

Dev 8 • Hell on Earth

The Southern edge of the Kursk salient had given the Germans some reason to hope. The three German tank divisions had managed to continue pushing forward, maintaining the combat results in their favor. The Soviets aware of the potential for disaster sent the 1st Tank Army to support the defenders. They were to dig in and prevent any further German progress.



Soviet Order of Battle

4x Zis 2 Gun

5x KV-85
10x T-34
5x BT7
4x BA64

4x light Barrage
6x Heavy Barrage
10x Smoke

German Order of Battle

2x Sdkfz 250

5x Tiger
3x Panther
8x PzIII
4x PzIV

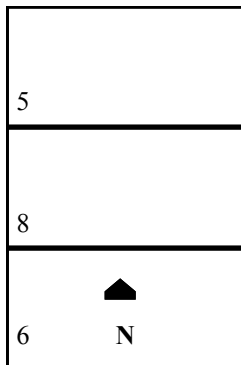
4x StugIII

6x Light Barrage
2x Heavy Barrage
4x Fighter Bomber
10x Smoke

MAP AND UNIT SETUP

Game Length

10 Turns
Soviet go first



Soviet

German

Soviet Setup

The Soviet s can set up the Zis guns anywhere on the Hill in Map 6 The rest of the units enter the map from the northern edge of the board

German Setup

The Germans enter from the southern Edge of the board.

Victory Conditions.

Each destroyed AFV is worth 2 victory points. Each immobilized AFV is worth 1 victory point. Whoever has the most victory points is the winner.

Special Rules

The first time a Tiger confront a T-34 (or vice-versa) then a duel may be initiated between the two tanks. No other combat may occur until one of the tanks is destroyed. A player is at liberty to refuse to duel.

An optional rule is to allow a player to end the duel by using another unit that is not participating. However ending the duel this way means the other side gains 5 victory points automatically.

1	2	3	4	5
6	7	8	9	10

Designer Notes: This Scenario was started by a firsthand account of a Soviet Tank commander duelling with a German Tiger. The whole point of the duel was to let the Soviet T-34s get within killing range of the heavier Tiger tanks. The Germans were not stupid though, they were luring the T-34s into a trap. The Germans however suffered a serious blow to their plan when the T-34 actually won the duel. This set the tone for the rest of the battle, with the Soviets coming out on top.

Hopefully the special rule may occasionally cause a game to run the same as history!

Comments and suggestions would be welcome.