

# TAC NEWS

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## *A WWII MICRO SQUAD SCENARIO*

# KOMOSOMOLETS STATE FARM - JULY 10, 1943

## Prelude to Prokhorovka

**By the fifth day of the Kursk offensive,** German mechanized forces had still not obtained operational freedom of movement into the Soviet rear areas. There were several reasons for the lack of a German breakthrough. First was the incredibly dense and deep field fortifications built by the Soviets in anticipation of the Kursk offensive. Second, Soviet counterattacks along the flanks of German penetrations drew off much of the mobile striking power of the panzer divisions since the attacking German forces lacked regular infantry formations to guard the flanks of the advance.

Comprised of three panzergrenadier divisions (1st SS Leibstandarte, 2nd SS Das Reich, and 3rd SS Totenkopf), the 2nd SS Panzer Corps was a powerful striking force which started the offensive with almost six hundred tanks and assault guns.

By 10 July, the 2nd SS Panzer Corps had advanced just 30 miles north, and were nearing the small town of Prokhorovka. Positioned on the corps right flank, Leibstandarte took the lead, by now its armor strength reduced to just 77 tanks and assault guns. SS Panzergrenadier Regiment 2, supported by tanks of the 1st SS Panzer Regiment, advanced straight up the road to Prokhorovka against heavy resistance. Despite constant Soviet tank attacks, the grenadiers had cleared the Komsomolets State Farm by midday and then began the attack on Hill 241.6, which they secured shortly after nightfall on 10 July.



Meanwhile, units of the Soviet 5th Guards Tank Army were arriving from their reserve positions. Since 6 July, traveling at night to avoid detection, they covered the 240 miles over three nights, reaching the area of Prokhorovka during the nights of 9-10 July. The next day, 2nd SS Panzer Corps and 5th Guards Tank Army would clash in a series of armor and infantry actions south of Prohorovka. That battle would determine whether the German formations could break through the final line of Soviet defense and obtain operational freedom of movement.

This is a very large scenario, which is ideal for team play with 3 to 4 players on a side and should take at least 8 hours to complete. It is also what I like to term a "hybrid" scenario that involves both a hasty assault to clear the farm and a meeting engagement between German and Soviet armor. Therefore, the base point ratio is 3 to 2 in favor of the German player.

## SOVIET FORCES

Soviet cohesion: 14

### GROUP 1

Elements, 183rd Rifle Division

**BREAK POINT = 86**

#### 1st Rifle Company

1st Platoon: 3 x Infantry '42  
2nd Platoon: 3 x Infantry '42  
3rd Platoon: 3 x Infantry '42,  
1 x 50mm Mortar (2)  
1 x Infantry HQ

#### 2nd Rifle Company

1st Platoon: 3 x Infantry '42  
2nd Platoon: 3 x Infantry '42  
3rd Platoon: 2 x Infantry '42  
1 x 50mm Mortar (2)  
1 x Infantry HQ

**Elements, MG Company:** 3x MMG

**ATG Platoon:** 2 x 45mm (m1942) ATG

**ATR Platoon:** 3 x ATR Squad

**Elements,  
Divisional Artillery Battery:** 2 x 76mm (m1936) Gun

**Battalion Headquarters:** 1 x Infantry HQ (+0 GHQ)

### GROUP 2

Elements, 99th Tank Brigade

**BREAK POINT = 198**

#### 1st Battalion

1st Company: 8 x T-34, 1 x T-34 HQ  
2nd Company: 9 x T-70, 1 x T-70 HQ  
3rd Company: 7 x T-70, 1 x T-70 HQ  
Battalion HQ: 1 x T-34 HQ

#### 2nd Battalion

1st Company: 9 x T-34, 1 x T-34 HQ  
2nd Company: 7 x T-34, 1 x T-34 HQ  
Battalion HQ: 1 x T-34 HQ

#### 3rd Battalion

1st Company: 9 x T-34, 1 x T-34 HQ  
2nd Company: 7 x T-34, 1 x T-34 HQ  
Battalion HQ: 1 x T-34 HQ

**Brigade HQ:** 1 x T-34 HQ (+1 GHQ), 5 x KV-1

## GERMAN FORCES

Elements, 1st SS Leibstandarte

German cohesion: 17

### GROUP 1 - BREAK POINT = 143

#### 1st Company, 1st SS Panzer Regiment

1st Platoon: 4 x PzIV H  
2nd Platoon: 3 x PzIV H  
3rd Platoon: 3 x PzIV H  
Company HQ: 1 x PzIV H HQ (FO)

#### 2nd Company, 1st SS Panzer Regiment

1st Platoon: 4 x PzIV H  
2nd Platoon: 4 x PzIV H  
3rd Platoon: 3 x PzIV H  
Company HQ: 1 x PzIV H HQ (FO)

