CONFLICT OF HEROES®

Kursk Northern Front

Storms of Steel Missions Expansion

Made in USA VP201908
Kursk NF

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Art and Maps by Pavlos Germidis

ACADEMY GAMES
AYG 5108

Rd 2 Entry: German Pz Jäger Abteilung 654
Rd 1 Entry:
Setup: Grenadier Reg 184 north of the Ochka River
River R2
Ochka River
Tank Trap 2
River R1
River R3
Tank Trap 1
Control
Setup: Soviet 410th Rifle Reg – 1st Battalion
MAP 10
MAP 8
8
9
10
Rd 2 Entry: Soviet 1442nd Art Reg

Maps: 10, 7, 8, 9

Map Table

Hill 1	H1-01▶9-M07 H1-05▶9-I05
River 3	R3-04▶10-N09 R3-06▶10-R07
River 1	R1-01▶10-K10 R1-03▶10-M09
River 2	R2-01▶10-H10 H5-03▶7-L05
Tank Trap 1	T1-04▶10-H07 T1-07▶10-K05
Tank Trap 2	T2-09▶10-H09 T2-19▶10-E10

Soviet Control Markers
10-N07, 10-E01, 8-J08, 7-R04, 7-H03, H1-13

Trenches
10-M03, 10-M04, 10-M05, plus one placed by Soviets on Map.

Bunkers
7-R04, 7-I03, 7-G03, 8-L08, 9-D03, H1-09, 10-L04, 10-E01, 10-N01

Gun Pits
7-O01, 7-L02, 7-E03, 8-H02, 8-M01, 8-R04, 8-G06, 8-O06, 9-N03

Note: Soviets may adjust Trench, Bunker, and Gun Pit positions by up to 1 Hex in any direction.

Wire
Place 4 Wire in Soviet setup area.

Mines
Soviets - place 5 Mines (represented by pennies or other coins) south of the Ochka River and/or in the Soviet setup area. Each has a Hit Number of 8.

Mark locations of 10 ***Hidden*** Mines in the Soviet setup area. At will or when a Unit moves onto a hidden Mine Hex, randomly draw a Mine Counter from cup and place it on the Map (face-down if not occupied by a Unit).

Kursk Northern Flank Attack – July 5, 1943

German Mission Brief

Soviet Players, turn to pages 6 and 7.

This Mission utilizes Maps and Units from Storms of Steel (SoS) and Monster Tanks Exp.

Cards 1-17

1st German Commander's Forces and Orders

2 +1

Build crossings over the Ochka River. Then breach the Soviet Minefields, opening and marking paths for our Panzers to pass through and engage the enemy.

Punch through the first echelon defenses of the Soviet 410th Rifle Regiment's 1st Battalion. Then attack south along the Orel-Kursk rail line to the 410th 3rd Reserve Battalion.

Grenadier Regiment 184

6

Setup: After the Soviets have set up, place Grenadier Reg 184 Units North of the Ochka River.

Gren Reg 184 contributes* 6 CAPs to this Mission.

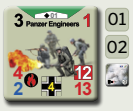
Schwere Panzerjäger Abteilung 654

7

Enter Round 1: From the northern edge of Map 10 between Hexes H12 – R12.

s.PzJg Abt 654 contributes* 7 CAPs to this Mission.

Grenadier Company of Regiment 184


01 02
2× Pz Eng

04
1× Mortar

07
1× HMG42

Panzer Engineers may fire Smoke and Flamethrowers.

10 11
2× Inf '43

19 20 21 22
4× Pz Gren

28
1× Sniper

1. Panzerkompanie

32
1× PzIIf

34
1× PzIIIL

47 48
2× StuG IIIg

50 51
2× Panther

55
1× Marder IIc

56
1× Marder IIIh

58
1× Tiger

M03
1× Ferdinand

M05
1× Brummbär

Mission Instructions

Bridge Crossings:

All wheeled and tracked vehicles may only cross a River Hex with a completed Bridge Crossing. These Bridge Crossings count as normal Roads. Fords are not playable in this Mission.

Pz Eng and Pz Gren Units may build Bridge Crossings. When one of these Units moves onto a River or Marsh Hex, it is considered constructing the Bridge. Place a d6 onto the Unit with the 5 face showing.

