

Hell's

CRITICAL HIT

Bridgehead



KURSK 1943

Psel River - Krasnyy Oktabyr



SQUADS & LEADERS

HELL'S BRIDGEHEAD

CG I

KRASNY OKTABYR-KLIUCHI, RUSSIA, 10-12 July, 1943: It came as no surprise, especially to the Russians, that the German 2nd SS Panzer Corps would spearhead the summer offensive against the Kursk salient. The Germans were involved in some of the heaviest fighting in the most crucial sector of the southern front. Despite the immense difficulties, they had made the best progress of any formations in the assault so far. By the 9th of July, the 2nd SS Panzer Corps had reached the final Soviet defense line. On the left flank, the SS Totenkopf's 3rd Battalion of the 6th Panzergrenadier Regiment was able to overcome the maze of Russian fortifications and ford the Psel river—the last remaining obstacle between the Fourth Panzer Army and Kursk. They quickly captured the north bank villages of Vasilyevka, Koslovka, and Krasny Oktabyr, and established bridges to funnel more troops into the bridgehead. This alarming progress forced the Russian High Command to prematurely release its reserves to crush the SS Panzer Corps. While the Germans mopped up local resistance on the eleventh of July, a Russian juggernaut in the form of the Fifth Guards Tank Army bore down on them. As the Germans prepared to continue the advance on the morning of 12 July, they collided with advance elements of the 5th Guards Tank Army.

CG I Objectives: The Germans must accumulate ≥ 65 TVP by campaign game end. The Germans win the CG immediately if they exit 40 CVP between III1 and LL4 during any one CG Firefight, provided the Russians have no functioning Gun with a LOS [or a 5/8" Mortar using Spotted Fire (C9.31) with a Spotter (C9.3) with an LOS] to a pontoon bridge hex or hex I27, and/or no SR/FFE on/adjacent to these hexes.

CG I - Initial Firefight Objectives: The Germans win if they Control hexes I27 and X24 and there are no Good Order Russian units within four hexes of those hexes. The Russians also win if they have an MMC within twelve hexes of I27 and X24 hexes, *and* they can hypothetically generate ≥ 12 FP (including Spotted Fire but not including Critical Hits) from Good Order units at either/both of the German objective hexes. In all other CG Firefights, the winner is determined by whoever holds more TVP at the end of the CG Firefight.

CG I Dates: 1830, 10 JULY to Dusk, 12 JULY-43 (seven firefights).

CG II Dates: 0630, 13 JULY to PM, 14 JULY-43 (five firefights).

CG I Initial Firefight: Germans Attack, Russians Idle.

Recommended Redeployment Option: A

6 to 8 Game Turns (Firefight end dr: $6^2, 7^4, 8^{5^*}$) *Firefight automatically ends after 2nd Player Turn.

IDLE Side Sets Up First

ATTACKING Side Moves First

TERRAIN CONFIGURATION: Terrain is MTO. All Gullies are Wadis. The River is shallow and fordable (B21.41). A Slow Current flows to the west. Slope Rules from KGP I & II, and PB are in effect.

INITIAL GERMAN OB:

ELEMENTS, 3rd SS Panzer Grenadier Division "Totenkopf" [ELR: 5] – Set up south of Psel River (See HB SR 3): {SAN: 3}
15CP

RG: 2x Pioniere Pltn. (I2) **RG:** 2x SS Infantry Pltn. (I1) **RG:** 1x SS MG Pltn. (I3) **RG:** 1x ART Gun Sect. (G3) 6x Small Rafts

INITIAL RUSSIAN OB:

ELEMENTS, 31st Independent Tank Corps, 33rd Guards Rifle Corps [ELR: 3] – Set up on any hex north of the Psel River: {SAN: 4}
6CP 60 FP

RG: 2x Guards Rifle Pltn. (I1) **RG:** MG Pltn. (I4) **RG:** MTR Gun Sect. (G5) 3x 4-2-6 2x 2+3+5 Pillboxes

HELLS BRIDGEHEAD CG I INITIAL FIREFIGHT RULES:

11. Initial EC are Dry and Gusty with a Mild Breeze from the southeast. The weather is Clear.
12. I1, I2, HW Pltn. are the only Infantry RG that may be purchased. No Armor RG may be purchased by either side. M2 is unavailable for either side.
13. Up to two Infantry RGs may enter on turn three along the south edge on/between hexes E27 and T26.
14. OB provided pillboxes must set up in 2nd or 3rd Level locations in hex numbered ≥ 15 .
15. A +1 LV is in effect during Turns 3 through to the end of the Initial Firefight.
16. Units received as part of each nationality's at start OOB do not count toward CG limits.



HELL'S BRIDGEHEAD

CG II

Krasny Oktabyr-Kliuchi, Russia, 13-14 July, 1943: With the Germans now more thoroughly in control of a foothold across the Psel River, they now 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. These 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 would have drastic consequences to the base of the German bridgehead and its defenders. The fighting would be quite extreme (even by Kursk standards) as strong elements of two Russian corps attacked in the direction of Kliuchi and Krasny-Oktabyr. In the end the Germans drive would reach several miles north of the river and yet another major highway, before running out of steam and its withdrawal back across the Psel. Their ultimate failure would be in no small part thanks to the determination of the Russian soldier.

CG II Objectives: The Russians win if they accumulate ≥ 35 TVP by campaign game end. The Russians win the CG immediately if they Control both hexes I27 and X24 at the end of any CG Firefight.

CG II - Initial Firefight Objectives: The Russians win if they Control ≥ 2 TVP more than the Germans at Firefight End.

CG I Dates: 1830, 10 JULY to Dusk, 12 JULY-43 (seven firefights).

CG II Dates: 0630, 13 JULY to PM, 14 JULY-43 (five firefights).

CG II Initial Firefight: Dual Attack

Recommended Redeployment Option: A

6 to 8 Game Turns (Firefight end dr: 6², 7⁴, 8^{5*}) *Firefight automatically ends after 2nd Player Turn.

IDLE Side Sets Up First

ATTACKING Side Moves First

TERRAIN CONFIGURATION: Terrain is MTO. All Gullies are Wadis. The River is shallow and fordable (B21.41). A Slow Current flows to the west. Slope Rules from KGP I & II, and PB are in effect. Place Burnt Out Wrecks in the following hexes: H6, Q10, Z9, AA4, DD4, DD7, DD13, HH10. Place Shellhole Counters in hexes: Y8, EE9, GG12, II8.