#### 4th Company, 1st SS Panzer Regiment

1st Platoon: 5 x PzIII L  
2nd Platoon: 4 x PzIII L  
3rd Platoon: 4 x PzIII L  
Company HQ: 1 x PzIII L HQ (FO)

#### Heavy Panzer Company, 1st SS Panzer Regiment

1st Platoon: 3 x PzVI A  
2nd Platoon: 2 x PzVI A  
3rd Platoon: 3 x PzIII N  
Company HQ: 1 x PzVI A HQ (FO)

**Battalion Headquarters:** 1 x PzIV H (+2 GHQ) (FO)

### GROUP 2 - BREAK POINT = 129

#### 9th Company, 1st Battalion, 2nd SS PG Regiment

1st Platoon: 4 x PG Infantry '43, 3 x Sd. 251/1,  
1 x Sd. 251/10  
2nd Platoon: 4 x PG Infantry '43, 3 x Sd. 251/1,  
1 x Sd. 251/10  
3rd Platoon: 4 x PG Infantry '43, 3 x Sd. 251/1,  
1 x Sd. 251/10  
Support Platoon: 1 x Sd. 251/2, 2 x Sd. 251/9, 2 x Sd. 251/1,  
2 x MMG  
Company HQ: 1 x Infantry HQ (+1 GHQ) (FO), 1x Sd. 251/1

#### ATG Platoon, 1st Battalion, 2nd SS PG Regiment

4 x 75mm Pak40, 4 x Sd. 251/1

#### Infantry Gun Company, 2nd SS PG Regiment

3 x 150mm Bison

### GROUP 3 - BREAK POINT = 115

#### 11th Company, 1st Battalion, 2nd SS PG Regiment

1st Platoon: 4 x PG Infantry '43, 3 x Sd. 251/1,  
1 x Sd. 251/10  
2nd Platoon: 3 x PG Infantry '43, 2 x Sd. 251/1,  
1 x Sd. 251/10  
3rd Platoon: 3 x PG Infantry '43, 3 x Sd. 251/1  
Support Platoon: 2 x Sd. 251/2, 2 x Sd. 251/9  
Company HQ: 1 x Infantry HQ (+1 GHQ) (FO), 1x Sd. 251/1

#### Elements, 1st SS Assault Gun Battalion

1st Platoon: 4 x StuG IIIF  
2nd Platoon: 2 x StuH 42

## SCENARIO LENGTH: 20 TURNS

### OPTIONAL SPECIAL RULES

- 12.1 Unit Determination - p.22
- 12.2 The Hot Shot! - p.24
- 12.3 Intuitive Action - p.24
- 12.6 It's Jammed! - p.24

### TERRAIN SUGGESTIONS

1. The map should be approximately 144" (north to south) x 72" (east to west). All roads are good roads.
2. Sighting distance is limited to 2000 yards (80 inches).
3. All roads are good roads.
4. All buildings are light buildings.
5. Crop fields have the following terrain effects:
  - Units firing at infantry and artillery stands located in crop fields add 2 to their firing cohesion die rolls and add 1 to their combat die rolls.
  - Units firing at vehicles located in crop fields add 1 to their firing cohesion die rolls.

### VICTORY CONDITIONS

**German Victory** - Clear all buildings of Soviet stands by the end of the game or make both Soviet groups reach their break points. The German player automatically loses if two German groups reach their break points before the end of the game.

**Soviet Victory** - The Soviet player can win the scenario on of two ways. The first is if the German player fails to achieve his victory condition (see above). The second is that if two German groups reach their break points before the game ends.

### INITIAL DEPLOYMENT

#### **Soviet Initial Entry**

1. All Soviet units belonging to Group 1 start the game within the boundary of the 183rd Rifle Division setup area (see map).
2. The Soviet player may deploy up to 12 light improved positions and 4 medium improved positions.

#### **German Initial Entry**

1. The German player may enter one or two groups at his discretion anywhere on the south edge of the map on game turn 1.
2. Any German group that did not enter the map on game turn 1 may enter on the south edge of the map on any subsequent turn.

### SOVIET REINFORCEMENTS

The Soviet player may deploy the Group 2 tank battalions starting on game turn 2.

1. The Soviet player may deploy one or two battalions at his discretion on game turn 2.
2. Any Soviet tank battalion that did not enter the map on game turn 2 may enter the map on any subsequent turn.
3. The Soviet Brigade Headquarters unit may enter the map with any Soviet tank battalion.
4. The entry area (see map) for each battalion is determined by rolling one 20-sided die:
  - On a roll of 1-10, the battalion enters the map in Soviet entry area 1.
  - On a roll of 11-13, the battalion enters the map in Soviet entry area 2.
  - On a roll of 14-16, the battalion enters the map in Soviet entry area 3.
  - On a roll of 17-18, the battalion enters the map in Soviet entry area 4.
  - On a roll of 19-20, the battalion enters the map in Soviet entry area 5.