After each German Turn thereafter, lower the d6 face value down by 1 if a Constructing Unit is present and takes no Action. Lowering the face value is done for free and in addition to an Action executed by a different Unit(s).

A d6 with a '1' face value at the beginning of a German Turn is removed and replaced with a Bridge Marker (Wrecks and Destruction Exp) or a coin, after the German Turn, to mark the completed Bridge Crossing.

If a Constructing Unit takes an Action, the d6 face value is NOT lowered that Turn. If a Constructing Unit is destroyed or cannot Move because it has been Hit, the Bridge construction stops until the Unit rallies (and can move again) or a new Unit is present on the Hex at the beginning of a new German Turn. The construction then continues from the point where it was left off.

Soviet Artillery striking a Construction Hex only affects the Constructing Unit and not the Bridge Crossing.

Mission Instructions

PzIIf: Represents a Borgward IV - a radio remote-controlled demolition vehicle that places a Demolition Charge in a Hex. The Borgward must be within two Hexes of a **Stug III** and can move **and drop** its Charge (marked by a coin) in any order. The charge then detonates on the German's next Turn with a Red/Blue 8 FP **High Explosive** attack. This attack affects Mines, Bunkers and other Units in the Hex.

Bridge Crossing

German Turn 1: A Pz Eng moves into a River Hex for 6AP and fails its Spent Check. A 'face 5' d6 is placed on the Pz Eng.

German Turn 2: A HMG42 fires at a Soviet. The d6 is changed to 'face 4'.

The Soviets fire at the Constructing Pz Eng, hit, and Pin them.

German Turn 3: Since the Pz Eng is Pinned, the Bridge Construction does not proceed and the d6 remains at '4'. The Pz Eng Rallies with a Command Action Card.

German Turn 4: A PzIII fires, the d6 is changed to 'face 3'.

German Turn 5: An Inf Rallies, the d6 is changed to 'face 2'.

German Turn 6: An Inf Fires, the d6 is changed to 'face 1'

German Turn 7: An Inf Moves, the d6 is replaced with the Bridge Marker or a coin.

This Bridge Crossing over the River/Marsh hex now acts like a road.

General Situation

Kursk is a central rail hub connected to Moscow via Orel. The Kursk-Orel Rail Line runs through Ponyri, which is directly in the center of the German Operation Zitadelle's northern attack towards Kursk.

We are facing Lt-General Pukhov's 13th Army, which has planned for our eventual attack in great detail. The 13th Army is deployed along the Teploye and Ponyri Station axis in 3 defensive belts (lines).

The first two belts run 40km east to west with extensive trenches, bunkers, and minefields. The first belt, defended by the Soviet 410th Rifle Reg, of the 81st Rifle Div, is approximately 6km in depth and comprised mainly of Infantry, Anti-Tank, and Mortar positions.

The second belt, defended by the 519th Rifle Reg, is located 2 - 3 km behind the first and contains artillery and tanks, providing a basis to launch counterattacks.

We must fight through the first defensive belt and attempt to overrun the second belt by nightfall!

2nd German Commander's Forces and Orders

Breach the Soviet Minefields, opening and marking paths for our Panzers to pass through and engage the enemy.

Punch through the first echelon defenses of the Soviet 410th Rifle Regiment's 2nd Battalion. Then attack south along the Orel-Kursk rail line to the village of Buzuluk.

Grenadier Regiment 216

Enter Round 1: From the northern edge of **Map 7** between Hexes B12 – R12.

Gren Reg 216 contributes* 7 CAPs to this Mission.

Schwere Panzerjäger Abteilung 653

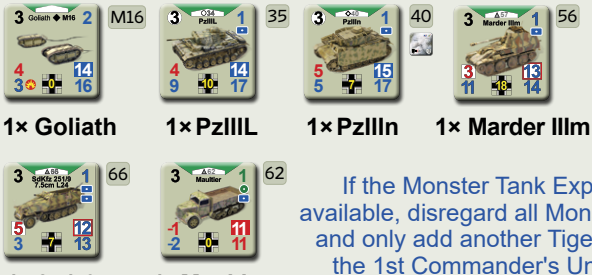
Enter Round 2: From the northern edge of **Map 7** between Hexes B12 – R12.

s.PzJg Abt 653 contributes* 6 CAPs to this Mission.

