

TACTIQUES STALNIÉ PROSTORI

(PLAINS OF STEEL)

CAMPAIGN GAME

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COASTAL
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SP

SP. STALNIE PROSTORI (PLAINS OF STEEL)

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11.1 INTRODUCTION (R)

The Stalnié Prostori campaign (SP) uses the Red Barricades (RB) rules except as modified hereafter. Certain RB rules are deleted [identified by a (D)]; others are replaced [identified by an (R)], or modified [identified by an (M)]; and some rules have been added [identified by an (A)]. RB rules used without modification in SP are identified by a "RB" symbol. References to rules from other ASL rulebook chapters are preceded by the appropriate letter. Other references are to SP rules. Finally, whenever a reference in chapter O is made to a chapter O rule that has been replaced by an SP rule, then the reference is to that SP rule. In order to simplify the understanding of the SP rules, and to allow players use SP and RB rules concurrently, the RB rule numbering system is used throughout SP. Additionally, SP tables, and some RB tables, are printed at the back of the RG tables for each nationality. These tables have been "personalized" for each nationality and thus simpler to use. This means that nationality-dependent drm/DRM and special notes are already taken into account and must not be used in conjunction with these tables.

The SP campaign game is for 2 players and includes 4 scenarios depicting the final push of the lead elements of the *1st SS-Panzer-Division* "Leibstandarte Adolf Hitler" against the Vth Guards and the Vth Guards Tank armies, south of Prokhorovka on July 11 and 12, 1943, the last days of the battle for Kursk. Each scenario depicts one half day of battle. Although it is difficult to represent such a massive tank battle in ASL, we have chosen to illustrate a small part of the battle and to encourage the purchase of armored units for both sides with a relatively low cost.

[Translator note: The French text of these rules and various playing aids and charts are found in *Tactiques* #5. The middle pages of that issue are numbered from SP1 to SP18. Whenever possible, I have shamelessly copied whole locations, sentences and even paragraphs from Chapter O of the ASLRB.]

11.11 & 11.12 (RB)

11.13 TEAM PLAY (R)

SP is well adapted to team play. On each side, one player can direct the infantry and ordnance while the other player directs the armor.

11.14 CG ROSTER & RG PURCHASE RECORD (R)

A SP RG Purchase Record and a SP CG Roster are supplied in on page SP13 to replace those that came with RB. They should be used by each player to record the information relative to each CG scenario.

11.15 (D)

11.2 DEFINITIONS & ABBREVIATIONS (M)

O11.2 definitions are retained except for:

- CG Day (R):** All mentions of CG Days in the RB rules must be construed as referring to CG Scenarios, that is, SP CG half-days. Furthermore, any other mention of a "Day" must be construed as a referring to an SP CG Scenario. For example, the Daily Max in the RG Chart is in fact a scenario Max. The SP campaign is made up of 4 CG Days/CG Scenarios.
- Shore hex (D)**

- Stone Location (M):** delete the second to last sentence which deals with the number of Stone Locations on the RB map.
- Strategic Location (M):** Add the following definitions: Bridge, level 2 hill hexes.
- Victory Locations (A):** Every location counting toward victory on the playing area. The Victory Locations are: Buildings, Rubble, Bridge and Level 2 Hill Hexes. Each player may mark the Victory Locations he controls during each CG scenario. At the end of a CG scenario, if the German player does not Control Victory Locations on maps that will not be in play in the following CG scenario, he loses all possibility of gaining Control of those Locations thereafter and may not claim automatic Control of those Victory Locations. Control of Victory Locations is as per 26.11-.12, depending on their type, except for level 2 hill Hexes. The latter are automatically controlled by the side whose perimeter includes them, except when they are part of an enemy Isolated Area (11.606).

DISTRIBUTION OF VICTORY LOCATIONS

Board 2:	60	Board 10:	59
Board 12:	63	Board 13:	16
Board 16:	6	Board 17:	19
Board 18:	11	Board 19:	4
Board 21:	220	Board 24:	39
Board 33:	9		

11.3 THE CG SCENARIOS (R)

The parameters of the Initial Scenario and the Victory Conditions for the Campaign Game are given in 11.5 and on the Campaign Card (on pages SP21 and SP22); Victory Conditions for the individual scenarios are given in 11.6235. The other parameters for the subsequent scenarios are generated in a special between-CG-scenario sequence called the Refit Phase (RePh). The CG continues until the fourth (July 12, PM) scenario has been played. The "start lines" (or, Front Line Locations, to use the game term) are determined by Locations Controlled by both sides at the end of the last-completed scenario.

11.31 CG BALANCE PROVISIONS (R)

If both players want to play the same side (A26.5) or if they want to favor a particular side, they may apply the following balance provisions:

- ☛ : Russians are not considered elite for the purpose of the Ammo depletion rule (C8.2).
- ★ : Germans are not considered elite for the purpose of the Ammo depletion rule (C8.2).

11.32 CG SCENARIO BALANCE PROVISIONS (R)

The following Balance provisions can apply automatically, depending on the CG scenario win-loss record of each side:

- If 2 CG scenarios have been played and one side has lost them both, that side qualifies for a -1 DRM to its CPP replenishment DR and to its RG Strength DR.
- If 3 CG scenarios have been played and one side has won only one of them, that side qualifies for a -1 DRM to its CPP replenishment DR and to its RG Strength DR.
- If 3 CG scenarios have been played and one side has lost them all, that side qualifies for a -2 DRM to its CPP replenishment DR and to its RG Strength DR.

11.4 CG SSR (M)

Not all the RB CG SSR are used in SP; some are replaced and some are modified:

CG1.(R) MAPS¹: Each CG scenario is played on a group of 6 ASL maps (two maps lengthwise {North-South axis} by three maps {East-West axis}). 3 such map groups (or Playing Areas) are used. The first 2 are used respectively for the first and second CG scenarios (11 AM and 11 PM) while the third one is used for the last 2 CG scenarios (12 AM and 12 PM). Map groups overlap in the following fashion: the 3 northernmost maps in group 1 constitute the 3 southernmost maps in group 2 and the 3 northernmost maps in group 2

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constitute the 3 southernmost maps in group 3. One goes from one group to the other by removing the 3 southernmost maps of the original group and adding to it the 3 northernmost maps of the new map group. The map groups are illustrated on the Campaign Card and reduced views of each are also supplied to help in the marking of Perimeters, Fortifications, HIP units and terrain modifications as the Campaign Game proceeds.

Since the Playing Area changes from one CG scenario to the other, the following SSR's have been added:

- At the conclusion of a CG scenario, there are Russian units in isolated Locations on maps due to be removed prior to the start of the next CG scenario. These units will therefore be unable to set up in their Pocket² (units within the Russian Perimeter on maps due to be withdrawn are retained by the Russian player in the usual manner described in 11.607 [EXC: Dug In Tanks, Guns/AFV located in Fortified Building Locations and Immobilized Vehicles on maps due to be removed are eliminated]). For each isolated unit, the Russian player has two options:
 - The unit may escape as per 11.6063 or
 - The unit stays on the map due to be removed. In this case, the unit is eliminated. This elimination counts in the calculation of the Casualty VP DRM to the Russian CPP Replenishment DR (11.616). The total of the Casualty VP due to the elimination of Russian units in this fashion also serves to generate a DRM to the German CPP Replenishment DR (see 11.616).
- German units have broken through and they manage to exit the North edge of the Playing Area. See 11.4, SSR CG4, SSR CG13.
- No German Infantry unit has succeeded in entering the maps that will remain in play during the next CG scenario and the German side has no Perimeter in the Playing Area. See 11.4, SSR CG4.

CG2.(M) RB SSR: The only RB# SSR in effect during SP are:

RB8. Rubble is treated as a building for Ambush (A11.4) and Street Fighting (A11.8)

RB12. Neither side's 150+mm OBA nor Russian Rocket OBA may fire Smoke; German Rocket OBA may fire Smoke³; no OBA may fire WP; there are no IR in SP because all scenarios take place during daylight.

CG3. RB

CG4. (R) GAME END: The Turn Record Chart for all CG Scenarios is situated on the CG Scenario Card on page SP16. The length of each CG scenario is randomly determined. At the end of Game Turn 7, and at the end of each Game Turn thereafter, the Russian player makes a Game End dr: if it is ≤ the circled number in the current turn's box on the Turn Record Chart, the CG scenario ends immediately. Starting with the 11 PM CG scenario, two drm apply to the Game End dr⁴:

- + x for every multiple of 10 (FRD) Infantry/Riders (excluding Prisoners) VP exited off the North edge of the Playing Area by the German player. If this drm causes the Turn 9 Game End dr to be >6, the CG scenario ends nonetheless.
- y if there is no German Perimeter on the Playing Area of the current CG Scenario: for every multiple of 6 (FRU) hexes between the North edge of that portion of the Playing Area that was removed in the preceding RePh and the northernmost non-Isolated non-vehicular-crew German Infantry unit with a TEM ≥ 1 at the end of the preceding CG scenario.

CG5. RB

CG6. (R) OBA: Each side is limited to using a maximum of two OBA modules per CG scenario (with "usage" of a module being defined as having its radio [either a SW or an OP Tank], field phone, or Spotter [whether offboard or aerial] in play at any time during a CG scenario; see also SSR CG10). When an OBA module is selected as a RG, the player may freely select a radio or field phone [EXC: SSR SP1]. Each Russian Security Area must be traced (as per C1.23) to any friendly-Controlled north-edge hex. Each German Security Area must be traced (as per C1.23) to any friendly-Controlled south-edge hex. The ground-level Location of each Security Area hex must be friendly-Controlled at scenario start.

CG7. & CG8. RB

CG9. (R) REINFORCEMENTS: All Infantry/AFV RG purchased on the current CG Scenario [EXC: 11.6194], as well as Retained units voluntarily held off-map as reinforcements, enter on/after Turn 1 [EXC: for the Initial CG Scenario, Russian reinforcements enter on/after Turn 3] during that scenario. Some, all or none (including individual RG units) may enter on each turn [EXC: see 11.6205 for Leaders].

Russian and German reinforcements enter on any Playing Area edge hex(es) (front or side {see 11.6053}) that is currently friendly and was friendly at scenario start, provided these hexes are ≥ 10 hexes away from any enemy-Controlled edge hex [EXC: for the Initial Scenario, Russian reinforcements must enter on the North edge of the Playing Area (see the CG Card). Russian reinforcements may always enter on any North edge hex(es) of the playing Area. German reinforcements may always enter on any South edge hex(es) of the playing Area.].

CG10. RB

CG11. & CG12. (D)

CG13. (R) PLAYING AREA EXIT: Any Personnel (including their possessed Weapons) and Mobile AFV may exit the Playing Area during play but only from a hex that is friendly-Controlled and was friendly-Controlled at scenario start. Such a unit may not re-enter the Playing Area during the scenario but is retained in their side's OB for the next CG scenario [EXC: a Broken Infantry unit must take an immediate NMC when exited; failure of the NMC results in the immediate Elimination of that unit and all its possessed Weapons.]. All counters exited off hexes (currently not friendly-Controlled and) not friendly-Controlled at scenario start are Eliminated [EXC: For the Germans only, during the 11 PM CG Scenario, Infantry units and Good Order Passengers (and the Vehicles that carry them) may also exit off the north edge of the Playing Area without being Eliminated (they are eliminated if not Good Order) see also SSR CG4], and count for Casualty Victory Condition purposes (11.6235) but not for the CVP DRM of 11.616.

CG14. to CG17. RB

CG18. (D): No Sewer Movement is allowed in SP.

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11.5 INITIAL SCENARIO (R)

The information to play the Initial CG Scenario is on the Campaign Card. For the Initial CG Scenario, players begin with RePh step 11.619 (Purchase Reinforcement Groups) and complete the RePh steps 11.620-622. For the Initial CG Scenario, the actual strength of each OB-given and purchased (RePh step 11.619) RG must still be determined normally (RePh 11.620). Leaders received, if any, are determined in the RePh steps 11.6205-.207. In the Initial CG Scenario, the Russian sets up and the German moves first. Furthermore, in the Initial CG Scenario, the German is assumed to have selected the "Attack" Initiative chit and the Russian the "Idle" Initiative chit (11.623) for CPP Replenishment (11.616) and ELR-Change (11.617) DRM purposes.

11.51 to 11.53 (D)

11.6 to 11.6052 RB

11.6053 PLAYING AREA EDGE HEXES (R)

There are two types of Playing Area edge hexes:

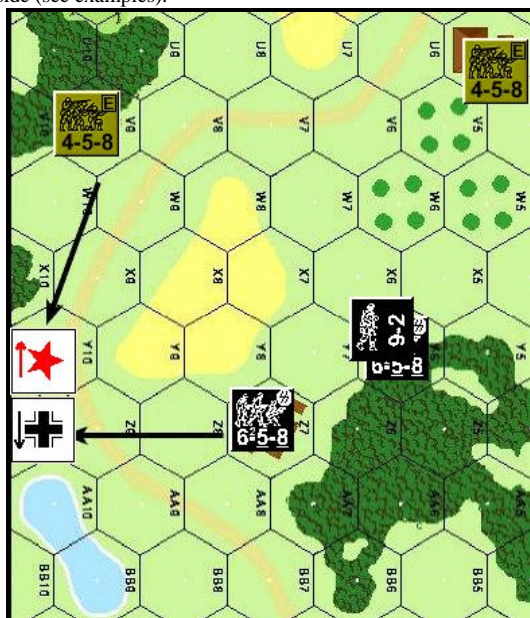
- Side edge hexes, on the East and West edges of the Playing Area and
- Front edge hexes, on the North and South edges of the Playing Area.

11.60531 SIDE EDGE HEXES (A)

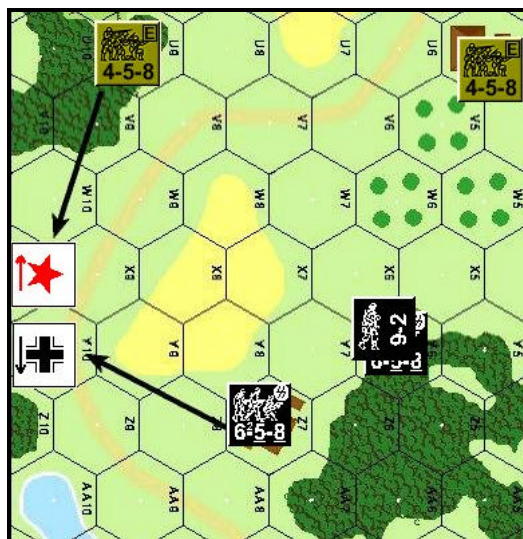
It is not necessary to enter a side edge hex with a unit in order to Control that hex. A side edge hex is Controlled at the end of each player turn by a Good Order non-Vehicle Crew Infantry MMC on Ground Level (excluding any other unit) that:

- is ≤ 5 hexes from that side edge hex and
- is closer to that side edge hex than any Good Order enemy unit (when two opposing units are at the same distance from a side edge hex, the side that previously Controlled the hex retains Control of that hex; note also that while a Vehicle/Vehicle Crew/SMC cannot gain Control of a side edge hex, it can prevent the enemy from gaining Control).

Once a side edge hex is Controlled by one side, that side retains Control even if the unit that qualified for gaining Control in the first place moves away and. Once gained, Control is retained by one side until it is gained or denied by the other side (see examples).