INITIAL GERMAN OB:

ELEMENTS, 3rd SS Panzergrenadier Division "Totenkopf" [ELR: 5] – Set up on any hex with a coordinate ≥ 14 and/or any hex south (east) of hexrow M: {SAN: 4}

17 CP 40 FP

RG: 1x SS Pioniere Pltn (I2). **RG:** 2x SS Infantry Pltn. (I1) **RG:** 1x MG Pltn (Depleted) (I3)

INITIAL RUSSIAN OB:

ELEMENTS, 31st Independent Tank Corps, 33rd Guards Rifle Corps [ELR: 3] – Set up on any hex with a coordinate ≤ 8 and north (west) of hexrow J: {SAN: 4}

20 CP 40 FP

RG: 3x Guards Rifle Pltn. (I1) **RG:** MG Pltn. (I4) **RG:** 1x Med. Tank Pltn. 1 (A2) **RG:** 1x Lt. Tank Pltn. (A1)

HELLS BRIDGEHEAD CG II INITIAL FIREFIGHT RULES:

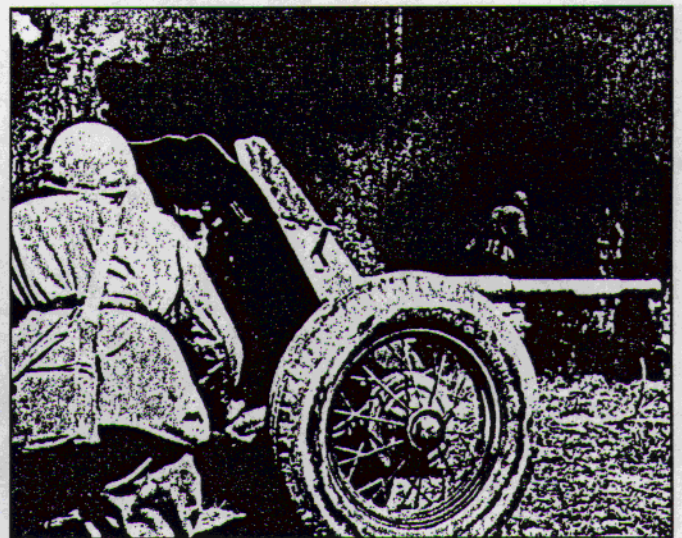
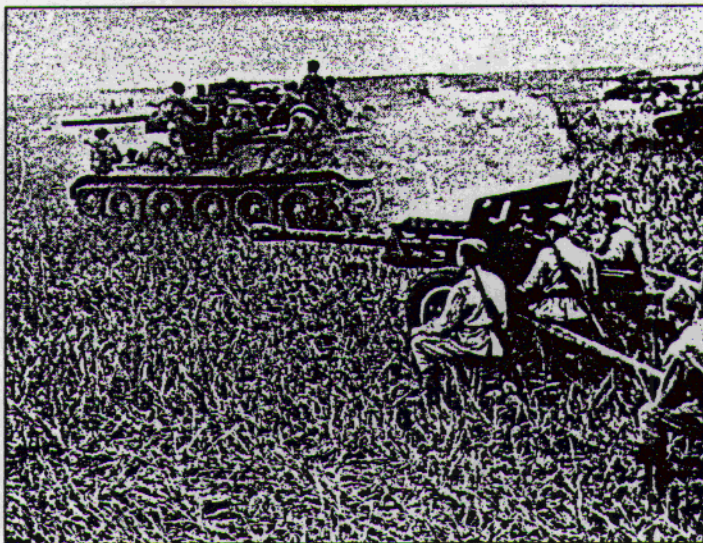
11. Initial EC are Moderate with a Mild Breeze from the Southeast at start. The weather is Clear.]
12. Place pontoon bridges at start as per HB1.
13. Units in each side's OOB and purchased for the Initial Firefight may set up on board at no additional CP Cost (i.e., 2.34 is ignored for units set up on board for the Initial Firefight).
14. Units received as part of each nationality's at start OOB do not count toward CG limits.



Russian CG Card

Elements of 10th & 31st Independent Tank Corps and the 33rd Guards Rifle Corps

RG					Scen	CG Max	
ID	Description	#	Units/Equipment	CP	Max	I/II	Note
S1	Polikarpov I-16	1-3	'42 FB (w. Bomb)	4	2	2/4	q
I1	Guards Rifle Pltn.	5	4-5-8 or 4-4-7	5	2	8/8	flps
I2	Guards SMG Pltn.	4	6-2-8 or 5-2-7	4	2	4/4	flps
I3	Guards Engineer Pltn.	4	6-2-8	6	1	2/3	ehlps
I4	MG Pltn.	1,1,2	.50 cal./HMG/MMG	4	1	3/3	acp
I5	Regimental HQ	1,1,1,1	9-2, 8-0, GAZ-MM, 2-4-8	4	1	1/1	a
A1	Lt. Tank Pltn.	4	T-70	3	1	2/1	lu
A2	Medium Tank Pltn 1	4	T-34 M41 or T-34 M43	6	2	3/3	flu
A3	Hvy. Tank Pltn 2	4	Churchill Mk IV	5	1	1/1	xlu
A4	Assault Gun Pltn. 1	4	SU-122	5	1	1/1	l
A5	Assault Gun Pltn. 2	4	SU-152	7	1	1/1	l
O1	Battalion Mortars		82mm OBA	4	1	2/2	ano
O2	Light Artillery		76mm OBA	3	1	2/2	ano
O3	Med. Artillery		120mm OBA	5	1	2/3	ano
O4	Katyushas		200mm Rocket OBA	4	2	2/2	o
B1	Bombardment			7	1	2/2	b
G1	AT Gun Sect. 1	2	45mm PTP obr. 42	3	2	3/2	ack
G2	ART Gun Sect. 1	2	76.2mm P obr. 39	4	2	3/2	ack
G3	ART Gun Sect. 2	2	85mm P obr. 44	5	1	1/1	ack
G4	AA Gun Sect.	2	37mm ZP obr. 39	3	1	1/1	ack
G5	MTR Gun Sect.	2	82mm MTR	2	1	2/2	ack
M1	Fortifications		20 FP	1	3	12/10	a
M2	Sniper		SAN +1	1	2	5/5	
M3	Attack Option			1	1	2/3	
P1	Patrol			1	1	3/2	w



German CG Card

Elements of the 3rd SS Panzergrenadier Division "Totenkopf"

