

DEATH KNELL OF THE PANZERS

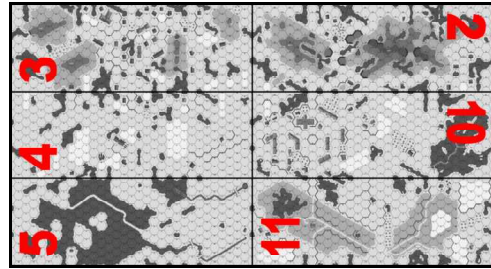
OAF Scenario 30.8 (SEP 208)

B061022



Russia, outside a small town called Prochorovka, July 12, 1943: The Kursk offensive was slowing. Only one spearhead from the South was making substantial progress. The Russians committed their reserve and what followed afterwards was the most famous and decisive tank battle of the war.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The player controlling the most boards at game's end wins. A 2:1 superiority in unbroken squads is necessary for control. Functioning AFV's count as 2 squads (an AFV is functioning if it possesses any functioning armament at the end of the scenario); Guns, Trucks and unarmed half-tracks count as 1 squad; crews count as 1/2 squad.

TURN RECORD CHART:

Roll Die To Determine Who Moves First	1	2	3	4	5	6	7	8	9	10	11	12	END
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	3rd SS Panzergrenadier Regiment, Das Reich Division enters on Turn 1 anywhere along the South edge of Board 5:						2nd SS Panzergrenadier Regiment enters on Turn 2 anywhere along either, but not both, the East edge or South Edge of board 11:					
	 2 8 2						 6					
	 4 6 2 4 6						 4 2 4					
	 2 2 4 4						 2 4 2					

	Main Elements of 5th Guards Army enters on turn 1 anywhere along the North edge of board 3:											
	 20 2 2 2 2 6 2 2 2 2 2 2											
	 15 2 2 2 6 6 2											
	Remaining Reserve Elements of 5th Guards Army enters on Turn 2 anywhere along the North edge of board 3:											
	 15 2 2 2 6 6 2											

SPECIAL SCENARIO RULES:

SSR OAF 30.8.1: Units may exit from their respective North/south board edge; a unit exited in this manner does not result in any victory credit for either side (exception: Prisoners still are credited at 2xVP value).

SSR OAF 30.8.2: Use extra PzVG counters to represent PzVD.

SSR OAF 30.8.3: No optional armament is possible to either side.

SSR OAF 30.8.4: The German 658 squads, 248 crews, 9-2, 10-3 Leaders and the Russian 628 squads, 9-2, 10-2 Leaders are all qualified to use the FT and DC at full effect. Other units used as captured weapons.

SSR OAF 30.8.5: TERRAIN: Ignore the Rowhouse building status on board 10 (i.e. 10X8; treat as a normal stone building. Ignore the footpath on board 10 (i.e.10I2); treat as woods hex. Ignore the Orchards on all boards (i.e. 10L4); treat as woods hexes. **ROADS** (i.e. 11I8): The movement cost of hills and roads in the same hex are cumulative. Infantry moving up a hill road would still expend on MF per hex if the elevation does not increase and two MFs per hex if it does. Infantry would still receive one extra MF if it spends its entire MPH on the road. Vehicles would pay only 2 MP's + COT for moving onto higher terrain while moving along a road.

SSR OAF 30.8.6: The -3 To Kill DRM vs. open topped AFVs with height advantage does not apply in this scenario; only the -1 height advantage remains in effect (NOTE: Both are eventually eliminated in ASL; the -1 applies to plane attacks only. Use of the -3 drm makes MMG/HMG halftrack killers as immune to both To Hit and visibility concerns; killing on a 6 or less vs. Germans SPWs in the front; 7 or less vs. American halftracks in the front).

AFTERMATH: As their forces became confusingly intermingled, the Generals lost all ability to direct the battle. Tank fired on tank at point blank range, negating the

armament edge of the new German Panzers. Gradually, the numerically superior Russians forced the Germans back.

Bill Thomson 512-799-6705

Squad Leader Academy
 SQL, COI, COD, GIA Player Development
 Email: Bill@WargameAcademy.org
 Website: www.WargameAcademy.org
 7940 Luling Lane Austin, TX 78739 USA

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 Scenario Design by Bill Thomson; Updated 051115
 Graphic Layout by Bill Sosnicki (B061022)

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NOTE 1: If four players are available, each should control one of the four forces. If more players are available, that side should further subdivide their forces.
NOTE 2: Multiplayer Optional Rule - Limited Team Communications: Each player may send only one radio message each turn Shared by other members of the team via index card. Such messages must consist of 10 words or less. This is the only communication involving Strategy Tactics, Priorities, and/or Directives within the team. No private or side discussions are allowed once the Turn 1 has started.

This scenario was originally published in ON ALL FRONTS number 30. Extensive clarifications and modification have been made to the original scenario and modified by Bill Thomson. The original author is unknown but were of the Scenario Exchange Program (SEP) participants.