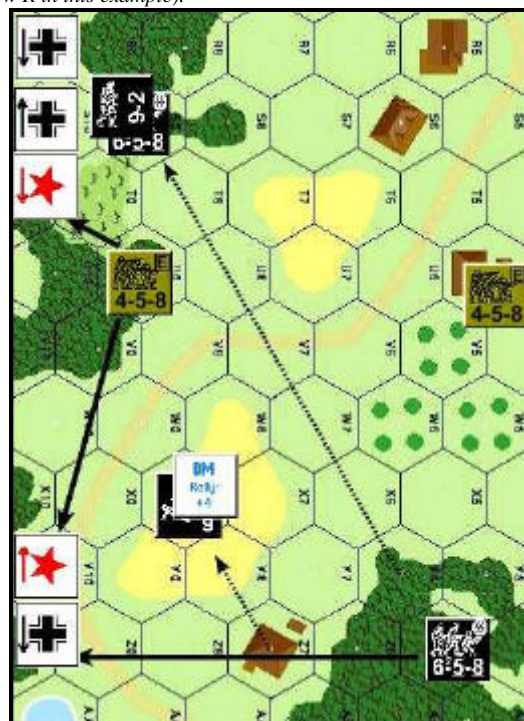


Example: At the end of the German turn, the squad in Z7 has taken Control of side edge hex Z10. Indeed, that squad is 3 hexes away from Z10 (£5) and the Soviet squad in V9 is further away from Z10 (4 hexes). The German squad also controls AA10 and BB10 for the same reasons.



Above: At the end of the following Soviet turn, the Soviet squad that was in V9 having withdrawn to U9, it has relinquished Control of Y10 to the German squad in Z7.

Below: At the end of the following German turn, the Z7 squad having moved and been broken in X8, it loses control of side edge hexes to the Soviet squad in U9. This Soviet squad now Controls side edge hexes T10 to AA10. It does not Control BB10 because the German squad in Z5 is closer to that hex; nor does it Control S10 and R10 because these are Controlled by the 9-2 leader and his squad that have moved to S9. We assume that the playing area ends with hexrow R in this example).



At the start of a CG scenario and throughout play, each player should carefully mark the side edge hexes he Controls by placing a Perimeter Marker in each friendly-Controlled side edge hex that is adjacent to an enemy-Controlled side edge hex⁵. Each such Perimeter Marker must point to another friendly Perimeter Marker on the same edge of the Playing Area [EXC: if the friendly-Controlled side edge hex is adjacent to two enemy-Controlled side edge hexes,

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place one friendly Perimeter Marker pointing away from the Playing Area]. If the German player starts a CG scenario with no Perimeter on the Playing Area, he places one Perimeter Marker on both corners of the South edge of the Playing Area such that they point to one another, see also 11.60532.

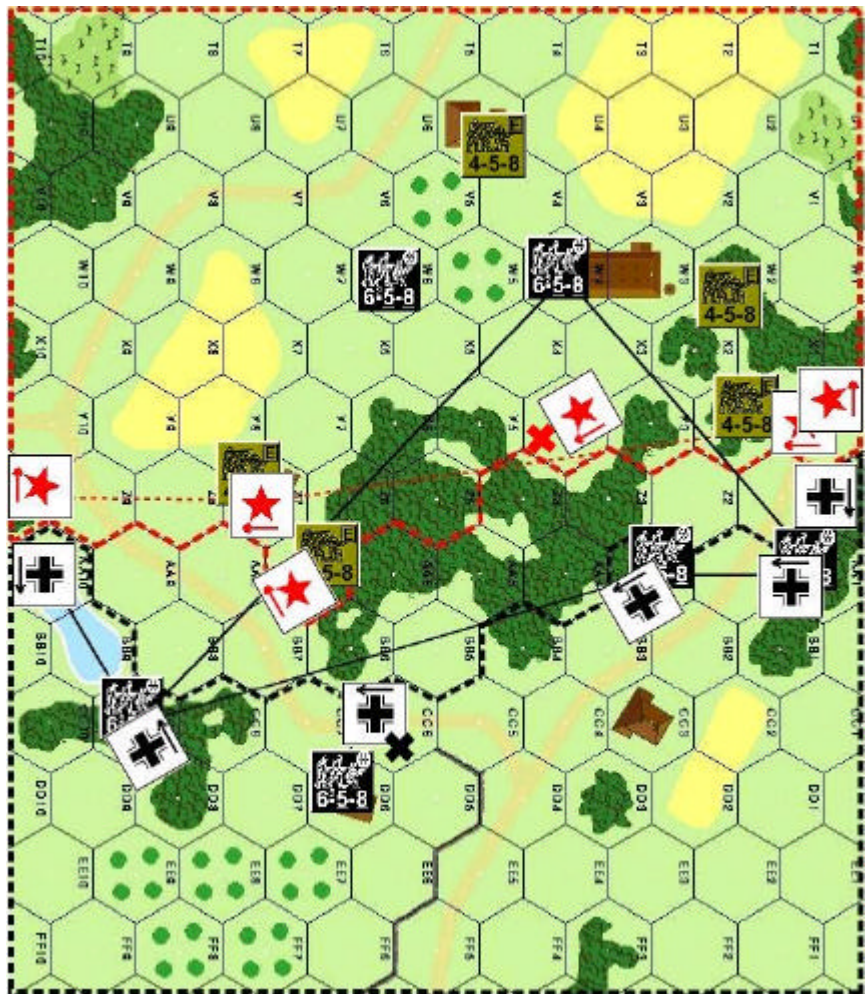
11.60532 FRONT EDGE HEXES (A)

The northern edge of the Playing Area is always controlled by the Russian player. The southern edge is always controlled by the German player. For either side, the Control of Front Edge Hexes of the Playing Area does not by itself allow the set-up of units on the Playing Area. At the end of the previous CG scenario, the player must have controlled a Perimeter that included hexes other than Front Edge Hexes on the current CG scenario Playing Area.

11.6054 PERIMETER MARKERS (R)

Perimeter Examples:

- The thin solid lines show the direct line German Perimeter. At first, the German player tries to include its squad in W4, however, this would create a Perimeter overlapping with the Soviet's and is not allowed. The German Perimeter must thus be drawn through the squad in AA3. Note that W6 does not have a TEM ³ 1 and that the squad in that hex cannot be used to draw the German Perimeter. The squads in W4 and W6 are thus Isolated in their Locations. The thick black X shows the point where Alternate Hex Grain AA3-CC6 crosses Hex Grain CC6-CC9. It is both within the direct line Perimeter and is the closest hex to the direct line from AA3 to CC9. AA3 cannot be linked directly to AA10 because the final Perimeter would then cross an enemy-occupied Hex. The thick black broken line shows the final German Perimeter. It is this Perimeter that must be noted on the reduced-size photocopy of the corresponding playing area.
- The thin broken lines show the direct line Soviet Perimeter. The thick red X shows the point where Alternate Hex Grain AA7-Y4 crosses Hex Grain Y4-Y2. It is both within the direct line Perimeter and is the closest hex to the direct line from AA7 to Y2. The thick red broken line shows the final Soviet Perimeter. It is this Perimeter that must be noted on the reduced-size photocopy of the corresponding playing area.



Each side now places Perimeter markers, one at a time, in ground level Locations having a IFT/To Hit DRM ≥ 1 (Wall/Hedge hexsides DRM apply only if all potential LOS from the enemy Perimeter cross a Wall/Hedge hexside of the hex⁶) that contains ≥ 1 friendly non-Vehicular-Crew-MMC/Control-marker (O11.6052); it makes no difference which side places first, or if both sides place simultaneously. As each Perimeter marker is placed, it must be pointed towards a Location containing another friendly Perimeter marker that is at a distance ≤ 10 hexes away. The Perimeter drawn between those two markers follows either a(n) (Alternate; E12.11) Hex Grain or it successively follows a Hex Grain and an Alternate Hex Grain. When the latter is the case, the Hex where the Hex Grain and the Alternate Hex Grain meet must be that which would be the closest to a direct line drawn without regard to (Alternate) Hex Grains and it must be inside the Perimeter that would be drawn by that direct line (see example below).

11.6055 to 11.6057 RB

11.6058 MAP-EDGE POCKETS (R)

If the process of expanding a Pocket adds map-edge hexes to a Pocket, that section of the Perimeter remains a Pocket except if at least one of those map-edge hexes is a friendly Front Edge Hex.

11.6059 to 11.606 RB

11.6061 EFFECT ON UNITS (R)

In a type B Isolated Area, each SMC must attempt to Escape (11.6063). In a type C Isolated Area, each SMC must attempt to Escape. In a type C/D Isolated Area, each unit/Weapon begins the next CG Scenario with Ammunition Shortage (A19.131) [EXC: Escaped (11.6063); Eliminated (11.6094, 11.610, 11.6132 and 11.6134-.6136)] and each isolated AFV has Red MP for the next CG Scenario. The ID of some may need to be recorded to distinguish them from others not suffering the same penalties. See 11.6066 for setup restrictions in Isolated Areas.

11.6062 RB

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11.6063 ESCAPE FROM ISOLATION (R)

Any unit in an Isolated Location may attempt to Escape by making a DR on the Escape Table. If more than one Infantry units in the same Location wish to Escape, they may combine themselves into one or more stacks. Each stack then makes its own Escape DR. One German squad stacked with each leader may freely Deploy. Any SW/Gun may be dropped or transferred/dismantled-(if possible) prior to its possessor's Escape attempt. Guns cannot accompany an Escaping unit [EXC: if dm].

ESCAPE TABLE

Final DR	Infantry:	AFV:
≤ 8	Escapes ¹	Escapes
9	Escapes, Replaced ^{2,3}	Escapes
10	Escapes, Casualty Reduced ³	Abandoned ⁴ (Crew escapes)
11	Escapes, Replaced then Casualty Reduced ^{2,3}	Abandoned ⁴ (Crew Eliminated)
≥ 12	Eliminated	Eliminated ⁴ (CS NA)

1. Original 2 DR always results in Escape and Heat of Battle (A15.); however a subsequent result of Berserk or Surrenders eliminates the unit(s).
2. A unit that would become Disrupted is Eliminated instead. A unit with an underlined Moral is Casualty Reduced.
3. Use Random Selection for a stack. A Casualty Reduced HS/crew is eliminated. A Leader/Hero is wounded (and rolls for Wound severity).
4. In current hex and facing.

DRM

- +x (Armor-)Leader/Heroic DRM (NA to a lone SMC)
- 2 Fully-tracked AFV
- 1 If Russian*
- 1 If lone, unwounded SMC
- 1 If ≤ 2 hexes from a friendly-Controlled, non-Isolated hex
- 1 If adjacent to a friendly-Controlled, non-Isolated hex
- +1 Per multiple of 8 hexes (FRD) from closest friendly-Controlled, non-Isolated hex
- +1 Per HS equivalency > 1 HS using the same Escape DR*
- +1 Per PP > IPC being carried (unit with most excess PP determines this DRM for a stack {a stacked leader may combine to increase a MMC's IPC[A4.42]})*
- +1 Unarmored Vehicle
- +2 If Encircled*
- +2 Captured AFV
- * NA to Vehicles

11.6064 to 11.6065 RB

11.6066 DRAWING THE PERIMETER (R)

The Perimeter determination procedure is now complete. Both sides should now record their Perimeter on a photocopy of the Playing Area corresponding to the present CG Scenario (reduced-size versions of the different Playing Areas are supplied in pages SP18, SP19 And SP20. Both sides draw their perimeter on the same photocopy, using a different color marker for each Perimeter drawn. The Scenario Defender may also use a second photocopy to mark the position of his HIP Units/Fortifications). Mark each hexside that a friendly Front Line Location shares with a No Man's Land or non-Isolated, enemy-Controlled Location. This procedure converts the connecting (Alternate) Hex Grains into a more understandable form on the reduced-size Playing Area and clearly indicates Isolated Areas. The type (A, B, C, D) of an Isolated Area should also be recorded.

11.6067 CLEARING THE PLAYING AREA (R)

Each player now removes all remaining non-Isolated units/Equipment from friendly-Controlled Locations. These units/Equipment are retained. The German player also removes from the Playing Area and retains the German units (and their possessed Equipment) that are isolated and located on maps due to be removed from the Playing Area for the next CG Scenario [EXC: A Gun/AFV in either a Fortified Building Location or a Pillbox (SSR CG5, O11.4) is left on the map and is Eliminated if that Location is on a map that

will be removed from the next CG Scenario Playing Area]. The following table is used to determine the fate of Immobilized Vehicles:

VEHICLE'S OWNER:

	RUSSIAN	GERMAN
map removed	Eliminated	Retained*
map retained	Left	Left

* The Vehicle is retained offboard by the German player who can attempt to Repair it (11.613) once per RePh.

11.6071 ISOLATED AREAS (R)

Units/Equipment in Isolated Areas on maps that will be in the next CG Scenario's Playing Area are not cleared from the Playing Area, and each must be left in its current Location.

Russian Units/Equipment in Isolated Areas on maps that will be removed from the next CG Scenario's Playing Area are Eliminated. The corresponding CVP are used in the calculation of the Casualty VP DRM to the Russian CPP Replenishment DR (11.616). They are also used to generate a DRM to the German CPP Replenishment DR (see 11.616).

See 11.607 for German Units/Equipment Isolated on maps due to be removed for the next CG Scenario.

11.6072 TO 11.6091 RB

11.6092 BRUSH, ORCHARD, GRAIN, WOODEN RUBBLE (R)

Place a Shellhole counter in the Location; the previous terrain no longer exists.

11.6093 & 11.6094 RB

11.6095 (R) WOOD (This replaces 11.6095 FACTORY BUILDING)

A Wood hex is considered Gutted and may not catch Fire again. Treat as an *Out of Season Orchard hex*.

11.6096 & 11.610 RB

11.611 BATTLE HARDENING & PROMOTION (M)

11.6111 RECOMBINING (R)

All Retained same-class HS with the same strength Factors must Recombine (A1.32) so that no more than one of each HS type is retained. [EXC: Isolated HS may only Recombine with other Isolated HS of the correct type allowed to set up in the same Isolated Location(s) {11.6242}. Each player is allowed to keep as many HS as are needed for the weapons he owns that are specified as HS-manned in the RG Charts].

11.6112 HEROS & MMC (R)

On each side, each Retained Hero [EXC: heroic leader; 11.6113] is Eliminated; however, each such Elimination enables that side to Battle Harden on MMC of the owner's choice (in the same Isolated Area as that Hero, if applicable). In all cases, an Elite MMC (as well as a Crew) that Battle Hardens becomes Fanatic (but only for the duration of the next CG Scenario; 11.602e). No MMC may Battle Harden more than once per RePh. There is no Battle Hardening DR in SP.

11.6113 & 11.6114 RB (Use the German table for the Russians)

11.6115 ARMOR LEADERS (A)

Each side makes one Secret DR to create/Battle Harden a Retained Armor Leader⁷, using the following table. If a side has more than one Armor Leader of that grade, the player chooses which one to Battle Harden. If the Armor Leader selected is not currently retained by that side, the player then must Battle Harden an Armor Leader of the immediately lower grade. If side has no Retained Armor Leader, an 8-1 Armor Leader is created.