RG				Scen	CG Max		
ID	Description	#	Units/Equipment	CP	Max	I/II	Note
S1	German Air Support	1-3	'42 FB or '42 DB (w/bombs)	4	2	4/2	q
I1	SS Infantry Pltn.	4/3	6-5-8 MMC	5	2	6/4	dlpr
I2	SS Pioniere Pltn.	3/2	8-3-8	6	2	2/1	dehlpr
I3	SS MG Pltn	2,2	HMG/MMG	4	1	3/2	cdlp
I4	Battalion HQ		10-2, 8-1, 6-5-8, sidecar, Kfz 4	7	1	1/1	a
A1	Med. Panzer Pltn. 1	5-3	PzKw IIIL	6	1	2/1	lt
A2	Med. Panzer Pltn. 2	5-3	PzKw IIIN	6	1	1/0	lt
A3	Med. Panzer Pltn. 3	5-3	PzKw IVH	7	1	3/2	lt
A4	Sturmgeschutz Pltn.	5-3	StuG IIIG	7	1	1/1	glt
A5	Hvy. Panzer Pltn.	5-3	PzKw VIE	9	1	2/1	ltv
A6	Half-track Pltn. 1	4/3	SPW 251/1	4	2	2/1	di
A7	Half-track HQ Pltn.	2/1	SPW 251/9	3	1	1/1	d
A8	Pz. Aufklaerungs Pltn.	2/1	SPW 251/sMG	3	1	2/2	di
A9	Tank Destroyer Pltn.	4/3	Marder II	6	1	1/1	dl
A10	Self-Propelled Artillery Pltn.	3/2	PzA II	5	1	1/0	d
A11	Aufklaerungs Pltn.	3/2	PSW 231 (8rad)	3	1	1/1	lt
O1	Battalion Mortars		81mm OBA	3	2	2/2	ao
O2	Medium Artillery		105mm OBA	4	2	2/2	ao
O3	Heavy Artillery		150mm OBA	6	2	1/1	ao
B1	Bombardment			8	1	2/0	b
G1	AT Gun Sect 1	2	50mm PaK 38	3	1	1/1	acj
G2	AT Gun Sect 2	2	75mm PaK 40	4	1	2/2	acj
G3	ART Gun Sect.	2	105mm leFH 18	5	1	2/1	acj
G4	AA Gun Sect. 1	2	2cm FlaK 38	3	1	1/1	acj
G5	AA Gun Sect. 2	2	8.8cm FlaK 180.36	6	1	1/1	acj
G6	MTR Gun Sect.	2	81mm MTR	2	1	3/2	acj
M1	Fortifications		20 FP	1	3	9/10	a
M2	Sniper		SAN +1	1	2	4/3	
M3	Attack Option			1	1	4/2	m
P1	Patrol			1	1	5/4	w

RG Notes:

- a Available for on-map setup on CG day of purchase.
- b Bombardments are resolved as per C1.8 [EXC: the bombardment affects a rectangular shaped area 10 hexes from north to south by 7 hexes east to west. A third die is rolled during each DR. A 6 on that third die results in the hex being immune to attack].
- c Each German Gun is accompanied by a 2-2-8 Crew; each MMG/HMG by a 3-4-8 SS HS MMC (A25.11). Each Russian Gun is accompanied by a 2-2-8 Crew; each MMG/HMG by a 2-4-8 HS.
- d These RG may begin play as Depleted (EXC: Units provided in the at-startCG OOB are not subject to Depletion). Once purchased the German unit makes a secret DR; a result ≥ 9 results in the unit being Depleted. That unit receives the number of units to the right of the slash. A depleted unit makes a secret dr for each SW; a result ≤ 4 allows it to receive the SW, otherwise it is forfeit. The SS MG Pltn make a secret dr for each SW and its accompanying HS/Crew, of which a dr of >4 results in both being forfeit [EXC: At least two weapons (& accompanying Crew/HS) of each SS MG Pltn. must be received; continue making dr until at least three remain]. All Depletion DR are subject to the Historical DRM.
- e These units are Assault Engineers/Sappers (H1.22/1.23).
- f These Russian RG must roll for Quality: If it is a Guards Rifle Platoon (I1), a secret dr of ≤ 4 results in the unit being 4-5-8 squads, otherwise they are 4-4-7 squads; If it is a Guards SMG Platoon (I2), a secret dr of ≤ 4 results in the unit being 6-2-8 squads, otherwise they are 5-2-7 squads; The Medium Tank Pltn. (A2), a secret dr of ≤ 4 results in the unit being T-34 M43 tanks, otherwise they are T-34 M41 tanks. **Note:** *If the game counter-mix of one type of unit is exhausted the player must use the alternate type.*
- g The Germans may opt when purchasing this RG (and before rolling for Depletion) to replace one StuG IIIG for one StuH 42. If the RG is Depleted, then randomly determine which AFV are removed.
- h Each side may replenish in the RePh any DC/FT/LATW used during the course of the firefight, provided they were not captured or eliminated due to a I2 attack DR.
- i The German may opt when purchasing this RG (and before rolling for Depletion) to replace one SPW 251/1 for one SPW 251/10. If the RG is Depleted, then randomly determine which AFV are removed. The A7 RG may not be purchased unless one of either I1, I2 or I3 are also purchased during that RePh. The A8 RG may not be purchased unless the A11 RG is purchased.
- j This RG comes with two prime mover vehicles of the purchasers choice if it enters play from Off Map: either the SdKfz 7, or the SdKfz 11.

- k** This RG comes with two prime mover vehicles of the purchasers choice if it enters play from Off Map: either the ZIS-5 truck, or the GAZ-MM truck.
- l** Determine Leaders (SMC) as per 2.361. The Legacy drm is NA.
- m** The attack option costs the Germans two CP and it expends two of the CG Max if used during a night firefight.
- n** Offboard Observer is secretly recorded before all setup at Level 4 of any FME hex.
- o** Increase CP by one per Pre-Registered hex (C1.73) purchased with module (no module may have >2 Pre-Registered hexes). Add the following rule to PL2.5 rule CG4: CG4.1 A Field Phone may be moved prior to making its first Contact DR. Such movement is limited to 3 hexes per MPH and is considered Hazardous Movement. The phone and the unit Possessing it must be placed on map to use such movement but may be placed under a “?” marker if out of the LOS of a Good Order enemy unit.
- p** Must enter as reinforcements if entered on the CG Day of purchase [EXC: 2.32; 2.34]. The RG is available for on-map setup if purchased on any CG Day prior to that of the current firefight.
- q** Fighter-Bomber arrival determined as per E7.2-.21. Germans may choose which type of aircraft when purchased (i.e., FB or DB).
- r** German Infantry Pltns. that have an RG ID of I1, or I2 arrive with an LMG. The SS Inf. Pltn. I1 rolls one die *if it is not Depleted*. A dr of ≥ 4 results in that unit arriving with a 50mm Lt. MTR. A second dr =6 results in an ATR accompanying this unit. RG ID I2 also comes with 1x FT, and 3x DC.
- s** Russian Infantry Pltns. that have an RG ID of I1, I2, or I3 arrive with an LMG. RG ID I3 also comes with 1x FT and 4x DC. The Guards Rifle Pltn. I1 rolls one die. A dr of ≥ 4 results in that unit arriving with a 50mm Lt. MTR. A second dr =6 results in an ATR accompanying this unit.
- t** German Armor (A1-A5) RG Units may be Depleted. Once purchased the German unit makes a secret DR ≥ 8 which will result in the RG unit being Depleted; he receives four vehicles of that type. If the DR ≥ 11 , then the RG receives only three vehicles of that type. The Depletion DR is subject to Historical DRM.
- u** This RG Unit may set up On-Map and be purchased at no additional CP to do so, if it is bought with all its tanks being Dug In AFVs (D9-9.53). Dug In AFV's may begin play HIP (in concealment terrain) or Concealed (in non-concealment terrain – “?” lost when enemy unit has LOS). Such a Unit may only be HIP/concealed this way in the RePh following an Idle Night Firefight. Dug In AFVs may be returned to normal mobile status (ie. no longer Dug-In) during any subsequent RePh (no CP/FP expenditure needed to do so).
- v** This RG's vehicles must roll for their smoke discharger (D13.31). Each vehicle must make a secret dr ≤ 1 , or else that vehicle has no smoke discharger.
- w** Patrols are OPTIONAL in Hell's Bridgehead. Use the Patrol rules in PL 2.5 (2.7).
- x** These are Lend-Lease AFV. captured use (A21) penalties are NA. Note the Churchill IV counter represents the Churchill Mk III in Soviet use. Use British counters for any units not available in Russian colors.

