

Clash Along the Psel: Red Shield

Unofficial Campaign Game for ATS Kursk: Clash Along the Psel

Based on CH! ASLComp Hell's Bridgehead CG-II. Conversion and layout by Fernando Sola.





German CG Order of Battle



RG ID	Description	Units/Equipment	BP	Scen Max	CG Max	Notes
I1	SS Infantry Pltn. ⁶	DR 1: 4x758 + Ldr ¹ + LMG ² + LMTR + ATR DR 2-4: 4x758 + Ldr ¹ + LMG ² + LMTR DR 5-7: 4x758 + Ldr ¹ + LMG ² DR 8: 3x758 + Ldr ¹ + LMG ² + LMTR DR 9-0: 3x758 + Ldr ¹ + LMG ²	5	2	4	¹ 1 DR on Leader Table ² 1 DR on LMG Table ³ Combat Engineers ⁴ May be replenished after Scenario if used ⁵ Include 1x238 crew per MMG ⁶ Enter as Reinforcements if entered on the CG Scenario of purchase. Available for on-map setup afterwards.
I2	SS Pioniere Pltn. ⁶	DR 1-7: 3x828 ³ + Ldr ¹ + LMG ² + FT + 3xSC ⁴ DR 8-0: 2x828 ³ + Ldr ¹ + LMG ² + FT + 3xSC ⁴	6	1	1	¹ 1 DR on ETC Table ² May replace one StuG IIIg for one StuH 42 ³ May replace one Sd 251 for one Sd 251-10 ⁴ May not be purchased unless at least one I1, I2 or I3 RG is purchased at the same time ⁵ May NOT be purchased unless A9 RG is purchased
I3	SS MG Pltn. ^{5,6}	DR 1-2: 2xMMG-42 + 2xMMG-34 DR 3-8: 1xMMG-42 + 2xMMG-34 DR 9-0: 2xMMG-34	4	1	2	
I4	Battalion HQ	1xI18 + 1xI17 + 1x758 + 1xSidecars + 1xKfz4	7	1	1	
A1	Med. Panzer Pltn. 1	DR 1-6: 5xPz III ¹ DR 7-9: 4xPz III ¹ DR 0: 3xPz III ¹	6	1	1	
A2	Med. Panzer Pltn. 2	DR 1-6: 5xPz IVh ¹ DR 7-9: 4xPz IVh ¹ DR 0: 3xPz IVh ¹	7	1	2	
A3	Sturmgeschütz Pltn.	DR 1-6: 5xStuG IIIg ^{1,2} DR 7-9: 4xStuG IIIg ^{1,2} DR 0: 3xStuG IIIg ^{1,2}	7	1	1	
A4	Heavy Panzer Pltn.	DR 1-6: 5xPz VIe ¹ DR 7-9: 4xPz VIe ¹ DR 0: 3xPz VIe ¹	9	1	1	
A5	Tank Destroyer Pltn.	DR 1-7: 4xMarder II ¹ DR 8-0: 3xMarder II ¹	6	1	1	
A6	Half-track Pltn.	DR 1-7: 4xSd 251 ³ DR 8-0: 3xSd 251 ³	4	2	1	
A7	Half-track HQ Pltn. ⁴	DR 1-7: 2xSd 251-9 DR 8-0: 1xSd 251-9	3	1	1	
A8	Pz. Aufklärungs Pltn. ⁵	DR 1-7: 2xSd 251-SMG DR 8-0: 1xSd 251-SMG	3	1	2	
A9	Aufklärungs Pltn.	DR 1-7: 3xSd 232 DR 8-0: 2xSd 232	3	1	1	
G1	AT Gun Section 1 ^{1,2}	2xPaK 38 50mm HIAT	3	1	1	¹ Include 1x238 crew per M and H weapon. ² G# RGs can set up on map on CG Scenario of purchase. Can enter play from off map if desired. In that case add 2xSd 8 or 2xSd 11 (player's choice) to the G# RG with no additional cost.
G2	AT Gun Section 2 ^{1,2}	2xPaK 40 75mm HIAT	4	1	2	
G3	ART Gun Section ^{1,2}	2xleFH 18 105mm HIHOW	5	1	1	
G4	AA Gun Section 1 ^{1,2}	2xFlaK 38 20mm HIAA	3	1	1	
G5	AA Gun Section 2 ^{1,2}	2xFlaK 18 88mm HIAA	6	1	1	
G6	MTR Gun Section ^{1,2}	2xGrW 34 81mm MIMTR	2	1	2	
O1*	Battalion Mortars ¹	81mm OBA Battery	3 ²	2	2	¹ FO may set up on map on Scenario of purchase ² Increase BP by one per Registration Hex purchased with Battery
O2*	Medium Artillery ¹	105mm OBA Battery	4 ²	2	2	
O3*	Heavy Artillery ¹	150mm OBA Battery	6 ²	1	1	
S1	Air Support 1 ¹	Ju 87D Stuka	4	1	1	¹ Use the Air Support Entry Table to determine turn of entry
S2	Air Support 2 ¹	Ju 87G Stuka Kanone	4	1	1	
M1	Emplacements	20 Emplacement Purchase Points	1	3	10	May be placed on map on Scenario of purchase

