

SCENARIO 9: PAKFRONT

As the German spearheads thrust into the forward lines of the Soviet defences they found that the Red Army had massed its anti-tank guns and artillery into 'anti-tank resistance points' (*protiv-tankovye opornye punkty*, or PTOs). These PTOs were protected by mines, infantry and barbed wire, deeply entrenched and well-camouflaged. All guns in a PTO fired at the direction of a single commander to maximize their effectiveness, a technique the Red Army had learned, like so much else, from the Germans. The Germans called it a 'Pakfront'.

FORCES

This scenario pits the leading elements of a German Panzer attack against an entrenched Soviet anti-tank position. The Red Army player picks a force to an agreed point, the Axis player picks a force total of twice that amount (e.g. 1000pts if the Soviet player has 500pts). German and Red Army reinforced platoons are chosen from the appropriate Theatre Selectors with the following adjustments:

- The German player may purchase up to one additional tank over the normal allocation for every infantry squad in their force. This scenario works particularly well if the German player forms his forces from the Armoured platoons selector from the *Tank War* supplement.
- The German player also receives one forward air observer for free in addition to their other forces (they may choose additional air observers and pay the points for them if desired).
- The Red Army player may purchase up to one additional artillery piece over the normal allocation for every infantry squad in their force. The Red Army player receives one forward artillery observer for free in addition to their other forces (they may choose additional artillery observers and pay the points for them if desired).
- In addition to his force the Red Army player receives two bunkers, nine 'hard cover' linear obstacles and nine minefields. Each linear obstacle must be up to 6x long and 1x tall, and should provide hard cover (so use trenches, low walls, earth embankments, sandbags and the like). You can replace any number of 'hard cover' linear obstacles with 'soft cover' ones (barbed wire etc.) and if you do so, you get two 'soft cover' obstacles for each 'hard cover' one you surrender. Bunkers should be large enough to accommodate a single unit of infantry or artillery. The rules for bunkers are on page 104 of the *Bolt Action* rulebook. Minefields are approximately 6" x 6" and may be marked or unmarked at the option of the Red Army player. It's important for the Red Army player to make use of the existing terrain (suitably enhanced with mines and obstacles) to channel the German armour towards his guns.

SET-UP

This scenario is played across the width of a six by four feet gaming surface. The terrain for the battle is mostly open, with hills placed on the long edges of the table. A medium density of small woods (orchards), crop fields and occasional farm buildings should dominate the centre of the table. Areas of rough and swampy ground can be used to add variety, as can a stream or small river running down the centre of the table, although this will count only as rough ground in this scenario.

DEPLOYMENT

The Red Army player picks a side of the table and sets up at least half of their units in the set-up area (as per the Envelopment scenario on page 109 of the *Bolt Action* rulebook). These units can use the hidden set-up rules (see Hidden Set-up page 117 of the *Bolt Action* rulebook) and may be Dug In at the option of the Red Army player (See Scenario Special Rules on page XX of this book). Units that are not set-up to start with are left in reserve (see Reserves page 119 of the *Bolt Action* rulebook).

The German player's units are not set-up on the table at the start of the game. The German player must nominate at least half of their force to form his first wave. This can be the entire force if desired. Any units not included in the first wave are left in reserve.

SPECIAL RULES

PREPARATORY BOMBARDMENT

Bombardments, interdiction and counter-battery fire swept across the battlefield at Kursk constantly. Roll on the preparatory bombardment chart (see page 118 of the *Bolt Action* rules) for every unit in the battle, including those in reserve. This is quite likely to interfere with the arrival of reserves due to the pin markers caused – welcome to Kursk!

RESERVES

Reserves enter from the respective player's table edges. In this scenario outflanking may not be used as the areas to either side of this particular section of the battlefield are just as active as this one.

OBJECTIVE

The German player must try to move as many of their units as possible into the Red Army player's set-up zone or off the opposing side's table edge in order to make a breakthrough. The Red Army player must try and stop the German succeeding. Note that in this scenario, German units are allowed to deliberately move off the table from the Red Army player's table edge to reach their objective.

FIRST TURN

The battle begins. During Turn 1, the German player must move their entire first wave onto the table. These units can enter the table from any point on the German player's table edge, and must be given either a *run* or *advance* order. Note that no order test is required to move units onto the table as part of the first wave.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 8, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

VICTORY!

At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw!

The German player scores 1 victory point for every enemy unit destroyed. He also scores 2 victory points for each of his own units that is inside the Red Army player's set-up area (even if only partially), and 3 victory points for each of his own units that has moved off the enemy table edge before the end of the game.

The defender scores 2 victory points for every enemy unit destroyed. This is doubled to 4 victory points for tanks that are destroyed.

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