CG I							Ger./Rus.	Ger./Rus.
Firefight	Time/Date	Attacker	Weather	EC	Wind	Moon	Hist. DRM	CP Bonus
1	Dusk 7/10/43	German	Clear	Dry	Mild & Gusty	NA	-1 / 0	- / -
2	Night 7/10/43	German	Overcast NVR: 2	Mild	Mild & Gusty	½		+9/+4
3	AM 7/11/43	German	Partially Overcast	Moderate	Mild & Gusty	NA	-1 / 0	+2 / +2
4	PM 7/11/43	German	Partially Overcast	Moist	Mild & Gusty	NA	0 / 0	+2 / +1
5	Night 7/11/43	Idle	Overcast NVR: 2	Moist	Mild & Gusty	½		+7/+9
6	AM 7/12/43	Dual	Partially Overcast	Moderate	Mild & Gusty	NA	0 / -1	+2 / +4
7	PM 7/12/43	German	Partially Overcast	Moderate	Mild & Gusty	NA	0 / -1	0 / +1
CG II 1	AM 7/13/43	Dual	Clear	Moderate	Mild	NA	-1 / -1	- / -
2	PM 7/13/43	Russian	Partially Overcast	Moist	Mild & Gusty	NA	0 / -1	+3 / +9
3	Night 7/13/43	Idle	Clear	Moderate	Mild	½	0 / 0	+4 / +5
4	AM 7/14/43	Russian	Clear	Moderate	Mild	NA	0 / 0	0 / +5
5	PM 7/14/43	Russian	Clear	Moderate	None	NA	+1 / -1	0 / +2

CG DRM	German	Russian	Fortifications Available for purchase:	
Leader	-1	0	Foxholes	Mines (G) (I)
Battle Hardening	-1	-1	Pillboxes (R)	HIP
Artillery OBA	0	-1	“?”	Roadblock
CP Replenishment	0	0	Wire	Fortified Building (G)
Intensity Level	MID	MID	Trenches	

(R) = Only Russians may purchase, and only for the Initial CG I firefight.

(G) = Germans may *not* purchase for Initial CG I firefight.

(I) = Max 60 FP on mines for Russians Initial CG Firefight; 30 FP for all other CG Firefights.

HELLS BRIDGEHEAD CG SPECIAL RULES (PL 2.5 CG Rules in effect except where noted otherwise):

- HB1. Place a pontoon bridge in hexes Y25 & Z25 during any RePh in which there is no Russian unit within 5 hexes of, *and* with an LOS to either of those hexes. Should either span of the bridge be eliminated, it can be replaced during a subsequent RePh, if the above conditions are met.
- HB2. All German Units are ATMM capable (C13.7). German 8-3-8/6-5-8 squads/HS are SS (A25.11) as are all SMC.
- HB3. Both sides are considered elite for ammo depletion purposes (C8.2).
- HB4. No Quarter and Hand-to-Hand CC are in effect.
- HB5. TVP hexes are considered to be Controlled only if it is occupied by a Good Order MMC and there are no Good Order enemy units in/adjacent to the TVP hex. TVP hexes (EX: GG21) are found in the green on-map circles (EX: hex N20).
- HB6. Partially Overcast is a unique weather condition in HB identical to Overcast except as noted. Whenever the weather is Partially Overcast, Air Support is available (E3.55 is NA). However should it begin to Rain (E3.51), then the Sighting TC (E7.3) by aircraft (& thus air attacks) becomes NA until such time as it stops Raining. Aerial Combat (E7.22) is still possible. During weather that is Partially Overcast, the Rain stops on a Wind Change DR of ≤ 5 .
- HB7. Any empty unarmed vehicle (See RG Notes J & K) that is not Towing a Gun and is not within two hexes of a Gun, is Recalled. Any such Recalled vehicle may begin the next firefight reclaimed (3.461), and is subject to the restrictions of HB7 again when empty.
- HB8. **FME:** The Friendly Map Edge for the Russians is the North Edge on/between A1-LL1 in CG I, and on/between A8-K1 in CG II; for the Germans it is the south edge on/between E27-M27, and AA27-LL26 for both CG. These are the only eligible reinforcement entry hexes as well. No Russian unit may enter play within two hexes of a German unit that is on a North Edge hex between A12 and JJ0.
- HB9. No German Armor RG Groups (A) or Gun RG Groups (G) may enter play between E27-M27 if the Russian has a LOS to hex I27 *and* has Control of a non-isolated Strategic Terrain Location within four hexes of that hex.
- HB10. The CG SR Table has a column titled "CP Bonus". This is the number of *additional* CP that each side receives during that RePh that are added to the CP Replenishment Total derived by DR (2.12).
- HB11. **Strategic Terrain Types:** All types listed by PL 2.5 definition are present [EXC: Military Crest is NA]. In addition, three Orchard hexes are considered a Woods-Line. Any hex that is "Upslope" on ≥ 3 hexsides is considered Strategic Terrain (EX: KK20).
- HB12. **COMMAND AFV:** Any fully-tracked German AFV with an armor leader in it is considered a *Panzerbefehlswagen* (command tank). So long as a command AFV is not eliminated, stunned, shocked or held in Melee, and does not fire its MA in the current Player Turn, any German AFV that are part of its RG (record at time of purchase or see Scenario Rules for a particular scenario) receive the armor leader DRM to any To Hit DR provided both the firing AFV and the target Location are in the command AFV's LOS.
- HB13. **TANK RAMMING:** Any tank which suffers a MA malfunction may be forced to involuntarily use ramming against an enemy AFV. This rule only applies to Tiger/Pz IV/Pz III German AFV and KV/T34/Churchill AFV for the Russians. Immediately upon any MA malfunction/X (if not already malfunctioned) result to an eligible AFV, a subsequent Ramming TC dr is made if any enemy (i.e., not only those listed as eligible for ramming) AFV is within two hexes. A +1 Ramming TC drm applies if the nearest enemy AFV is two hexes away. On a final Ramming TC dr 1-3, the friendly tank is marked with a Ramming counter (provided with HB) and is no longer considered in Good Order. A thus marked AFV must attempt to enter the hex of the nearest Known enemy AFV in any non-Bog terrain of the owning player's choice at it's next opportunity. If no enemy tank is within two hexes at any point, remove the Ramming counter. A tank marked with a Ramming counter does not return to Good Order (and thus may not attempt to repair any malfunctioned armament, may not fire during the PFP and ignores any Recall) until it has entered the hex of at least one enemy AFV or the counter is removed due to the lack of an enemy AFV within two hexes. Upon entering the hex of any enemy AFV, a DR is made on the Ramming Table as follows (A = attacker; D = Defender):

