FIGHT AND DIE FORWARD

Gun Duel 2001 GD4



VICTORY CONDITIONS: The German wins immediately if he exits 45 EVP off the north edge of the map. The total number of EVP needed is reduced by 1 for each CVP accumulated by the German player

5 July 1943 lakhontov, Soviet Union

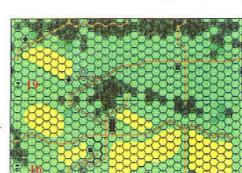
To open the German offensive at Kursk, Von Manstein hurled the twin fists of the 1st and 2nd SS Panzer Grenadier Div. into the southern shoulder of the Russian defenses. The forward elements of these units were tasked with breaching the enemy lines as rapidly at possible. There were approximately 10 km. between the German and Russian front lines. The Russian commander placed platoon sized outposts throughout this gap and reinforced these positions with anti-tank and engineer assets. The men manning these positions knew that there was to be no retreat from their forward positions. Before the Germans could reach their objectives they had to fight their way past these forward Russian outposts.

■ N BOARD CONFIGURATION:

Board 19 Board 16

BALANCE:

German: Reduce number of VP needed to 40. Russian: Increase number of AP mines to 24.



TURN RECORD CHART



SPECIAL RULES:

- 1. EC are Clear and Dry with no wind at start.
- 2. Grain is considered open ground.
- Russian OBA consists of 80+ Bn. Mtr. OBA with 1 Pre Registered hex and an
 offboard observer at level 2 on the north board edge.
- Russian may use HIP for 3 squad equivalents and any SW/SMC that stack with them
- 5. All Buildings are wooden with no upper level.
- 6. Vehicular Dust is in effect.
- 7. All Germans must enter as PRC.
- 8. The Russian 6-2-8s are assault engineers and may be deployed at start only.