

**PROKHOROVKA**  
**12<sup>th</sup> July, 1943**  
**(Kursk, Russia)**

*A Rapid Fire 2 scenario V1.0.2 (9/1/08)*  
*By Brad Smith*

**Background**

The climax of the battle of Kursk came when 1<sup>st</sup> SS Panzer Grenadier Division (Leibstandarte Adolf Hitler) while advancing towards Prokhorovka was unexpectedly struck head on by Romistrov's 5<sup>th</sup> Guards Tank Army. Both sides deployed massive armour, infantry and aircraft to the battle that ensued.

**The Wargame Scenario**

The game is played on a 10' x 6' table. *Buildings* start intact. *Woods* are open. The game length is 9 turns. OP spotting for both sides for IDF is automatic on any target (in cover or not) but connection tests are still required each time IDF is attempted (the Germans fail on 1 and the Soviets on 1 or 2). If a friendly element is within 6" of an enemy element targeted by IDF, roll a D6 and on a 6 the nearest friendly unit is targeted instead. Neither side starts on reserved fire.

At the start of each turn a player may call in air support by rolling a D6. If a friendly element is within 12" of an enemy element targeted by an aircraft roll a D6: on a 5,6 the nearest friendly element is attacked instead.

RESULT	GERMANS	SOVIET
1	No support	No support
2	BF 109 G	No support
3	JU 87D Stuka	La-5 FN
4	Henschel HS 129	P-39 Air Cobra
5	JU 87 G-1 Stuka	Ilyushin IL-2 M3
6	JU 87 D + JU 87 G-1	Petlyakov Pe-2

Points are awarded for eliminating enemy forces (destruction, rout or surrender) as follows:

Type	Points
Tiger I, aircraft	10
T34/76, KV1, SU122, Panzer III, Panzer IV, Stug III, Hummel	8
Panzer II, T70, T60A, SU76, Wespe, Marder	6
Truck, tractor, heavy car, ATG, HT, AC, gun	4
Light car, jeep	2
Infantry / artillery crew	1

To win the Soviets must obtain AT LEAST 200pts and have at least 7 tanks or SPGs (i.e. T, SU or KV types) AND 10 debussed infantry across the line A-B at the end of the game. To win, the Germans must obtain at least 200 pts and have at least 3 tanks or SPGs (i.e. Pz, Stug, Bison or Marder types) OR 10 debussed infantry beyond the line C-D at the end of the game. If both sides achieve their objectives, or neither side does, it is a draw.

## Sources

Battle of Prokhorovka - Command Decision scenario - Bob McKenzie

[http://homepage.ntlworld.com/bob\\_mackenzie/Prokhorovka\\_Big.htm](http://homepage.ntlworld.com/bob_mackenzie/Prokhorovka_Big.htm)

The Battle of Kursk - David Glantz & Jonathon House

Great Battles of the Waffen SS - Peter Darman

Kursk 1943 - Osprey Campaign series - Mark Healy

Rapid Fire - Third Supplement - Scenarios for the Russian Front - Richard Marsh

Rapid Fire - Second Supplement - Unit Organisations for the Russian Front - Richard Marsh

German & Russian Vehicle and Gun charts

<http://www.rapid-fire.uk.com/germanvgchart.pdf>

<http://www.rapid-fire.uk.com/russianvgchart.pdf>

German & Russian Aircraft charts

<http://www.rapid-fire.uk.com/germanaircraft.pdf>

<http://www.rapid-fire.uk.com/russianaircraft.pdf>

Last Citadel - a novel by David L. Robbins

[http://www.davidlrobbins.com/novels/Last\\_Citadel/research.html](http://www.davidlrobbins.com/novels/Last_Citadel/research.html)



M3A1 Scout Car (HMG) from HQ Soviet Motor Rifle Battalion

**German order of battle** all elite  
elements 1<sup>st</sup> SS Panzer Grenadier Division (Leibstandarte Adolf Hitler)

**II Battalion, 1<sup>st</sup> SS Panzer Regiment**

HQ	Panzer II (20mm - recon), Panzer III (L50)
3 x companies	each 2 x Panzer IV (L75)
Heavy Company	Panzer VI (88mm)^, Panzer III (L50)
AT Company	2 x Stug III (L75), Marder III(75mm)
AA Platoon	3 figures, towed Flak 36 (20mm), HT

**I Battalion, 2<sup>nd</sup> SS Panzer Grenadier Regiment** (test @ 20 casualties)

HQ	CO + 3 figures, car
3 x companies	each 8 figures
HQ Company	15 figures, 2 x MMGs, 81mm mortar, 75mm IG, Pak 40 (75mm) ATG 2 x medium trucks