DR	Result
1	D Burn (subsequent dr 1-3 A also burn)
2-3	D Immobilized
4-6	A + D Immobilized
7-8	NE
9-11	A Immobilized
≥ 12	A Eliminated

drm: -1 if ramming vehicle enters target hex from rear hull target facing; +1 from Front hull target facing



HISTORICAL SUMMARY FOR CLASH OF TITANS:

KRASNY OKTABYR-KLIUCHI, RUSSIA, 12 July 1943: It came as no surprise, especially to the Russians, that the German 2nd SS Panzer Corps would spearhead the summer offensive against the Kursk salient. The SS were involved in some of the heaviest fighting in the most crucial sector of the southern front. Despite the immense difficulties, they had made the best progress of any formations in the assault so far. By the 9th of July, the 2nd SS Panzer Corps had reached the final Russian defense line. On the left flank, the Totenkopf's 3rd Battalion of the 6th Panzergrenadier Regiment was able to overcome the maze of Russian fortifications and ford the Psel River – the last remaining obstacle between the Fourth Panzer Army and Kursk. They quickly captured the north bank villages of Vasilyevka, Koslovka, and Krasny Oktabyr, as well as establishing bridges to funnel more troops into the bridgehead. This alarming progress forced the Russian High Command to prematurely release its reserves to crush the SS Panzer Corps. While the SS mopped up local resistance on the eleventh of July including the seizure of the southern slopes of the tactically vital Hill 226.6, the Russian juggernaut in the form of the Fifth Guards Tank Army bored down on them. As the SS prepared to continue the advance on the morning of the twelfth, they collided with the advance elements of the 5th Guards Tank Army. As the Totenkopfdivision was beginning to move out in mid-morning, they ran into two Russian corps – the equivalent of four full divisions – which quickly forced them onto the defensive in savage close quarter fighting among tanks and infantry. These veteran SS troops were amazed at the magnitude and fury of Russian attack. However, these soldiers refused to yield any ground willingly. The intense fighting quickly emptied ammunition stocks, forcing tankers of both sides to ram each other, and infantry to fight hand to hand. Amidst constant counterattacks, the Germans resumed their attack and successfully captured the northern slopes of Hill 226.6 and beyond. Over the next two days, despite being outnumbered nearly four-to-one, the SS Totenkopf successfully held their small bridgehead until the afternoon of the 14th when the Russians broke off their attack. The Russians had eviscerated Totenkopfdivision; it had lost nearly fifty percent of its men and vehicles. The Germans only retained control of a useless strip of land from which they would never attack again.



Hells Bridgehead - The Battle of Kursk 1943 RG PURCHASE RECORD CHART

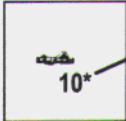
CG Date	RG ID	Group Type	#P	#R	SW and Guns Received								PLT/ Section Ldr	HIP Hex	Setup Entry ID	
					.50	HMG	MMG	LMG	MTR	LATW	FT	DC				

The VARIANT counters:

The Smoke Exponent is denoted by the number of smoke grenade icons to the left of the unit value; in the case of the 6-5-8 squad at right, the Smoke Exponent is two. A submachine-gun icon denotes the squad is capable of both Assault and Spraying Fire. The Asterisk on the Morale value of eight denotes this unit is Replaced by two half-squads in the event of ELR failure; on the back of the counter the asterisk denotes Self Rally capability.



Smoke Exponent '2'
ELR Failure 2 x HS
Assault and Spraying Fire



Self Rally Capability

PSEL RIVER LINE

HB #1

★ RUSSIANS Set Up First	1	2	3	4	5	6	7
✚ GERMANS Move First							

✚ Elements of the 3rd Battalion, 6th Panzer Grenadier Regiment set up on any hex south of the Psel River:

8-3-8	6-5-8	3-4-8	2-2-8	10-2	9-1	8-1	8-0	FP: 3 Rng: 8 ROF: 1	FP: 5 Rng: 12 ROF: 2	FP: 24 Rng: 1 PP: 1	FP: 30 Rng: 1
3	9	2	2			2		3	2		3

[ELR: 5]
[SAN: 3]

Cnct: 8	MA: 105 ROF: 1 M# 6	MP: 2 M# 12 PP: 14
2	6	

Enter on turn three along south edge between hexes E27 and S27:

8-3-8	6-5-8	9-1	7-0	FP: 3 Rng: 8 ROF: 1	FP: 24 Rng: 1 PP: 1	FP: 30 Rng: 1
3	3			2		2

★ Remnants of the 52nd Guards Division set up on any hex north of the Psel River (See SR 3):

E 4-5-8	1 4-4-7	c 4-2-6	2-2-8	9-1	8-0	FP: 2 Rng: 6 ROF: 1 B#: 11	FP: 4 Rng: 10 ROF: 2 B#: 11	FP: 6 Rng: 12 ROF: 3	MA: 50° Rng: 3 ROF: 3 Rng: 3-20	Cnct: 11 X# 12	7 morale
5	5	3	3	2	2	3	2	2			10

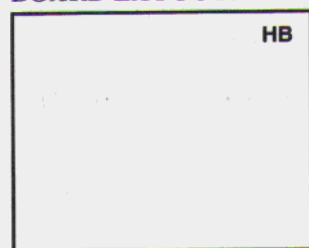
[ELR: 3]
[SAN: 4]

24 factors	Mph - RPh		2+3+5	MA: 82° Rng: 3-78 ROF: 3 SA: s8	MA: 45LL ROF: 3 M# 11	
4	5	2	2			

Elements of the 96th Tank Brigade enter on turn four along the north edge:

MP: 17 MA: 76L MG: 24 ROF: 1
2

BOARD LAYOUT:



(only hexes numbered ≥15 are in play)

OBJECTIVES: The Germans win if there are no Good Order Russian MMC within four hexes of objective hexes I27 and X24. The Russians also win if they can hypothetically generate ≥12 FP (or HE Equivalency [EXC: OBA is NA] and including Spotted Fire) worth of good order units at either/both of the German objective hexes (within normal range and not counting critical hits).

SCENARIO RULES:

1. HB CG SR 2-11 are in effect. EC are Dry and Gusty with a Mild Breeze from the southeast. The weather is Clear. Kindling is NA.
2. A +1 LV hindrance is in effect during turns three through seven.
3. The Russians may set up two squads (plus any SMC/SW stacked with them) utilizing HIP. They may fortify one building location (Tunnels are NA). All Pillboxes must set up in 2nd or 3rd level hexes.
4. The Germans receive one module of 105mm OBA (Smoke/HE). The Russians receive one module of 76mm OBA (HE only).
5. German 8-3-8 Squads are SS (A25.11) and Assault Engineers/Sappers (H1.22/1.23).
6. Any MMC (and any SMC/SW stacked with it) may set up in a foxhole in eligible terrain.

