to allow players to customise the look of the game. These are also included to allow modders to see what could be done.

As shown there are three different types of counter graphics; Side-on, Top down and NATO. These are all switchable in game and work at two different zoom levels. Switchable in game means that the player can change a setting and the game will load the appropriate graphics set. Importantly this is the only set that is automated. **All other graphics that are shown in this appendices requires the player to overwrite files to adjust.**

Here are some examples of the three counter types that can be changed in settings;



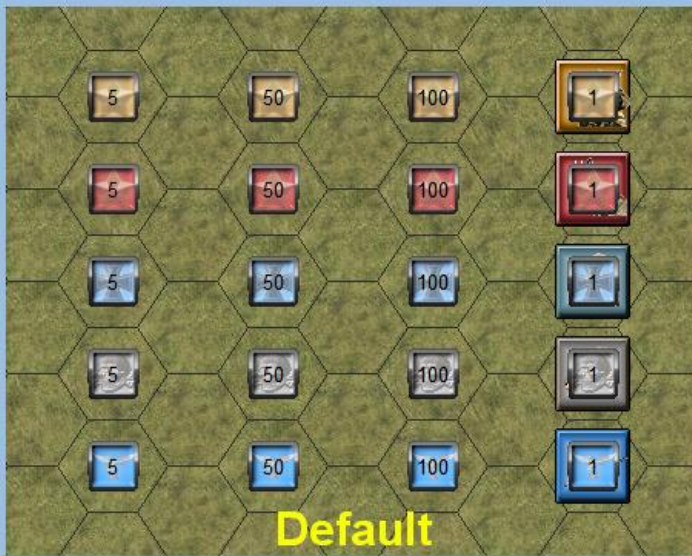


Players can choose to change the Unit box. There is both the traditional one colour set as well as the default 'background' box. These are in the nationality directory. The file called 'unitbox' is used in game. The files unitbox\_default & unitbox\_alt correspond to the images on the left.



Under each nationality/unit directory is a default and alt directory. These contain unit pictures for 'transported' units. The default set has the vehicle behind the figure. The alternate set has the transport in the corner. Just copy the desired images into the unit directory.

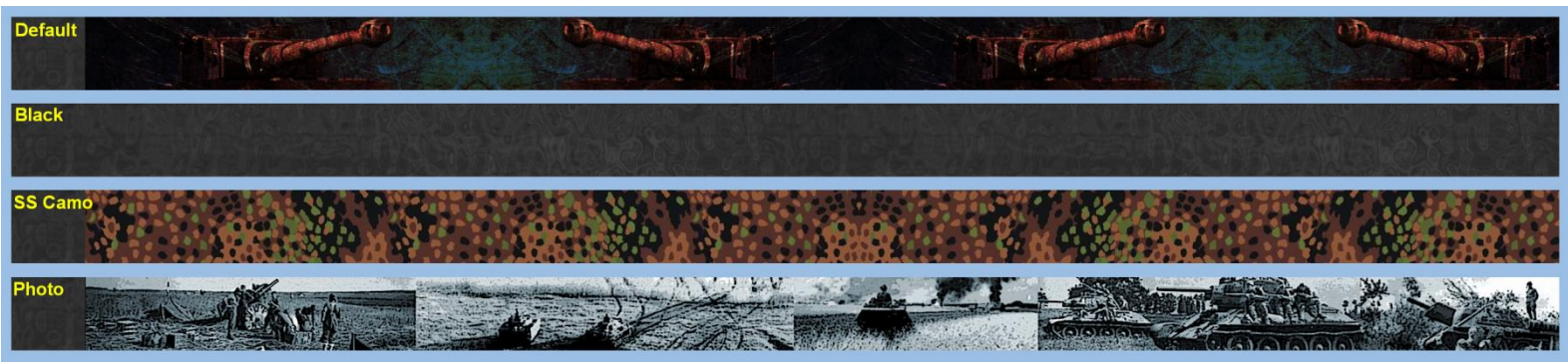




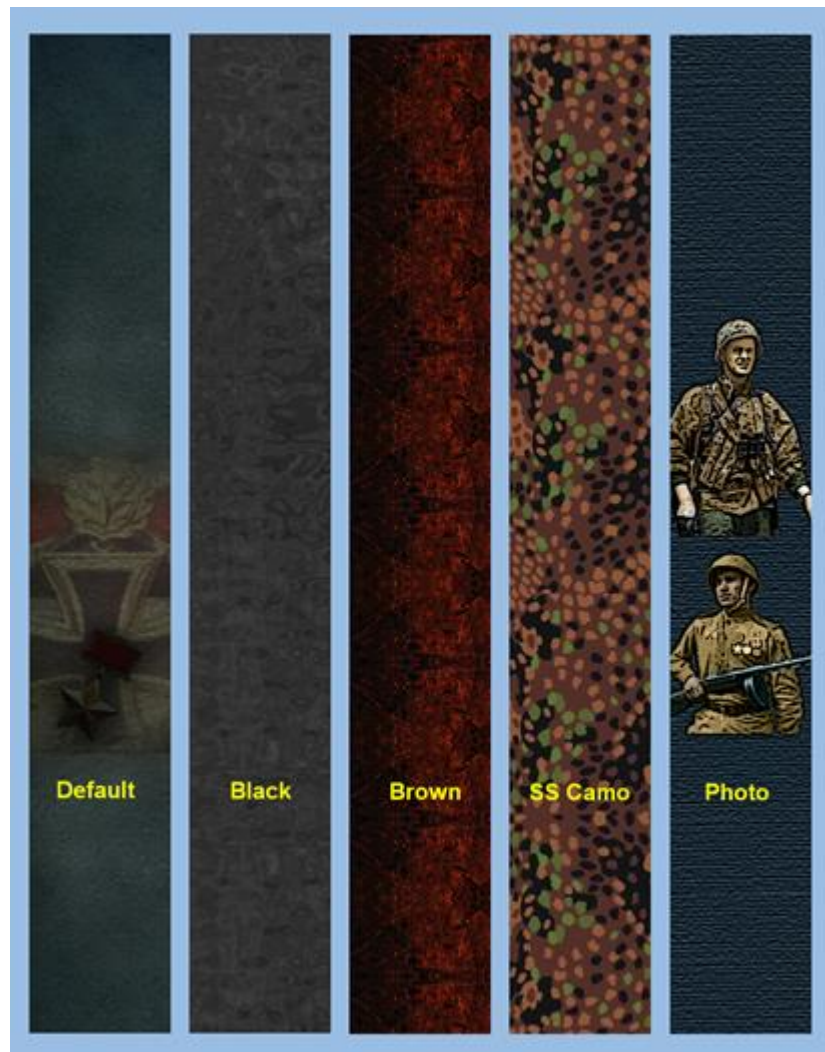
There are now three sets of victory point counters. The default set is 'sunken' like the traditional Tiller VP counter but has an embossed symbol in it. The first alternate set has the embossed symbol but is not sunken. The second alternate is a plain sunken set - similar to the original Tiller set. These are under each nationality in the 2DSymbols directory. You can choose to have different types by nationality if you like.

Also included in the Info directory are a range of 'BlankboxV' & 'BlankboxH'. These have been setup for the most common screen sizes. The BlankboxV's are optimised for a 1080 vertical screen. That said, it's long enough to handle the latest 1440 resolutions. The BlankboxH's are long enough to handle a 2560 width without wrapping. If a screen has smaller resolutions than the above it will just truncate the image. You can see the defaults that will come loaded in game.

Here are the BlankboxH variants;



And the different BlankboxV's;





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