

Gross Deutschland at Kursk – 8-9 July 43

Background

The Germans launched a major offensive to destroy the Russian salient at Kursk. This was a massive offensive over several weeks. The German Gross Deutschland Panzer Grenadier Division was part of the 48th Panzer Corps and played a key role in the Southern attack on the salient.

Scenario Specific Rules

Night Recovery

Normal Night Recovery rules apply. The Germans have 7 battalions and the Russians 6.

Artillery

All on board artillery receives 3 shots per round. The Russians have an off board battery which can reach to any hex on the board with 1 shots per round. The Germans have one air support.

All Russian units start in either Hold or Dig In status. The Germans move first.

Note that the Gross Deutschland Sturmgeschutz Battle Group has 4 core stands. It can still only launch 1 attack per round.

Minefields

There are a number of mine field hexes. When entering a minefield throw 4D6 causing hits on a throw of 6 or double five. A maximum of 2 hits. An engineer platoon that commences adjacent to a minefield hex can clear the minefield if the engineers do not leave the hex during the turn. The core stand that the engineers are attached to must stay in the hex with them. The core stand can fire but cannot initiate close combat if you want to clear the minefield. At the end of that battalions turn the minefield hex is cleared.

Terrain

The river is fordable, halt on entering. It can be crossed without halting at bridges. Woods and towns constitute cover.

Reinforcements

The 2/1 GDL Panzer appear at any of the hexes indicated by the arrows at the end of turn 1. They arrive in Move status and will not move, or initiate combat in the turn they arrive. They will respond if attacked.

The 1/1 GDL Panzer appear at any of the hexes indicated by the arrows at the end of turn 2. They arrive in Move status and will not move, or initiate combat in the turn they arrive. They will respond if attacked.

Victory Conditions

The side holding the most Victory Points wins.

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Russian Forces	Core Stands	Strength Points	Fighting Strength 1&2 Hex range.	Support Stands
Rifle Division				
1 st Infantry	3 x Infantry 1 x HQ	3 6	3 1	1 x MG 1 x AT 1 x LA [Mortar]
2 nd Infantry	3 x Infantry 1 x HQ	3 6	3 1	1 x MG 1 x LA [Mortar]
3 rd Infantry	3 x Infantry 1 x HQ	3 6	3 1	1 x MG 1 x AT 1 x LA [Mortar]
4 th Infantry	3 x Infantry 1 x HQ	3 6	3 1	1 x MG 1 x AT 1 x LA [Mortar]
5 th Infantry	3 x Infantry 1 x HQ	3 6	3 1	1 x MG 1 x LA [Mortar]
Tank Regiment				
1 st Tank	3 x T34 1 x HQ	4 6	4 1	
2 nd Tank	3 x T34 1 x HQ	4 6	4 1	
Artillery Support	2 x batteries 1 x Off board	4	2 3	Off board guns can reach any hex.
Axis Forces.				
Gross Deutschland				
1/1 GDL Grenadier Battalion	1 x Armoured Inf 2 x Inf 1 x HQ	5 5 6	3 3 1	1 x AT 1 x MG [half track] 1 x LA [Inf gun] 2 x Truck
2/1 GDL Grenadier Battalion	1 x Armoured Inf 2 x Inf 1 x HQ	5 5 6	3 3 1	1 x MG [Half track] 1 x LA [Mortar] 1 x Engineers 2 x Truck
1/2 GDL Rifle Battalion	3 x Inf 1 x HQ	5 6	3 1	1 x AT 1 x LA [Inf gun] 1 x MG
2/2 GDL Rifle Battalion	3 x Inf 1 x HQ	5 6	3 1	1 x MG 1 x LA [Mortar] 1 x Engineers
GDL Sturmgeschutz Battle Group	1 x Armoured Car 2 x Stug III 1 x Armoured Inf 1 x HQ	3 4 5 6	3 4 3 1	1 x AT 1 x MG [half track]
1/1 GDL Panzer Battalion	3 x Panzer V 1 x HQ	4 6	4 [Sup. Gun] 1	
2/1 GDL Panzer Battalion	3 x Panzer IV 1 x HQ	4 6	4 1	
Artillery	2 x Wespe	4	2	

Day 1	1	2	3	4	Night
Day 2	5	6	7	8	

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Standard Map Symbols

 River/stream  Hillside  Hill top  Rough Ground [fields, orchards etc]  Impassable cliff edges  Swamp  Reinforcement Arrival Point	 Impassible mountains  Woods on a hilltop  Woods on the flat  Towns  Defensive Works  Major River  Bridge  Victory Point  Minefield
<p>Note: Only full hexes can be entered by stands</p>	