Grenadier Company of Regiment 216

Panzer Engineers may fire Smoke and Flamethrowers.

2. Panzerkompanie

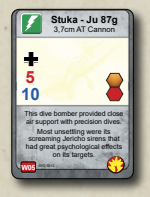


If the Monster Tank Exp is not available, disregard all Monster Tanks and only add another Tiger Tank to the 1st Commander's Unit pool.

German Artillery

W06 Both German Commanders may **each** fire 2 Artillery Strikes during this Mission, at the beginning of Round 1 and at the beginning of Round 2, for a total of 4 Artillery Strikes.

Each OBA Strike is planned on the previous Round *(13.5)* and each Target must be in LOS of any German Unit.



W05 The Germans may also conduct one Stuka Air Strike during any Round in the Mission.

Mission Instructions

Goliath: This is a wired remote-controlled demolition vehicle that places a Demolition Charge in a Hex. The Goliath must be within one Hex of a Pz Gren. It detonates with a Red 4 / Blue 3 FP **High Explosive** attack. This attack affects Mines, Bunkers and other Units in the Hex.

Victory Points for the Germans

1 **End of Each Round:** Per Control Marker controlled on 7-R04, 7-H03, 10-E01, 10-N01.

3 **End of Each Round:** Per Control Marker controlled on 8-J08, H1-13.

Germans receive **no VPs** for destroying Soviet Units!

*Note: If more than 4 players wish to play this Mission, each Commander's force can be split in two, with each sub-commander having access to that section's listed CAP allotment.

Pre-Mission	Round 1	Round 2	Round 3	Round 4
★ Soviets set up first. ✚ Plan Rd 1 OBA Strikes	✚ Initiative ✚ Plan Rd 2 OBA Strikes ✚ OBA Strikes	✚ OBA Strikes		Mission End

Kursk Northern Flank Attack – July 5, 1943

Soviet Mission Brief

German Players, turn to pages 4 and 5.

This Mission utilizes Maps and Units from Storms of Steel (SoS) and Monster Tanks Exp.

Cards 1-17

1st Soviet Commander's Forces and Orders

2 +1 2

Hold the first line of defense, inflicting as much damage as possible.

Support the 410th by taking and holding Hill 257.7. If not possible, form along and support the 3rd Battalion's defense line!

410th Rifle Regiment, 81st Rifle Div

5

Setup: Soviets setup first. Place these Units on Maps 8 and 10. Must be 2 Hexes from the Ochka River. Germans may not look at what you have placed in your Bunkers.

1st Bat, 410th Rif Reg contributes* 5 CAPs to this Mission.

1st Battalion, 410th Rifle Reg

6× Rifles '41

3× Rifles '43

1× Maxim

1× Sniper

2× SMG

2× Mortar

2× 76mm ATG

2× 45mm ATG

1× 57mm ATG

2× GAZ

3× T-70

1× M3M Lee

Mission Instructions

German Bridge Crossings:

All wheeled and tracked vehicles may only cross a River Hex with a completed Bridge Crossing. These Bridge Crossings count as normal Roads. Fords are not playable in this Mission.

Pz Eng and Pz Gren Units may build Bridge Crossings. When one of these Units moves onto a River or Marsh Hex, it is considered constructing the Bridge.

Soviet Artillery striking a Construction Hex only affects the Constructing Unit and not the Bridge Crossing.

1442nd SP Artillery Regiment

4

Enter Round 2: From the southern edge of **Map 8** between Hexes G11 – M11.

1442nd SP Art Reg contributes* 4 CAPs to this Mission.

1442nd Self Propelled Art & 129th Tank Elements

2× SU152

3× T34c

Mission Instructions

W07 **Soviet Off-Board Artillery (OBA)**:

Each Soviet Commander may fire 2 Artillery Strikes during this Mission into their respective areas of operation, at the beginning of Round 2 and/or Round 3, for a total of 4 Artillery Strikes.