KRASNY OKTABYR-KLIUCHI, RUSSIA, 10 July 1943: As the battle of Kursk intensified in the southern half of the salient, the Totenkopf division reached the last Russian barrier before Oboyan. Lightly defended fortifications lined the River Psel, constructed over the previous weeks and months. Pressed by the German advance, the 6th Guards Army hurried portions of the 52nd Guards Rifle Division into these fieldworks just ahead of the arrival of the SS tankers. Standartenführer Karl Ullrich was ordered to cross the river and seize the villages there, and the high ground overlooking them. In the waning hours of dusk, his 3rd Battalion waded across the river braving the artillery, tanks, and machineguns the Russians had emplaced. Crossing quickly with only moderate casualties, the SS grenadiers and engineers captured the north bank villages of Vasilyevka, Koslovka, Kliuchi, and Krasny Oktabyr. The fighting only hinted at the battles to come. Overseen by Standartenführer Ullrich, the engineers quickly set to building pontoon bridges. There would be little time to reinforce the meager bridgehead with the tanks, men, and guns necessary to stop the inevitable Russian counter attack. Little did they realize that this bridgehead would so alarm the Russian High Command that they would release the bulk of two Guards Armies to crush it.



BATTLE AT ARM'S LENGTH

HB #2

★ SIMULTANEOUS Set Up	1	2	3	4	5	6
★ RUSSIANS Move First						

Elements of the 3rd SS Totenkopf Division set up on within five hexes of hex Z16. All vehicles must set up in Motion, with all infantry as PRC, and the Gun in tow:

6-5-8	3-4-8	2-2-8	9-1	8-1	9-1	FP: 3 Rng: 8 ROF: 1 LMG	FP: 3 Rng: 8 ROF: 1 dmMMG	FP: 1 Rng: 12 ATR	FP: 30 Rng: 1 DC	Opel Blitz MP: 28 PP: 21 T: 7
5					2					

SPW 251/1 MP: 16 MA: -/3 ROF: 1 PP: 15	PaK 40 MA: 75L ROF: 2 M#: 8 AT	Pz IVH MP: 13 MA: 75L MG: 3/5	Pz IIN MP: 13 MA: 75* MG: 3/5	Pz VIE MP: 12 MA: 88L ROF: 1 MG: 3/5
3		2		

[ELR: 5]
{SAN: 3}

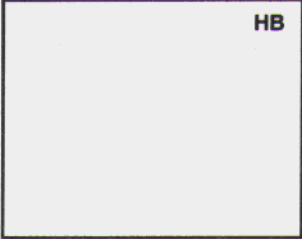
Elements of the 95th Guards Rifle Division and 178th Tank Brigade enter on turn one using ≤ 6 contiguous entry hexes on/between hexes S1 and LL4, with 1/2 MP (FRD) already expended. All infantry units must be PRC, and the Gun must be Towed:

E 4-5-8	1 4-4-7	2-2-8	9-1	8-0	1-4-9	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	FP: 1 Rng: 12 ATR
4		4		2				

T-34 M43 MP: 16 MA: 76L ROF: 1 MG: 2/4	T-34 M41 MP: 17 MA: 76L MG: 2/4 ROF: 1	SU-152 MP: 13 MA: 152 B# 10	GAZ-MM MP: 25 PP: 21 T: 0	P obr. 39 MA: 76L ROF: 2 M# 9 ART
2	5	2	2	ART

[ELR: 3]
{SAN: 3}

BOARD LAYOUT:



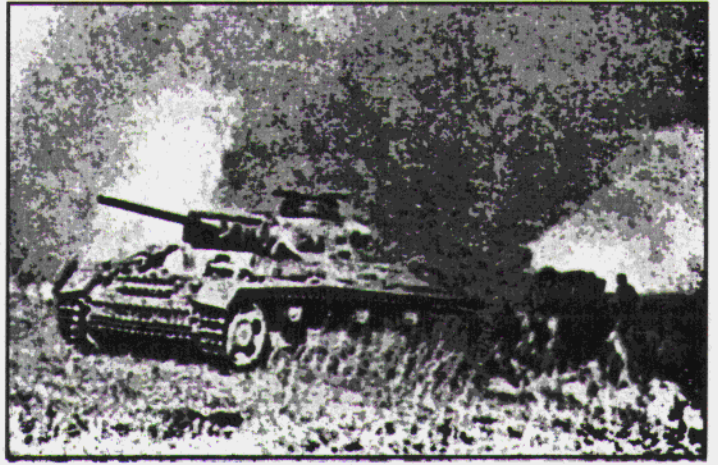
(only hexes numbered ≤18, are in play)

OBJECTIVES: The side that Controls ≥ 3 TVP Locations (U1, U12, AA3, LL1, LL9 are choices) at game end wins. No TVP locations are Controlled at start. If neither side controls ≥ 3 TVP Locations, the Germans win if they have amassed more CVP than the Russians; otherwise, the Russians win.

SCENARIO RULES:

1. HB CG SR 2-13 are in effect. EC are Moderate and Gusty with a Mild Breeze from the southeast. The weather is Partially Overcast (See CG SR HB 6).
2. For the purposes of HB12, 3 x Pz IVH or 1 x PzIIN + 2 x Pz VIE are considered a RG.
3. During set up temporarily place a board or some other screen between opposing sides.

KRASNY OKTABYR-KLIUCHI, RUSSIA, 11 July 1943: After a long night of struggling to secure little more than a tentative hold on the north bank of the Psel, the Totenkopf's Panzer Regiment received orders to expand the bridgehead and explore the Russian defensive positions in the region. Unbeknownst to them, the reinforced 95th Guards Rifle Division was moving into positions overlooking the village of Krasny Oktabyr. As the Germans moved up from the river's edge, the two forces collided under a summer squall, mutual surprise giving way to ferocious fighting. The Russians charged through the rain into the midst of the German force. Fighting was at point blank range; tanks often shot each other at less than one hundred meters. Both sides lost several vehicles before they each fell back. The Germans aimed themselves at Hill 226.6, which clearly dominated the local landscape. This fight was only the first of several fought this day as the Russians struggled to hold them back.



JUST OVER THE HIGHWAY...

HB #3

★ RUSSIANS Set Up First	1	2	3	4	5	6
☒ GERMANS Move First						



Elements of the 3rd Panzer Regiment set up in any hex south/west of (alternate) hexgrain N0-N1-V5-AA12-AA14:

8-3-8	6-5-8	3-4-8	9-2	8-1	8-0	7-0	FP: 3 Rng: 8 ROF: 1	FP: 5 Rng: 12 ROF: 2	FP: 7 Rng: 16 ROF: 3	FP: 1 Rng: 12	FP: 24 Rng: 1 PP: 1	FP: 30 Rng: 1
2	8	2					3					2

[ELR: 5]

{SAN: 3}

Cnct: 6	8-1	Pz IVH	StuG III
		MP: 13 MA: 75L MG: 3/5	MP: 13 MA: 75L MG: -/2* ROF: 1
		2	2



Elements of the 95th Guards Division set up on any hex north/east of hexgrain X0-X1-DD4-DD14:

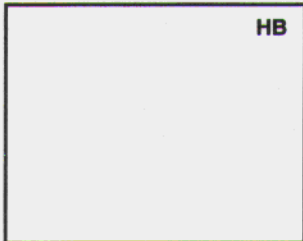
E 4-5-8	1 4-4-7	2-2-8	9-1	8-1	6+1	FP: 2 Rng: 6 ROF: 1 Bk: 11	FP: 4 Rng: 10 ROF: 2 Bk: 11	FP: 8 Rng: 16 ROF: 3	MA: 50* Rng: 3-20	FP: 1 Rng: 12	Cnct: 11 X# 12	?
4	5	2				3						10