Final DR	Armor Leader Type
≤ 2	9-2
3	9-1
4	8-1
5	8-1 is created*
≥ 6	-

* No Armor Leader is created if it would give that side >1 Armor Leader for every 3 AFV with no Passenger Capacity he owns.

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For the German: if the Armor Leader is to be used with a Tiger Platoon, a 9-1 Armor Leader is created instead.

DRM:

-2 If the friendly side has won the preceding CG Scenario (the player may opt to ignore this DRM or apply a -1 DRM only).

11.612 to 11.6122 RB

11.6123 (D)

11.613 to 11.6131 RB

11.6132 (R) WEAPON REPAIR

Each side makes a separate dr on the table below for each malfunctioned non-Captured Retained Weapon and for each Disabled AFV MA (recalled during the previous CG Scenario).

WEAPON REPAIR TABLE

Final dr	Effect
≤ 2	Repaired
≥ 3	Eliminated*

* If Vehicular-mounted, the Weapon is Disabled; if MA, the AFV is placed under RECALL (11.6141) if Isolated, or Eliminated if non-Isolated.

drm:

- 2 If Vehicular-mounted
- 1 If Russian MG
- 1 If Weapon with a Circled B#
- +1 If Isolated
- +2 If AFV MA and Disabled

11.6133 to 11.6139 RB

11.614 ARMOR WITHDRAWAL (M)

11.6141 RECALL (R)

Each Mobile, non-Isolated Retained AFV under Recall due to a STUN is Retained offboard as long as it remains under Recall. The Recall (and its corresponding STUN) may be removed by eliminating a friendly Vehicle Crew (coming from a previously killed friendly Vehicle) and the AFV can enter the current CG Scenario as a Reinforcement⁸. If Mobile under Recall and Isolated, the AFV begins the current CG Scenario under Recall.

11.6142 & 11.6143 (D)

11.615 RB

11.616 CPP REPLENISHMENT

Each side now makes a Secret DR to replenish its CPP.

CPP REPLENISHMENT TABLE

Final DR	CPP Increase
≤ 2	+18
3-4	+17
5-6	+16
7-8	+15
9-10	+14
11-12	+13
≥ 13	+12

DRM:

- ±x Friendly Historical DRM (11.6161) for the current CG Scenario
- y As per CG Scenario Balance provision (11.32) in effect
- +1 If the friendly side selected the "Attack" Initiative chit for the previous CG Scenario (always the case for the German side⁹).
- 1 Per each 20 Casualty VP (FRD) (A26.2) suffered by the friendly side during the previous CG Scenario (including friendly units[s] Eliminated since the last scenario during the current CG Scenario's RePh.)
- +z For the German side: per each 10 Casualty VP (FRD) left by the Russian on mapboards withdrawn from the Playing Area between the previous CG Scenario and the current CG Scenario.

11.6161 HISTORICAL DRM CHART (R)

The DRM given in the table below are used as DRM for the following Tables: CPP Replenishment (11.616), ELR Loss/Gain (11.617), and RG Strength Determination¹⁰ (11.6201 & 11.6204).

	GERMAN	RUSSIAN
July 11 AM	-2	0
July 11 PM	-1	-1
July 12 AM	-1	-2
July 12 PM	+1	-1

11.6162 CG ROSTER UPDATE (R)

Record the final result of the CPP Replenishment DR in the "Repl." column, and on the proper line for the current CG Scenario, on the CG Roster (Note: the July 11 AM box is shaded-in as CPP Replenishments not possible for that scenario). Add the current CG scenario's "Repl." number to the number of CPP unspent from the previous CG Scenario, and record this sum in the "Total" box from the same line. This is the total CPP available for purchasing RG/Recon.

11.617 RB

11.618 WEATHER & EC DETERMINATION (R)

The Russian side makes a DR on the SP Weather Table to determine the weather and a dr for the EC¹¹.

SP WEATHER TABLE

Final DR	Result
2	Fog/Mist
3-4	Overcast
5-9	Clear
≥ 10	Clear & Gusty

DRM:

- +1 If the previous CG Scenario's weather was Clear or Clear & Gusty

SP EC TABLE

Final dr	Result
≤1	Wet
2	Moist
3	Moderate
4-5	Dry
≥ 6	Very Dry*

* Very Dry entails Light Dust, but no Vehicle Dust or FFE Dust

drm:

- 2 If the previous CG Scenario's weather was Overcast
- 1 If the previous CG Scenario's weather was Fog/Mist
- +1 If the previous CG Scenario's weather was Dry
- +2 If the previous CG Scenario's weather was Very Dry

11.619 PURCHASING REINFORCEMENT GROUPS (M)

11.6191 & 11.6192 RB

11.6193 FULL/DEPL. UNIT TYPE(R)

Lists the types of units that each RG contains¹². The numbers listed immediately to the left and right of the "/" represent the number of that Unit Type received at Full and Depleted Strengths respectively (in this last case, the number represents the minimum received; please read the corresponding notes below the RG Table.). See also 11.5.

11.6194 CPP COST(R)

Lists the CPP cost of the RG regardless of its (later-determined) Strength. This is the number of CPP that must be subtracted from the purchasing side's current CPP total in order to receive that RG. Unlike RB, and in order to add precision, RG costs of in SP are in increments of 1/2 CPP. AFV and Infantry RG usually do not set up on the Playing Area but must enter it during play. It is however possible to set them on-map at an additional cost in CPP (see below). Further CPP costs modifications are also possible:

SP

a) On-map Setup: Any AFV or Infantry RG (i.e., those whose ID on the Reinforcement Group Chart begins with an "A" or "I") may be used for normal setup on the Playing Area. Such an RG has its CPP cost increased as follows:

	3 northernmost maps	3 southernmost maps
Russians		
I1, I2, I3:	+1 CPP	+0 CPP
A#:	+2 CPP	+1 CPP
Germans		
I1, I2:	+2 CPP	+2 CPP
A#:	+2 CPP	+2 CPP

Other RG may set up on the Playing Area at no extra CPP cost.

b) Reserve: Any Infantry RG (i.e., one whose ID on the Reinforcement Group Chart begins with an "I") may be purchased as a Reserve RG by spending one < its normal CPP cost. A Reserve RG must be set up on the Playing Area on the CG Scenario of purchase [without paying the extra CPP costs listed above], using the principles of Cloaking (E1.4). If it is impossible to set up a Reserve RG on the Playing Area, or at the purchaser's option, the Reserve RG is kept off the Playing Area and is considered Retained for next CG Scenario. Each Reserve RG purchased may (at purchaser's option) automatically include up to five Dummy Cloaking Counters. Such an RG must have all its Cloaking counters set up at ground level ≥ 10 hexes from the closest friendly Front Line. Each Cloaked Reserve unit/stack must remain Cloaked - and may conduct no action whatsoever - until an enemy unit is within 8 hexes of it and is in its LOS or until subjected to an enemy attack (including OBA) that results in the loss of the Cloaked unit/stack's Concealment, or until a Flame/Blaze exists in its Location, at which time the Controlling side may (or must, if thusly attacked) put that Cloaking counter's contents (if any) on-map and applies the result of the attack, if any. The Cloaking counter's contents are subject to the attack in a normal fashion, being considered Concealed. In general, the counter(s) represented by a Reserve Cloaking counter (if any) is considered not to exist until it appears on the map, except as noted below.

- A Reserve Cloaking counter is ignored for all Overstacking purposes;
- A non-Cloaked Dummy stack may neither set up in or enter a Location that contains a Reserve Cloaking counter;
- A Reserve Cloaking counter is considered a non-Target vs. an enemy Sniper attack (A14.2);
- A plane cannot make a Sighting TC based on a Reserve Cloaking counter nor may it attack such a counter;
- A Reserve Cloaked leader may not use his leadership benefits for any purpose.

Should Cloaked unit(s) still exist at the end of the CG Scenario, all such non-Dummy Cloaked Reserve units are retained in the normal manner but are no longer considered Reserves. Cloaked Reserve units are subject to Isolation in the normal manner.

c) Dug-in: A Russian RG whose ID begins with an "A" may be bought at 50% (FRU to the nearest half CPP) if set up on map as Dug-In (use D9.5-.53; see also O.7). Extra CPP costs for setting up on-map {a) above} are not applicable). A Dug-In AFV may set up HIP in Concealment Terrain but firing any Weapon or changing TCA is considered a Concealment-loss activity (A12.141). Such HIP must be purchased separately (RePh step 11.621). A Dug-In AFV's BMG (if any) is Disabled. (Such a BMG is automatically Scrounged successfully by the Russian. A number of Russian LMG, equal to the number of AFV received for the Dug-In AFV Platoon, are added to the Russian OB.) Such Dug-In AFV may never become Mobile. An AFV Dug-In on a map due to be removed from the Playing Area for the current CG Scenario is eliminated. Only one Platoon may be Dug-In for the whole campaign and only at the start of the first two CG Scenarios¹³.

11.6195 CG SCENARIO MAX. (R)

Lists the maximum number of RG of this type that may be purchased per CG Scenario. Additionally, a player may purchase no more than two Infantry Company RG per CG Scenario¹⁴.

11.61951 SAN LIMITATIONS (A)

Beyond the limits on SAN purchasing, each side's SAN is limited to a maximum for the current CG Scenario, as listed in the table below¹⁵:

SAN MAX TABLE		
	Russian	German
July 11	5	3
July 12	6	4

11.6196 CG MAX. (R)

Lists the maximum number of RG of this type that may be purchased during the course of the current CG¹⁶. RGs given in the CG's Initial OB never count against this maximum. Players should make copies of the RG charts so that each side can keep track of the number of RGs of each type still available. Space has been provided for this purpose to the right of the CG MAX column on the RG charts.

11.6197 RB

11.620 RG STRENGTH, WEAPONS & LEADERS (M)

11.6201 INFANTRY AND AFV RG STRENGTH (R)

Using the RG Strength Table, each player makes a separate secret DR in the following table for each Infantry Coy, each HW Platoon (ID "I"), and each AFV/Truck Platoon (ID "A" and "T") he has purchased or been given in the Initial OB.

RG STRENGTH TABLE	
Final DR	RG Strength
≤ 8	Full Strength
≥ 9	Depleted*

* In the case of AFV/Truck RGs, if the RG is made up of only one type of AFV/Truck, the number to the right of the "/" is the number of AFV(s)/Truck(s) received. If the RG is made up of ≥ 2 types of AFV/Truck, the number to the right of the "/" represents the *minimum* number of that AFV/Truck type to be received; Random Selection is then used to determine which AFV type(s) is received in depleted numbers.

Ex: the German player purchases a SPW HW Platoon in the afternoon of July 11th. The Historical DRM is -1 and the original DR is 10: the RG is thus Depleted. The SPW HW Platoon is made up of three different kinds of vehicles; the player makes 3 dr to determine by Random Selection which type(s) are Depleted. The dr are 3, 4 and 4, respectively for the SPW/sMG, SPW 251/2 and SPW 251/9. The player receives a Depleted number of the latter vehicles and his SPW HW Platoon is made up of two SPW/sMG, one SPW 251/2 and one SPW 251/9.

DRM:

$\pm x$ Friendly Historical DRM (11.6161) for Current CG Scenario

- y as per CG Scenario Balance provision (11.32) in effect

Generally speaking, a Full-Strength RG receives the number (of specified units) listed to the left of the "/" in its respective RG chart and line; a Depleted RG receives the number listed to the right of the "/". See below for the peculiarities of each RG type.

11.6202 INFANTRY COMPANY SW (R)

SW received with the purchase of each Infantry Company RG are listed on the RG Chart itself¹⁷. For each SW, the number received is listed to the left of the "/" for a Full-Strength RG. The number listed to the right of the "/" is the *minimum* number of that SW received for a Depleted Company RG. In that case, the player makes a secret dr for each SW. On a roll ≤ 4 , the SW is in the Company's OB; otherwise it is forfeit. Record each SW received in its appropriate column on the RG Purchase Record on that RG's line.

11.6203 HW PLATOON (R)

A Full-Strength HW Platoon receives the number of SW/Gun listed to the left of the "/". A corresponding number of Crews/HS is also received, as shown in the RG Chart.

For a Depleted HW Platoon, if that RG is made up of only one type of SW/Gun the number of such SW/Gun received is listed to the right of the "/". If the RG is made up of more than one type of SW/Gun, the number to the right of the "/" is the *minimum* number of that SW/Gun received for that RG. In that case,

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Random Selection (A.9) is used to determine which type(s) of SW/Gun is received in depleted numbers.

11.6204 GUN BATTERY/PLATOON & OBA MODULE RG (R)

To determine the Strength of each Gun Battery/Platoon and each OBA Module RG purchased, make a Secret DR and refer to the following tables¹⁸.

OBA TABLE		GUN BATTERY/PLATOON TABLE	
Final DR	Ammo	Final DR	Strength
≤ 4	Plentiful	≤ 7	Full†
5-8	Normal	≥ 8	Depleted*
≥ 9	Scarce		

† The number of Guns received is listed to the left of the "/". A corresponding number of Crews is also received, as shown in the RG Chart.

* The number of Guns received is listed to the right of the "/". A corresponding number of Crews is also received, as shown in the RG Chart. If the RG is made up of more than one type of Gun, the number to the right of the "/" is the *minimum* number of that Gun received for that RG. In that case, Random Selection (A.9) is used to determine which type(s) of SW/Gun is received in depleted numbers.

DRM:

± x Friendly Historical DRM (11.6161) for Current CG Scenario

- y as per CG Scenario Balance provision (11.32) in effect

11.6205 LEADER DETERMINATION (R)

For each Infantry Company RG purchased, make a Secret DR on the appropriate table below to determine the number and type(s) of Leaders received for that Company.

GERMAN LEADER TABLE		RUSSIAN LEADER TABLE	
Final DR	Leader Received	Final DR	Leader Received
≤ 2	10-3, 9-1, 8-0	≤ 2	10-3, 9-1, 8-0
3	10-2, 9-1, 8-0	3	10-2, 9-1, 8-0
4	10-2, 8-1, 8-0	4	9-2, 9-1, 8-0
5	9-2, 9-1, 8-0	5	9-2, 8-1, 7-0
6	9-2, 8-1, 7-0	6	9-2, 8-1
7	9-1, 8-1, 8-0	7	9-1, 8-0
8	9-1, 8-0, 7-0	8	9-1, 7-0
9	8-1, 8-0, 7-0	9	8-1, 8-0
10	9-1, 8-0	10	8-1, 7-0
11	9-1, 7-0	11	8-0, 7-0
12	8-1, 7-0	12	8-0
13	8-0, 7-0	≥ 13	7-0

German DRM:

+1 If Depleted

-1 If SS/Pionier Coy

Russian DRM:

+2 If Depleted

-1 If Engineer Coy

11.6206 COMMISSARS (D)

11.6207 ARMOR LEADERS (R)

For each AFV Platoon that does not include any vehicle with a Passenger PP, make a Secret DR on the following table to determine the crew's quality. Each Armor Leader received for an AFV platoon must begin each CG Scenario in an AFV of that platoon if possible.