All DRs subject to Historical Scenario DRM

¹Include 1xFO per OBA Battery purchased. If the OBA Battery does not place an FFE marker during a Scenario, then it is retained for the next Scenario along with its FO. Once an FFE is placed the OBA Battery and its FO are expended.

Leader Table



DR	Leader received
1-3	1xI18
4-9	1xI17
0	None
Apply Historical DRM	

Elite Tank Commander Table



DR	Leader received
1-3	ETC
4-0	None
Apply Historical DRM	

LMG Table



DR	LMG received
1-4	LMG-42
5-0	LMG-34
Apply Historical DRM	

German CG Roster

[illegible]

Russian CG Roster

[illegible]



Russian CG Order of Battle



RG ID	Description	Units/Equipment	BP	Scen Max	CG Max	Notes
I1	Guards Rifle Pltn. ⁶	DR 1-2: 5x648 + Ldr ¹ + LMG + LMTR + ATR DR 3-5: 5x648 + Ldr ¹ + LMG + LMTR DR 6-7: 5x648 + Ldr ¹ + LMG DR 8-9: 5x547 + Ldr ¹ + LMG + LMTR DR 0: 5x547 + Ldr ¹ + LMG	5	2	8	¹ 1 DR on Leader Table ² NOT Combat Engineers ³ Combat Engineers ⁴ May be replenished after Scenario if used ⁵ Include 1x238 crew per MMG
I2	Guards SMG Pltn. ⁶	4x828 ² + Ldr ¹ + LMG	4	2	4	⁶ Enter as Reinforcements if entered on the CG Scenario of purchase. Available for on-map setup afterwards.
I3	Guards Engineer Pltn. ⁶	4x828 ³ + Ldr ¹ + LMG + FT + 4xSC ⁴	6	1	3	
I4	MG Pltn. ^{5,6}	1x.50 cal MMG + 1xDs1938 MMG + 2xM1910 MMG	4	1	3	
I5	Regimental HQ	1x118 + 1x117 + 1xGAZ-67B + 1x446 Reduced Squad	4	1	1	
A1	Lt. Tank Pltn.	4xT-70 ¹	3	1	1	¹ 1 DR on ETC Table
A2	Med. Tank Pltn. 1	DR 1-7: 4xT-34c ¹ DR 8-0: 4xT-34b ¹	6	2	3	
A3	Heavy Tank Pltn.	4xChurchill IV ¹	5	1	1	
A4	Assault Gun Pltn. 1	4xSU-122 ¹	5	1	1	
A5	Assault Gun Pltn. 2	4xSU-152 ¹	7	1	1	
G1	AT Gun Section 1 ^{1,2}	2xPTP 42 45mm HIAT	3	2	2	¹ Include 1x238 crew per M and H weapon. ² G# RGs can set up on map on CG Scenario of purchase. Can enter play from off map if desired. In that case add 2xMedium Truck to the G# RG with no additional cost.
G2	ART Gun Section 1 ^{1,2}	2xPTP 39 76.2mm HIAT	4	2	2	
G3	ART Gun Section 2 ^{1,2}	2xP obr 44 85mm HIAT	5	1	1	
G4	AA Gun Section 1 ^{1,2}	2xZP obr 39 25mm HIAA	3	1	1	
G5	MTR Gun Section ^{1,2}	2xM41 82mm MIMTR	2	1	2	
O1*	Battalion Mortars ¹	82mm OBA Battery	4 ²	1	2	¹ FO set up secretly off board, on FME at Level +40 ² Increase BP by one per Registration Hex purchased with Battery
O2*	Light Artillery ¹	76mm OBA Battery	3 ²	1	2	
O3*	Medium Artillery ¹	122mm OBA Battery	5 ²	1	3	
O4*	Katyushas ¹	132mm Rocket OBA Battery	4 ²	2	2	
B1**	Bombardment		7	1	2	
S1	Air Support 1 ¹	Il-2 Sturmovik (A configuration)	4	2	2	¹ Use the Air Support Entry Table to determine turn of entry
S2	Air Support 2 ¹	Il-2 Sturmovik (B configuration)	4	2	2	
M1	Emplacements	20 Emplacement Purchase Points	1	3	10	

