

Kampf Stachwitz 10-7-43

This is adapted from the Battlefield scenario done by Steve Curtis. <http://www.fireandfury.com/scenarios.shtml#East>

By the 6th day of operation "Citadel" the German XXXXVII Panzer Corp was slowly but steadily moving north in the direction of Oboyan. The Panzer division Grossdeutschland was in the vanguard. But the seemingly endless lines of Russian defensive were taking their toll. The unit to the left of Grossdeutschland, the 3rd Panzer division had run into particularly strong defenses. This development had forced the commanders of Grossdeutschland to dispatch units to deal with counterattacks on their left flank. One of these units was a formidable force of Tigers, Panthers and Pz IV tanks called Kampfgruppe Stachwitz.

Late in the day of July 9th Kampfgruppe Stachwitz was ordered to move from the area of Novoselovka, where it had just finished a long range tank duel, to the south west. This move was to position the Kampfgruppe for an attack to the south to help clear the path for the stalled 3 Panzer Division. The German armored spearhead encountered Russian tanks at 22:00 in complete darkness just to the north of Verkhopenye and stopped for the night. These Russian tanks were from the 6th Tank corps, 22nd Tank Brigade. Throughout the night of the 9th as the Germans refueled and rearmed, the Russian tanks in the valley ahead, could be heard preparing for the coming battle.

At 03:30 on July 10th the first armour-piercing rounds were slamming into their targets. for the next 90 minutes the opposing sides would trade fire. In the end the Russian tanks were driven from the field, but the cost had been considerable for the Germans. More importantly, valuable German armored units had been drawn away from the drive north to Oboyan and on to Kursk. This would force the Germans to focus all remaining resources on the push of the II SS Corps. That effort would end on the fields of Prokhorovka. Steve Curtis

This scenario is a straight tank battle that occurred in the Kursk offensive.

The objective is to break the enemy and is a meeting engagement. 2 victory points if break enemy 1 if 25% casualties

Major Soviet Victory if +2 in Soviets favour

Minor Soviet Victory if +1 in Soviets favour

Draw if zero

Minor German Victory if +1 in German favour.

Major German Victory if +2 in German favour

The map shows each hill colour coded and a number. 1 is the area in the south then rises to Level 2, there are 3 hills level3 and one area H that is on a hill. All Hills are flat plateau's so 4-6 to hit, so a deadzone if viewing below the hill occurs by measuring from the Tank to hill edge a similar distance into the lower ground is deadzone. Each letter is a 10cm ie A1 is a 10cm square containing a hill level 3.

Russian entry is at A1 to B1. German entry is at I to L 14. To establish 1st player each roll 2D6 + Co command value, highest goes 1st if tied Germans go 1st.

Special Rules: CR Panther engine reliability for 2nd or greater order Panther's suffer an extra -1.

KAMPF STACHWITZ 10-7-43		Cost	#	Tot	
CO (Cv 10) Stachwitz		150	1	150	
HQ (CV 9) Tiger I		275	1	275	
Heavy Panzer Unit (Tiger I)		230	3	690	T
HQ (CV 9) PzV		260	1	260	
Heavy Panzer Unit (Panther)		215	3	645	CR
HQ (CV 9)Pz IV long		185	1	185	
Medium Panzer Unit (Pz-IV long)		140	7	980	
CR =-1 to 2nd+ commd rolls	Break	5	16	3185	

**SOVIET FORCES 6TH TANK
CORP**

CO (Cv 8) 22nd Tank Bde T34/76 late		185	1	185	
1st Batt HQ (CV8) T34/76 late		170	1	170	
T34/76 late		140	6	840	
2nd Batt HQ (CV7) T34/76 late		155	1	155	
T34/76 late		140	6	840	
3rd Batt HQ (CV7) T34/76 late		155	1	155	
T34/76 late		140	6	840	
	Break	14	21	3185	

U= USSR ENTRY A1 or B1		RU	ENTRY						
Encounter Battle roll 2D6+Cv			A B	C D	E F	G H	I J	K L	M N
for 1st player tied is German		1	3U3	3 -	3 -	- H	- 3	--	--
Deadzone measure on plateau to		2	--	W W3	- 3	M H	3 -	--	--
edge same distance beyond		3	3 W	W W3	- 3	3 3	--	R R	--
deadzone		4	--	--	--	--	--	R R	--
Map 140x140cm	To hit	5	--	3 3	3 3	3 3	3 -	--	--
F= CROP LOW AREA +FENCE	4+	6	F F3	F--	--	--	- 3	W W	--
#=CONTOUR LEVEL		7	F F3	F--	--	R R	- 3	W W	--
EACH LEVEL ARE FLAT	4+	8	F F3	F--	- 3	--	- 3	--	--
PLATEAUS)									
W=WOODS HIGH AREA	5+D	9	F F3	F--	3 S-	3 -	- 3	--	--
TERRAIN									
H= HILL HIGH GROUND	5+	10	F F3	F3 3	3 S-	3 3	3 3	--	--
M=MARSH WET TERRAIN	I	11	--	--	--	--	--	--	--
S=SCRUB LOW AREA TERRAIN	5+	12	2 2	2 2	2 2	2 -	--	--	--
		13	1 1	1 1	1 1	1 2	2 2	2 2	2 2
G= GERMAN ENTRY I to J	14	14	1 1	1 1	1 1	1 1	1G1	1G1	1 1