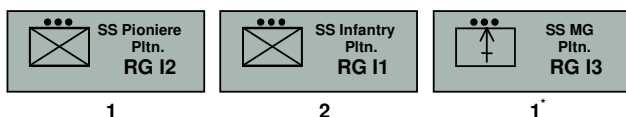




**KRASNY OCTABYR-KLIUCHI, SOVIET UNION, 13-14 July 1943:** With the Germans now more thoroughly in control of a foothold across the Psel River, they sought to strengthen their hold while driving north toward Oboyan and Kursk itself. Having secured Hill 226.6, the Germans pushed northeast, while funneling greater numbers of troops in support of this drive. The Russians did not remain idle, as ever greater numbers of Soviet troops launched desperate attacks to sever the German spearhead at its base. Soviet attacks caused the Germans to divert and weaken their main attack in order to protect their flanks. The Germans also found themselves attacking eastward along the river to protect and support the flanks of the remainder of the 2nd SS Panzer Corps, across the Psel. This diversion from the Schwerpunkt brought drastic consequences to the base of the German bridgehead and its defenders. The fighting would be quite extreme (even by Battle of Kursk standards) as strong elements of two Russian corps attacked in the direction of Kliuchi and Krasny-Oktabyr. In the end, the German drive would reach several miles north of the river, and astride yet another major highway. There the invader's thrust ran out of gas. The retreat back across the Psel was soon sounded. The battle in this sector of the titanic struggle known as the Battle of Kursk would end a bloody failure, and outcome was in no small part due to the determination and grit of the individual Russian fighting man.



**Elements of 3<sup>rd</sup> SS Panzergrenadier Division, II SS Panzer Corps**, set up on any hex with a coordinate  $\geq 14$  and/or any hex south (east) of hexrow M:



17 BP 40 EPP

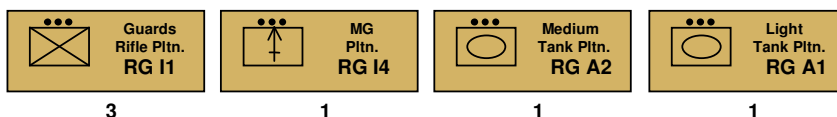
**Orders:** Scenario 1: Attack (See Kursk CG Rule 1.3.4)

Scenarios 2-5: 1 Attack / 3 Hold

\*This RG must apply a +2 DRM (no other DRM applied) when determining the units received for the Initial Scenario.



**Elements of 31<sup>st</sup> Independent Tank Corps and 33<sup>rd</sup> Guards Rifle Corps** set up in any hex with a coordinate  $\leq 8$  and north (west) of hexrow J:



20 BP 40 EPP

**Orders:** Scenario 1: Attack (See Kursk CG Rule 1.3.4)

Scenarios 2-5: 3 Attack / 1 Hold

**CG VICTORY CONDITIONS:** The Russians win if they accumulate  $\geq 41$  VP by CG end (see Victory Points Table). The Russians win the CG immediately if they control hexes I27 and X24 at the end of any CG Scenario.

**SCENARIO VICTORY CONDITIONS:** The Russians win the Initial Scenario if they control  $\geq 2$  TWP more than the Germans at Scenario End. For the rest of the Scenarios, the winner is the side with more Scenario VP at the end of each Scenario (see Victory Points Table)

### INITIAL SCENARIO & CG SPECIAL RULES:

1. Spotting Conditions determined by General Information CG Table for each Scenario.
2. Hexes A8-K1 represent the SOVIET Friendly Map Edge for ALL CG scenarios. Hexes E27-M27 and AA27-LL26 represent the GERMAN Friendly Map Edge for ALL CG scenarios. These are the only eligible reinforcement entry hexes as well, thus, **CG Rule 1.6.2 is NA.**
3. A Pontoon Bridge is placed in hexes Y25 and Z25 at the start of the Initial Scenario and should REMAIN there in subsequent scenarios unless destroyed, in which case the former bridge hex is treated as a Ford.
4. Place Non-Burning Wrecks in the following hexes: H6, Q10, Z9, AA4, DD4, DD7, DD13 and HH10. Place Foxhole Counters in hexes Y8, EE9, GG12 and II8. These counters represent shellholes and are treated accordingly. Mark them if needed.
5. The Russians may use one Molotov Cocktail per TEN Squads provided in his OOB at the start of any CG Scenario (See Molotov Cocktail rules from Kursk BW 1.2).

6. The Germans may use one ATMM (Anti Tank Magnetic Mine) for every TEN Squads in their OOB at the start of any CG Scenario. An ATMM is treated in the same manner as a Satchel Charge during Melee vs. Vehicles and has no other use.

## TURN RECORD TRACK



(3) (7) (0)

**MAP CONFIGURATION:** The Kursk K1 Map is used.

### MAP LAYOUT:

