

“Bathtub” Prokhorovka

A Flames of War Scenario

The tank actions around Prokhorovka formed the climax of the Kursk operation and roughly the deepest penetration of Soviet lines achieved by the German forces during the operation.

This scenario allows a large table to accommodate a scaled down version of the fateful armored clashes of that day. It provides a unique opportunity to field a large amount of armor on a relatively open field, with unique flavor of quantity versus quality.

Special Terrain rules:

- Hills – the terrain in this area gave significant importance to the elevated areas due to the generally flat steppe area the battle was fought over. Any unit or vehicle on a hill can see over the railroad embankment and sunflower fields. Hills are treated as difficult ground and provide concealment to any team or vehicle on them.
- Railroad Embankment – the railroad in this area was set on an elevated embankment. Teams or vehicles that are not adjacent to the embankment may not be seen through it. Teams or vehicles adjacent to the embankment can see and be seen through it, but count as concealed. Infantry and gun teams adjacent to the embankment count as being in bulletproof cover to any fire crossing it.
- Sunflower fields – during the battle the field was covered with ripening crops, including a large number of sunflowers. Sunflower fields are very tall and block line of sight unless teams or vehicles are within 2” of each other or the edge of the field. Any team or vehicle within an untrampled sunflower field is considered concealed. Sunflowers are no barrier to vehicle movement, however the fields could be difficult with furrows and pits so they count as difficult ground to vehicles and require a bog check when entering or moving through. Once 3 or more vehicles of either side (not infantry or gun teams) have moved through a sunflower field it is trampled and no longer provides cover or blocks line of sight. Trampled fields remain difficult ground.
- The Psel River – the Psel was crossable in this area, but counts as very difficult going for any vehicle attempting to cross it. It is impassable to any gun teams except those which are man-packed.

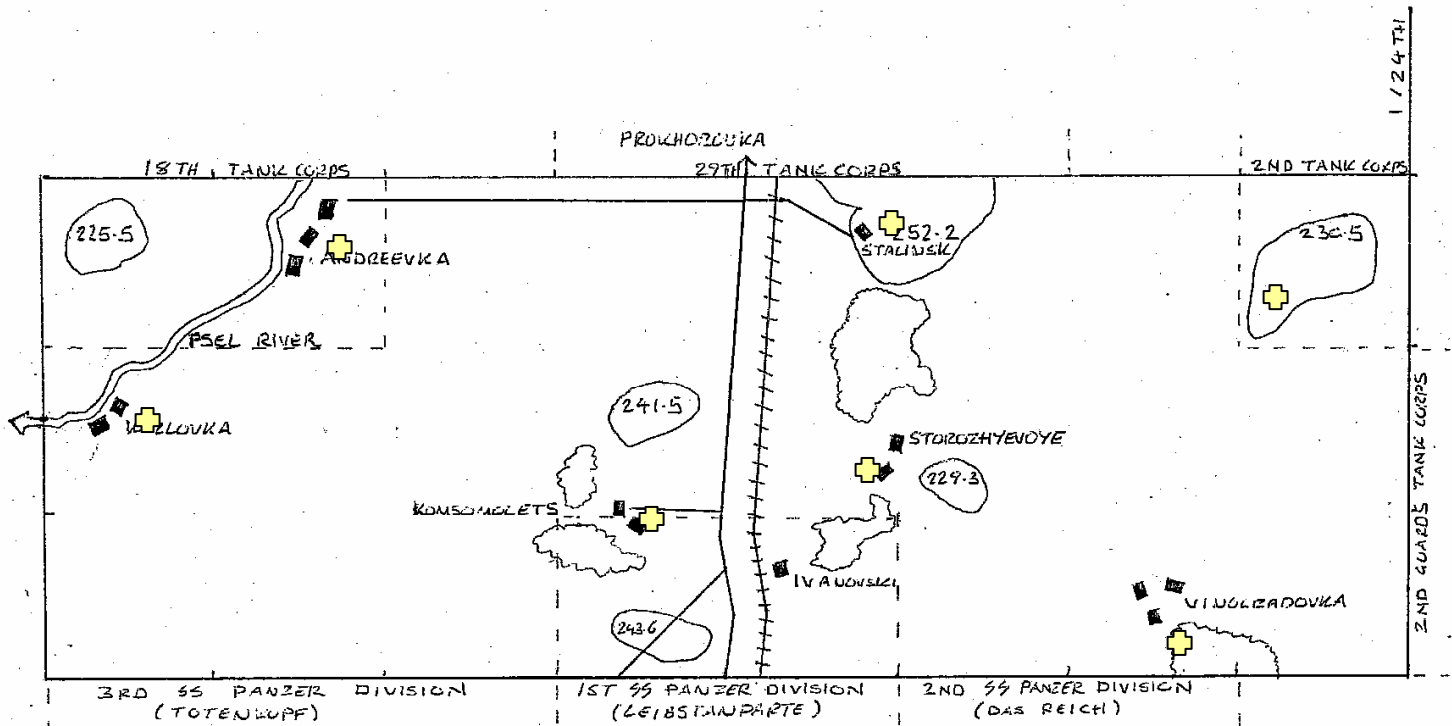
Deployment:

The German forces listed as on the table are deployed first, followed by the Soviet forces. The Germans take the first turn.

Reinforcements:

Units listed as reinforcements will show the first turn they may arrive. The owning player rolls a d6 at the start of each turn commencing the turn noted. The reinforcement will enter on a roll of 4+, if not the player rolls again the following turn.

Map:



WHEAT AND SUNFLOWER FIELDS SCATTERED ACROSS BATTLEFIELD.

⊕ Objective

Forces:

German Forces –

- 1st SS Panzergrenadier “Liebstandarte” > represented by a German SS panzer kompanie of 5,000 points (based on SS points cost). It should field no more than 2 infantry units maximum, and may only field a maximum of 2 Tiger tanks.
- 2nd SS Panzergrenadier “Das Reich” > represented by a German SS panzer kompanie of 5,100 points (based on SS points cost). It enters the game as a reinforcement, begin rolling on turn 3.
- 3rd SS Panzergrenadier “Totenkopf” > (optional) can be added if space and forces are available, field as Liebstandarte and enters as a reinforcement, begin rolling on turn 6.
- German forces should not include the following types of vehicles – Ferdinands, or Brumbars (both were introduced at Kursk, but only on the northern pincer as part of Army Group Center).

Russian Forces –

- 2nd Guards Tank Corps > represented by a 1,500 point tankovy batalon. It is bought for the normal points costs but counts as fearless trained on the tabletop. It may field up to one unit of SU-85s. It enters the game as a reinforcement, begin rolling on turn 5.

- 29th Tank Corps > represented by two separate 3,000 point tankovy batalons. It enters the table automatically (no need to roll) on the first Russian turn from the area indicated. Any artillery they purchase may use the “Across the Volga” special rule and deploy off table. A final 1,000 point tankovy batalon will enter the game as a reinforcement, begin rolling on turn 8.
- 2nd Tank Corps > represented by a 2,000 point tankovy batalon. It starts on the table in the area indicated, but may not move until turn 3. It should field only T-34 and T-70 tanks in its tankovy companies. It may field a unit of 85mm Anti-Aircraft guns as a support choice.
- 18th Tank Corps > represented by a 2,500 point tankovy batalon. It starts on the table in the area indicated, but may not move on the first turn. A second 2,500 point tankovy batalon enters the game as a reinforcement, begin rolling on turn 5.
- (optional) if Totenkopf is fielded by the German side, Russian forces should add two additional 2,500 point tankovy batalons entering as reinforcements in the 18th Tank Corps area. Begin rolling for these units on turn 6.
- Russian forces should only field the following tank types – T-34/76, KV-1, T-70, Churchill, SU-152, SU-76M and SU-122.

Airpower:

The aerial action over the Kursk area was fierce and unpredictable. Although the Luftwaffe fielded a maximum effort, it no longer dominated the skies as it had in previous years.

No player may purchase air support for the battle. Instead, the German CiC automatically receives airpower on the first two turns of the game. After that, each turn the CiC for each side rolls a d6. if either side's score is 2 or more greater than their opponent they receive airpower for that turn. Commencing on turn 6, the Soviet CiC adds +1 to his die roll.

Weather:

The weather throughout the battle was variable, with intermittent severe thunderstorms during the afternoon. To reflect this, the German CiC rolls a d6 at the start of each turn commencing on turn 4. On a roll of 6 there are severe thunderstorms for the turn.

Severe thunderstorms reduce visibility for the turn to 16” and all rolls to spot, range in and hit receive an additional -1 modifier. No airpower rolls are made during a turn with severe thunderstorms.

Winning the Game:

There are seven objectives shown on the map. If either side controls six of the objectives at the start of their turn the game immediately ends in a significant victory for that side, as they have swept the field. If neither side is able to sweep the field by the end of turn 12, the game ends at darkness. If either side controls a majority of the objectives at the end of the game they score a marginal victory, if no side has a majority then the game ends in a draw.