All DRs subject to Historical Scenario DRM

*Include 1xFO per OBA Battery purchased. If the OBA Battery does not place an FFE marker during a Scenario, then it is retained for the next Scenario along with its FO. Once an FFE is placed the OBA Battery and its FO are expended.

**Use C33.0 Rule. The CFF is placed AFTER setup but BEFORE the start of play. Roll for accuracy normally, without LOS or enemy unit requirements. The area attacked by Bombardment is 10 hexes N to S by 7 hexes E to W. Make a DR for every hex attacked. A DR of 9-0 results in the hex being immune to attack.

Leader Table




DR	Leader received
1-2	1x118
3-8	1x117
9-0	None
Apply Historical DRM	

Elite Tank Commander Table



DR	Leader received
1-2	ETC
3-0	None
Apply Historical DRM	

CG General Information & BP Table									
CG Scenario	CG Date	Time of Day	Spotting Conditions	German Historical DRM	German BP	German BP Bonus	Russian Historical DRM	Russian BP	Russian BP Bonus
1	13 July 43	AM	Optimal	-1	17	DR 1: +8 DR 2-3: +6 DR 4-6: +3 DR 7-9: 0 DR 0: -1	-1	20	DR 1: +5 DR 2-3: +3 DR 4-6: 0 DR 7-9: -2 DR 0: -4
2	13 July 43	PM	Average ¹	0	20 ³		-1	30 ³	
3	13 July 43	Night	Night ²	0	21 ³		0	25 ³	
4	14 July 43	AM	Average	0	17 ³		0	25 ³	
5	14 July 43	PM	Average	+1	16 ³		-1	23 ³	
All DRs subject to Historical Scenario DRM (Exc: Weather DR)									
¹ At Scenario 2 start make a Weather DR. On a DR 1-8 (No DRMs of any type) Air Support is available. On a DR 9-0 Air Support is NOT available due to bad weather. Apply to both players.									
² Air Support is NOT available in Scenario 3									
³ DR on BP Bonus Column. Apply a -1 DRM for Scenario winner.									

Air Support Entry Table		
		
Turn	Entry DR	Notes
1	1	At the beginning of each turn, make a DR. Air Support is available normally if $DR \leq$ Entry DR. Apply Historical Scenario DRM.
2	3	
3	5	
4	7	
5	8	
6	0	
7	0	

Sector Control Table										
Sector #	CG Scenario 1		CG Scenario 2		CG Scenario 3		CG Scenario 4		CG Scenario 5	
1	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○
2	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○
3	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○
4	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○
5	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○
6	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○
7	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○
8	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○
9	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○
10	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○
11	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○
12	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○
13	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○
14	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○
15	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○
16	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○
17	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○
18	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○
19	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○	G: ○	R: ○

Sector Control is resolved after each CG Scenario

