



STREET FIGHTING MEN

by Larry Winslow

ver. 1.1













Ponyri #16

+ GERMAN Sets Up First ☆ RUSSIAN Moves First	1	2	3	4	5	6	7
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






[ELR: 3]
[SAN: 4]



Elements of 1st Battalion, 52nd Panzergrenadier Regiment, 18th Panzer Division setup in hexes numbered ≤ 19 on/west of hexrow L:

 E 4-6-8 3	 1 4-6-7 6	 2-2-8	 10-2	 8-1	 8-0	 4PP 3 7-16	 1PP 1 3-8	 1PP 1-12	 5PP [2-13] 3 50*	 1PP 8	 7 morale 10
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Elements of 1st Tank Company, 18th Panzer Battalion, 18th Panzer Division enter on/after Turn 2 along the north and/or west edges ≤ 8 hexes from hex A13:













 1 4-6-7 3	 8-1	 1PP 1 3-8	 a 13 [6] [3] 2 50L 3/5	 9-1
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[ELR: 3]
[SAN: 4]

Elements of 1st and 3rd Companies, 1st Battalion, 1019th Rifle Regiment, 307th Rifle Division enter on Turn 1 along the south edge:

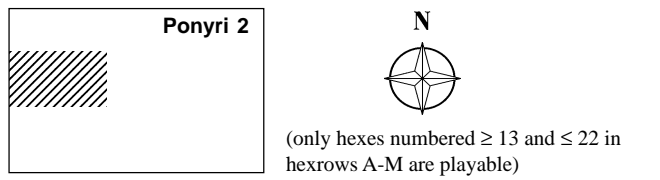
 E 6-2-8 3	 1 4-4-7 12	 9-2	 8-1	 8-0	 7-0	 5PP B11 2 4-10	 1PP B11 1 2-6	 1PP 1-12	 4PP [3-20] 3 50*	 1PP X12 30-1	 1PP X10 24-1
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Elements of 2nd Tank Company, 129th Tank Brigade, 13th Army enter on/after Turn 1 along the south/east edges:

 a 16 11 6 1 76L 2/4	 9-1
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3

MAP LAYOUT:



VARIATIONS:

- ☆ The Russians must Control ≥ 12 buildings/rubble hexes to win.
- + Remove the Armor Leader from the Russian OB.

OBJECTIVES: The Russians win at game end by Controlling ≥ 19 buildings/rubble hexes within the German setup area.

SCENARIO RULES:

1. All DDSR are in effect. EC are Moist, with no wind at start.
2. The German player may designate one building as a Fanatic Strongpoint (DDSR #9.24); all of its Locations are Fortified (B23.9).
3. The Germans may use HIP for ≤ 2 squad-equivalents and any SMC/SW stacked with them.

4. The Germans receive one module of 80+mm battalion mortar OBA (HE and Smoke).
5. The Germans automatically receive Air Support on Turn 1 in the form of one 37L Stuka; it is automatically Recalled at the end of Turn 2.
6. Russian 6-2-8 squads and their HS are Assault Engineers (H1.22; A11.5). The Russians have MOL capability (A22.6).
7. After all setup but prior to start of play, the Russian player may place ≤ 1 AR anywhere on board, make a Direction/Extent of Error DR, and place an FFE:1 in the resulting hex (remove the AR). This FFE:1 represents a 200+mm Rocket Fire Mission. Resolve the FFE:1 immediately and then replace it with an FFE:2. After play begins, resolve the rest of this mission normally [EXC: it may be neither corrected nor voluntarily canceled].

PONYRI STATION, RUSSIA, 1000 hours 8 July 1943: The radio crackled and the platoon commander's voice said, "T-34's at 10 o'clock." Lieutenant Klein could hear the excitement in his commanders voice as he leaned to the left to look through the vision slit of his tank's cupola. He could not see any tanks, but he could hear the gun of his commander's tank firing down the street. After ordering the gunner to load armor-piercing ammo, Klein could feel the level of anticipation rise in the tank. The gunner turned the turret to the left, the whirring of the turret motor combined with the metal on metal noise of the breech opening. The gunner had his face glued to the sight. Klein could see the blasts from the commander's 50 mm gun. The Lieutenant looked through every side glass, looking all around his tank; no activity. He pushed himself up, cracking the hatch and listening. He could hear the clanking and squeaking of treads. The T-34s were close. A shellburst to his right, 'large caliber,' he thought, 'the 7.6 cm T-34 gun.' The blast was near his commander's tank, but it was a miss. He ordered the gunner to be ready, and the driver to prepare to reverse. There were grenadiers moving past outside the tank, a sergeant rapped on the tank. 'Not now,' Klein thought. He carefully opened the hatch. The noise of battle was louder. The ripping sound of German machine guns and the lower, more bass sound of Russian machine-guns could be heard. The infantry sergeant pointed and yelled, "We're going into the building on your left, don't shoot us." A spent bullet clinked onto the turret to the rear of Lieutenant Klein, causing him to duck. "Okay," he yelled back and pulled the hatch after him as he lower back into the turret and safety. The turret banged. His commander warned him