ARMOR LEADER TABLE	
Final DR	Armor Leader
≤ 3	10-2
4	9-2
5	9-1
6-7	8-1†
8-12	none
≥ 13	Inexperienced*

† Replace a 8-1 Armor Leader received for a PzVIE platoon with a 9-1 Armor Leader¹⁹

* All AFV of that Platoon have Inexperienced Crews (D3.45)

DRM:

+1 Russian

-1 German PzVIE Platoon

11.621 PURCHASING FORTIFICATIONS (R)

Purchasing fortifications is allowed provided FPP have been purchased in RePh step 11.619 of the Current CG Scenario²⁰. All FPP unspent upon the completion of this step are forfeit. As Fortifications are selected, the characteristics of each must be recorded in the CG Purchase Record, but the actual placement of Fortifications on the playing area may be deferred until step 11.624.

GERMAN FORTIFICATION PURCHASE TABLE	
Type	FPP Cost
Foxhole ¹	1(1S)/2(2S)/3(3S) ¹
Trench ¹	9
A-P Mine	1 per factor ²
A-T Mine	3 per factor ^{2,3}
Roadblock ¹	14
Wire	15
HIP ^{F,1}	US# ⁴
"?" ^{F,1}	1 ⁵
Set DC ^F	12 ⁶

F Only these Fortifications may be set up in a Front Line Location.

I Only these Fortifications may be added to an Isolated Location.

1 For 1-, 2- and 3-squad capacity respectively.

2 No more than 30 FPP of mines can be purchased per CG Scenario. The strength of friendly-Controlled pre-existing minefields may be increased by adding extra A-P/A-T factors to them (though only in allowed increments and to allowed maximums {B28.1, B28.5}.) Minefields may never be decreased in this manner. Mine factors purchased in this fashion may never be exchanged for Booby Traps (B28.9).

3 Includes Daisy Chains.

4 (A1.6) SMC: 1, Crew/HS: 2, Squad: 3. ≤ 10% (FRU) of the non-Reserve Infantry *Squads* (as well as any SMC/SW set up with them in the same Location) may set up using HIP. German AFV may not set up using HIP. Guns and their manning crews may freely set up freely using HIP, as per A12.34. HIP may not be bought for Cloaked Reserve units or for "?".

5 May be used as to Dummy Reserve Cloaking counters (11.6194). See also SSR CG15.

6 Prior to play, a Retained DC (or a DC received with an Infantry Coy setting up on the playing area) may be set up using HIP in friendly-Controlled building/Rubble/bridge/Pillbox/Trench as a Set DC. Its Location, and the ID of the "detonating" unit (A23.7) must be recorded at that time. Searching (A12.152) may reveal, and Random SW Destruction may eliminate, a HIP Set DC.

RUSSIAN FORTIFICATION PURCHASE TABLE	
Type	FPP Cost
Foxhole ¹	1(1S)/2(2S)/3(3S) ¹
Trench ¹	7
A-T Ditch	18
A-P Mine	1 per factor ²
A-T Mine	3 per factor ^{2,3}
Roadblock ¹	10
Wire	12
Pillbox	(a+b+c)x3 ⁴
Fortified Building Location ^{F,1}	12 ⁵
HIP ^{F,1}	US# ⁶
"?" ^{F,1}	1 ⁷
Set DC ^F	12 ⁸

F Only these Fortifications may be set up in a Front Line Location.

I Only these Fortifications may be added to an Isolated Location.

1 For 1-, 2- and 3-squad capacity respectively.

2 No more than 70 FPP of mines can be purchased per CG Scenario. The strength of friendly-Controlled pre-existing minefields may be increased by adding extra A-P/A-T factors to them (though only in allowed increments and to allowed maximums {B28.1, B28.5}.) Minefields may never be decreased in this manner. Mine factors purchased in this fashion may never be exchanged for Booby Traps (B28.9).

3 Includes Daisy Chains.

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- 4 Add the Capacity, CA DRM and NCA DRM, and multiply the sum by three.
- 5 Per building Location. A SP CG Fortified Location is never exchangeable for a Tunnel.
- 6 (A1.6) SMC: 1, Crew/HS: 2, Squad: 3, 5/8" counters: 4, Vehicle/Large or Very Large Gun: 5. $\leq 10\%$ (FRU) of the non-Reserve Infantry Squads (as well as any SMC/SW set up with them in the same Location) may set up using HIP. $\leq 10\%$ (FRU) of the Russian AFV may set up using HIP. Guns and their manning crews may freely set up freely using HIP, as per A12.34. HIP may not be bought for Cloaked Reserve units or for "?".
- 7 May be used to as Dummy Reserve Cloaking counters (11.6194). See also SSR CG15.
- 8 Prior to play, a Retained DC (or a DC received with an Infantry Coy setting up on the playing area, in which case the DC must set up in the part of the playing area where that Coy is allowed to set up) may be set up using HIP in friendly-Controlled building/Rubble/bridge/Pillbox/ Trench as a Set DC. Its Location, and the ID of the "detonating" unit (A23.7) must be recorded at that time. Searching (A12.152) may reveal, and Random SW Destruction may eliminate, a HIP Set DC.

11.622 RECONNAISSANCE (R)

Each side may now make a Recon dr, provided it first expends 1 CPP (an extra 1 CPP expenditure purchases a drm). CPP expended for Recon are immediately deducted from the present total available and the remaining CPP total is recorded in the "Start" column of the next CG Scenario on the RG Purchase Record. If no Recon is purchased by the side, then the present total CPP is recorded in the "Start" column of the next CG Scenario on the RG Purchase Record. The "Start" column always indicates the number of CPP available at the start of the next CG Scenario

The final Recon dr is the number of *Locations* in which the opponent must reveal the Units and Fortifications (including Fortified Building Locations), if they exist in those Locations. The following dr apply to the Recon dr:

drm:

Spent 2 CPP	+3
German	-1

The number of Locations that may be reconnoitered during each CG Scenario is recorded on the SP CG Roster sheet in the "Recon" column for the current CG Scenario. The process of inspection does not occur until all on-map units have been set up (11.6245).

11.623 INITIATIVE DETERMINATION (R)

Throughout the Campaign Game, the German's Initiative is always "Attack". The Russian may choose between "Attack" and "Idle"²¹.

11.6231 RUSSIAN ATTACK LIMITS (R)

The Russian player may not select the "Attack" chit more than twice per Campaign Game.

11.6232 PROCEDURE (R)

The Russian player reveals his initiative chit to the German player. If it is "Idle", the CG Scenario is a German Assault. If it is "Attack", the CG Scenario is a Dual Assault.

11.6233 CG SCENARIO TYPES (R)

Dual Assault: both sides have planned offensive action. Make a dr to determine which side sets up first. If the dr is ≤ 3 , the Russian player sets up first and the German player moves first. If the dr is ≥ 4 , the German player sets up first and the Russian player moves first.

German Assault: the Russian player sets up first and the German player moves first.

11.6234 (D)

11.6233 CG SCENARIO VICTORY CONDITIONS (R)

Dual Assault: The German player wins if at scenario end he has amassed more VP than the Russian player. Each side receives Casualty VP, and also receives one VP for each Victory Location it currently Controls but that was enemy-Controlled at scenario start.

German Assault: the Victory Conditions change from one CG Scenario to the other. The German player wins by amassing >1.5 the number of VP accumulated by the Russian player or by gaining Control of enough Victory Locations. The following table gives the number of (enemy-Controlled at scenario start) Victory Locations the German player must Control at the end of each CG Scenario in order to win that Scenario:

VICTORY CONDITIONS TABLE

July 11 a.m.	60 Victory Locations
July 11 p.m.	50 Victory Locations
July 12 a.m.	70 Victory Locations

For the Campaign Game Victory Conditions, see the Scenario Card.

11.624 WIND & UNIT SETUP (M)

11.6241 to 11.6243 RB

11.6244 NON-ISOLATED SETUP (R)

The side setting up first may set up the remainder of its Retained units, Equipment, purchased Fortifications, and on-map setup RG in non-Isolated friendly-Perimeter -Area Locations [EXC: Only those Fortifications marked with the "F" footnote on the 11.621 Fortification Purchase Tables may be set up in a friendly Front Line Location; Infantry units may only set up in an Open Ground Location if the Location contains a Fortification and the unit(s) benefit from the Fortification's protection; Emplaced guns may set up in Open Ground Locations]. Furthermore, the Russian player must set up his Units/Fortifications/Equipment ≥ 10 hexes from the south edge of the Playing Area²² [EXC: Units/Fortifications/Equipment set up in an Isolated Area (O11.6242); a Vehicle immobilized < 10 hexes from the south edge of the Playing Area retains a Crew, provided it was not Abandoned at the end of the previous CG Scenario]. Retained units/RG not set up on the Playing Area may enter as per SSR CG9 (11.4); those kept completely out of play are still retained for the next CG Scenario. While setting up units/Equipment, the side also now determines in what specific Locations their Fortifications (RePh step 11.621) are to be set up in by writing the Locations in the correct box on the SP RG Purchase Record. Once the side setting up first has completed its setup, the other side follows the same procedure.

11.6245 RECON INSPECTION (R)

After all setup is complete, each side may declare the Location(s) they wish to reconnoiter (11.622), if any. Each Location must be ≥ 16 hexes from the nearest friendly Front Line hex. The sides take turns declaring one Location at a time, with the Russian declaring first. "Reconned" hidden units are placed in their setup Locations concealed. The opponent also receives the Right of Inspection of Concealed units (A12.16), regardless of LOS, but inspected units retain their Concealment. "Reconned" Fortifications are revealed and placed on the Playing Area [EXC: the type and strength of mines are not revealed].

11.625 RB

NOTES

1. 11.4 CG SSR (M) CG1 (R) MAPS: Stalnié Prostorí does not claim to be as accurate as Red Barricades in its representation of the battlefield. However, the mapboards we have selected represent a good approximation of the region's topography: rolling hills with grainfields and farms. Hedges and tree clumps cut the landscape here and there. This area is not steppe country. Using this segmented terrain, the faster Russian tanks were able to close in on the Panzer and engage them at short range without allowing them the benefits of their better long range gunnery. The mapboards composing the terrain have been split into groups for two main reasons: 1- For each CG Scenario, the playing area and the number of turns are about the same as those for standard "large" ASL scenarios. Thus, once the perimeter has been drawn and recorded, the mapboards can be put away and the Campaign game can be easily played over a long period, taking into account the availability of both players. 2- The German push on July 11th and the Russian counter-thrust on the 12th did not produce any spectacular advances or withdrawals. Very little terrain was gained on either side. Since each CG Scenario only involves the units fighting on the front line, using all the mapboards in every CG Scenario would allow the German to make spectacular breakthroughs. In 1943, the Soviets had

SP

sufficient forces in reserve to prevent such breakthroughs. Limiting the number of mapboards allows German breakthroughs to occur but limits their extent while still letting benefits to accrue from them (see note 4). The twelve mapboards provide a North-South distance that is commensurate with the events of 1943. The push by LSSAH was in reality along a SW-NE axis, but we have preferred to "straighten" it up in order to have simpler-worded rules. The battlefield extends over six kilometers and is squeezed between the meanders of the Psel to the northwest and the Kursk-Bielgorod railroad to the southeast.

2. 11.4 CG SSR (M) CG1 (R) SURROUNDED UNITS: the most noteworthy German successes at Kursk, especially for the SS-PanzerKorps, resulted from envelopment operations. Bereft of supplies, communications and support, Soviet units were annihilated. While tenaciously resisting frontal attacks, they would collapse when threatened on their flanks or their rear. Soviet pockets on mapboards removed from play are considered mopped up by the Germans. This lowers the German CPP Replenishment because mopping up operations lead to losses and require materials and equipment. German pockets are freed by the constant push of friendly units.

3. 11.4 CG SSR (M) CG2 NEBELWERFER: unlike Katyushas, German multiple rocket launchers could fire smoke rounds. They were thus aptly named Nebelwerfers: cloud makers.

4. 11.4 CG SSR (M) CG4 BREAKTHROUGHS & FAILURES: an enemy push beyond one's main defense line is always to be feared: rear echelons are swept aside, reserves hindered and command posts threatened. An attack on the enemy's rear is an excellent way of speeding up his defeat, or at least of interfering with the establishment a new defense line and of hindering withdrawals. This was the way that the Sixth Guards Army was destroyed. On the contrary, a stinging failure to advance might compel High Command to change the direction of attack to a seemingly weaker part of the enemy's defense. This is what took place on July 9, 1943, when Hoth decided to abandon the push for Obayan and to attack toward Prokhorovka. When this is the case, one's forces are still able to threaten the enemy, but even with added reinforcements, prior failure is hardly the kind of stimulus that will inspire combativeness on the part of both high command and rank and file alike.

5. 11.60531 CONTROLLING THE FLANKS: *Leibstandarte* is advancing at the center of the SS-PanzerKorps and is at the tip of the assault, with *Totenkopf* and *Das Reich* protecting the flanks against violent Soviet counterattacks. The side perimeter markers thus indicate the forward advance of LSSAH men. When flanks are left uncontrolled, one's units are literally stepping through thin air and are vulnerable to enemy counterattacks. On the morning of the 11th, the Soviets cannot enter on the sides because the Fifth Guards Tank Army is still deploying. The North and South edges represent the "encampment" of each side, where one finds the artillery, rear echelons and reserve: they are thus not subject to enemy control.

6. 11.6054 PERIMETER: a front-line perimeter worth its name must be anchored on positions that give some protection to the combatants.

7. 11.6115 ARMOR LEADER: because of the frequency and the intensity of tank battles at Kursk, it was the occasion for many a tank crew to collect appreciable kill records and gain experience. Michaël Wittman, killed in Normandy and great *PanzerWaffe* ace, was in his Tiger at the tip of LSSAH.

8. 11.6141 RESERVE CREWS: Tanks are relatively safe... provided they don't burn. Surviving crewmen could be used to replace losses suffered by friendly crews. The German also often had a reserve of tank personnel because of their lack of vehicles. This rule also encourages a more sensible use of surviving Vehicle Crews. AFV crews, whose training is lengthy, are too precious to be sacrificed as kamikaze HS.

9. 11.616 LOSSES SUFFERED: on offense, decimated, but victorious units may receive more reinforcements if High Command thinks it may win. On defense, the need to plug every hole in the path of the enemy's main advance brings about the same result.

10. 11.6161 HISTORICAL CONTEXT: the modifiers correspond to the historical background to the battle of Prokhorovka. Reinforced after changing the direction of their attack on the evening of the 10th, the Germans launch a mighty attack on the morning of the 11th, resulting in a constant and unstoppable push throughout the day. They start again on the morning of the 12th, but their impetus is broken and they are exhausted by afternoon. As for

the Soviets, they throw their units in the battle as they arrive on the scene on the 11th and can barely stop the enemy (according to Rotmistrov). On the morning of the 12th, they have completed the concentration of their forces and attack vigorously. They have enough reserves to stop any German attack during the afternoon.

11. 11.618 WEATHER: July 11 and 12 1943 were very hot days with brief and violent thunderstorms. The sky, nonetheless relatively clear, allowed intense air activity by both sides. The dry ground, the shelling and the innumerable vehicles all contributed to create dust clouds that the Soviets used as a screen on the morning of the 12th.

12. 11.6193 UNITS STRENGTH: if must be remembered that the Soviet troops are fresh, contrary to the Germans who are still full of élan and in a relatively good shape despite a full week of very hard fighting under their belt. Some "Full" German units are in fact already worn out (e.g. PanzerGrenadier Coy).

13. 11.6194 c) DUG-IN TANKS: virtually all the AFVs of the Fifth Guards Army and of the Fifth Guards Tank Army were used in a mobile role. The ongoing deployment of the Soviet forces and the vigor and the swiftness of the German attacks did not leave much time to dig in tanks that the enemy could easily bypass anyway.

