



PONYRI

- KURSK



Setup order

- 1  x8
- 2  x5
- 3  x3
- 4  x11
- 5  x5

Historical Background

The village of Ponyri was the focal point of General Walther Model's planned breakthrough in the area north of Kursk. Three German infantry division were ordered to assault the village, while elements of two Panzer divisions supported the attack. Soviet minefields, intense fire from dug-in tanks and artillery threw the armor back while the village itself witnessed some of the most bitter hand-to-hand combat of the war.

Hill 253.3 was finally taken and although the German push gained much of the village, the Soviet defense remained strong. The German force was eventually 'bled white' in the days of fighting that followed and an effective breakthrough was never achieved.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player: Take 6 Command cards.
You move first.

Russian Player: Take 4 Command cards.

Conditions of Victory

7 Medals

Control of Ponyri counts as two Victory Medals. To control Ponyri, you must occupy more Town hexes than your opponent. The Russian side controls Ponyri at the start of the battle, so place two Victory Medals on the Allied Medal Stand.

Special Rules

The Axis Special Forces Tank units have 4 figures. Place a Special Forces Badge in the same hex with these units to distinguish them from the other units.

Minefields are explained on p.4.