Each OBA Strike is planned on the previous Round *(13.5)* and may be anywhere on the Mapboards (need not be in LOS of Soviet Units).

The Soviet **Drift Check Number is 3** for this Mission *(13.7)*.

Ex: Each Soviet Commander plans one OBA strike *(13.5)* during Pre-Mission. These Strikes take effect at the beginning of Round 2.

During the Round 2 Pre-Round Sequence, they then plan their OBA strikes for the beginning of Round 3.

Victory Points for the Soviets

1 **Immediately:** Per German Unit destroyed.

2 **Mission End:** Per Hex 8-J08 **and/or** H1-13 under Soviet control.

General Situation

Kursk is a central rail hub connected to Moscow via Orel. The Kursk-Orel Rail Line runs through Ponyri, which is directly in the center of the German Operation Zitadelle's northern attack towards Kursk.

We are facing General Harpe's XXXXI (41st) Panzerkorps, which has large numbers of heavy tanks! We have positioned our 13th Army along the Teploye and Ponyri Station axis in 3 defensive belts (lines).

The first two belts run 40km east to west with extensive trenches, bunkers, and minefields. The first belt, defended by the Soviet 410th Rifle Div, is approximately 6km in depth and is comprised mainly of Infantry, Anti-Tank, and Mortar positions.

The second belt, defended by the 81st Rifle Div, is located 2 – 3 km behind the first and contains artillery and tanks – providing a basis to launch counterattacks.

We must hold and bleed the Germans! Our reserve tank forces are at the ready!

2nd Soviet Commander's Forces and Orders

2 +1

Hold the first line of defense, inflicting as much damage as possible.

Support the 410th Units holding between Kleninskiy and Buzuluk.

410th Rifle Regiment, 81st Rifle Div

5

Setup: Soviets setup first. Place these Units on Maps 7 and 9, at least 1 full Hex away from the northern Map 7 edge.

The Germans may not look at what you have placed in your Bunkers.

2nd Bat, 410th Rif Reg contributes* 5 CAPs to this Mission.

2nd Battalion, 410th Rifle Reg

27th Guards Reg & 129th Tank Brig

4

Enter Round 2: From the southern edge of **Map 9** between Hexes H12 – N12.

27th Guards Reg contributes* 4 CAPs to this Mission.

27th Guards Heavy Tank Reg & 129th Tank Elements

Mission Instructions

Mines: The Soviet Commanders discuss where they would like to place 5 Mines (represented by pennies or other coins) south of the Ochka River and/or in any Soviet setup area. Each of these Mines has a Hit Number of 8.

Then decide on the hex locations of 10 ***Hidden*** Mines in any Soviet setup area. At will or when an Opponent Unit moves onto a hidden Mine Hex, randomly draw a Mine Counter from a cup and place it on the Map. (Place it Hit Number side face down, without looking, if not occupied by a Unit).