14. 11.6195 ROLE OF THE INFANTRY: even though SP is not meant to be just a monster tourney of Tigers vs. T-34, it remains that armor played a crucial part in the battle. The purchase of infantry is thus curtailed to avoid watering down SP. This is correct both in game terms and in historical terms: Kursk was not Stalingrad.

15. 11.61951 SNIPERS: the fluidity of the situation, the importance of armor and the nature of the terrain combined to limit the impact of snipers at Kursk. Both sides, Soviets and Waffen-SS, had a liking for this type of fighters and used them at Kursk and at Prokhorovka.

16. 11.6196 NUMBER OF RG: these numbers are based on game considerations and especially on historical considerations, according to the relative manpower and equipment available.

17. 11.6202 INFANTRY SUPPORT WEAPONS: as much as possible, these reflect the actual equipment available to the units represented in the game.

18. 11.6204 THE GODDESS OF WAR: the artillery of the Red Army was a deciding factor in the Soviet victory at Kursk. Its quantity and its ample supply of ammunition made up for its weak communications. Conversely, the German artillery was more flexible but short of tubes and munitions. This weakness was usually made up by air support, but with the Luftwaffe violently engaged by the Soviet fighters, the hurricane of Russian guns was not opposed by equivalent German fire.

19. 11.6207 LA CRÈME DE LA CRÈME: at the tip of the assault, Tiger crews fought back numerous armored counterattacks. On July 6, 12 of 40 T-34 attacking the tip of LSSAH were destroyed by the 13th *schwere-Kompanie* who suffered no losses in the engagement. The power of their tanks increased the self-confidence of their already well-trained crews.

20. 11.621 FORTIFICATIONS: fortifications are less important in SP than they are in RB: the battle is more mobile, more ground has to be covered and materials are lacking. Historically, the Soviet had to rely on a counteroffensive to gain the upper hand. Although fortifications costs are the same as in RB, fewer points may be purchased per Scenario and the playing area to cover is larger. The Soviet player has better choice of fortifications because of their necessity in his initial defense. As for the German player, he is constantly on the move and does not have the time to build too many field fortifications. Their costs to him are thus higher and his choice is more limited.

21. 11.623 INITIATIVE: for the Germans, the key to success at Prokhorovka rested with aggressive tactics aimed at outflanking, surrounding and then destroying the enemy. On the contrary, the Soviets could only defend themselves on the 11th, having not yet completed the concentration of their forces. On the 12th, they had to go on the attack to wrest the initiative from the Germans and deny them freedom of movement.

22. 11.6244 SETUP DISTANCE: it is dangerous and often outright stupid to set up close to the enemy in the field. A distance of 400m allows preparing the defense without suffering losses due to the proximity of the enemy. This stops the Soviet player from building new fortifications in an area under enemy fire.

SP

GERMAN RG NOTES

S1. Stuka: Kursk was the last battle where the JU 87 could play its usual role as flying artillery supporting the Panzer's advance. The rising strength of the Soviet air arm would eventually condemn this aging and vulnerable aircraft. Along with the JU 87D (two wing machine guns, two rear-cockpit machine guns and a 1800 kg maximum bomb-load, was the JU 87G. This latter model carried no wing machine guns or bomb-load, but was armed with two 37mm APCR-firing guns. This model, called the "Tank Buster" was even more vulnerable than the diver-bomber version: its guns, slung under the wings, made the plane heavier and hardly maneuverable at all. The JU 87G carried only six rounds for each gun. Even if it was a mediocre aircraft, the JU 87G would reveal itself fearsome with experienced pilots at the controls. Hans Ulrich Rudel was undoubtedly the most famous of those pilots with his (official) score of no less than 519 tanks killed between 1943 and May 1945.

S2. Fighter Bomber: with the Stuka aging and becoming more vulnerable and with the rising strength of the Soviet fighter and anti-aircraft arms, the Germans had to develop new ground support planes. Essentially two types were produced: the FW 190, carrying bombs and 20mm guns, and the Henschel 129. The Henschel was truly a "flying AFV", equipped with 3 guns (2 x 20mm and 1 x 30mm) and 2 machine guns. Both models were used jointly and are represented by the same game piece.

A1. PzIIIN: Kursk was the swan song of the PzIII as a battle tank. Its obsolescence with respect to the T-34 was becoming obvious. On July 4, only 12 of these tanks were in the LSSAH's tank pool and most were used as *Befehlswagen* (command vehicle). A few PzIIIN, formerly support tanks among Tiger companies, were also used.

A2&A3. PzIVF2 & PzIVH: the PzIV was the main battle tank of the LSSAH at Kursk. On July 4, 85 of those tanks were in the division's tank pool. The PzIV was the *PanzerWaffe's* best medium tank until the delivery of substantial numbers of Panther AusfA in the spring of 1944 (a battalion of the *PanzerRegiment* of the *Leibstandarte* was training with Panthers in Germany at the time of Kursk). The majority of available PzIV were AusfF2 and G and some up-armored AusfG (equivalent to the AusfH) were also available.

A4. PzVIE: a Tiger heavy tank company was attached to each division of the *SS-PanzerKorps*. There were 13 Tigers with LSSAH on July 4. Always at the tip of the *Panzerkeil*, these tanks played a crucial role in the penetration of Soviet defenses. The destruction of several Tigers on July 11 is a symbol of the German defeat. There were normally 4 Tigers in each platoon, but their unreliability explains the decrease of this number to 3 in the game. This also decreases the cost of purchasing them.

A5. StuG-StuH: There was a 35-vehicle *SturmgeschützAbteilung* with the *Leibstandarte*. All three batteries of the unit contained single-model platoons; it was however usual to combine both models in mixed platoons with the anti-tank capacity of the StuG being supplemented by the anti-personnel and anti-fortification capacity of the StuH.

A6. MarderIII(t)H: the Marder was the standard German *Panzerjäger* at the time. A (theoretically) entire 45 vehicle Battalion was organic in every mechanized division. Maneuverable, but very vulnerable, the Marder was best used as a mobile anti-tank screen.

A7. SPW Recon Platoon: in 1943, a *PanzerAufklärungAbteilung* often comprised a six-platoon company, each with 2 SPW 250/9 and one SPW 250/1. These small vehicles, maneuverable and discreet, were more useful for close reconnaissance than the clumsy and PSW 222 or the high-profile PSW 231 and 232.

A8. SPW Platoon: in theory, each *PanzerDivision* and each *PanzerGrenadierDivision* contained a half-track-mounted *PanzerGrenadiere* battalion. These half-tracks were more like "armored" taxis than infantry fighting vehicles. Nevertheless, the 37mm gun of the 251/10 was often retained to help deal with light vehicles, fortifications and enemy infantry.

A9. SPW HW Platoon: Each SPW-mounted or *gepanzert* (= armored) *PanzerGrenadiere* Company contained a heavy platoon. This distribution of such important fire-support assets conformed with the German doctrine of decentralization of heavy weapons to small units.

A10. FT SPW Section: the SPW 251/16 was the standard flame-throwing vehicle of mechanized units. It was as vulnerable as it was fearsome.

I1. SS-PanzerGrenadier: the *Waffen-SS* believed even more than the *Wehrmacht* in distributing firepower. Although well worn, by July 11, the *SS-PanzerKorps* units still possessed a respectable firepower reinforced with captured equipment. In theory, a *PanzerGrenadier* Squad is also equipped with two light machine guns! On the other hand, poorly effective weapons, such as 50mm mortars and ATR were little used, if at all.

I2. SS Pioneer: the true *crème de la crème* of infantry, *Pioniere* were fearsome assault troops. Led by aggressive leaders, they were well equipped with light automatic weapons and their effectiveness was far out of proportion to their numbers. The German Army made more use of this type of engineer than any other army.

I3. SS HW Platoon: motorized *PanzerGrenadiere* units benefited as much from heavy weapons decentralization as did *gepanzert* units. Each company was supported by a platoon theoretically equipped with 4 heavy machine guns and 2 80mm mortars. The presence of these 80mm mortars explains the removal of the 50mm weapons from the battlefield.

G1. AT Platoon: the German army, including its mobile units, made extensive use of this type of assets. Each *PanzerGrenadiere* battalion had one 3-tube platoon. A 9- to 12-tube company could replace a Marder company in the *PanzerjägerAbteilung*.

G2. SP INF Platoon: the Gw38(t) **Bison** was a fairly successful attempt to confer some mobility to the powerful SiG33 howitzer. A 6-gun battery belonged to the *PanzerGrenadiereRegiment* that contained the *gepanzert* battalion. The other regiment would in theory use drawn artillery, confining it to a supporting role during offensive operations.

G3&G4. Light SPAA and Medium SPAA Platoons: these guns, often used against ground targets, recovered their main function in the face of a renewed Soviet air force. They were usually deployed in 3-gun platoons. The reduction to 2-gun platoons in the game is explained by the cost required to set up units comprised of vehicles with such devastating firepower (IFE...). Having them in 2-vehicle platoon allows their purchase to be affordable while not throwing play-balance off.

G5. Heavy AA Platoon: the mixed *Flak* battalions of mobile units were usually constituted of drawn 88's and of AA half-tracks. The "*Acht-Acht*" were most often used against (particularly armored) ground targets. When used correctly, they constituted a tough anti-tank defense.

O1. Battalion Mortar: the accuracy and the flexibility of the German mortar support became the stuff of myths during WWII. This flexibility was one way to compensate for the Allied numerical superiority.

O2. Artillery: Each of Hauser's divisions had a *PanzerArtillerieRegiment*. This regiment mustered drawn 105mm howitzers, two 6-gun batteries of *Wespe* and one battery of 105mm guns for counter-battery fire.

O3. Heavy Artillery: LSSAH's heavy artillery was made up of two batteries of drawn 150mm and one battery of Hummel SPA. The superiority of the German radio communications and their organizational flexibility could not completely compensate for the superiority the Russian artillery enjoyed both in quality and in quantity.

O4. Nebelwerfer: there was a Nebelwerfer battalion in each division of the *SS-PanzerKorps*. A battalion was made up of 3 batteries of 6 launchers each, one of which was normally equipped with 210 or 280mm tubes. These large gun sizes are not represented in SP: they would cost too much in terms of CPP and would impair play balance (the warheads were quite powerful (11-170 kg for the 210mm) and would translate into gun sizes far in excess of 200mm in game terms). The 150mm launchers still offer a capacity that was quite rare for this type of weapons: that of firing smoke rounds (Wurfgratete 41 w Kh Nebel). 150mm launchers had five or six tubes each, and their rockets had firepower equivalent to that of artillery shells of the same caliber: their warhead carried 2.5 kg of HE (Wurfgratete 41 Spreng). They differed from the Katyushas in this respect.

SOVIET RG NOTES

S1. Stormovik: the "Iron Gustav" (as the German called it) became operational in 1941. The first (single-pilot) versions were easy preys for enemy fighters. It is at Kursk that the Stormovik attained its full potential with version IL-2m3. A heavily armored plane, slow and not very maneuverable, it was a tough nut to crack. It was armed with two machine guns and two 20 or 23 mm fixed guns. It

SP

was defended by a 12.7mm machine gun at the rear of the cockpit and carried bombs and rockets. The anti-tank version carried neither 20mm guns nor bombs, but had 2 slow-firing 37mm AT guns mounted inside the wings with 60 shells each. The weight of this armament does not affect the already clumsy plane. Vastly superior to the Stuka, the IL-2 would be part of the Soviet attempt to wrest air superiority from the Germans on July 12.

A1. T70: light tanks were still numerous in the Red Army at the time, with one company of those vehicles per tank regiment or battalion, in theory. Germans reports would sometimes claim that destroyed T60 were in fact fearsome T34. There were no less than 264 T70 in the Vth Guards Tank Army (out of a total of some 800 tanks.)

A2&A3. T34: although aging, T34s armed with 76mm guns were the backbone of Soviet armor during the Red Army's great victories of 1943. While the newer German tanks were in theory of better quality, they were either unreliable (Panther) or too few (Tiger) to play a decisive role. The inherent qualities of the T34, that is, its maneuverability and its speed, made up for its weak anti-tank capability. On July 12, Rotmistrov disposed of 501 T-34 in his armored divisions.

A4. KV1S: the KV1S was probably counted along the T34. It seems to have been used as a medium tank. In any case, its armor and armament were mediocre for a heavy tank.

A5. Churchill IV: only 205 "heavy" tanks were used by the Soviets at Kursk. Most were KV's, whose obsolescence was becoming manifest. The Vth Guards Tank Army had 35 Churchill III (close to the IV and equal to it in game terms) to fill its tank allotment. Although the Churchill was disliked because of its lack of speed, it had the most potent anti-tank armament carried by a Soviet AFV at the time.

A6&A7. OT-34 & KV8: these AFV were deployed in mixed battalions at army level. It is not likely that they engaged German armor, but they could have helped chase the *PanzerGrenadiere* out of the suburbs of Prokhorovka. Their presence in this battle has not been proved.

I1. Guards Rifle Coy: the Soviet quickly learned the importance of infantry during armor battles. Infantry was always organic to tank and mechanized corps. Each mechanized brigade would have 3 infantry battalions, each with 3 companies made up of roughly 140 men and a machine gun platoon.

I2. Guards SMG Coy: unlike rifle companies, there were assault units only, each with 80 to 100 men. Lacking armored infantry carriers, these "Dragons on tanks" would climb on T34 and hang on to special handles. They were armed with sub machine guns and a few LMG and ATR. Supplied by mechanized Brigades (one per Tank Corps), one Guards SMG Coy was present in each infantry regiment. In the game, they also represent the men of the 9th Guards Parachute Division, fighting as infantry.

I3. Guards Engineer Coy: Soviets units were not as endowed as German units with organic Engineer unit. Nonetheless, several anti-tank infantry units equipped with DC and FT (and thus similar to Assault Engineer units) saw action at Kursk.

I4. HMG Platoon: although everywhere, the venerable Maxim MMG was very obsolete by 1943. The newer and excellent (but heavy) SG43 (HMG 6-12) would never totally replace it. Used as an AA weapon and against ground targets, the SG43 was mostly supplied to machine guns companies.

I5. Mortar Platoon: the 50mm mortar was almost as disliked by the Soviets as it was by the Germans. The increased production of 82mm tubes led to larger allotments of these weapons, which were highly esteemed in the Red Army. The shortage of radios favored their use in direct fire. Each infantry battalion had a 6-tube battery. There were also 2 batteries in each mechanized or motorized brigade.

G1&G2. Light AT and medium AT Battery: the 45mm AT gun would remain the most numerous AT gun of the Red Army throughout the war. There was a 4- (at times 6-) gun battery in each infantry regiment and each motorized battalion. A 12-gun battalion was organic to each infantry division.

G3. INF half-Battery: while the 76mm INF gun was losing some of its prominence to heavy mortars and self-propelled artillery, it remained a well-liked weapon. There was a battery of 6 in each infantry regiment.

G4. ART Battery: this excellent asset was often used as anti-tank weapon at Kursk, with up to 12 tubes in a single unit. The Soviet anti-tank doctrine held that every artillery piece was an anti-tank weapon. We could thus have allowed

the purchase of 85mm AA guns, 122 and 152 howitzers, and, of course, 57mm AT guns. However, it is doubtful that such weapons saw combat in the action covered by the game as the Vth Guards Tank army was in the process of deploying and the Vth Guards Army was in difficulty. Furthermore, allowing the purchase of this type of assets would have made the game's outcome too dependent on a smaller number of DR.

