

# TIGERS ON THE HUNT K U R S K

## Introduction

[Tigers on the Hunt: Kursk](#) is a DLC containing three Campaign Game Scenarios for the [Tigers on the Hunt Game \(TotH\)](#). The Campaign Game Scenarios in this DLC portray three different historical battles during the German Summer Campaign 1943, more commonly known as Operation Citadel.

The first Campaign Game Scenario (CG) focuses on the 3<sup>rd</sup> SS Panzergrenadier Division Totenkopf crossing of the River Psel. The second is studies 1<sup>st</sup> SS Panzergrenadier Division Leibstandarte Adolf Hitler's drive towards Prokhorovka. Lastly, the series culminates with XLI Panzer Korps attempt to penetrate the Russian lines at Ponyri. The maps made for the Campaign Game Scenarios are based upon real historical maps of the battlefield.

## Playing a Campaign Game

A CG plays differently than the scenarios released with TotH. A CG is a much larger scale scenario with potentially quite a large number of units on a sizeable map being played for a number of CG days (maximum 42 days = 504 game turns in total). A CG day is composed of 8 daylight turns and 4 night turns; the whole CG day equals to 12 game turns in total.

Example:

Day 1	Game Turns 1-8
Night 1	Game Turns 9-12
Day 2	Game Turns 13-20
Night 2	Game Turns 21-24
Day 3	Game Turn 25-32
Night 3	Game Turn 33-36

Etc. Playing a CG can put a lot more strain upon the user, as well as the computer. The user will spend more time analysing units and battle situations. The computer will have to do more processing like calculating FOW, LOS and AI. When a night turn ends and before a new CG day begins (example: when Game Turn 12 ends and Game Turn 13 begins) CG Refit functionality gets triggered. The Refit is automatic and takes place in the first Administration Segment of a new CG day. The following is a list of game actions triggered:

- All broken (low morale) personnel units automatically Rally to Good order status
- All damaged Support Weapons will be repaired
- All ordnance will be replenished and special ammunition reset
- All damaged AFV main armament and machine guns will be repaired and special ammunition reset
- Immobilized vehicles will make a mobility repair check and might become mobile again
- Off Board Artillery will be fully functional again and able to be called upon again assuming that the unit is in radio contact and is accessible.

## **The Campaign Games**

### *CG001 - Psel Bridgehead*

The *Psel Bridgehead* CG takes place 10-13 July 1943 and is about the 3<sup>rd</sup> SS Panzergrenadier Divisions Totenkopf crossing of the River Psel and the Russian attempts to stop them. The SS units must cross the river and capture vital Victory Locations. On the map, there are features to give the player the feel of the historical battlefield. To the left after crossing River Psel there is a small village which represents Klyuchi, to the right there is a sloping hill (Hill 226.2) with forests, bushes and the Karteschewka-Prokhorovka road. The Russians must defend the land and try to throw the Germans back. The Victory Locations are scattered around the map.

***Historical briefing:*** On the morning of the 5th of July the Germans opened their summer offensive Unternehmen Zitadelle (Operation Citadel) with preliminary bombardment followed by ground attacks. The German hoped to weaken the Russian summer offensive by cutting off a large number of Russian units in the Kursk salient with attacks from north and south meeting up at Kursk. The offensive was delayed which gave the Russians time to prepare for an anticipated attack towards the salient. On the morning of the 10th of July elements of the 3rd SS Panzergrenadier Division Totenkopf crossed river Psel and established a small Bridgehead near the village of Klyuchi. Soviet infantry of the 33rd Rifle Corps supported by 11th Mechanized Brigade counterattacked with support of artillery and mortar fire. Failing to throw the SS unit back and with more SS troops crossing the river, the Russians threw in the 31st Tank Corps of the 1st Tank Army reinforced by the 33rd Guards Rifle Corps. Totenkopf firmly held their ground and prepared to attack out of the bridgehead on the 11th of July by bringing more tanks across the river. Totenkopf was unable to significantly expand its bridgehead due to constant Russian counterattacks. When reaching the Karteschewka-Prokhorovka road Totenkopf should have moved southeast to attack the Soviet positions around Prokhorovka from the rear. The failure of Leibstandarte Adolf Hitler

to advance on the right flank of 3rd SS Panzergrenadiers Division Totenkopf and with the left flank of SS Division Das Reich being unprotected, the attack was called off by Hitler on the 13th of July. Totenkopf had to withdraw and abandon the bridgehead.

