

The One Day Campaign

Kursk
11-14 July 1943

(Bogoroditskoye)

From 2 to 6 Players



File 120915

The One Day Campaign

The One Day Campaign system was devised to last a single day upon a time limit, but without fixed round numbers or game length. Each player can play as many games as he is willing and able during the period of the Campaign.

Each player may have one or two combat groups, one Ally and one Axis; if he has two he may potentially play any other participant.

Up to 6 players can simultaneously play in the 3 game grids presented in this set; yet having spare tables can be useful to allow starting a new game without having to wait for a vacant table.

This campaign can also be played as a single large game by joining the three grids side-by-side.

About Combat Groups (CG)

It is recommended that all options are set by the beginning of the Campaign.

In the lists 'or' is always exclusive (either one or the other option).

The CG try to represent a combined arms force within a Division therefore they do not represent the full units; no CG can be represented twice.

Each infantry Coy corresponds to one 3 stand unit (like 3x AIF); each ARM unit roughly represents one Squadron, Regiment or *Abteilung*.

The Campaign inspiration came mainly from the events around Bogoroditskoye, but options to units on other sectors are included.

Special Campaign Rules

SR 1: Crack troops – are Elite and reroll all missed hit dice once per firefight, when **ready**.

SR 2: *Tankoviy desant* - any Soviet Coy may be used as *Tankoviy* (Variant Rule N°11); the combined unit will be treated as a single unit on deployment at lowest rating.

SR 3: Lee tanks - can chose to fire either weapon but not both in the same turn; +1FP if firing stationary and **ready**.

SR 4: Bazooka - one Soviet Coy may be equipped with US supplied bazookas with PN 7; this must be clearly set before each game begins; otherwise no bazookas can be used.

Setup

Players should deploy regardless of the opponent's position; should there be any conflict units are alternately deployed, starting with the Soviets.

For the purposes of aircraft placement, the Axis baseline is North and the Ally is South on all tables.

Winning a Game

Each scenario may award up to 15 Campaign points (CP) to be conquered in the form of objectives or by destroying units. The player with more CP by the end game will be the winner.

A game will end when the total conquered CP among both players is at least 15 or by a turn limit.

If the CP total is higher than 15 then the loser will see his score decreased until the total becomes exactly 15.

Draw

When the sum of CP for both players exceeds 15 and both have the same score, the game automatically ends by the end of the turn (T5) on a final 7-7 score.

Winning the Campaign

In each game players will win CP that add up until a number of games are played or a time limit is reached (the end of the day). The more the games played the higher the possibility to accumulate points and finally win the Campaign. The CP won in each game will add up to a Campaign score for each player; the player with the highest Campaign Points will win the day.

Variant Rules used

Variant rule n° 5: Tied INI (adds to 2.2)

When INI results are tied any GHQ and then other HQ, ranked by ratings (2.5) may chose whether to go first or last (2.2). When three or more HQ are tied on both sides INI will be alternately assigned: this will take precedence over all other priority rules, except over a GHQ.

Variant rule n° 6: Reece (replaces 13.4)

Reece units receive orders with a -1 modifier (1 always fails; 5-6 is always a success).

On a successful DR a Reece unit may reveal one nominated hex contents within 3 hexes; this is instead of firing.

In scenarios in which *ambush at will* can be set the Reece unit may 'reveal' any hex and if successful the opponent may immediately place one unit or the hex cannot be used for ambush during this and the next Turn.

An ambushed unit assaulting Reece has its final FP halved, rounding up.

Variant rule n° 9: Stacking INF; MTR and MMG units (modifies 1.7)

Separate INF, MTR and H/MMG units may stack together in the same hex, still complying with the limit of two units per hex.

Note: the two units must be clearly set apart as to avoid confusion with attached infantry support weapons (SW).

Variant rule n° 11: Tankoviy desant infantry (new rule)

Tankoviy desant are special INF units that can be used by Soviet forces exclusively.

These units must be kept stacked with an ARM unit of the same rating (2.9) and if that's not the case the infantry will be removed by T5. They may not use attached infantry weapons (11.9).

Tankoviy desant units always move at the vehicle's rate, count as in the same cover as the ARM unit they are attached to and are always open topped. They can benefit from the BUA's save roll of '6'.

Orders must be as combined arms (12.4).

Variant rule n° 13: Triggering a PIN test (modifies 13.1.1)

A PIN test is forced on a triple FP dice score.

Heavy ART also trigger a PIN test on a double '4' and above.