**II Battalion, 2<sup>nd</sup> SS Panzer Grenadier Regiment** (as per I/2<sup>nd</sup> PGR)

**III Battalion, 2<sup>nd</sup> SS Panzer Grenadier Regiment** (test @ 20 casualties)

HQ	CO + 3 figures, Sdkfz 251/10 (37mm)* HT
3 x companies	each 8 figures, Sdkfz 251/1 HT
HQ Company	12 figures, Marder III (75mm)*, Bison (150mm)* Sdkfz 251/9 (short 75mm) HT *, 50mm ATG 2 x MMGs, HT, Sdkfz 251/2 (mortar) HT, 81mm mortar

**1<sup>st</sup> SS Reconnaissance Battalion** (test @ 20 casualties)

HQ	CO + 3 figures, Sdkfz 250/10 (37mm)* HT
2 x companies	each 8 figures, light truck
HW Company	Marder III (75mm)*, 3 figures, Pak 38 (50mm) ATG, HT
AC Company	2 x Sdkfz 231/2 (20mm)*, 2 x Sdkfz 221 (MG)*

**1<sup>st</sup> SS Artillery Regiment (on-board)**

HQ	3 figures, towed Quad (20mm) AA, HT
I Battalion	12 figures, 3 x 105mm FH 18 how, 3 x HT
II Battalion	Hummel (150mm), 2 x Wespe (105mm)
II Battalion	8 figures, 2 x 150mm SFH 18 how, 2 x HT

**Off-board artillery**

I Battalion	3 x 105mm FH 18 how
II Battalion	3 x 105mm FH 18 how

^ AT ranges = short 12", medium 36", long 60" HE = 6 X 10"

\*3 figures for morale purposes

German forces are deployed on table as shown on the map. III Battalion / 2<sup>nd</sup> SS Panzer Grenadier Regiment is embussed. 1<sup>st</sup> SS Artillery Regiment cannot advance beyond line (G-H). German IDF (off or on-table) cannot reach beyond the line E-F. Reinforcements arrive on the turn indicated above and at the location shown on the scenario map. Rule 13.1 German LMGs does not apply. German forces enter along the west edge of the table (A-B) within 12" either side of the entry point (E, F or G). Tank riders may be not be used. The German player moves first.

**Soviet order of battle** all regular elements 5<sup>th</sup> Guards Tank Army

**18<sup>th</sup> Tank Corps**

**170<sup>th</sup> Tank Brigade**

1<sup>st</sup> & 2<sup>nd</sup> Battalions each 2 x T34/76 (AT3 - with tank riders), T 70 (45mm)

**motor rifle battalion** (test @ 10 casualties)

HQ CO + 3 figures, ATR, M3A1 SC (MMG)  
2 x rifle companies each 8 figures (4 tank riders per tank)

**1000<sup>th</sup> Anti-tank Artillery Regiment**

1<sup>st</sup> Battalion 3 x 76.2mm FD / ATG, 3 x medium trucks  
2<sup>nd</sup> Battalion 15 figures, 2 x 45mm (LB) ATG, 2 x tractors

**271<sup>st</sup> Mortar Regiment**

3 x Battalions each 3 figures, 120mm mortar  
AA platoon 3 figures, Gaz truck (4 x AA HMG)

**29<sup>th</sup> Tank Corps**

**25<sup>th</sup> , 31<sup>st</sup> & 32<sup>nd</sup> Tank Brigades** each as per 170<sup>th</sup> Tank Brigade

**motor rifle battalion** (test @ 10 casualties)

HQ CO + 3 figures, ATR, M3A1 SC (MMG)  
2 x rifle companies each 8 figures (4 tank riders per tank)

**1446<sup>th</sup> SU Regiment**

SU Battalion SU 122(122 How), 2 x SU 76 (76.2mm - AT3)  
AA Platoon 3 figures, M17 mod3 i AA (37mm autocannon on HT)

**[off board artillery]**

1<sup>st</sup> & 2<sup>nd</sup> Battalions each 3 x 152mm ML20 how (guns fire separately)

**[reinforcements]**

**53<sup>rd</sup> Motor Rifle Brigade**

1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> Battalions (each as below - test @ 16 casualties)  
HQ CO + 3 figures, ATR, jeep  
3 x rifle companies each 8 figures, medium truck  
HW Company 4 figures, 82mm mortar, MMG, medium truck

**2<sup>nd</sup> Tank Corps**

1<sup>st</sup> Battalion, 169<sup>th</sup> Tank Brigade 3 x T34/76 (76.2mm - AT3), T60A (20mm autocannon)  
55<sup>th</sup> Guards Tank Regiment 4 x KV1

Soviet forces start on board as shown on the map with infantry embussed. 271<sup>st</sup> Mortar Regiment cannot advance beyond the line (E-F). Soviet IDF (off or on table) cannot reach beyond the line (G-H). Soviet AFV units test by battalion / regiment. The 5 Soviet reinforcement units enter at the locations shown on the map on a D6 (1= turn 1, 2 = 2 turns) for each unit thrown by the Germans at the start of the game and not disclosed to the Soviets until the relevant Soviet entry turn. Tank riders may be used as indicated.

The Soviet player moves second.

# Deployment and arrivals

