

Ponyri Station, 1943

Flames of War Mega-Game Scenario

The German assault at Kursk featured two thrusts at the Soviet bulge around Kursk. Although the more famous battles occurred in the south, there was heavy fighting in the north, where the German 9th Army was charged with pushing through to Kursk.

Although the Germans made less progress here, it did feature a huge tank battle around Ponyri Station, on the railway line to Kursk from the north. It also saw the debut of the Ferdinand Tank Destroyer, which was auspicious at first but quickly fell apart when Soviet infantry realized it lacked an MG for defense.

This scenario focuses on the heavy tank battles near Ponyri Station, after German forces broke through the initial Soviet defense lines. It sees an interesting situation, with massed Soviet armor confronting the German spearheads as they try to secure the critical ground.

Special Terrain rules:

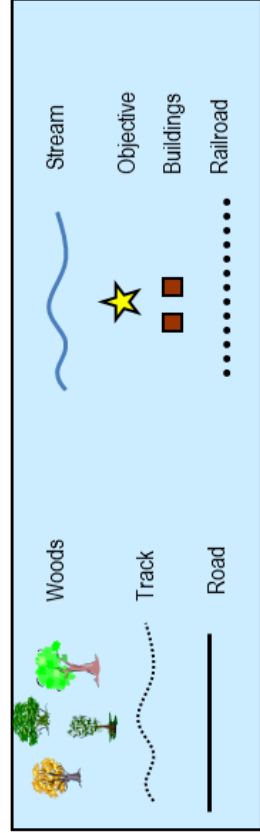
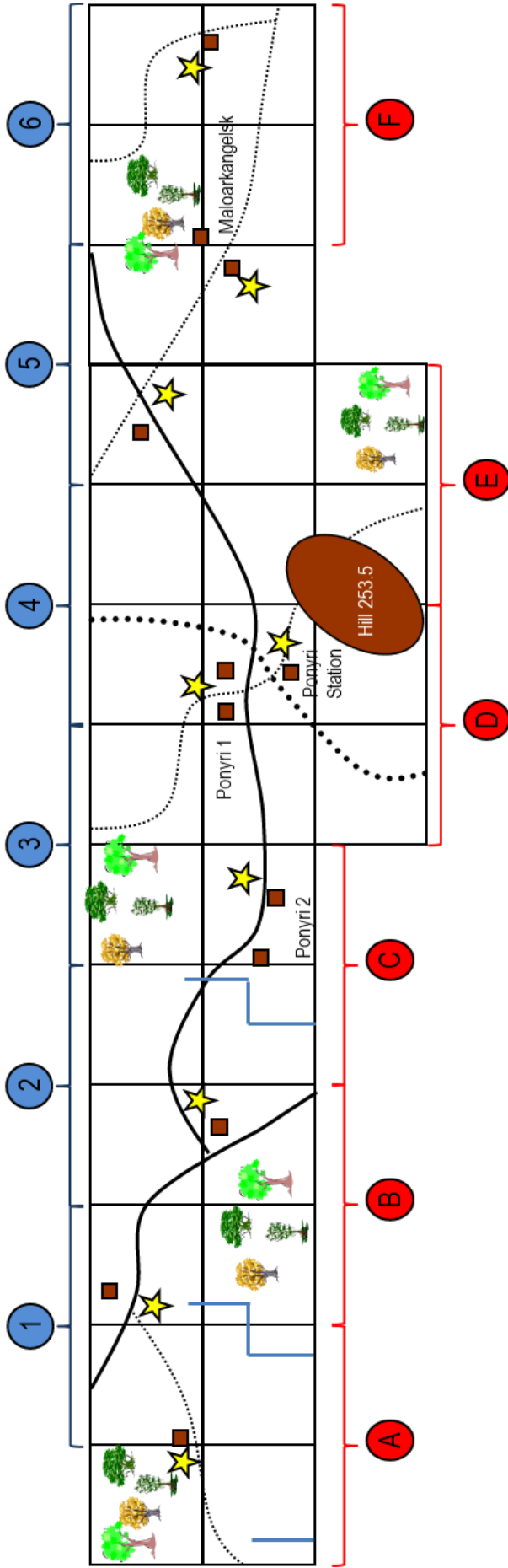
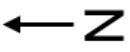
- Buildings – the scattered villages of the region were used by both sides for defensive cover. Any stand touching or inside a building should be treated as in concealing terrain and bulletproof cover.
- Railroads– railway lines offered a decent level area for vehicle movement. Any unit moving along a railway line treats it as cross country, and any unit crossing a railway line treats it as terrain. Railways are not elevated enough to provide any cover or concealment for stands in contact with them.
- Streams – the streams in this area were not significant obstacles. Streams simply require a normal cross check, and fords are treated as terrain with no cross check.
- Fields – the board should reflect numerous fields in the areas not covered by woods or villages. The fields are plowed and have crop growth, and they are treated as low terrain for both movement and shooting.

Deployment:

See the Forces and Deployment sections below.

Map:

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Soviet Forces and Deployment –

Each Soviet player may field a 100 point force drawn from either Enemy at the Gates or Red Banner, and their associated command cards.

Prior to the start of the game, the Soviet CiC will assign each Soviet force to a sector (A-F). Each Soviet player may deploy up to 1 infantry or non-artillery gun unit on the table, within 12” of their deployment zone. These units start in prepared positions.

In addition, each Soviet player may hold one unit in ambush.

All of the player’s remaining forces arrive two units per turn, and measure their arrival move from the table edge in the player’s sector.

German Forces and Deployment –

Each German player may field a 100 point force drawn from either Iron Cross or Ghost Panzers, and their associated command cards.

Prior to the start of the game, the German CiC will assign each German force to a sector (1-6).

All of each German players’ units arrive at their entry point on their turn one.

First Turn –

After deployment has been completed, the German forces receive the first turn.

Weather:

The weather during the fighting was generally good. Weather plays no role in the game.

Airpower:

Soviet forces had achieved air superiority over much of the Eastern Front by this point in the campaign, but the Luftwaffe put in a massive effort to support the Kursk offensives. There was so much fighting over such a wide area, however, that air support was a bit sporadic for both sides, although the Soviets retained a small advantage.

To reflect this, no players may purchase air support for their force. at the start of each turn commencing on turn two, each side's CiC may roll for airpower on the table below:

Roll	German Result	Soviet Result
1	-	-
2	-	-
3	-	IL-2 Shturmovik flight
4	Stuka flight – cannons	IL-2 Shturmovik flight
5	Stuka flight – cannons	IL-2 Shturmovik flight
6	Stuka flight - bombs	2x IL-2 Shturmovik flight

Winning the Game:

The area around Ponyri Station was critical to the German drive on Kursk from the north, and both sides tried desperately to control this area.

To reflect this, there are nine objectives placed on the table. The side controlling the greater number of objectives at the end of turn 7 has won.

If both sides control an equal number of objectives, the result is a draw.