G5. SP ART Battery: while it was a mediocre tank hunter, the SU-76 was nonetheless the only self-propelled artillery available to Rotmistrov. A regiment of SU-76 made up of four or five 4- vehicle batteries supported each of his corps. Certain sources mention the existence in the armored corps of regiments made up of three battalions, each with 21 vehicles spread among 5-tube batteries. By the fall of 1943, the SU-76 would be largely replaced with the SU-85 and SU-152.

G6. Light AA Battery: the 12.7mm Dshk was to the Red Army what the .50 cal M2 was to the Americans. It was used mostly as an anti-aircraft weapon by the AA platoons and battalions of armored, mechanized and motorized units. It was a fearsome weapon against ground targets.

G7. Medium AA Battery: after 1942, only mobile units had organic AA capacity. The 37mm gun was the weapon deployed at corps level. Each corps had one battalion made up of four 4-guns batteries.

O1. Light Artillery: because of the shortage of radios, 76mm guns were mostly used in direct (anti-tank) fire.

O2. Battalion Mortar: infantry battalions received direct support from their mortars. This explains the high cost and rarity of 80mm+ OBA, since it represents these guns.

O3. Medium Artillery: this OBA represents 122mm howitzers (12 tubes per infantry division) and 120mm mortars (6 tubes per infantry regiment, as well as 6 tubes per mortar battalion of mechanized brigades and 6 tubes per corps mortar regiment). The lack of organic artillery would remain a weakness of armored corps throughout the war. It was however mostly made up by the large quantity of artillery available at Army and at Front levels.

O4. Heavy Artillery: this OBA represents the fire support from independent artillery regiments and/or brigades that were allocated by Army or Front HQ.

O5&O6. Light & Medium Katyushas: these weapons were the most powerful artillery available to armored and mechanized corps. Each had a battalion of two 4-launcher batteries. Such a unit was called a Guards Mortar Battalion. Katyushas came in two size: 82 and 130mm. The 82mm rocket (M8) had a weak HE payload, but its fragmentation warhead was devastating, and the number of rounds fired at a time was impressive: from 24 to 48, depending on the model. This explains the game caliber of 100mm. The HE payload of the 132mm rocket was far in excess of that of its German 150mm counterpart (4.9 kg). Launchers for the 130mm rockets were equipped with 16 tubes.

T1&T2. US Light and Medium Trucks: American and British tanks supplied to the Red Army under the Lend-Lease program were often criticized (and generally rightly so) by the Soviets. However, the Red Army's march to the west would not have been possible without the growing motorization allowed by American trucks. In 1943, these trucks were far more numerous than their Soviet counterparts and Soviet newsreels of the time display endless Jeeps, GMC's and Ford trucks.

STALNIE PROSTRORI - RG Purchase Record Sheet

Side:

Player(s):

Winner:

[illegible][illegible]



ID	Type	Composition (Full/Depleted)	CPP Cost	Scenario Max.	CG Max
S1	Stuka ^{abcd}	DB1942	2	1	3
S2	Fighter Bomber ^{abd}	FB1942	2	1	2
A1	PzIIIN Platoon	PzKpfw IIIN x(4/3)	3	1	1
A2	PzIVF2 Platoon ^{fgk}	PzKpfw IVF2 x(4/3)	3.5	2	5
A3	PzIVH Platoon ^{fgk}	PzKpfw IVH x(4/3)	4	2	4
A4	PzVIE Platoon ^{fgk}	PzKpfw VIE x(3/2)	6	1	2
A5	StuG Platoon ^{fgk}	StuG IIIG x(3/2) StuH 42 x(1/0)	4.5	1	2
A6	Marder III (t)H Platoon ^{fgk}	Marder III x(t)H x(4/3)	3	2	3
A7	SPW recon Platoon ^{fko}	SPW 250/9 x(2/1) SPW 250/1 x(1/0)	2	1	2
A8	SPW Platoon ^{fk}	SPW 251/10 x(1/0) SPW 251/1 x(3/2)	1.5	2	5
A9	SPW HW Platoon ^{fko}	SPW 251/sMG x(2/1) SPW 251/2 x(2/1) SPW 251/9 x(2/1)	5.5	1	2
A10	FT SPW Platoon ^{fk}	SPW 251/16 x(2/1)	3	1	2
I1	SS Panzergrenadier Coy ^{fgk}	6-5-8 x(10/8) MMG x(2/0) LMG x(2/0) ATR x(1/0)	8	2	5
I2	SS Pioneer Coy ^{fighk}	8-3-8 x(8/6) LMG x(2/0) FT x(3/0) DC x(6/0)	11	1	2
I3	SS HW Platoon ^{ef}	81*MTR + 2-2-8 x(2/1) HMG + 3-4-8 x(3/2)	4.5	1	3
G1	AT Platoon ^{ef}	AT75L + 2-2-8 x(3/2)	3.5	1	2
G2	SP INF Platoon ^{fk}	sIG 38x(t)M x(2/1)	3	1	2
G3	Light SP AA Platoon ^{fk}	SdKfz 6/2 x(2/1)	2	1	2
G4	Medium SP AA Platoon ^{fk}	SdKfz 7/1 x(2/1)	3	1	1
G5	Heavy AA Platoon ^{ef}	AA88L + 2-2-8 x(2/1)	3.5	1	1
O1	Battalion Mortar ^{efjp}	80mm+ Bat. MTR OBA + radio or phone	1.5	2	3
O2	Medium Artillery ^{efj}	100mm+ OBA + radio or phone	4	2	2
O3	Heavy Artillery ^{efj}	150mm+ OBA + radio or phone	5	1	2
O4	Nebewerfer ^{efj}	150mm+ Rocket OBA + radio or phone	3	2	4
O5	Offboard Observer ⁱ	Offboard Observer	1	1	3
O6	Observation Plane ^m	Observation Plane	1	1	3
O7	OP Tank ⁿ	PzKpfw IIIL	1	1	3
T1	Medium Truck Platoon ^{fk}	Opel 6700 x(4/3)	1	2	3
T2	Heavy Truck Platoon ^{fk}	Buessing-NAG 4500 x(4/3)	1.5	1	2
M1	Fortifications ^c	20 FPP	1	2	5
M2	Sniper Increase	SAN +1	1	1	4

- Turn of Entry is determined as per E7.2. The number of planes received, as well as their bomb load is determined when they enter the game, as per E7.21.
- Apply a -2 drm to its Turn of Entry dr (E7.2) if purchased at 3 CPP
- See SP SSR 2 and SSR 3, respectively.
- Can be set up on the mapboard for the CG Scenario in which it is purchased.
- See SP11.620 to determine RG Strength
- To determine SW and (armor) Leaders, see SP11.6202 and SP11.6205-6207, respectively.
- Assault Engineers (A11.5; H1.22) and Sappers (B28.8; B24.7). These are treated as SS units with Broken Morale of 9 for Squads and 8 for HS.
- Secretly record the Offboard Observer setup hex prior to the Soviet setup. For all CG Scenario the Offboard Observer is at level 2 except for CG scenario 11/7 pm during which he is at level 1. Each Offboard Observer is Retained as long as the module he is assigned to is Retained (SSR CG10, O11.4).
- Increase CPP cost by one per Pre-Registered hex(C1.73) purchased with module (no module may have > two Pre-Reg. hexes). Each Pre-Reg. is Retained as long as the module it is assigned to is Retained (SSR CG10,

- Each Pre-Reg. hex allows (only) Barrages (E12.11) which must have an east-west Hex Grain alignment (E12.11-.2). Creeping Barrages are not allowed.
- Must enter as reinforcements if entered during the CG Scenario of purchase [EXC: SP11.6194]. See also SP11.4, SSR CG10 and SP11.6244.
- Available for non-RCT OBA ≥ 100mm. The Spotter Plane is Retained as long as the module it is assigned to is Retained.
- See SP SSR 4.
- Vehicle Crews for the A7 RG and for the SPW251/sMG are SS 348 HS.
- The German 80mm Mortar OBA has a maximum range of 55 hexes from the south edge of the Playing Area.

CPP REPLENISHMENT TABLE (11.616)	
Final DR	CPP Increase
≤ 1	+18
2-3	+17
4-5	+16
6-7	+15
8-9	+14
10-11	+13
≥ 12	+12
DRM:	
±x	Friendly Historical DRM (11.6161) for the current CG Scenario
-y	As per CG Scenario Balance provision (11.32) in effect
-1	Per each 20 Casualty VP (FRD) (A26.2) suffered by the German side during the previous CG Scenario (including units[s] Eliminated since the last scenario during the current CG Scenario's RePh.)
+1	Per each 10 Casualty VP (FRD) left by the Russian on mapboards withdrawn from the Playing Area between the previous CG Scenario and the current CG Scenario.

HISTORICAL DRM CHART (11.6161)	
Date	DRM
July 11 AM	-2
July 11 PM	-1
July 12 AM	-1
July 12 PM	+1

WEATHER TABLE (11.618)	
Final DR	Result
2	Fog/Mist
3-4	Overcast
5-9	Clear
≥ 10	Clear & Gusty
DRM:	
+1	If the previous CG Scenario's weather was Clear or Clear & Gusty

EC TABLE (11.618)	
Final dr	Result
≤1	Wet
2	Moist
3	Moderate
4-5	Dry
≥ 6	Very Dry*
drm:	
-2	If the previous CG Scenario's weather was Overcast
-1	If the previous CG Scenario's weather was Fog/Mist
+1	If the previous CG Scenario's weather was Dry
+2	If the previous CG Scenario's weather was Very Dry
* Very Dry entails Light Dust, but no Vehicle Dust or FFE Dust	

LEADER TABLE (11.6205)	
Final DR	Leader Received
≤ 2	10-3, 9-1, 8-0
3	10-2, 9-1, 8-0
4	10-2, 8-1, 8-0
5	9-2, 9-1, 8-0
6	9-2, 8-1, 7-0
7	9-1, 8-1, 8-0
8	9-1, 8-0, 7-0
9	8-1, 8-0, 7-0
10	9-1, 8-0
11	9-1, 7-0
12	8-1, 7-0
13	8-0, 7-0
DRM:	
+1	If Depleted
-1	If SS/Pionier Coy

ARMOR LEADER TABLE	
Final DR	Armor Leader
≤ 3	10-2
4	9-2
5	9-1
6-7	8-1
8-12	none
DRM:	
-1	German PzVIE Platoon. Moreover, if a 8-1 AL is received, it is replaced with a 9-1 AL.

RG STRENGTH (11.6201-.6204) ID A,I,T (11.6201-.6203)	
Final DR	RG Strength
≤ 8	Full Strength
≥ 9	Depleted*
* In the case of AFV/Truck RGs, if the RG is made up of only one type of AFV/Truck, the number to the right of the "/" is the number of AFV(s)/Truck(s) received. If the RG is made up of ≥ 2 types of AFV/Truck, the number to the right of the "/" represents the <i>minimum</i> number of that AFV/Truck type to be received; See 11.6201	
ID G (11.6204)	
Final DR	RG Strength
≤ 7	Full Strength†
≥ 8	Depleted*
† The number of Guns received is listed to the left of the "/". A corresponding number of Crews is also received, as shown in the RG Chart.	
* The number of Guns received is listed to the right of the "/". A corresponding number of Crews is also received, as shown in the RG Chart. See 11.6204	
ID O (11.6204)	
Final DR	Ammo
≤ 4	Plentiful
5-8	Normal
≥ 9	Scarce
DRM:	
± x	Friendly Historical DRM (11.6161) for Current CG Scenario
- y	as per CG Scenario Balance provision (11.32) in effect

GERMAN FORTIFICATION PURCHASE TABLE (11.621)	
Type	FPP Cost
Foxhole ¹	1(1S)/2(2S)/3(3S) ¹
Trench ¹	9
A-P Mine	1 per factor ²
A-T Mine	3 per factor ^{2,3}
Roadblock ¹	14
Wire	15
HIP ^{F,1}	US# ⁴
"?" ^{F,1}	1 ⁵
Set DC ^F	12 ⁶
F Only these Fortifications may be set up in a Front Line Location.	
I Only these Fortifications may be added to an Isolated Location.	
1 For 1-, 2- and 3-squad capacity respectively.	
2 No more than 30 FPP of mines can be purchased per CG Scenario. The strength of friendly-Controlled pre-existing minefields may be increased by adding extra A-P/A-T factors to them (though only in allowed increments and to allowed maximums {B28.1, B28.5}). Minefields may never be decreased in this manner. Mine factors purchased in this fashion may never be exchanged for Booby Traps (B28.9).	
3 Includes Daisy Chains.	
4 (A1.6) SMC: 1, Crew/HS: 2, Squad: 3. ≤ 10% (FRU) of the non-Reserve Infantry Squads (as well as any SMC/SW set up with them in the same Location) may set up using HIP. German AFV may not set up using HIP. Guns and their manning crews may freely set up freely using HIP, as per A12.34. HIP may not be bought for Cloaked Reserve units or for "?".	
5 May be used to as Dummy Reserve Cloaking counters (11.6194). See also SSR CG15.	
6 Prior to play, a Retained DC (or a DC received with an Infantry Coy setting up on the playing area) may be set up using HIP in friendly-Controlled building/Rubble/bridge/Pillbox/Trench as a Set DC. Its Location, and the ID of the "detonating" unit (A23.7) must be recorded at that time. Searching (A12.152) may reveal, and Random SW Destruction may eliminate, a HIP Set DC.	



