

WITH FLAME AND SHELL

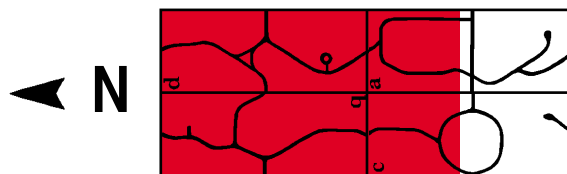
DELUXE ASL SCENARIO 7



VICTORY CONDITIONS: The Germans must have a total of 50 Victory Points at scenario end. The Germans earn Victory Points for both inflicting casualties (A26.2-.3) and the exit of German forces off of the north edge of the playing area. The German Victory Point total is reduced by the amount of Russian CVP earned by causing German casualties.

CHERKASSKOYE, RUSSIA, 5 July 1943: Kursk, the greatest tank battle in history, had opened badly for the Germans. The offensive that Hitler thought would win the war had suffered enormous losses as it assaulted the deep, well-prepared Russian defensive positions. The new miracle tanks which were to lead the way were lost in droves to minefields, anti-tank guns, their own imperfections, and inexperience. But on the right wing of Grossdeutschland, things had gone more according to plan and deep penetrations of the first Soviet defenses had been made. The village of Cherkasskoye, located five miles inside the Russian defenses, now became the focal point of the initial day's fighting.

BOARD CONFIGURATION:



Only hexrows A-G on boards a & c are playable

BALANCE:

- ✚ The required number of Victory Points for the German is 45.
- ★ Reduce game length to nine turns.

TURN RECORD CHART

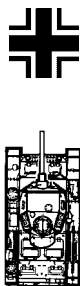
★ RUSSIAN Sets Up First [263]	1	2	3	4	5	6	7	8	9	10	END
✚ GERMAN Moves First [314]											

Elements of 67th Guards Rifle Division [ELR: 3] set up anywhere north of hexrow D of boards a and c: {SAN: 6}



 4-5-8	 4-4-7	 2-2-8	 9-1	 8-1	 8-0	 7-0	 HMG 30 cal 3 8-16	 HMG 30 cal 3 6-12	 MMG 2 4-10	 LMG 1 2-6	 ATR 1-12	 DC 12 30-1
13	12	6							2	3	3	3
 ? 7 morale		 ART M9 2 76L	 AT M11 3 45LL									
20		3	3									

Elements of Combat Group Schimmelmann of the 11th Panzer Division [ELR: 4] set up anywhere south of hexrow D of boards a and c: {SAN: 3}



 8-3-8	 4-2-6-8	 4-1-6-7	 9-2	 9-1	 8-1	 8-0	 7-0	 HMG 3 7-16	 MMG 2 5-12	 LMG 1 3-8	 DC 12 30-1
4	10	12			2	3		2	3	6	4
 X11 TF30 2/2		 105 -/-/2*									
3		3									

SPECIAL RULES:

- EC are wet with no wind at start. Kindling is NA.
- There are no 2nd level buildings; all multi-hex buildings contain ground/1st levels only with an inherent stairwell in each hex (B23.22). All rowhouses (B23.71) are considered single story houses; the thick black bar separating such houses is considered Open Ground (making Snap Shots between the houses possible) but is not sufficient to allow VBM. All buildings are considered wood.
- The Russians may secretly designate four Fortified building Locations (B23.911)—any of which may house a 76L Art Gun.
- All Russian elite MMC are considered Assault Engineers for CCV purposes.

- The Russians may use HIP for ≤ 2 squad equivalents (and any SMC/SW set up with them).

AFTERMATH: The bulk of the German heavy armor bogged down in the wet lowlands outside the town, but lighter elements—led by terrifying flame-throwing tanks—entered the village and reduced the Soviet strongpoints with hissing four-second bursts of fire generating 1000° Centigrade. The Russians withdrew the remnants of their forces before nightfall under the cover of a 15 man rear guard which made the ultimate sacrifice for their comrades' escape.