

PanzerLeader Situation JJAAGD08r1

Victory conditions: **Russian**

Must have more combat units than German in each of 2 towns on board 4 by game end.
Elimination of a German CP (fixed or mobile) or the HQ halftrack each count instead of having more units in a town.

German: Deny the Russian VC.

Operation Kutuzov 7/28/1943-

Delaying Action at Beyle-Berega

As the Soviet assault into the Orel salient continues to gather pace, German operations in the area quickly degrade from stand-and-fight defense to desperate delaying actions. Here, tattered remnants of Panzergrenadier Reg. *Grossdeutschland* reinforced with other divisional assets, tries to cover the retreat towards Briansk. As if the odds weren't steep enough, the approaching Soviet spearhead includes the 1453rd Self-Propelled Artillery Reg., which fields a terrifying new weapon, first introduced at the recent Battle of Kursk, the Su-152 assault gun!

JJAABoards 4&6

6	←N 4
---	---------

9 turns

Russian Forces Move First

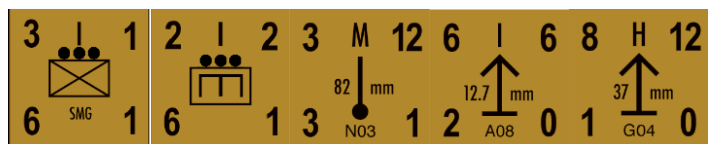
Spearhead of 11th Guards Army Enter North edge of board 6.



x4

x4

x4



x12

x2

x3

x2

Sorties of 231st Air arrive on **turn 5**



x7

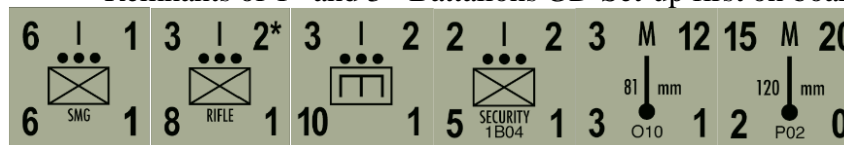
x2

x2

x2

German Forces

Remnants of 1st and 3rd Battalions *GD* Set-up first on board 4.

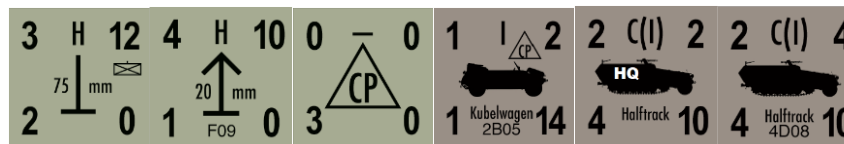


x4

x3

x5

x3



x2**

*

x8



x2

x2

x2

**

x7

x4

OBA: 72 AF per turn (in multiples of 3x24 AF, 2x36 AF or the full 72 AF per hex).

Special Rules: Use PanzerLeader rules with the following exceptions.

Improved Positions: May be placed in any hex, +2drm for all combat (*not cumulative* with other terrain), stacking limit *three*, with the 4th stacked unit not getting the benefit of the IP. Vehicles that start game in IP, cannot subsequently take advantage after moving. Infantry and guns can use any IP in the hex they move into. IP markers remain in the hex they are initially placed for the whole game.

Transport Only C class units may transport guns and mortars, including CP. Any vehicle may transport infantry, *except kubelwagen cannot transport any unit and moves like a tracked vehicle.

Indirect Fire Special Rules: Using some of the rules from AIW, points directed in all attacks on a *hex* are divided by three regardless of the number of units in the hex. Each unit is attacked separately at 1/3 attack strength, and if the unit is armored or in a town hex, at 1/6 attack strength. A player may write an *intensive* indirect fire order, which applies full strength to each unit in the target hex and the total OBA points available in future turns is reduced by the number of points used for intensive fire. On board units are removed after intensive fire. Units on board are always reduced to a third of their attack strength when firing indirectly, but not for fire directly. Direct fire *may* be made separately at a hex after the IF is resolved.

German Spotters for IF: May be CP, mobile CP, and HQ halftrack, any infantry or any AFV. In the case of enemy in woods and town hexes, LOS of the spotter to the target must be combined with any adjacent combat unit to spot enemy units that have not fired from cover. The CPs or HQ, when used to spot for IF, add a -1drm to the combat die rolls. May write orders during set-up.

Russian Off Board Artillery OBA: A CP must direct OBA, and in the case of enemy in woods and town hexes, LOS to the target combined with an infantry or AFV to spot enemy units that have not fired from cover. On board mortars may combine with OBA.

Russian Armored Aircraft: The IL-2 Sturmovick gets a +1drm when fired upon by **anti-aircraft guns. Damaged (D) aircraft add +1drm attacking.

Wreck Placement/Towns/Stacking Special Rules: PL rules state that stacking limit is four. A maximum of 2 wrecks may be stacked in a hex, additional AFV eliminations do not add wrecks to hexes more than two in this situation.

Treat Streams as Gullies: 3MP+COT to exit and 5MP+COT to exit for trucks. Elevation -1, LOS only from higher elevation or adjacent. Gully/Road hex is considered accessible if road in same hex running parallel or at bridge from a gully hex, elevation same as open terrain.

Victory Conditions: Play 9 turns and score the results at game end as follows; In each of two of the three towns on board 4, the Russians must at least contest the town with more combat units (no trucks) by occupying town hex(es). A dispersed unit counts for town occupation. As an alternative, if the Russian player eliminates the German CP, mobile CP and/or the HQ halftrack, count this instead of majority occupation of a town. *For example, if the Russian were to eliminate 2 of the CPs and/or HQ by turn 9, they win the game. If, by turn 9, the Russians eliminate one of the CPs and/or HQ and have more units in a town than the Germans have in that same town, it is a Russian victory.*

Playtesting: G1; R flank GV, G2; added R eng, AAG, KV1A, t-34a. R flank GV, G3; add R OBA L flank RV, G4; L flank close 50/50 GV.