Historical Summary continued on another card



of an approaching T-34. Klein looked through the cupola, the grenadiers moved in twos and threes around his tank and a T-34 popped out around the corner of the building, its bow machine gun blazing. It stopped and slowly its turret turned towards him. His gunner screamed to open fire, but he denied him this as he watched the grenadiers moving - they were in the line of fire. "Not yet!" he yelled to the gunner. "Move you idiot!" He yelled at a grenadier who stood frozen in the street, seemingly mesmerized by the T-34. The coaxial machine-gun bullets came closer. The T-34's cannon belched, the tank bucked and a blast erupted to the right of Klein's tank. Bricks and other building materials flew through the air landing on the tank, hitting the infantryman and knocking him down. "Fire!" Klein yelled. The smoke had not cleared from the last hit and Klein did not know where the shell landed. He knew he had a rate-of-fire advantage over his adversary, but the T-34 had an armor advantage. 'Remain calm,' he told himself, 'use your advantages.' The T-34 turret was still turning, but slowly. "Fire!" Lieutenant Klein saw the shell glance off the turret of his target. The loader and gunner reported they were ready. "Gunner aim lower and to the left," Klein instructed. They fired again, and the tank commander could see the blast of the 50mm shell from his gun, but almost instantly a secondary explosion lifted the T-34 turret into the air two or three feet and it slammed back down onto the tank body....clearly a kill.

FUNK LENKEN













Russian OB



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Ponyri #18










Elements of 1st and 2nd Companies, 1st Battalion, 1019th Rifle Regiment, 307th Rifle Division and 25th AA Artillery Battalion, 540th Light Artillery and 51st Tank Brigade setup south of the 'A' on-map Wire line:

 E 4-5-8 7	 1 4-4-7 2	 2-2-8 2	 8-0	 6+1	 a HMG 5PP → 50 cal 3 8-16	 5PP B11 2 4-10	 1PP B11 1 2-6	 1PP 1-12	 4PP [3-20] 3 50*	 7 morale 13	 a M9 PP obs 2 76L ART
---	---	---	--	--	--	--	--	--	--	---	--

 a M 8 2 76* INF	 14 6 4 45L -/2
2	

Elements of 6th Company, 2nd Battalion, 1st Guards Engineer Brigade and 1180th Tank Destroyer Regiment setup south of the 'A' on-map Wire line:

 E 6-2-8 4	 2-2-8	 8-1	 1PP △ X12 30-1	 1PP △ X10 24-1	 a M11 PP obs 3 45L AT
--	---	---	--	---	---

[ELR: 3]
{SAN: 4}



A pensive Erich von Manstein, Tiger I tanks in the background.



A massive Ferdinand and crew taking shelter in the cover of a copse of trees.



A field of forlorn Ferdinands laid low by track breakage, likely caused by mines.



Static flamethrower of the type depicted by the new Fougasse counter.

SQUALL OF FIRE

by Larry Winslow

ver. 1.1

Ponyri #17

GERMAN Sets Up First	1	2	3	4	5	6	7
RUSSIAN Moves First							

Elements of 5th Company, 2nd Battalion, 52nd Panzergrenadier Regiment, 18th Panzer Division setup ≤ 5 hexes from hex J14:

4-6-8	1 4-6-7	9-2	8-1	8-0	7-0	MMG 3PP 2 5-12	LMG 1PP 1 3-8	ATR 1PP 1-12	Radio 1PP 8	?	7 morale	CH 16 a 3 9PP 37L -/3*
4	8					2	2	2			12	2