Equipment Update

120mm M1938	(MTR)	-	1,5	4	tow	LT	39/-
37mm M1939 (61-K)	(37L73)	-	1,0	4	tow		39/-
Churchill IV	(57L45/6pdr)	9/8	1,0	8	1/tk	LF	42/8
Ferdinand	(88L71)	21/9	1,5	19	1/tk	LT; LF in CC	43/4



Axis

1.SS PzGren Division 'Leibstandarte Adolf Hitler' (Wish)



Infantry	1SS-Gren-Reg Battaillon (Elite):	2x HQ (fine)
		3x AIF + 1x MRT 3x AIF + 1x MMG 3x AIF
Reece SS Pz Reg.1	SS Pionier Kompanie (Crack)	3xAIF + 1x Flamm
	Panzerspahwagen Zug (Elite):	2x 20mm A/C (222, 231 6/8 rad) + 1 A/C or Pz II F
Guns	II. Abteilung (Crack):	1x Pz III M + 1x Pz IV H
		3x Pz IV H
		1x Tiger I
		2x Marder III or 2x Stug III G
	Panzerjäg or Sturm. Abteil.	2x Wespe; or 2x Hummel

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2.SS PzGren Division 'das Reich' (Kruger)



| | | |
|-------------|--------------------------------|--|
| Infantry | Panzergrenadier (Elite): | 2x HQ (fine) |
| | | 3x AIF + 1x MRT
3x AIF + 1x MMG
3x AIF + 1x MMG
3x AIF or MIF (Reece) |
| SS Pz Reg.2 | From II. Abteilung (Elite): | 3x Pz III J/M |
| | | 1x Pz III J/M + 2x Pz IV H |
| Guns | (Crack)
From SS-Pz.Jg.Abt.2 | 2x T34 |
| | | 1x Tiger I |
| | | 3x Marder III |
| | | 2x Wespe or 3x 10,5cm leFH18 + tractor |

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3.SS PzGren Division 'Totenkopf' (Priess)



| | | |
|----------------------|-----------------------------------|--|
| Infantry | Panzergrenadier (Elite): | 2x HQ (fine) |
| | | 3x AIF + 1x MRT
3x AIF + 1x MMG
3x AIF |
| Reece
SS Pz Reg.3 | SS Pionier Kompanie (Crack) | 3xAIF + 1x Flamm |
| | Panzerspahwagen Zug (Elite): | 3x 20mm A/C (222, 231 6/8 rad) |
| Guns | From I., II. Abteilung (Crack): | 3x Pz III J/M |
| | | 3x Pz IV H |
| | | 1x Tiger I |
| | | 2x Stug III G or 2x Marder III |
| | Pzjag. or Sturm. Abteil. (Elite): | 2x Wespe or 3x 10,5cm leFH18 + tractor |

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Panzer-Grenadier Division Gross Deutschland (Hoernlein)



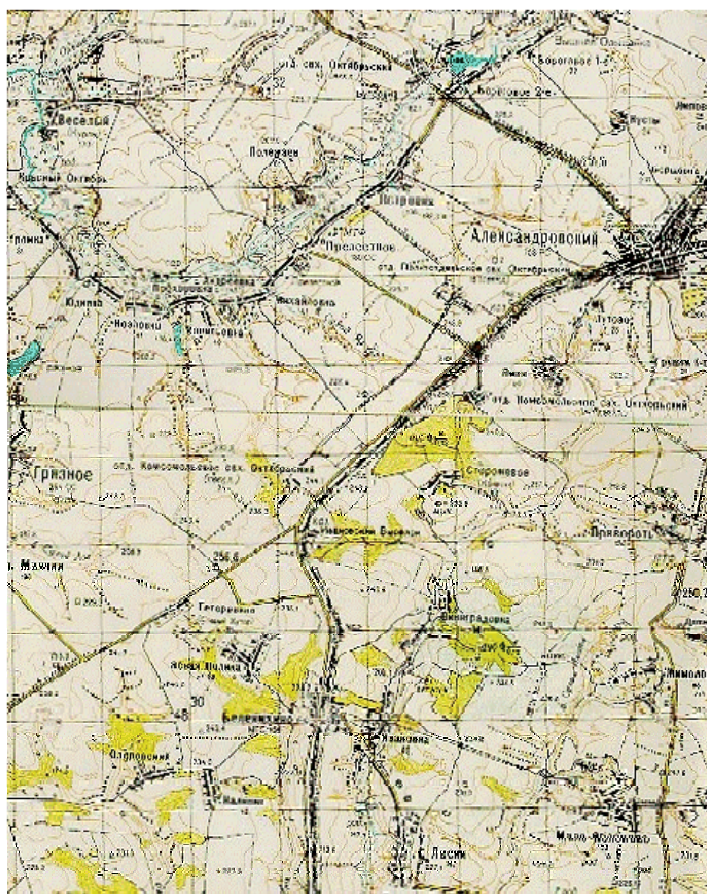
| | | |
|-----------------------|--------------------------|---|
| Infantry | Panzergrenadier (Elite): | 2x HQ (fine)
3x AIF + 1x MRT
3x AIF + 1x MMG
3x AIF + Pz III Flamm
3x MIF (Reece) |
| Pz.Reg.GD | From I., II. Abteilung: | 2x Pz III J/M + 1 Pz IV H
3x Pz IV H
1x Tiger I |
| Heerestruppen
Guns | From Pz Abteil.52: | 3x Panzer V Panther D early
2x 10,5cm leFH18 + tractor |