[ELR: 3]

{SAN: 4}

AP Mine	AT Mine	Wire	Trench	Pillbox	P obr. 39	PTP obr. 42
24 factors	6 factors	Mph - RPh		1+3+5	MA: 76L ROF: 2 M# 9	MA: 45LL ROF: 3 M# 11
		4	7		ART	AT

BOARD LAYOUT:



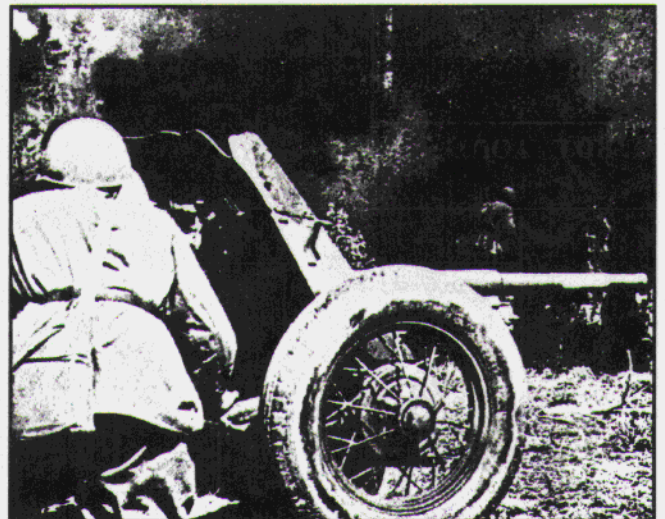
(only hexes numbered ≤14, and east of Row M are in play)

OBJECTIVES: The Germans win if they Control ≥ 4 Upslope Woods hexes (EX: CC3) east of the highway, provided they have amassed more CVP than the Russians.

SCENARIO RULES:

1. HB CG SR 2-13 are in effect. EC are Moist and Gusty with a Mild Breeze from the southeast. The weather is Partially Overcast (See See HB 6).
2. The Germans receive one module of 81mm OBA (Smoke/HE). The Russians receive one module of 120mm OBA with Plentiful Ammunition (HE only).
3. For the purposes of HB12, 2 x Pz IVH or 2 x StuG III are considered a RG.
4. Any MMC (and any SMC/SW stacked with it) may set up in a foxhole in eligible terrain.
5. The Russians may set up two squads/equivalents (and any SMC/SW stacked with them) utilizing HIP.

KRASNY OKTABYR-KLIUCHI, RUSSIA, 11 July 1943: Having established themselves across the Psel River the previous evening, the Totenkopf was determined to expand their bridgehead and outflank the Russian defenses near Prokhorovka. This would protect the flank, and ease the progress of rest of the 2nd SS Panzer Corps advancing parallel across the river. The first objective for SSTK was the highway between Oboyan and Prokhorovka. The newly arrived 95th Guards Rifle Division had assumed tactically vital positions overlooking both the highway and River, from which they were directing artillery fire on the 2nd SS Panzer Corps at Prokhorovka. As the 3rd Panzer Regiment funneled into the bridgeheads, advance elements moved to take this crucial ground known as Hill 226.6. As was typical of the fighting within the Psel Bridgehead, both sides fought fanatically. The Russians were determined to prevent the SS from expanding their bridgehead any farther, while SSTK soldiers were equally determined to reach the high ground overlooking the highway. The Germans battered their way forward and reached their objectives, driving the defenders from their trenches and field works. Their success would be short-lived, as a Russian counter-attack later that day would drive them out of their hard-won gains. A final attack before dusk finally dislodged the Russians and secured the southern slopes of Hill 226.6.

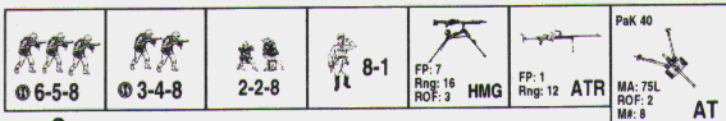


GRAVEYARD OF STEEL

HB #4

★ RUSSIANS Set Up First	1	2	3	4	5
✚ ★ Roll a die: 1-3, Germans moves first; 4-6, Russians move first					

Elements of the 6th SS Panzergrenadier Regiment set up within five hexes of U12:

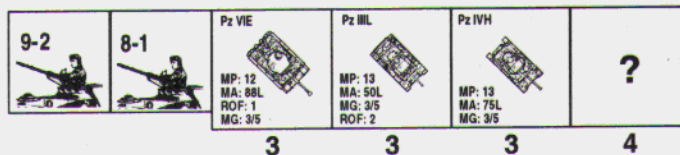


3

[ELR: 5]

{SAN: 2}

Elements of the 3rd SS Panzer Regiment enter on Turn one with 1/2 MP (FRD) already expended, along the south edge on/between F18 and L18, and/or between Q18 and V18:



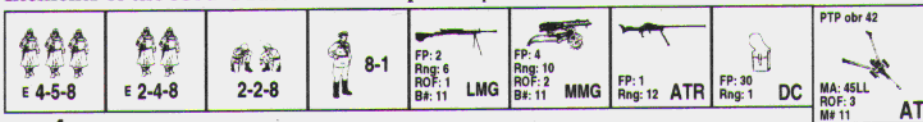
3

3

3

4

Elements of the 33rd Guards Rifle Corps set up within four hexes of R3:

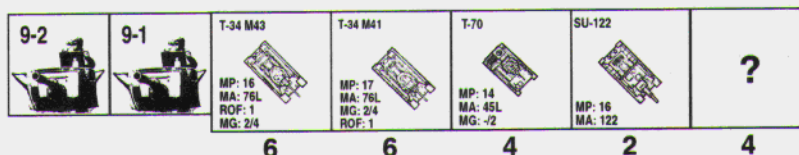


4

[ELR: 3]

{SAN: 3}

Elements of the 31st Independent Tank Corps enter on turn one along the north edge with 1/2 MP (FRD) already expended:



6

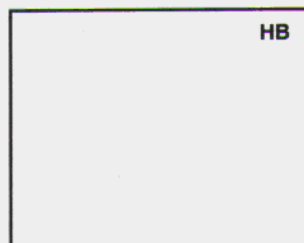
6

4

2

4

BOARD LAYOUT:



(only hexes numbered ≤18, and west of Row AA are in play)

OBJECTIVES: The Russians win if they amass more VP than the Germans at game end. CVP are awarded normally, but in addition the Germans receive exit VP for units exited off the north edge on/between hexes S1 and X1. The Russians receive VP for units exited off the south edge on/between F18 and L18, and/or between Q18 and V18.