ID	Type	Composition (Full/Depleted)	CPP Cost	Scenario Max.	CG Max
S1	Stormovik Group ^{abcd}	FB1942	2	1	3
A1	T70 Platoon ^{fgk}	T-70 x(3/2)	2	2	7
A2	T34M41 Platoon ^{fgk}	T-34 M41 x(3/2)	3	3	5
A3	T34M43 Platoon ^{fgk}	T-34 M43 x(3/2)	3.5	3	5
A4	KV1S Platoon ^{fgk}	KV-1S x(2/1)	2	1	2
A5	Churchill IV Platoon ^{fgkm}	Churchill IV (Br) x(2/1)	2.5	1	1
A6	OT34 Platoon ^{fgkm}	OT-34 x(3/2)	6	1	1
A7	KV8 Platoon ^{fgkm}	KV-8 x(2/1)	4	1	1
I1	Guard Rifle Coy ^{fgk}	4-5-8 x(12/9) MMG x(2/0) LMG x(2/0) ATR x(2/0) MTR50 x(2/0)	7	2	3
I2	Guard SMG Coy ^{fgk}	6-2-8 x(10/8) LMG x(2/0) ATR x(2/0)	5	2	3
I3	Guard Engineer Coy ^{fghk}	6-2-8 x(9/7) LMG x(2/0) FT x(3/0) DC x(5/0)	9	1	2
I4	HMG Platoon ^{ef}	HMG + 2-4-8 x(3/2)	2.5	1	2
I5	Mortar Platoon ^{ef}	MTR82* + 2-2-8 x(3/2)	3	1	2
G1	Light AT Battery ^{ef}	AT45L + 2-2-8 x(4/3)	3.5	1	2
G2	Medium AT Battery ^{ef}	AT45LL + 2-2-8 x(4/3)	4	1	2
G3	INF 1/2 Battery ^{ef}	INF76* + 2-2-8 x(3/2)	3	1	1
G4	ART Battery ^{ef}	ART76L + 2-2-8 x(4/3)	5	1	2
G5	SP ART Battery ^{ef}	SU-76M x(4/3)	4	1	2
G6	Light AA Battery ^{ef}	HMG .50cal + 2-2-8 x(4/3)	5	1	1
G7	Medium AA Battery ^{ef}	AA37L(8) + 2-2-8 x(4/3)	4	1	1
O1	Light Artillery ^{efj}	70mm+ OBA + radio or phone	1	2	3
O2	Battalion Mortar ^{efj}	80mm+ Bat. MTR OBA + radio or phone	2	1	2
O3	Medium Artillery ^{efj}	120mm+ OBA + radio or phone	3	1	4
O4	Heavy Artillery ^{efj}	150mm+ OBA + radio or phone	4.5	1	2
O5	Light Katyousha ^{efj}	100mm+ Rocket OBA + radio or phone	1.5	1	2
O6	Heavy Katyousha ^{efj}	200mm+ Rocket OBA + radio or phone	3	1	2
T1	US Medium truck Platoon ^{fk}	1.5-Ton Truck (US) x(4/3)	1	2	3
T2	US Heavy truck Platoon ^{fk}	2.5-Ton Truck (US) x(4/3)	1.5	1	2
M1	Fortifications ^c	40 FPP	1	2	7
M2	Sniper Increase	SAN +1	1	1	4

- a. Turn of Entry is determined as per E7.2. The number of planes received, as well as their bomb load is determined when they enter the game, as per E7.21.
- b. Apply a -2 drn to its Turn of Entry dr (E7.2) if purchased at 3 CPP.
- c. See SP SSR 1
- d. See SP SSR 3
- e. Can be set up on the mapboard for the CG Scenario in which it is purchased.
- f. See SP11.620 to determine RG Strength
- g. To determine SW and (armor) Leaders, see SP11.6202 and SP11.6205-6207, respectively.
- h. Assault Engineers (A11.5; H1.22) and Sappers (B28.8; B24.7). If there are other 628 squads on the Playing Area, a side record of their ID must be made to keep them separate. If replaced due to ELR failure, Assault Engineer Squads lose their special characteristics (Sapper characteristics are kept) for the remainder of the Campaign game (even if they subsequently Battle Harden).
- j. Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have > two Pre-Reg. hexes). Each Pre-Reg. is Retained as long as the module it is assigned to is Retained (SSR CG10, O11.4). Each Pre-Reg. hex allows (only) Barrages (E12.11) which must have an east-west Hex Grain alignment (E12.11-.2). Creeping Barrages are not allowed.

- k. Must enter as reinforcements if entered during the CG Scenario of purchase [EXC: SP11.6194]. See also SP11.4, SSR CG10 and SP11.6244.
- m. Available only on July 12.



CPP REPLENISHMENT TABLE (11.616)	
Final DR	CPP Increase
≤ 2	+18
3-4	+17
5-6	+16
7-8	+15
9-10	+14
11-12	+13
≥ 13	+12
DRM:	
±x	Russian Historical DRM (11.6161) for the current CG Scenario
-y	As per CG Scenario Balance provision (11.32) in effect
+1	If the Russian player selected the "Attack" Initiative chit for the previous CG Scenario.
-1	Per each 20 Casualty VP (FRD) (A26.2) suffered by the Russian side during the previous CG Scenario (including units[s] Eliminated since the last scenario during the current CG Scenario's RePh [i.e. AFV Recalled, 11.604, Isolated units left on mapboards withdrawn from the Playing Area between the previous CG Scenario and the current CG Scenario, etc.])

HISTORICAL DRM CHART (11.6161)	
Date	DRM
July 11 AM	0
July 11 PM	-1
July 12 AM	-2
July 12 PM	-1

WEATHER TABLE (11.618)	
Final DR	Result
2	Fog/Mist
3-4	Overcast
5-9	Clear
≥ 10	Clear & Gusty
DRM:	
+1	If the previous CG Scenario's weather was Clear or Clear & Gusty

EC TABLE (11.618)	
Final dr	Result
≤1	Wet
2	Moist
3	Moderate
4-5	Dry
≥ 6	Very Dry*
drm:	
-2	If the previous CG Scenario's weather was Overcast
-1	If the previous CG Scenario's weather was Fog/Mist
+1	If the previous CG Scenario's weather was Dry
+2	If the previous CG Scenario's weather was Very Dry
* Very Dry entails Light Dust, but no Vehicle Dust or FFE Dust	

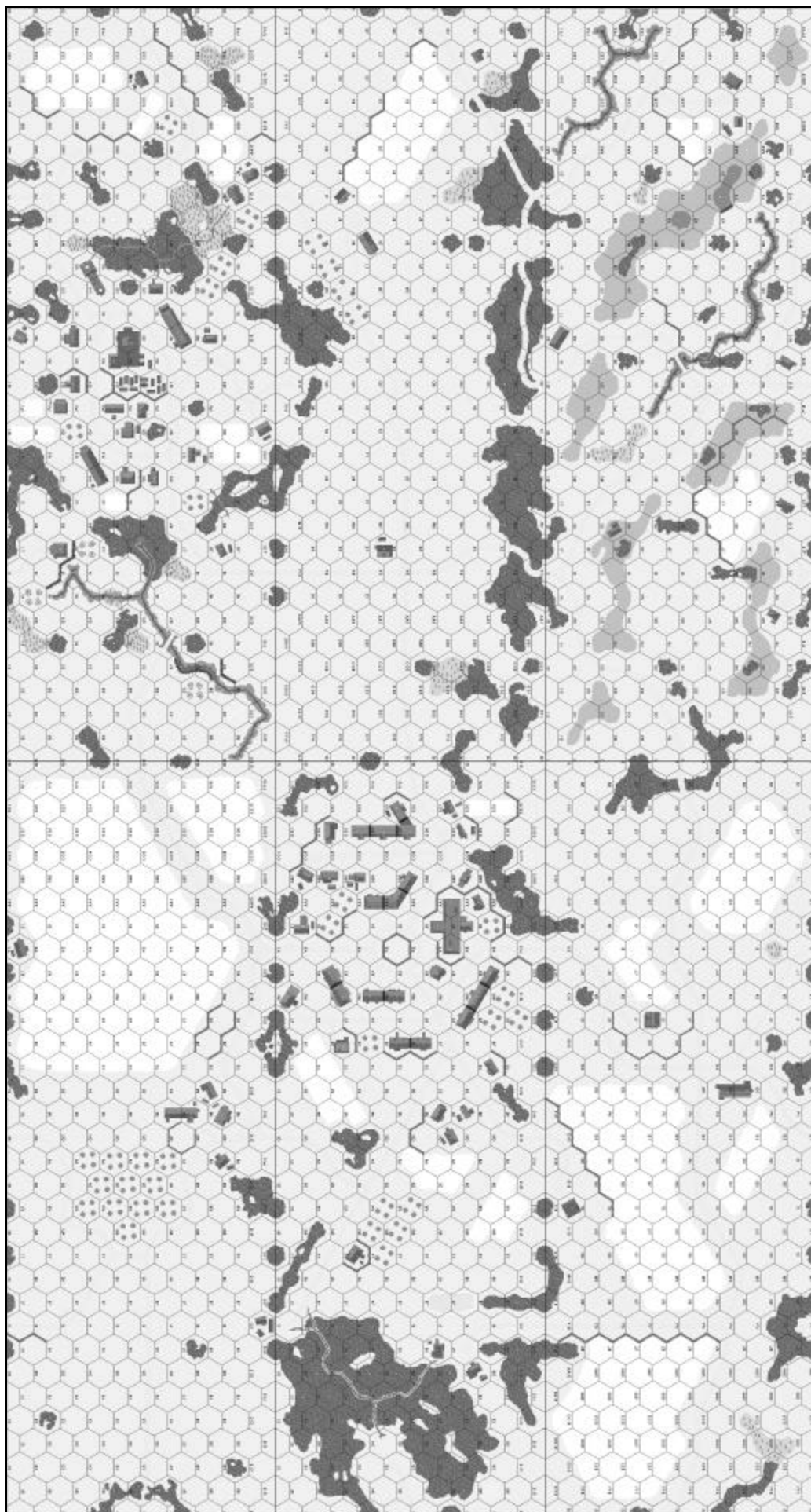
LEADER TABLE (11.6205)	
Final DR	Leader Received
≤ 2	10-3, 9-1, 8-0
3	10-2, 9-1, 8-0
4	9-2, 9-1, 8-0
5	9-2, 8-1, 7-0
6	9-2, 8-1
7	9-1, 8-0
8	9-1, 7-0
9	8-1, 8-0
10	8-1, 7-0
11	8-0, 7-0
12	8-0
13	7-0
DRM:	
+1	If Depleted
-1	If Engineer Coy

ARMOR LEADER TABLE	
Final DR	Armor Leader
≤ 2	10-2
3	9-2
4	9-1
5-6	8-1
7-11	none
12	Inexperienced*
* All AFV of that Platoon have Inexperienced Crews	

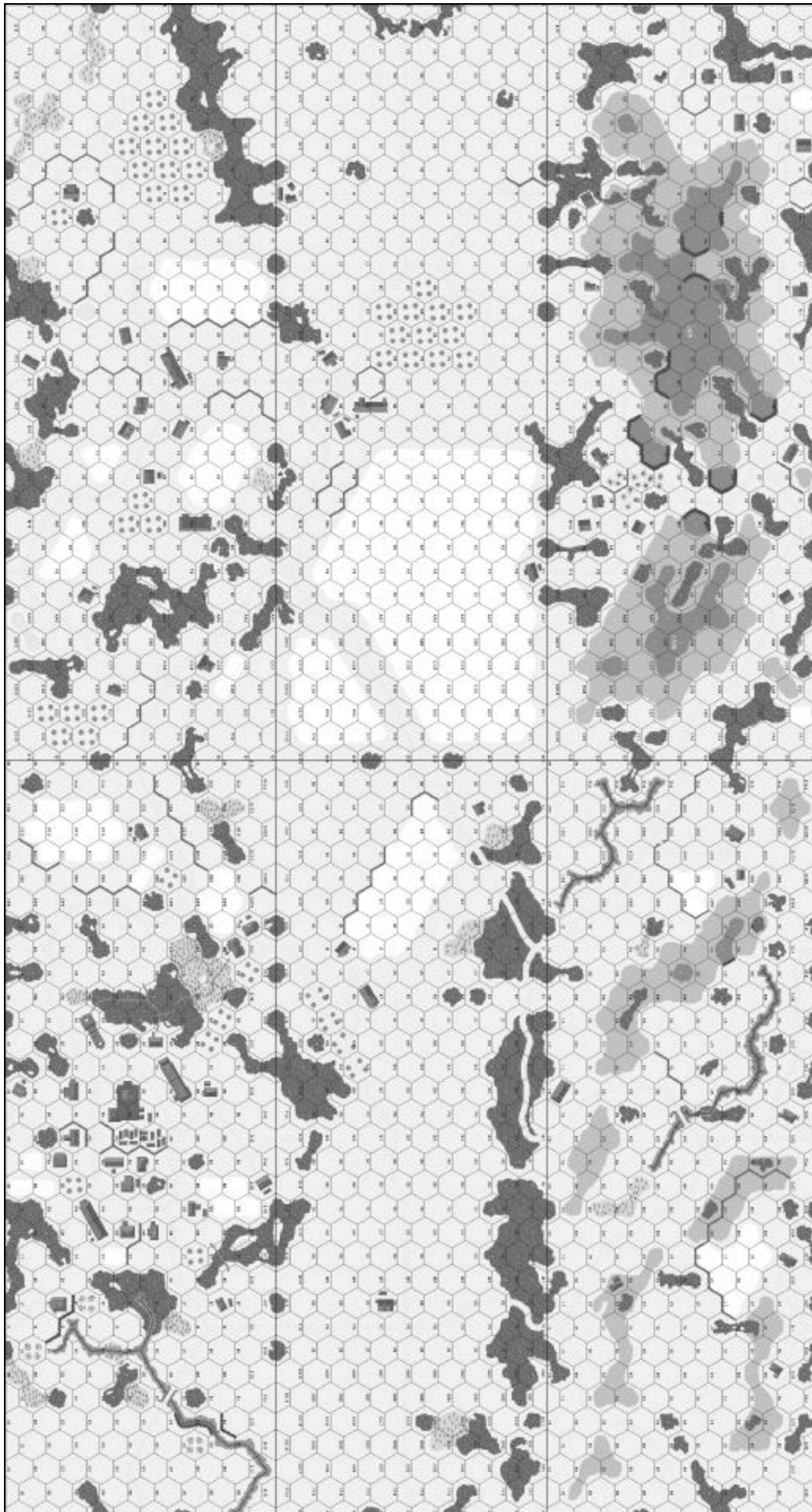
RG STRENGTH (11.6201-.6204) ID A,I,T (11.6201-.6203)	
Final DR	RG Strength
≤ 8	Full Strength
≥ 9	Depleted*
* In the case of AFV/Truck RGs, if the RG is made up of only one type of AFV/Truck, the number to the right of the "/" is the number of AFV(s)/Truck(s) received. If the RG is made up of ≥ 2 types of AFV/Truck, the number to the right of the "/" represents the <i>minimum</i> number of that AFV/Truck type to be received; See 11.6201	
ID G (11.6204)	
Final DR	RG Strength
≤ 7	Full Strength
≥ 8	Depleted*
† The number of Guns received is listed to the left of the "/". A corresponding number of Crews is also received, as shown in the RG Chart.	
* The number of Guns received is listed to the right of the "/". A corresponding number of Crews is also received, as shown in the RG Chart. If the RG is made up of more than one type of Gun, the number to the right of the "/" is the <i>minimum</i> number of that Gun received for that RG. See 11.6204	
ID O (11.6204)	
Final DR	Ammo
≤ 4	Plentiful
5-8	Normal
≥ 9	Scarce
DRM:	
± x	Friendly Historical DRM (11.6161) for Current CG Scenario
- y	as per CG Scenario Balance provision (11.32) in effect