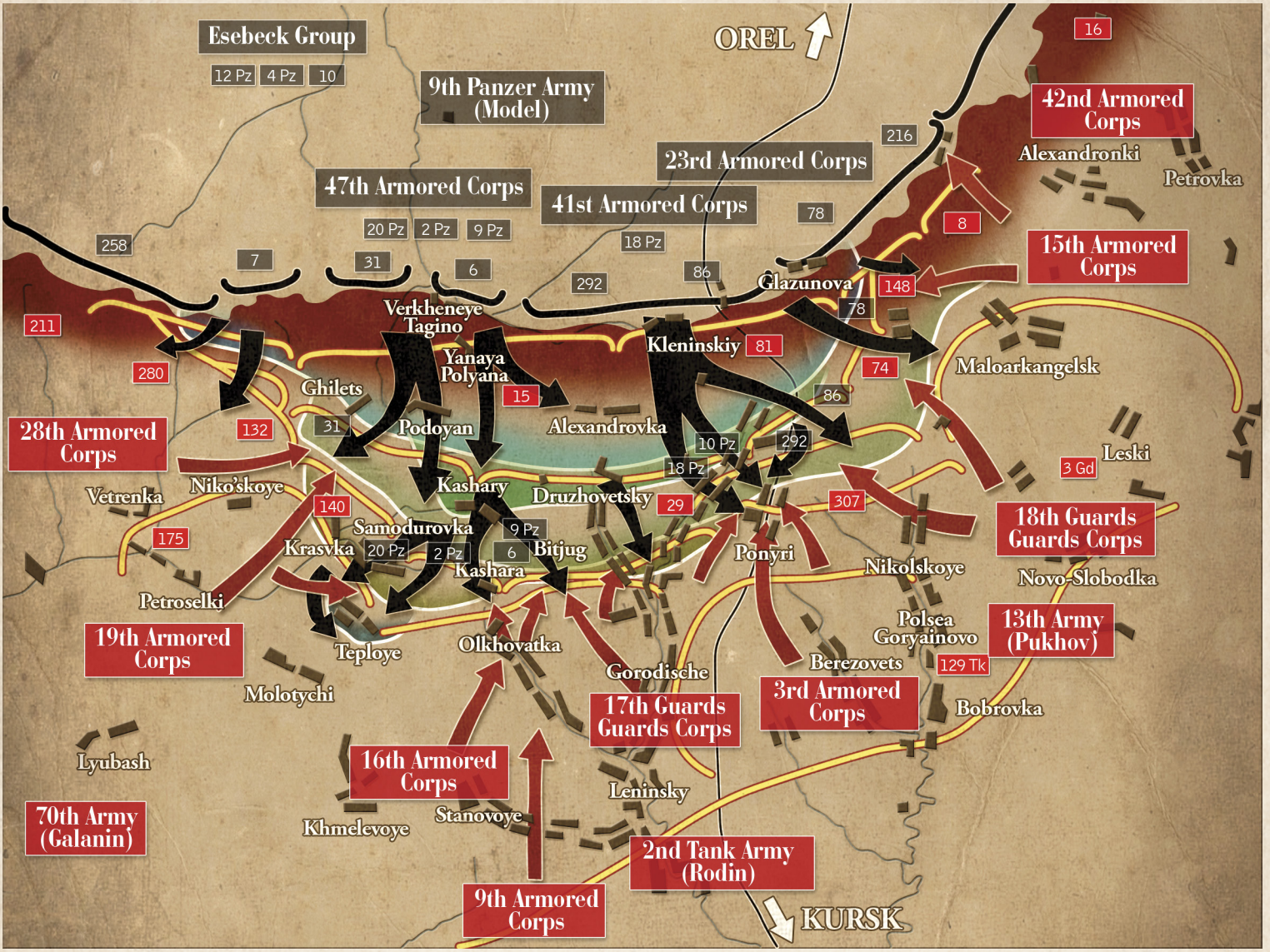
Note: A drawn Dummy Mine Counter means that the Mines in this hex are ineffective and are discarded!

Download free Planning Maps for hidden Units at **AcademyGames.com/SoS**

*Note: If more than 4 players wish to play this Mission, each Commander's force can be split in two, with each sub-commander having access to that section's listed CAP allotment

Pre-Round	Round 1	Round 2	Round 3	Round 4
★ Soviets set up first.	✚ Initiative ★ Plan any Rd 2 OBA Strikes	★ Plan any Rd 3 OBA Strikes ★ OBA Strikes	★ OBA Strikes	Mission End

German Northern Front Attack at Kursk



The Battle of Kursk is considered to be the largest land battle in history. Over 4 million troops faced each other, employing 69,000 cannons and launchers, 13,000 tanks, and 12,000 airplanes. The Soviets had months in which to prepare a colossal bastion of bunkers, anti-tank ditches, and mine fields, and then manned these fortificatons with millions of men.

Into this, the Germans purposefully ran head first - going against every doctrine that they had used successfully so far in the war. Their success had always been to penetrate weak enemy positions with their mobile forces to gain the enemy's flank and rear. These mobile and free-mode tactical operations were thrown out - for a rigid hammer blow.

Nowhere does the folly of these decisions show up more than in the Northern Front of the battle of Kursk. We will be presenting a series of studies highlighting this front, the first of which you hold in your hands. We hope that you enjoy exploring and playing the 41st Armored Corps' first clashes in the Northern Front of Kursk.

Conflict of Heroes:
Storms of Steel - Kursk 1943
Northern Front Mission 01

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