



# PANZER GRENADIER SPECIAL FREE SET

## Special Rules

Every Panzer Grenadier game includes a section of rules that pertain to all of the scenarios included. Often these rules indicate what types of pieces fulfill the specific functions in the series rules such as open-top AFVs, etc. They also provide an introduction to the scenarios themselves by identifying units by country and force as well as concepts like whether leaders of different allied factions can control each other's units. Understanding these rules and the interaction between the series rules and the game special rules will help the player get the most of each scenario.

### 1. Playing Pieces

The Soviet player controls all Red Army (RKKA) units and leaders, while the German player controls all German Army units and leaders, and German aircraft. RKKA pieces are light green. German Army pieces are gray and German aircraft are bluish grey.

### 2. Boards and Board Layout

Each scenario includes a board layout, showing how the game boards are placed together to form the map for the particular scenario. The position of the number in the board layout corresponds to the number on the game board. Align the game boards in the same manner. The top of the map is always the north edge.

### 3. Terrain

All terrain rules from the Panzer Grenadier 4th Edition rulebook and tables are in effect in KURSK: BURNING TIGERS.

### 4. Tank Leaders (6.8) and Armor Efficiency (11.2)

All German tanks have tank leaders and armor efficiency. Soviet tanks do not have armor efficiency; the scenario instructions list the tank leaders available.

### 5. Aircraft Anti-Tank Fire.

Some aircraft in this game have a special Anti-Tank factor (a number printed on a circle; see 11.4).

### 6. Soviet 76.2mm Artillery Restriction.

Soviet artillery units had a difficult time reacting to German troop movements during the battle of Kursk. For this reason, Soviet leaders may not spot targets for Soviet 76.2mm artillery units for Bombardment fire purposes in any scenario in KURSK: BURNING TIGERS (see rule 9.1). Soviet 76.2mm artillery units must therefore spot their own targets per rule 8.0 when performing any type of fire. Soviet leaders may spot for bombardment fire from Soviet mortar units and for Soviet off-board artillery increments.

## Introductory Scenario

The following scenario uses the *Fourth Edition Panzer Grenadier* rules and Terrain charts in conjunction with the special rules above. The scenario is annotated to provide an understanding of how the each scenario is written to provide the layout, orders of battle, rules exclusive to the scenario itself (including how initiative reacts to losses, the availability of airpower and other peculiar circumstances), victory conditions and, in the introduction and conclusion, the history that underlies the scenario.

*This scenario has been annotated to provide a narrative for beginning players to understand a scenario layout and each of the sections. All annotations are shown in italics. The following paragraph provides the player some insight into the history preceding the action. Each scenario has been drawn from history (or in the case of some of the*

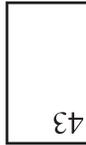
*alternative history scenarios in other Panzer Grenadier products, a presumed history) which is presented here.*

### 1st of May State Farm

7 JULY 1943

On the previous day, the German 292nd Infantry Division failed to push on through to its objective of Ponyri. Taking the town would give the panzer divisions some desperately needed operational maneuver room. Forty-First Panzer Corps' commander, Josef Harpe, ordered the division to attack again and clear the stubborn Soviet defenders from the village. As a secondary task, Harpe instructed the grenadiers to secure a small hamlet called the 1st of May State Farm located just east of Ponyri.

The diagram at right provides the orientation of any boards used to lay out the scenario. Typically the board is presented in normal map style with "north" to the top of the diagram. Use the position of the number on the diagram to orient the board on your table.



Housekeeping details such as the number of turns, the time of day and any special features of the area will be noted here. Of particular note are situations where significant terrain details are discussed and areas of the map need to be redesignated for a more accurate depiction of the action. For example of such a treatment, see the description of the orchard hexes.

**Game Length:** 10 turns

**First Turn:** 1000

**Other:** The town on Board 43 is 1st of May State Farm. All woods are light woods (apple orchards).

What follows is the information for the order of battle for the first player; in this case the German commander's forces. In addition to the order of battle there are specific setup instructions including which player must set up first and the restrictions on such a setup.



### Elements, 292nd Infantry Division

Enter anywhere along the north edge on Turn One:

- 4 x INF
- 1 x ENG
- 2 x 81mm
- 1 x HMG
- 1 x StuGIIG

After the actual combat units and transports will be listed any leader pieces that should be placed with the combat units. Be sure to follow the rules concerning leader selection prior to placing these leaders. Remember that leaders are critical to combat movement and activation within the game.

**Leaders:** 1 x CAPT, 2 x LT, 1 x SGT

Each player's force will have certain characteristics for the action and may have off-board resources in terms of artillery fire. The force's morale, starting initiative and any off-board artillery are listed immediately after the force's order of battle.

**Morale:** 8/6

**Initiative:** 2

**Off-Board Artillery:** 1 x 24

Following the first player's units and any reinforcements, similar instructions are given for the second player. In this case the Soviet player must set up on the board. The format

and presentation of the second force follows the same structure as the first force.



### Elements, 307th Rifle Division

Set up first at least four hexes from the north edge. All eligible units may begin Dug In:

- 3 x INF
- 1 x SMG
- 1 x 82mm
- 1 x Wagon
- 1 x HMG
- 1 x ATR
- 1 x 76.2mm

**Leaders:** 1 x CAPT, 2 x LT

**Morale:** 7/7

**Initiative:** 1

**Off-Board Artillery:** 2 x 10

Scenario Special Rules always include an indication of how combat can affect the initiative of the two forces. These typically are the first two special rules. Any other special rules required to more accurately reflect the conditions of the battle follow the initiative special rules.

### Special Rules

1. The German initiative level is lowered by one for every two steps lost (tanks count double).
2. The Soviet initiative level is lowered by one for every step lost (the wagon doesn't count).
3. On any one turn the German player may draw one aircraft

What would a game be if you didn't know how to win? Victory conditions are provided in order to give the players the objectives that must be met for their force to claim victory.

### Victory Conditions

The player who controls the 1st of May State Farm at the end of play wins.

The final piece of a scenario is the description of what actually happened. Here players can see what their historical counterparts did and measure their performance against history.

### Conclusion

Slowly the Germans pried the determined Soviets from the farm buildings and houses of the collective farm. Once the farm had been secured the Germans could not stop to rest, as Harpe ordered them to press forward to Ponyri where all four of the corps' divisions had become embroiled against the single Soviet rifle division holding the town and its railway station.