CHERKASSKOYE

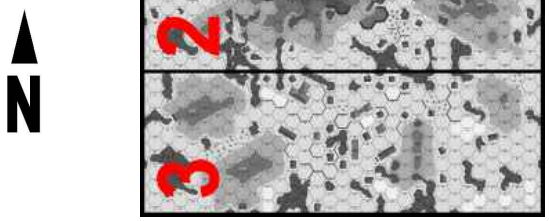
WWW Scenario 89

081109

VICTORY CONDITIONS: The German player wins by being the last to solely occupy all the multi hex stone buildings on board 3 *and* three of the 3rd level hexes on board 2. The Russian player wins by avoiding the German conditions.

CHERKASSKOYE, July 5th 1943: During the initial stages of the Battle of Kursk some of the Wehrmacht's finest units were committed in order to break through the heavily fortified Russian positions. At Cherkasskoye, the finest of them all, Grossdeutschland, was given the task of clearing the village and capturing the high ground beyond.

BOARD CONFIGURATION:



TURN RECORD CHART:

★ Russian sets up first / ✚ German moves first	1 ★	2	3	4	5	6	7	8	9	10	END

Elements of the 71st Guards Rifle Division - set up anywhere on board 2 and/or board 3 with a hex grid coordinate of 6 or less on board 3.

2 4 12 2 2 2 4 2 2 6 9

Elements of 1st Guards Tank - enter per SSR 89.2 below, via any north edge hex of board 2:

Elements of Grossdeutschland Division with support from 11th Panzer Division - enter play via any south edge hex of board 3 on turn one or later:

8 2 4 10 6 3 2 2

SPECIAL SCENARIO RULES:

WWW SSR 89.1: German 8-3-8 engineer squads may make a total of 6 smoke counters per game.

WWW SSR 89.2: At the start of each Russian prep fire phase the Russian player throws a dice. If the result is equal to or less than the current turn number the Russian may bring on his reinforcements during the following movement phase.

AFFERMATH: Using flamethrowing tanks and Panthers to good effect the Grossdeutschland Division captured the village and heights as ordered. However, in the long term they could not effect the needed strategic breakthrough.

Bill Thomson 512-799-6705
SQLA
Squad Leader Academy
SQL, COI, COD, GIA Player Development
Email: Bill@WargameAcademy.org
Website: www.WargameAcademy.org
7940 Luling Lane Austin, TX 78729 USA

©1982 A World Wide Wargamers Scenario
Updated 081109; rev A,
Graphic Layout by Bill Sosnicki
Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.