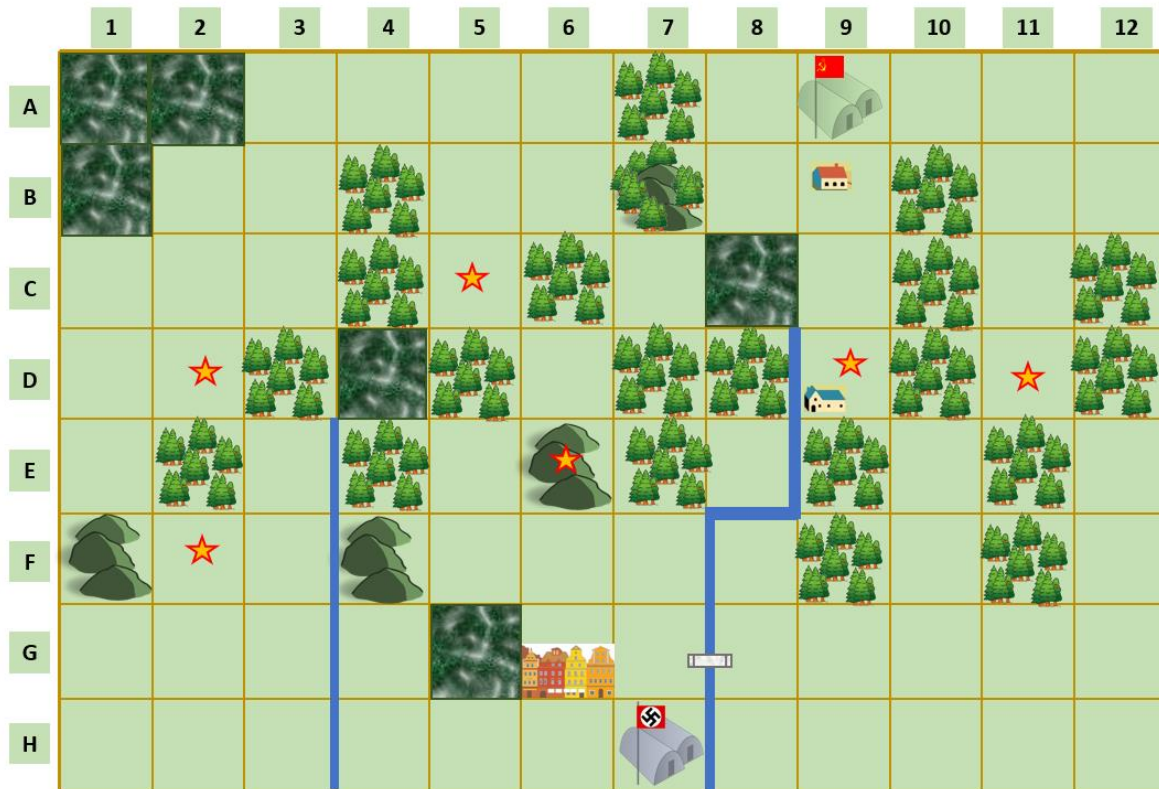


Operation Kutuzov – The Panzer’s Counter Attack 17 July 1943



The weather is clear. Objective squares are denoted by stars. The rivers shown are at this time of year nearly dry ravines in the plain. They can be crossed but it is slow to do so with vehicles. Units can cross the rivers at any point, but crossing them is like moving into non open terrain, units can only move a maximum of 1 square. Additionally any unit attacking across the river is vulnerable in combat. Units can cross rivers using road movement but pay 2 ops as for crossing a bridge. Supply lines can cross the rivers anywhere. The dark green squares are soft ground. Square G6 is an urban area for combat purposes whilst D9 and B9 are hamlets which can be placed for scenic purposes but have no impact on combat.

Starting Ops:

The Soviets start with 3 Ops and the Germans start with 6 Ops. Both sides use their mid war ops. The Soviets cannot use the ‘All Workers to the Front’ event in this scenario.

Description:

Following the stalemate at Kursk the Russian’s launch Operation Kutuzov to cut off and destroy the Axis troops in the bulge around Orel. After initial Russian advances German Field Marshal Model rushes in several Panzer Divisions to slow the Russian attack and to allow German units time to withdraw from isolated positions. The German Panzer Divisions attacked the 1st Guards Tank Corps as it tried to break out of the broken wooded country in the north of the salient.

Victory:

The game is a standard single day of 16 moves. The Germans need to capture 5 or more objectives and be holding them at the end of the 16th turn to win.

ROMMEL SCENARIO

Elements:

The Axis have 2 Elements. The 2nd and 8th Panzer Divisions.

The Soviets have 4 Elements of the 1st Guards Tank Corps. The 1st, 2nd and 3rd Tank brigades and a Motorised Infantry Brigade.

Set Up:

Soviet: Russian 1st and 3rd Guards Tank Brigades and the Motorised Brigade deploy in lines A to D. The 2nd Guards Tank Brigade deploys in line A. The Soviet units can only deploy in open squares, not woods, hills or swamps.

Axis: The German Panzer Divisions and the Corps Support units deploy in line H. The Germans move first.

Reinforcements:

The Russian Corps Support units arrive in line A in the marker phase of turn 2.

Axis	1	3	5	7	9	11	13	15
Soviet	2R	4	6	8	10	12	14	16

ROMMEL SCENARIO

SOVIET FORMATIONS	COMBAT	ARMOUR	SPECIAL
1st Guards Tank Corps			
1st Tank Brigade			
1 x T70 Light Tank	3-2-1	1	Recon
4 x T34	3-2-1	3	
2 x Motor Rifle Infantry	4-3-2		Motorised
2nd Tank Brigade			
4 x T34	3-2-1	3	
2 x Motor Rifle Infantry	4-3-2		Motorised
3rd Tank Brigade			
1 x T70 Light Tank	3-2-1	1	Recon
4 x T34	3-2-1	3	
2 x Motor Rifle Infantry	4-3-2		Motorised
Motorised Infantry Brigade			
6 x Motor Rifle Infantry	4-3-2		Motorised
Corps Support			
1 x Katyusha	4 / 4 / [0-1]		Self-Propelled, Rockets
1 x 152mm Artillery	16 / 4 / [0-1]		Motorised
2 x 76mm Artillery	8 / 2 / [0-1]		Motorised
2 X SU 76	2-1-1	1-3	
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
2nd Panzer Division			
1 x Light Tank	5-4-3	1	Recon
1 x Panzer IV	5-4-3	4	
2 x Panzer III	5-4-3	3	
2 x Panzergrenadier	4-3-2		Armoured
4 x Motorised Infantry	4-3-2		Motorised
1 x Stug	5-4-3	3-4	
8th Panzer Division			
1 x Light Tank	5-4-3	1	Recon
3 x Panzer IV	5-4-3	4	
2 x Panzer III	5-4-3	3	
2 x Panzergrenadier Units	4-3-2		Armoured
4 x Motorised Infantry	4-3-2		Motorised
2 x Stug	5-4-3	3-4	
1 x Marder	2-1-1	1-4	
Corps Support			
1 x Wespe	12 / 3 / [0-2]		Self Propelled Artillery
1 x 105mm Artillery	12 / 3 / [0-1]		Motorised