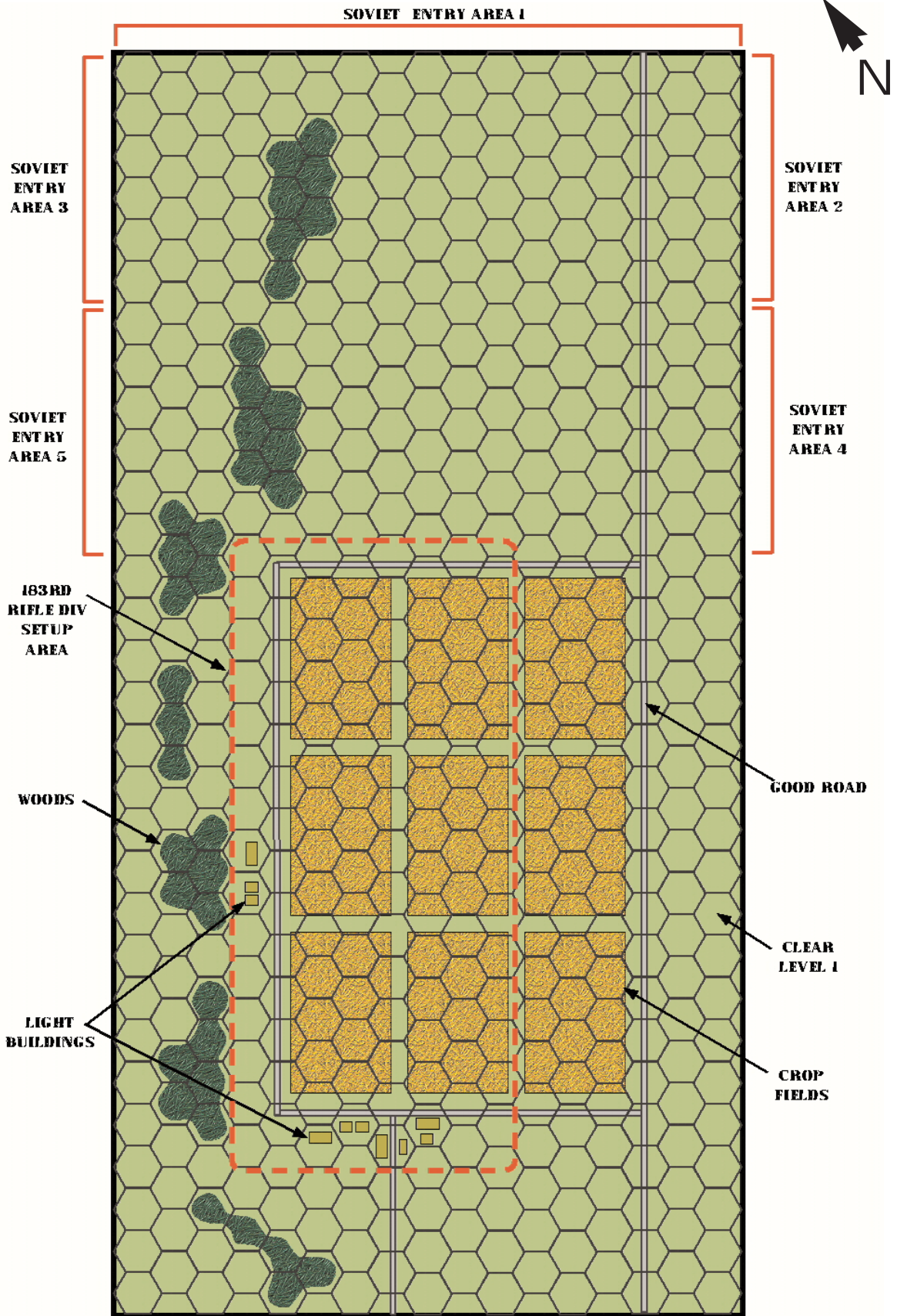
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This is a short list of materials available on the Kursk offensive.

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3. "Kursk 1943", Mark Healy, Osprey, 11197.
4. "Fifth Guards Tank Army at Kursk", David Porter, Amber Books, 2011.
5. "Das Reich at Kursk", David Porter, Amber Books, 2011.
6. "Bloodbath at Kursk", Stephen K. Rothwell, Command Magazine Issue 36, 1996.

*Scenario and map  
by George Chrestensen*

# Komosomolets State Farm - July 11, 1943



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