Elements of 1st Tank Company, 18th Panzer Battalion, 18th Panzer Division enter on/after Turn 2 along the east edge:

CH 14 a 1 75*	CH 16 a 3 7PP* CMG -7*/3*	10-2
2		

Reinforcing elements of 18th Panzer Battalion, 18th Panzer Division enter on/after Turn 3 along the north edge:

CH 13 a 1 75*	CH 16 a 2 75*	8-1
3		

[ELR: 3]
{SAN: 4}

Elements of 5th Company, 2nd Battalion, 9th Guards Airborne Regiment, 4th Guards Airborne Division enter on Turn 1 along the west and/or south edges ≤ 5 hexes from hex A25:

6-2-8	1 5-2-7	9-2	8-1	8-0	MMG 5PP B11 2 4-10	LMG 1PP B11 1 2-6	ATR 1PP 1-12
3	6				2		

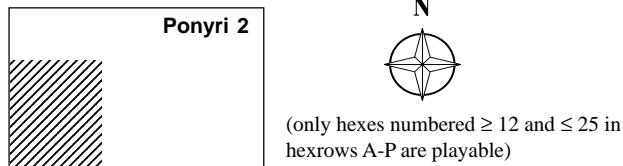
Elements of the 2nd Company and ATR Company, 129th Tank Brigade enter on Turn 2 along the west edge ≤ 5 hexes from hex A25:

4-5-8	ATR 1PP 1-12	CH 16 a 1 76L	9-1
4	4	5	

[ELR: 4]
{SAN: 3}

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MAP LAYOUT:



VARIATIONS:

- Replace the 9-1 Armor Leader in the Russian OB with a 9-2.
- Add a Pz III L to any portion of the German OB.

OBJECTIVES: The Russians win immediately upon accumulating ≥ 65 VP. In addition to CVP, the Russians earn EVP for units exited off road hexes ≤ 5 hexes from hex P12.

SCENARIO RULES:

1. All DDSR are in effect. EC are Moist, with no wind at start.
2. The German player may designate one building as a Fanatic Strongpoint (DDSR #9.24); all of its Locations are Fortified (B23.9).
3. The Germans may use HIP for ≤ 2 squad-equivalents (and any SMC/SW stacked with them).

4. The Germans receive one module of 80+mm battalion mortar OBA (HE and Smoke).
5. The Germans automatically receive Air Support on Turn 2 in the form of one 37L Stuka. It is automatically Recalled at the end of Turn 3.
6. The Russians have MOL capability (A22.6).
7. After all setup (including any offboard) but prior to start of play, the Russian player may place ≤ 1 AR anywhere on board, make a Direction/Extent of Error DR, and place an FFE:1 in the resulting hex (remove the AR). This FFE:1 represents a 200+mm Rocket Fire Mission. Resolve the FFE:1 immediately and then replace it with an FFE:2. After play begins, resolve the rest of this mission normally [EXC: it may be neither corrected nor voluntarily canceled].

PONYRI STATION, RUSSIA, 1900 hours, 9 July 1943: German assaults, early on 9 July, "surrounded the Ponyri defenders with a squall of fire." By 0930, heavy German attacks again swept over Ponyri, and by 1800, all three battalions of the 1023rd Rifle Regiment were surrounded in the central part of the village around the railroad station. At 1900, the 4th Guards Airborne Division attacked along the railroad in an attempt to break the encirclement. After several hours of fighting, the division's troops reached Ponyri Station and the southern edge of Pervovo Maya. The German assaults pinned the 9th Guards Airborne Regiment and 307th Rifle Division remnants in Ponyri Station. Six hours of heavy fighting raged before the German assault again ebbed. Finally, on the evening of 10-11 July, General Pukhov ordered the exhausted remnants of the 307th Rifle Division to turn over their positions to the 3rd and 4th Guards Airborne Divisions and withdraw to the rear. Although German attacks rippled across adjacent sectors, it was clear, by the evening of 11 July, that the German 9th Army's hopes for victory in the Soviet 13th Army's sector were dashed. On the morning of 12 July, the Germans sowed defensive minefields and withdrew their shattered armored units to the rear.



