12th July 1943
Prochorovka

"Totenkopf"

"Leibstandarte"

"Das Reich"

II Guards

XXIX Tank Corps

XXXI Tank Corps

5th Guards Army

XVIII Tank Corps

Bogoroditskoye

The German 2nd SS Panzer Corps has launched an attack North towards Prokhorovka. At almost the same time the Russians 5th Guards Tank Army has been ordered to attack south .

Introduction

Like to think about your next move rather than having quick reaction times? Battle Series Eastern Front - Kursk - Battle at Prochorovka is the game for you.

Battle Series Eastern Front - Kursk - Battle at Prochorovka, covers one of largest single tank battle in the history of warfare. Approximately 1000 tanks and assault guns met head to head near the town of Prochorovka, in a battle that became a desperate close-range shoot-out which would decide the ultimate success or failure of Operation Zitadelle.

The 2nd SS Panzer Korps began it's attack on July 3rd, and spent the next 8 days breaking through the dense Russian defensive positions. During the late afternoon and evening of the 11th, they broke through and repulsed a counterattack by the Russian 31st Tank Corps. Reorganizing during the night, the panzers struck northward before dawn on the 12th. As dawn broke, the lead German elements ran head-on into the lead elements of the Soviet 5th Guards Tank Army and the battle was on. It was to last all day, in confused and savage fighting at close ranges.

This game recreates that day with the player being able to play both as the Russians and Germans or against the AI.

Scenarios

The game comes with 3 variants of the battle.

- Paul Haussers Attack
- Rotmistrov Reacts
- Bogoroditskoye Bridge

Paul Haussers Attack

During the evening of July 11, Paul Hausser readied his divisions for an assault on Prochorovka. Totenkopf was on the left flank of the corps, while Leibstandarte was in the center, assembled west of the town between a rail line and the Psel. Das Reich, moved its attack zone on the right flank. The Germans have the initiative and start first.

This is the standard game.

Rotmistrov Reacts

On July 11, the Fifth Guards Tank Army arrived in the Prochorovka area, having begun its march on July 7 to the east. The army consisted of the XVIII, XXIX Tank Corps and the V Guards Mechanized Corps. Rotmistrov was reinforced by the II Tank Corps and II Guards Tank Corps. The Russians 33rd Tank Corps is available to attack on the first turn

Against the AI this probably the hardest game to win.

Bogoroditskoye Bridge

During the fighting on 10th July the Russians mistakenly forget to blow the bridge at Bogoroditskoye. This allows the Totenkopf division to operate on both the left flank and the center. The Germans have the initiative and start first.

This game is best played against another human opponent.

First Turn – Special Rules

The Germans always start each turn with the initiative. On the first turn, special rules are in effect.

The game starts with the Germans attacking. They cannot use Artillery. This is to reflect the two sides have literally run into each other. With luck the Russians will get away with few initial losses.

For the Russian first turn available units can only move 50% of their allowance. Again, no artillery is available.

Controls

Keyboard

O/P – Change screen size
N/M – Sound volume
W/A/S/D/Arrow Keys – Navigate map

Mouse

Mouse Drag – Navigate map
Left Mouse Button – All in game actions

The game consists of 10 turns with each turn broken into four phases.

German Movement

The German player may move any unit he chooses. Some units may be unavailable to move as they are disrupted.

German Combat

The German player may attack enemy units he is adjacent to. He can choose to use available artillery to support his attack. The defender player may also use artillery within range to support his unit being attacked. In addition, the player can use his artillery to bombard enemy units within range and within 5 hexes of line of sight of units in his division.

Russian Movement

The Russian player may move any unit he chooses. Some units may be unavailable to move as they are disrupted.

Russian Combat

The Russian player may attack enemy units he is adjacent to. He can choose to use available artillery to support his attack. The defender player may also use artillery within range to support his unit being attacked. In addition, the player can use his artillery to bombard enemy units within range and within 5 hexes of line of sight of units in his division.

Bridge

½ Movement cost

Ravine
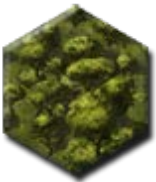
+2 movement cost
-1 to attacker

Clear

1 movement cost

Forest

2 movement cost
No effect on combat

Hill

2 movement cost
+1 defender Tank, Assault Gun, Recon, SP Artillery
+2 defender Mech Infantry, Artillery

+3 defender AT, Engineer

Psel River

Impassable unless by bridge

Rail Track

Impassable unless by road

Road

½ Movement cost

Town

1 movement cost

+1 defender Tank, Assault Gun, Recon, SP Artillery
+2 defender Mech Infantry, Artillery
+3 defender AT, Engineer

Types of Artillery

There are 3 types of artillery units:

The numbers and letters on the units represent the following:

1-0-24 = Offensive Bombardment Strength/Defensive Bombardment Strength/Range

A-1-4 = Artillery Type/Defense Strength/Movement Range

K = Corps/Division

"A" Artillery

If moves in movement phase cannot fire in combat phase. May be used for independent bombardment.

"D" Artillery

Can move and fire in the same turn. Can only fire at something in line of sight. Cannot be used for independent bombardment

"S" Artillery

Can move and fire in the same turn. May be used for independent bombardment.

On the first turn of the game no artillery can be used, although it can be moved. This is to reflect that contact between forces has been a surprise and artillery is not ready for combat.

Using Artillery to support an attack

In the combat phase artillery that is available to be used to support an attack will be highlighted based on the following rules:

- It belongs to the same unit as an attacking unit that has been selected to attack or is assigned to "Korps" and can be used to support any unit
- It is in range
- It is available to use

The defender can also add supporting artillery to the defense using the same rules.

Hence a defending player can turn an attack into one with unfavorable odds by adding supporting artillery to the defense. This is one of the reason why once you have decided to attack a unit you cannot change your mind. The attacker will never know for sure what the defender may do and thus this adds a level of uncertainty to the success of an attack.

The German player is limited to using 3 artillery units in support of an attack and 2 in defense. The Russian player has no such restriction.

Bombardment

During the combat phase the attacking player may bombard defending units with his artillery.

To start a bombardment select the below icon in the top left of the screen:

All available defending units that can be bombarded will be displayed:

To be an eligible target a defending unit must be within 5 hexes line of sight of an attacker

- within 5 hexes line of sight of an attacker
- within range of an eligible attacking Artillery unit
- An eligible artillery unit is one that is available to attack and has a unit from its division/Corps with line of sight to the defender.

Select the unit you want to bombard:

Bogoroditskoye

Artillery units available to bombard will be highlighted. Select them to bombard with. A maximum of 3 attack factors can be used to bombard with.

You cannot destroy a unit using bombardment but you can cause them to retreat and thus make them unavailable to the defending side in the next turn.

Playing against the Russian AI

When playing against the Russian AI you can support any ground attacks as per the rules above. The AI will select its attack and the Attack button will appear. Before clicking this button, you can select highlighted artillery to support your units.