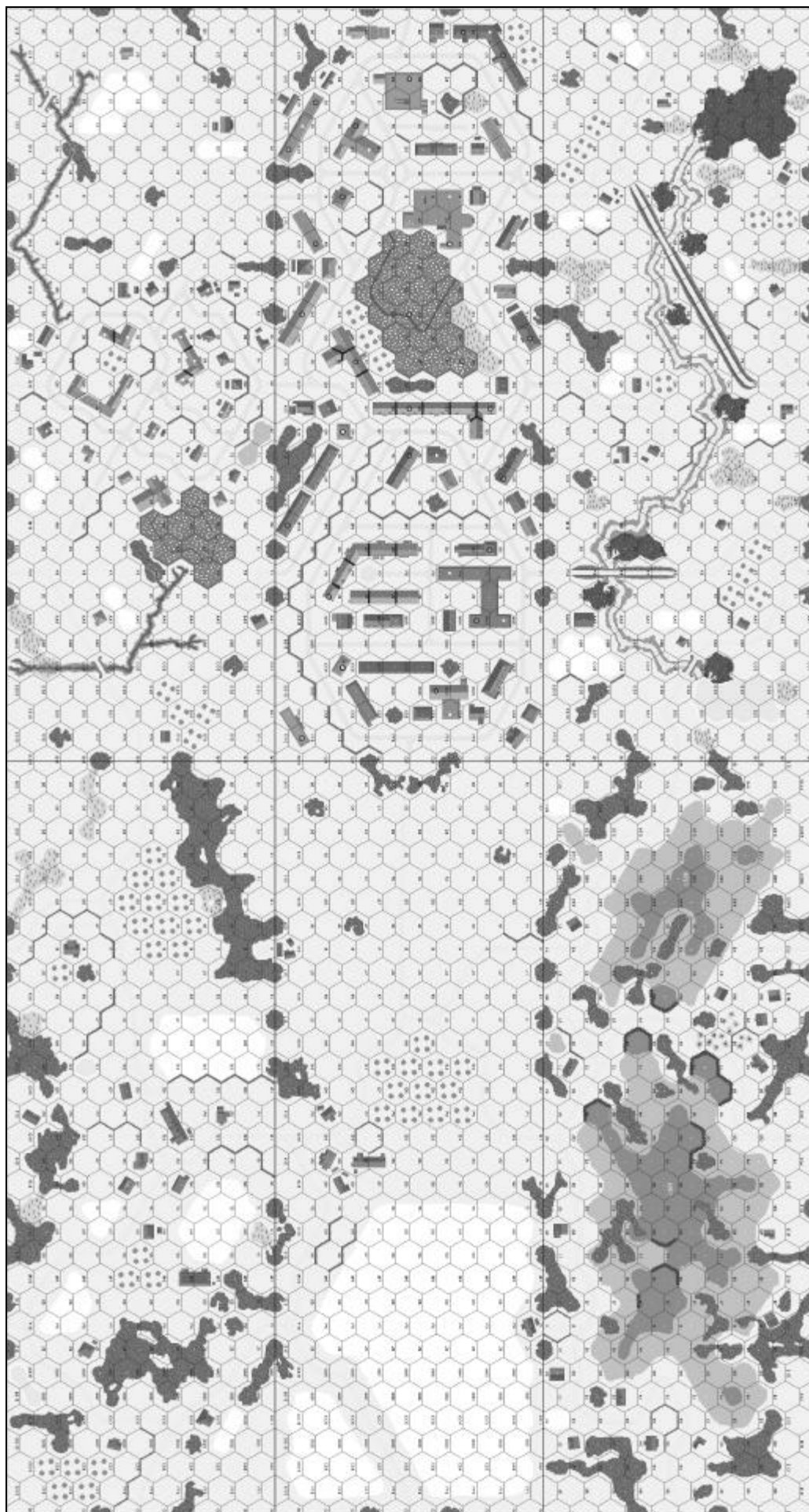
RUSSIAN FORTIFICATION PURCHASE TABLE (11.621)	
Type	FPP Cost
Foxhole ¹	1(1S)/2(2S)/3(3S) ¹
Trench ¹	7
A-T Ditch	18
A-P Mine	1 per factor ²
A-T Mine	3 per factor ^{2,3}
Roadblock ¹	10
Wire	12
Pillbox	(a+b+c)x3 ⁴
Fort. Building Loc. ^{F,1}	12 ⁵
HIP ^{F,1}	US# ⁴
"?" ^{F,1}	1 ⁵
F Only these Fortifications may be set up in a Front Line Location.	
I Only these Fortifications may be added to an Isolated Location.	
1 For 1-, 2- and 3-squad capacity respectively.	
2 No more than 70 FPP of mines can be purchased per CG Scenario. The strength of friendly-Controlled pre-existing minefields may be increased by adding extra A-P/A-T factors to them (though only in allowed increments and to allowed maximums {B28.1, B28.5}.) Minefields may never be decreased in this manner. Mine factors purchased in this fashion may never be exchanged for Booby Traps (B28.9).	
3 Includes Daisy Chains.	
4 Add the Capacity, CA DRM and NCA DRM, and multiply the sum by three.	
5 Per building Location. A SP CG Fortified Location is never exchangeable for a Tunnel.	
6 (A1.6) SMC: 1, Crew/HS: 2, Squad: 3, 5/8" counters: 4, Vehicle/Large or Very Large Gun: 5. ≤ 10% (FRU) of the non-Reserve Infantry Squads (as well as any SMC/SW set up with them in the same Location) may set up using HIP. ≤ 10% (FRU) of the Russian AFV may set up using HIP. Guns and their manning crews may freely set up freely using HIP, as per A12.34. HIP may not be bought for Cloaked Reserve units or for "?".	
7 May be used to as Dummy Reserve Cloaking counters (11.6194). See also SSR CG15.	
8 Prior to play, a Retained DC (or a DC received with an Infantry Coy setting up on the playing area, in which case the DC must set up in the part of the playing area where that Coy is allowed to set up) may be set up using HIP in friendly-Controlled building/Rubble/bridge/Pillbox/ Trench as a Set DC. Its Location, and the ID of the "detonating" unit (A23.7) must be recorded at that time. Searching (A12.152) may reveal, and Random SW Destruction may eliminate, a HIP Set DC.	

Date 7/11 am

[illegible][illegible][illegible]

Date 7/11 pm

[illegible][illegible][illegible]

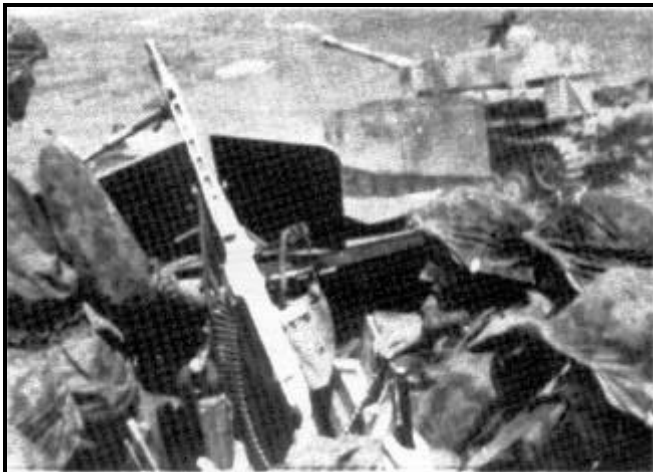


Date 7/12

[illegible][illegible][illegible]

STALNIE PROSTORI

ASL CG TAC1



CAMPAIGN GAME VICTORY CONDITIONS:

The Germans win if they Control ≥ 250 Victory Locations (see SP11.2) by Campaign Game's end (i.e. at the end of the July 12 PM CG Scenario)

MAPBOARD CONFIGURATION:

CG Scenario 1
July 11 AM

		19	
	24		18
			16
33		10	

CG Scenario 2
July 11 PM

17	33	
		2
	19	
24		18

CG Scenario 3 & 4
July 12 AM & PM

12	21	13
17	33	
		2

South of Prokhorovka, USSR, July 11 and 12, 1943:

Started on July 4, the southern part of Operation *Zitadelle* had had some success. The tanks of the *SS-Panzerkorps* were progressing non-stop and flattening the men of the Voronezh Front. By July 9, the Vth Guards Army and the 1st Tank Army were all but destroyed. Vatutin requested and obtained that the Southern Front's reserves be committed in his sector: the Vth Guards Tank Army and the Vth Guards Army would could counterattack the flank of the SS. However, on the 10th, Manstein and Hoth decided to concentrate their efforts at the center of their front-line, the left wing of the Fourth *Panzerarmee*, including *GrossDeutschland*, having been bled to death by the Soviet defenses. The assault on Obayan was thus stopped. On the other hand, Hausser's SS seemed in a good position for a breakthrough to Kursk. But first, the reinforcements from the Steppes Front had to be defeated. The progression toward the north of Breith's 3rd *Panzerkorps* offered a chance to take those forces in a vise around Prokhorovka. Breith's men were coming from the south and Hausser's from the southwest: in between *Totenkopf* and *Das Reich*, *Leibstandarte Adolf Hitler* was spearheading the assault, led by "Sepp" Dietrich, an old crony of Hitler. Across the battlefield, Jadow's Vth Guards Army and Rotmistrov Vth Guards Tank Army were completing their deployment as 500 SS Panzers advanced toward them.

BALANCE:



The Russians are not considered Elite for the purpose of Ammo Depletion Number (C8.2).



The Germans are not considered Elite for the purpose of Ammo Depletion Number (C8.2).

INITIAL OOB:

Elements of Vth Guards Army [ELR: 3]

set up ≥ 10 hexes from the south edge of the playing area or enter on the north edge on or after Turn 3 {SAN: 4}:

I1 Gd Rifle Coy	G2 Medium AT Bat.	O4 Heavy Artillerie	M1 Forti.
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2

Vth Guards Army Reinforcements:

enter on the north edge on or after Turn 3:

A1 T70 Platoon	A2 T34-M41 Platoon	A3 T34-M43 Platoon
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2

+12
CPP



Elements of 1st SS-Panzer-Division "Leibstandarte Adolf Hitler" [ELR: 4]

Enter on the south edge on or after Turn 1 {SAN: 2}:

I1 SS Rifle Coy	A2 Pz IV F2 Platoon	A3 Pz IV H Platoon	A4 Pz VI E Platoon	A5 StuG Platoon	O2 Medium Artillerie	O5 Offboard Observer
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2

2

+16
CPP

STALNIE PROSTORI

TURN RECORD:

★ + See SP11.6233	1	2	3	4	5	6	7 ^②	8 ^④	9 ^⑥	END
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INITIAL (July 11, AM) CG SCENARIO SSR

- EC are dry, with no wind at start. The weather is Clear.
- The German cannot purchase RG with ID that starts with an A whose AFV's AF are all ≥ 3 .

SP SPECIAL RULES

- The Soviet S1 RG represents a Stormovik group. Use Allied FB44 to represent the planes [EXC: FP is 8 against Unarmored Targets/vulnerable PCR; the plane is equipped with rear-cockpit MG which allows it engage in Dogfight: a German FB/DB which rolls an Original Aerial Combat DR of 11 while attacking a Stormovik is damaged (destroyed if the colored die is 6)]. One plane in the group may be equipped with a 37L gun firing APCR only. Against Unarmored Targets/vulnerable PCR, this plane has 6 FP. The gun has a X10 and a 2 ROF (i.e., while Strafing or making a Point Attack after its initial attack, it may only keep on firing if it retains ROF) and Multiple Hits apply. If the 37L gun is Disabled, the plane retains 4 FP, place a Gun Disabled marker on it. If the 37L's ROF is lost or the gun is Disabled, the plane continue its Strafing or Point Attack with 4 FP and a Basic TK# of 4. During Dogfight, a plane equipped with a 37L gun is considered as carrying bombs and unable to Jettison. If 3 planes are received, one is automatically armed with a 37L gun; if 2 planes are received, one is armed with a 37L gun on a Secret dr ≤ 4 . If only one plane is received, it is armed with a 37L gun on a Secret dr ≤ 2 .
- The German S1 RG represents a Stuka group. Use DB42 to represent the planes. One plane in the group may be equipped with a 37L gun firing APCR only. Against Unarmored Targets/vulnerable PCR, this gun has a 2 FP. The gun has a X10 and a 2 ROF (i.e., while Strafing or making a Point Attack after its initial attack, it may only keep on firing if it retains ROF) and Multiple Hits apply. If the 37L gun is Disabled, the plane has no FP left, place a Gun Disabled marker on it. If the 37L's ROF is lost or the gun is Disabled, the plane must continue its Strafing or Point Attack with no FP and suffer any AA fire (E7.401- .402). During Dogfight, a plane equipped with a 37L gun is considered as carrying bombs and unable to Jettison; furthermore, a -1 DRM applies to attacks against it. If 3 planes are received, one is automatically armed with a 37L gun; if 2 planes are received, one is armed with a 37L gun on a Secret dr ≤ 4 . If only one plane is received, it is armed with a 37L gun on a Secret dr ≤ 2 .

- S-type RG can only stay on the Playing Area for 2 consecutive Game Turns.
- German OP Tanks are PzIII. See H1.462. An OP Tank is Recalled as soon as the OBA is lost (i.e. two red chits are drawn permanently or the Radio is Disabled). An OP Tank is Retained with its OBA module and is eliminated once the module has been used up (O11.4, SSR CG10). The elimination of an OP Tank never counts toward CVP, either for the German or for the Soviet.
- On board 24, there is no valley or Cliffs. Gullies are still present.
- On board 2, there are no Level 3 Hills. Treat those hexes as Level 2 Hill hexes. Cliffs still exist provided there remains a difference of level between two hexes separated by a Cliff hexside once the Level 3 Hills have been deleted.
- All buildings are Wooden, except on mapboards 12 and 21 where buildings retain their normal characteristics.
- The Stream on board 13 is Shallow. Marsh and Water Obstacles exist normally.
- Road Movement Rate (D2.16) is NA to vehicles.
- See SP11.4 SSR CG4 to determine when a CG Scenario ends.
- German AFV potentially equipped with Schürzen (PzIIIN, PzIVF2, PzIVH, StuGIII and StuH42) are so equipped.
- German and Russian forces are considered Elite for purposes of Ammo Depletion Number (C8.2) [EXC: Balance, see SP11.31].

AFTERMATH

On the morning of the 11th, Hausser's forces started moving to the northeast, sweeping aside Jadov's units trying to stop them. The push was well supported by the Luftwaffe and the Germans seemed to be able to capture Prokhorovka. Two of Rotmistrov's tank brigades counter-attacked late in the afternoon and stopped the attackers. For the Soviet, the only way to defeat the Germans was to go to the offensive themselves. Both sides spent the night repairing their weapons. The SS, although exhausted by a week of violent combat were sure of victory over an enemy they thought already finished. The two armored masses clashed at 0800h. Intermittent thunderstorms could not cool down the atmosphere. A terrible artillery barrage fell on the Panzer just as the first echelons of the Vth Guards Tank Army charged ahead. Using the dust, the smoke and the terrain itself, Rotmistrov's tanks engaged the spearheads of Hausser's units. Attacked at close range on the flanks and their rear, Tigers and Panthers blew up. The situation became confusing. Both sides fought for control of the air and in the middle of this mechanized inferno, infantrymen joined the fight. Paratroopers of the 9th Guards Division chased the *Panzergranadiere* from the suburbs of Prokhorovka. The SS fell back. *LSSAH* was first stopped and then pushed back under the assaults of 18th and 18th Tank Corps. Courage turned to fanaticism: along the Psel, a KV1S of the 181st Tank Brigade rammed a Tiger of the *Leibstandarte*. Dietrich' men were exhausted. Breith's Panzers, held back by stubborn resistance on the part of the 5th

Mechanized Corps, couldn't make it to the battlefield. By the evening of the 12th, the German defeat was obvious and there remained no hope of breaking through to Kursk. The Soviet controlled the battleground. Hundreds of wrecks littered a battlefield 6 kilometers in length, creating a gigantic and mad junkyard. For the winners, the battle would be known as the "Slaughter of Prokhorovka" (Prokhorovskoe poboishche). These "plains of steel" near a formerly unknown farm town had been the graveyard of German hopes for victory in the East.



CREDITS:

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Rules design: Jean-Luc BECHENNEC

Many thanks to all Tactics playtesters for the tremendous help and for the considerable time they spent on testing this campaign game.