### *Units involved*

German: 3rd SS Panzergrenadier Division Totenkopf

Russian: 33rd Rifle Corps, 11th Mechanized Brigade, 31st Tank Corps, 33rd Guards Rifle Brigade

### *CG002 - Slaughter of Prokhorovka*

The *Slaughter of Prokhorovka* CG takes place 10-12 July 1943 and re-creates the 1<sup>st</sup> SS Panzer Grenadier Division Leibstandarte Adolf Hitler drive towards Prokhorovka. The SS units must capture the key positions on the way towards Prokhorovka. The map consists of rural countryside with some hills and forest, as well as the southern part of the City of Prokhorovka. The paved road represents the Rail Road into Prokhorovka. Other key positions you can find on the map are Hill 246.1, Hill 252.2, and the two Soviet State Farms Stalinskoe and Oktiabrski.

***Historical briefing:*** After a delay, Leibstandarte Adolf Hitler (LAH) started its attack towards Prokhorovka at 1030 hrs on the 10 of July. The Russians had gathered heavy forces to stop the German attack and they would put up a fierce resistance. On the 10th the Germans captured the Komsomolets State Farm and Hill 241.6. The gains were small for LAH but crucial for the continued advance. On the 11th LAH continued to advance and the rain and heavy clouds from the day before finally cleared so that the Luftwaffe could aid the LAH attack. The target for the 11th would become Hill 252.2. It was heavily fortified but LAH used its Tiger tanks to mop up the Hill while the supporting assault guns stayed at the foot of the hill. The assault guns were attacked by T34s from a nearby stand of trees. Heavy fighting took place and German engineers also engaged the T34s with shaped charges. The hill finally fell to the Germans. After thwarting the T34 attack, the Germans succeeded in capturing Hill 252.2. LAH then moved on to attack Oktiabrski State Farm where it was stopped by massive defences.. The lead units awaited for more divisional units to arrive before again attacking the farm and finally capturing it. The Stalinskoe State Farm was also captured during the days fighting. On the 12th both sides expected to deliver a decisive blow.. Despite a heavy commitment of armor by both sides, however; both General Hausser and General Vatutin were disappointed with the outcome. Neither had achieved that decisive blow to the enemy.

### *Units involved*

German: 1st SS Panzergrenadier Division Leibstandarte Adolf Hitler

Russian: 9th Guards Airborne Division, 2nd Tank Corps, 301st Anti-Tank Regiment

### *CG003 - Bled White*

The *Bled White* CG takes place 7-10 July 1943 and portrays the XLI Panzer Korps fighting which took place in Ponyri. The Germans try to push through the Russian lines and the fight ends up becoming a battle for Ponyri. The Germans have several victory locations to take to

hold them. Historically this was a brutal fight, resulting in a high casualty rate for both sides.. The battle map is mostly rural but includes the small village of Ponyri. The paved road represents the Kursk Rail Road line going through Ponyri. Key objectives in the village are the Water Tower (Building [7,8]), Ponyri Station (Building [15,7]), Tractor Factory (Building [25,11]) and the School (Building [14,18]).

***Historical briefing:*** In the drive to break through towards Kursk the Germans attacked along the railroad at Ponyri. On the 7th of July the 18 Pz PD, 86 ID and 292 ID launched a coordinated attack. The Russian 397 RD defended Ponyri stubbornly. Attacks and counterattacks by both sides took place most of the day. In the evening the Germans tried again supported by Tanks. The 292 ID managed to occupy the outskirts of Ponyri. The Russians brought up reinforcements all the time to counterattack the German advance. On the 8th and 9th of July the fighting continued and the Germans managed to advance into the heart of Ponyri. 78th Sturm Division accompanied by Ferdinands (PzJg Tigers) supported the attack. On the 10th the shattered 292 ID was withdrawn from Ponyri. The Germans had gained ground slowly but at a very high cost. Both Armies had been “Bled White” at Ponyri.

### ***Units involved***

German: 18 Panzer Division, 10 Panzer Grenadier Division, 292 Infantry Division, 86 Infantry Division, 78 Sturm Division

Russian: 307 Rifle Division, 6 Guards Rifle Division, 81 Rifle Division, 51 Tank Brigade, 129 Tank Brigade

## **The Battlefields**

The maps were made to reflect the real historical battlefield. With game maps, it is never entirely possible to make them precisely an exact historical representation. The aim has been to create them where key locations, features and objectives are represented in some way. For instance, rail road has been placed using paved road terrain. Vital Locations like Ponyri Station or Oktiabrski State Farm are also represented, but may be slightly “off” in terms of their real world positioning.

## **Campaign Game Scenario Playing Tips**

When you play a Campaign Game Scenario you must have a strategy and know your objective(s). Check the battlefield for type of terrain and for Victory Locations. Ask yourself questions like “Where do I start?”, “Which way should I go?” and “Where do I stop and await further reinforcements?”. Plan well, and react to the outcome of the firefights. Check when reinforcements are due in the Order of Battle Display. Check for good paths for the Infantry, both for advance and for routing. Use your AFVs wisely and do not lose them too early or

easily; the AFVs may be the key to a successful Campaign. Make use of good opportunities that suddenly arise.