Source: "Soviet Defensive Tactics at Kursk, July 1943", by Colonel David M. Glantz CSI Report No. 11, Soviet Army Studies Office, Combined Arms Center, Combat Studies Institute, U.S. Army Command and General Staff College, September 1986

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	8
☒ GERMAN Moves First								



Elements of 2nd Company, 1st Battalion, 507th Grenadier Regiment, 292nd Infantry Division, Ninth Army set up north of the 'B' on-map Wire line:

E 8-3-8	1 4-6-7	9-2	9-1	8-0	1-4-9	MMG 3PP 2 5-12	LMG 1PP 1 3-8	ATR 1PP 1-12	DC 1PP X12 30-1	FT 1PP X10 24-1
5	4						3		4	

Elements of 314th Company, 301st (FKL) Panzer Battalion, 9th Army enter on/after Turn 1 along the north edge:

E 4-6-8	10-2	7-0	dm MMG 1 2PP 1 3-8	LMG 1PP 1 3-8	CH 13 a 8 75L -/-/2*	CH 12 a 1 0 csp +2PP *DC Always CE Inherent Driver Mode	CH 30 a 1 T10 AAMG -/-/3
5					4	4	

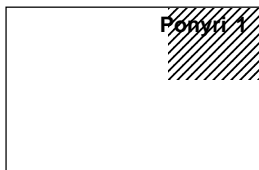
Elements of 1st Company, 653rd Panzerjäger Battalion, 9th Army enter on/after Turn 3 along the north edge:

1 4-6-7	8-1	8-0	dm MMG 1 2PP 1 3-8	LMG 1PP 1 3-8	ATR 1PP 1-12	dm MTR 3PP 50mm	CH 8 a 18 8 88LL	9-1
8							4	

[ELR: 3]
{SAN: 3}

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MAPLAYOUT:



(only hexes numbered ≤ 20 in hexrows CC-SS are playable)

VARIATIONS:

- ★ Replace the 8-0 leader in the Russian OB with a 9-1.
- ☒ Replace the 9-1 Armor Leader in the German OB with a 10-2.

(HE and Smoke) with one Pre-Registered hex (C1.73) directed by an Offboard Observer (C1.63) at Level 3 in a north edge hex secretly recorded during German setup.

- At the start of his first PFPh, the German player may place ≤ 2 ARs anywhere on board. After placing the ARs, roll for Accuracy and Direction/Extent of Error normally for each one [EXC: disregard LOS; Hindrance drm are thus NA]. Place FFE:1 counters in the resulting hexes and remove the ARs. These FFE:1s represent Smoke Fire Missions which are then resolved normally [EXC: they may be neither corrected nor voluntarily canceled]. These Fire Missions are independent of the German OBA module.
- Add one CSP (DDSR #9.14) to the Russian OB.
- Russian 6-2-8 squads and their HS are Assault Engineers (H1.22; A11.5). The Russians have MOL capability (A22.6). Russian AFVs are subject to Revetment rules (DDSR #6).

OBJECTIVES: The Germans win at game end by Controlling building GG15.

SCENARIO RULES:

- All DDSR are in effect. EC are Moist, with no wind at start.
- German 8-3-8 squads and their HS are Assault Engineers (H1.22; A11.5) and Sappers (B28.8).
- The Germans receive one module of 120+mm battalion mortar OBA

Northern Portion of battlefield near KURSK, RUSSIA, 5 July 1943: Panzer Kompanie (Funklenk) 314 belonged to 1. Abteilung / s.Pz.Jä.Rgt. 656 subordinated to s.Pz.Jäg.Abt 653 with 45 Ferdinand heavy self-propelled guns. It used 12 Borgward IV to blow a hole through a deep Russian minefield. StuG IIIs were used as control vehicles and after the minefields were breached rolled right on through. The engineers could not make the passage due to heavy artillery fire which pinned them down. Even when the vehicles cleared mines, they had no onboard marking system to show following tanks where the cleared lanes were. Red Army units covered the minefields with small arms and artillery fire, delaying German engineers clearing mines manually; German losses in the Red Army minefields were high. Ferdinands moved forward but some of their crews lost track of the marked lanes leading to some of the behemoths becoming disabled by A-T mines, delaying the onslaught. Companies under Panzer Abteilung (Funklenk) 301 lost 20 Borgward IV in four days. Only 4 Borgward IV didn't reach their designated targets, either after being hit by enemy A-T or artillery fire. Two of them were burnt out, while the other two were recovered.

Note: This scenario uses the Ponyri maps to depict a different portion of the battlefield.

