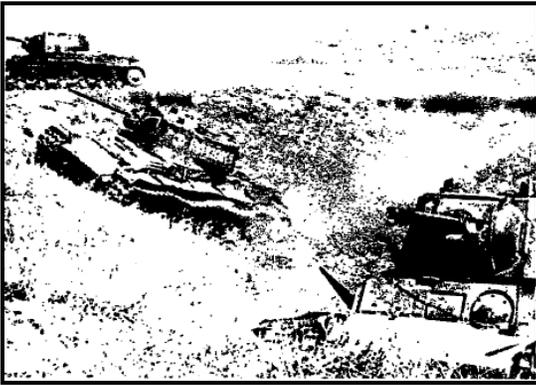


HILL 253.5

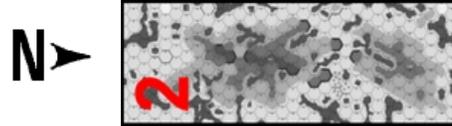
Scenario B

090412



40 MILES NORTH OF KURSK, July 9, 1943: Operation Citadel had begun, but instead of the desired Lightning breakthrough, the fighting had taken on the characteristics of World War I trench warfare. In four days of grueling combat the XLI Panzer Corps had managed to penetrate the defenses of the Soviet 13th Army to a depth of only about five miles. The Corps, now being slowly forced onto the defensive by increasing enemy pressure, needed to secure a strong position on which to anchor its left flank and free its mobile elements; such a spot was the commanding height of Hill 253.5 near the village of Ponyri, where some of the most intensive fighting of the entire Eastern campaign was taking place. On July 9th the Germans stormed and captured Hill 239.8 and to exploit this success an assault on Hill 253.5 was ordered.

BOARD CONFIGURATION:



VICTORY CONDITIONS: Germans win if at the end of the game they solely occupy, with unbroken squads or functioning AFV's, four of the level 3 hexes of Hill 621 and there are no Russian unbroken squads or functioning AFV's on the remaining level 3 hexes. "Functioning" is defined as having an unbroken, unstunned crew, and any working armament. Russians win by preventing the German victory conditions.

TURN RECORD CHART:

★ Russian Sets up First	1	2	3	4★	5	6	7	8	END
✚ German Moves First									

Elements of the 307th Rifle Division - set up south of road Q1-Y10:

9-2	8-1	8-0	6-2-8	4-4-7	2-3-7	HMG 6-12 B11+	MMG 4-0 B11+	LMG 2-6 B10+	20 Δ -1	30 Δ A	5-7 Δ B12	?	1	40
			2	6	4		2	2					8	3

Mechanized Brigade elements - enter on turn 4 via south edge:

9-1	6-2-8	LMG 2-6 B10+	KVIA 12 2 1	KVIC 11 3 2	M5 20 5 -5
			76L 4/2x2/4	76L 4/2x2	5PP -1/-4
			3	3	

Elements of the 18th Panzer Division and the Panzerjäger Battalion 653 - set up north of road Q1-Y10:

10-2	9-2	9-1	8-0	8-3-8	4-6-7	LMG 2-8 B12	30 Δ A	20 Δ -1	8 X9+	7 Δ B12	SPW251/1 18 8 -4 -5 -1/-4	PzKw VD 15 3 0	ELEFANT 8 5 1
				4	8	4	2	2	2				88LL
													2

SPECIAL SCENARIO RULES:

- SSR B.1: Wire and mines may be placed in the hexes which contain road Q1-Y10.
- SSR B.2: Both sides have one 80+mm artillery module.
- SSR B.3: Both sides receive random air support.
- SSR B.4: German engineer units may make unlimited smoke.
- SSR B.5: The German player may not inspect the contents of entrenchment counters prior to his initial set-up.

AFTERMATH: The German units, decimated and exhausted by five days of incessant fighting, attacked doggedly but didn't have the strength to seize or hold the hill. The panzergrenadiers were soon actually on the defensive as continuous Soviet counterattacks forced the Germans to employ their last reserves merely to hold their own positions.

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 A QUICK PLAY CROSS OF IRON SCENARIO
 Originally printed as a special insert for Vol. 15, No. 6 of THE GENERAL magazine.
 Scenario Design by Robert McNamara;
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