SCENARIO RULES:

1. HB CG SR 2-13 are in effect. EC are Wet and Gusty with a Mild Breeze from the southeast. The weather is Partially Overcast (See SSR HB 6) with Heavy Rain (E3.51) at start.
2. After *all* onboard set up, make the die roll to determine which side moves first.
3. For the purposes of HB12, 3 x Pz IVH or 3 x Pz IIIIL + or 3 x Pz VIE are considered a RG (i.e., two platoons may be designated for the purposes of this rule).
4. Both sides receive Air Support (E7.) in the form of two FB w/bombs. No aircraft may remain on board for more than three game turns (EXC: If in Aerial Combat (E7.22) aircraft may not exit if held in Melee).
5. Any MMC (and any SMC/SW stacked with it) may set up in a foxhole in eligible terrain.

KRASNY OKTABYR-KLIUCHI, RUSSIA, 11 July 1943: As the battle north of the Psel roared, both sides threw in their reserves in order to carry the day. The better part of a Russian tank and infantry corps was committed to flattening the bridgehead, while the 2nd SS Corps committed the bulk of the Totenkopf's Panzer Regiment to defending it. All day long, the two sides had lashed out at each other in fury. A graveyard of damaged and destroyed vehicles littered the high ground overlooking the village. Towards late afternoon, a Russian tank force heading for Krasny Oktabyr and Kliuchi encountered an outgoing German armored probe. The German tanks held back in supporting positions, using their superior gun ranges to pick off the numerically greater Russian armor. The Russian tanks added themselves to the growing graveyard of debris and tank carcasses that covered the high ground overlooking the Psel. The German armor moved on to assist in the capture the southern part of Hill 226.6 shortly before dusk.



TO THE LAST ROUND

GERMANS Set Up First	1	2	3	4	5	6	7	8
	RUSSIANS Move First							

Elements of the 3rd SS Totenkopf Division set up in any hex numbered ≥ 13 west of hexrow N, and/or any hex on/east of hexrow N:

3	7	3	2		2		2	2			2	

[ELR: 5]
[SAN: 4]

10	36 factors	AT	AA	2			6	3

Elements of the 97th Guards Rifle Division set up within six hexes of F6:

3	8	7	3	2			2	3	2		2	2

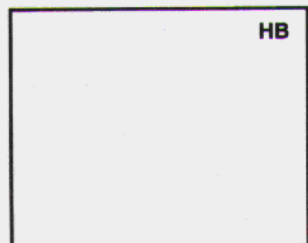
[ELR: 3]
[SAN: 3]

3	8		2

Elements of the 242nd Tank Brigade enter on turn one along the north/west edge between A10 and L1:

5	2

BOARD LAYOUT:



(the entire HB map is in play)

SCENARIO RULES:

1. HB CG SR 1-13 are in effect. EC are Moist with a Mild Breeze from the southeast. The weather is Clear.
2. The Germans receive one module of 81mm OBA (Smoke/HE). The Russians receive one module of 120mm OBA (Smoke/HE) with an Offboard Observer recorded at level 4 on any north edge hex from hexrow A-LL, and one Pre-Registered hex.
3. The Germans may set up one squad (plus any SMC/SW stacked with it) utilizing HIP and may fortify two building locations (Tunnels are NA).
4. The Germans may exchange the radio in their OB for a phone.
5. The German 8-3-8 squads/HS are SS and Assault Engineers/Sappers (H1.22/1.23). The 3 German tanks are considered a RG for HB 12.
6. Russian 6-2-8 squads/HS are Assault Engineers/Sappers (H1.22/1.23).
7. Any MMC (and any SMC/SW stacked with it) may set up in a foxhole in eligible terrain.

KRASNY OKTABYR-KLUCHE, RUSSIA, 14 July 1943: After nearly two days of extremely intense fighting, the seesaw battle for the Totenkopf's bridgehead over the Psel was ending. Like two punch-drunk prizefighters, the Germans and Russians had exhausted each other. Gathering their remaining strength for a final push to flatten the bridgehead, the Russians left their foxholes and lurched toward the equally exhausted SS troopers. The Germans had already decided to abandon this now useless bridgehead. Still, they fought determinedly to resist this last Russian attack. The brutal fighting resembled the combat thus far in the Psel bridgehead. The Germans successfully held the Russians back, inflicting heavy casualties. Then the Germans burned the villages and destroyed their bridges as they pulled out during the night, yielding the Psel bridgehead to the Russians for the last time.



CLASH OF TITANS

HB #6

GERMANS Set Up First RUSSIANS Move First	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---

Elements of the 3rd SS Totenkopf Division set up on any hex numbered ≥ 17 and/or any hex on/east of hexrow N:



16	5	5			2			5	3	2	2	
14			4	2			2		2	8		

[ELR: 5]
[SAN: 4]

Set up HIP within seven hexes of Y25:

3					3	AA

Elements of the 3rd SS Panzer Regiment enter turn three along south edge entry areas with all infantry units as PRC (See CG SR HB 8):

3				4	2	2		3

Elements of the 33rd Guards Rifle Corps set up on/north of (alternate) hexgrain A13-K13-L12-L0:



8	16	7			2	5	3	2	2	2	10	2
2	2	2	4	6								2

[ELR: 3]
[SAN: 3]

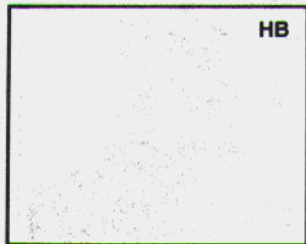
Enter on turn six on/between hexes A12 and O1:

	6

Elements of the 31st and 10th Independent Tank Corps enter on turn one on/between hexes A12 and O1 with all infantry units as Riders:

6	6			2		2	3			10	6	2

BOARD LAYOUT:



(the entire HB map is in play)



OBJECTIVES: The Russians win if they obtain ≥ 10 VP at game end. The Russians receive VP equal to the value of TVP hexes they Control, and 1 VP for each level 3 cliff hex they Control, and for each building location Controlled. The Russians win at the end of any game turn if they control hexes X24 and I27.

SCENARIO RULES:

- HB CG SR 1-11 are in effect. EC are Moderate and Gusty with a Mild Breeze from the southeast. The weather is Partially Overcast (See HB 6). A pontoon bridge exists in hexes Y25 and Z25.
- The Germans may set up two squads (plus any SMC/SW stacked with them) utilizing HIP and may fortify three building locations (Tunnels are NA).
- The Germans receive one module of 105mm OBA (Smoke + HE).
- Both sides receive Air Support (E7.). The Germans receive two Stuka DB w/ bombs, while the Russians receive two FB w/bombs. If the Russians are eligible for Aerial Combat (E7.22) and they initiate it, the Germans automatically receive two FB (without bombs) which they may use in Aerial Combat *only*. These German FB are automatically Recalled (E7.24) at the end of Aerial Combat should they survive. No aircraft may remain on board for more than three game turns.
- The Russians may pre-register two 120mm Rocket OBA (HE only) which are resolved during the Russian PFPh of turn one.
- German 8-3-8 squads/HS are SS and Assault Engineers/Sappers (H1.22/1.23).
- Russian 6-2-8 squads/HS are Assault Engineers/Sappers (H1.22/1.23).
- Any MMC (and any SMC/SW stacked with it) may set up in a foxhole in eligible terrain.