

# Kursk, the northern attack Overlord campaign

*05 to 11 of July 1943*



After the German defeat at Stalingrad in the early 1943, Hitler counting on the superiority of the new German tanks as Tiger, Panther and Ferdinand, decided to attack the Kursk salient in order to retake the offensive on the eastern front. The codename of the offensive was Operation Citadel. Generalfeldmarschal Gunther von Kluge, commander of the central front in Russia, launched the attack on the 04th of July 1943, with a flanking manoeuver simultaneously from the North and from the South, with the aim to surround the main Soviet force and to destroy it. The Soviet high Command (STAVKA) was informed of future German offensive and prepared, on the salient a very powerful defense network, based on minefields and anti-tank guns, on three successive defense lines.

In the North, the German 9.Armee under the command of Generaloberst Model, with the air support of the Luftwaffe, crushed the Soviet first line. Tiger tanks and Ferdinand tank-destroyers open the way to the German infantry, the Panzer Divisions stayed in the rear as reserve to be used only when the breakthrough will be done. The battle was fierce and Soviet troops resisted without retreat, General Rokossovski launched a lot of counter-attacks with infantry and tanks without worrying of heavy losses. So, Model was obliged to use his Panzer Divisions in the battle. Quickly the German offensive changed in a battle of attrition, and the German troops didn't succeed to break the Soviet second defense line, at Ponyri and in front of the heights of Olkhovatka. From the 7<sup>th</sup> to the 11<sup>th</sup> of July, German troops suffered too heavy losses and gained not much ground. Finally, on the 11th of July, knowing that he couldn't make the breakthrough, Model ordered to his troops to stop the offensive in the North. Hitler was informed of the Allied landing in Sicily and decided to end Operation Citadel. The battle of Kursk was lost for the Germans.

The battle of Kursk is the theme of this 5th Memoir'44 Overlord campaign played in three successive scenarios.

Jdrommel.

To play Kursk, the northern attack Overlord campaign, you need two base games, two Eastern Front expansions, one terrain Pack expansion, one Winter Wars expansion and one Operation Overlord expansion.



## Campaign notes

This campaign is played in the chronological order of the three scenarios:

- 1 – Attack of the 9<sup>th</sup> Army (n°14047)
- 2 – Assault on Ponyri (n°14080)
- 3 – Battle of Teploïe (n°14088)

It is an Overlord campaign, it means it could be best to play by team composed with a general-in-chief and three subordinate generals on each side.

The general-in-chief organizes his command: he decides which subordinate general is in charge of each sector (right, center, left) according to the tactical objectives (scenario) or strategic objectives (campaign) and to the experience of his generals (attacking or defender, experienced veteran or young commander). The general-in-chief can change the sector of a subordinate general between two scenarios.

For the whole campaign the general-in-chief has at his disposal a little reserve of reinforcement units that he can use according to the tactical situation in some sector. Before the beginning of each scenario, the general-in-chief chooses one reinforcement unit in his Army reserve and allocates it to a subordinate general. Each reinforcement unit could be used only one time in the campaign.

Axis Army reserve: 1 tank unit, 1 Tiger tank, 1 elite infantry unit.

Allied Army reserve: 1 tank unit, 1 artillery unit, 1 infantry unit.

### Victory Conditions

Counting up the Victory points:

- 1 VP by full ENY unit destroyed,
- 1 VP by scenario won,
- 1 additional VP by medal token gained.

The team who gains the higher number of Victory points is the winner of the campaign.

The general-in-chief winner of the campaign is promoted Field Marshall, the loser is appointed to a new command in the General Staff as inspector of the training camps for the Reserve Army.

Subordinate generals of the winner team are awarded in front of troops, subordinate generals of the loser team are shot in front of troops or ordered to an early retirement according the habits and customs of their country.

### Victory Points Counter Sheet

(Allied maximum: 49 VP, Axis maximum: 55 VP)

| <i>SCENARIO</i>               | <i>ALLIES</i>         | <i>AXIS</i>           |
|-------------------------------|-----------------------|-----------------------|
| <b>Attack of the 9th Army</b> | <b>(16)</b>           | <b>(19)</b>           |
| <b>Assault on Ponyri</b>      | <b>(16)</b>           | <b>(18)</b>           |
| <b>Battle of Teploïe</b>      | <b>(17)</b>           | <b>(18)</b>           |
| <b>Total</b>                  | <b>(49)</b> <b>VP</b> | <b>(55)</b> <b>VP</b> |

### Bibliography

- Magazine "Batailles & Blindés hors-série n°10 - Kursk tome 2.
- "Kursk, le choc des blindés" - G.Jukes - Ed. Marabout.

