

## Dev 6 • A Taste of Operation Citadel

After Germany's defeat at Stalingrad, General Zeitzler, proposed a concentrated attack. This attack would use nearly all of Germany's tanks and other forces to stage a decisive battle that would destroy the Soviet armor and turn the tide. The most suitable place for such a battle was the Kursk salient, where the Germans could surround the Russians from three sides. It was obvious that the Russians would keep a large tank force there, and the plan was to encircle them in a classic Blitzkrieg style pincer movement of German tanks from North and South.



Zeitzler's plan was code named Operation Citadel.

### Soviet Order of Battle

1x Commander -2  
 3x Half Squad  
 2x Commander -1  
 1x PTRD  
 1x DP 1928  
 1x Maxim 1910

1 Commander -2  
 3x Commander -1  
 5 Half Squad  
 1x rifle Squad  
 1x PTRD  
 1x DP 1928  
 2x 5cm Mortar  
 3x Maxim 1910  
 1x Jeep (US Lend Lease)  
 6x M3 Halftrack (US Lend Lease)  
 3x Grenades  
 2x Barbed wire  
 2x Trenches  
 4x Light Barrage  
 2x Smoke  
 1x Ba64  
 2x Zis 2 Guns  
 10x T34-76  
 3x LMG  
 4x Fighter Bomber

### German Order of Battle

1x Commander -2  
 1x Half squad Grenadier  
 1x Kübelwagen (see below)

2x Commander -2  
 6x Squads  
 4x LMG  
 1x HMG  
 8x 251/1

2x Tiger  
 4x PzIIIL  
 1x PzIV

2x Light Barrage  
 2x Heavy Barrage  
 2x Fighter Bomber  
 4x Smoke

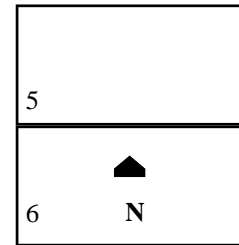


### MAP AND UNIT SETUP

#### Game Length

12 Turns

Soviet go first



Soviet

German

#### Soviet Setup

The Soviets Rifle start in the farm to the north.

The depleted Soviet Rifle start on the hill and may use barbed wire and trenches

The Soviet Tanks enter the map from the northern edge of the board

#### German Setup

The Germans enter from the southern Edge of the board.

#### Victory Conditions.

The Germans must clear the Soviet forces from the hill and village to the North.

The Soviet must keep a unit on the hill.

1	2	3	4	5	6
7	8	9	10	11	12

**Designer Notes:** Tank Battles are fun and Kursk has to be the one of the most famous in History. You may print the special Kubelwagen counter or you can use a US Jeep counter as the kubelwagon.

I have never had enough time to finish this Scenario (12 turns is maybe too long) but I have seen a variety of different strategies attempted and it is always a fun game.

Comments and suggestions would be welcome.