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18. Panzer Division (von Schlieben)



| | | |
|-----------------------|---------------------------|---|
| Infantry | Panzergrenadier (Elite): | 2x HQ
3x AIF + 1x MRT
3x AIF + 1x MMG
3x AIF + Brummbar Sturmpanzer (attached)
3x MIF (Reece) |
| Pz. Abt.18 | From Panzer Abteilung 18: | 1x Pz II F + 2x Pz III J/M
2x Pz IV H |
| Heerestruppen
Guns | From sPzJagAbt.560: | 3x Ferdinand
2x 10,5cm leFH18 + tractor |



12th of July



Ally

2nd Tank Corps (Popov)

| | | |
|-----------------|-----------------------------------|---------------------------------------|
| | | 2x HQ (poor) |
| Infantry | 58th Motor Rifle Brigade: | 3x MIF + 1x MMG |
| | | 3x MIF + 1x MTR |
| | | 3x MIF |
| Armour | 83rd Motorcycle Battalion, Reece: | 3x MIF |
| | From 26th Tank Reg.: | 3x T-34 (42/43) |
| | From 99th Tank Brigade: | 3x T-34 (42/43) |
| | From 169th Tank Brigade (raw): | 3x T-34 (41/42) |
| Option (pick 2) | 62nd Heavy Tank Reg.: | 2x KV-1 C |
| | 269th Mortar Reg: | 2x 120mm MTR + truck |
| | 1502nd A/T Regiment: | 2x 76mm ZiS-3 + tractor |
| | 1698th AA Regiment: | 1x 37mm A/A + 1x HMG |
| | 307th Guards Rocket Battalion: | 1x Katyusha + FOO (dedicated HQ poor) |

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10th Tank Corps (Burkov)

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|-----------------|-----------------------------------|---------------------------------------|
| | | 2x HQ (poor) |
| Infantry | 11th Motor Rifle Brigade: | 3x MIF + 1x MMG |
| | | 3x MIF + 1x MTR |
| | | 3x MIF |
| Armour | | 3x MIF |
| | From 178th Tank Brigade: | 3x T-34 (42/43) |
| | From 183rd Tank Brigade: | 3x T-34 (42/43) |
| | From 186th Tank Brigade (raw): | 3x T-34 (41/42) |
| Option (pick 2) | 1450th Assault Gun Reg.: | 1x SU 76 + 1x SU 76 or SU 122 |
| | 287th Mortar Reg: | 2x 120mm MTR + truck |
| | 727th A/T Regiment: | 2x 76mm ZiS-3 + tractor |
| | 1693rd AA Regiment: | 1x 37mm A/A + 1x HMG |
| | 128th Guards Rocket Bat.: | 1x Katyusha + FOO (dedicated HQ poor) |
| | 77th Motorcycle Battalion, Reece: | 3x MIF on motorcycles |

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5th Guards Mechanized Corps (Skvortsov)

| | | |
|-----------------|-------------------------------|---|
| | | 2x HQ (poor) |
| Infantry | 10th Guards Mechanized Bgd: | 3x AIF + 1x MMG |
| | | 3x AIF + 1x MTR |
| | | 3x AIF |
| Reece
Armour | 2 Motcy. + 4 A/C Guards Bat.: | 3x MIF on motorcycles + 1x BA 10 attached |
| | 24th Guards Tank Reg (Elite): | 2x T-34 (42/43) + 1x T60/70 |
| | 51st Guards Tank Reg (Elite): | 2x T-34 (42/43) + 1x T60/70 |
| | 54th Guards Tank Regiment: | 2x T-34 (42/43) + 1x T60/70 |
| | 55th Guards Tank Regiment: | 2x T-34 (42/43) + 1x T60/70 |
| | 1447th Assault Gun Reg.: | 2x SU 122 |
| Option (pick 1) | 269th Mortar Reg.: | 2x 120mm MTR + truck |
| | 409th Guards Mortar Bat.: | 1x Katyusha + FOO (dedicated HQ poor) |
| | 104th A/T Regiment: | 2x 76mm ZiS-3 + tractor |

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18th Independent Tank Corps (Bakharov)

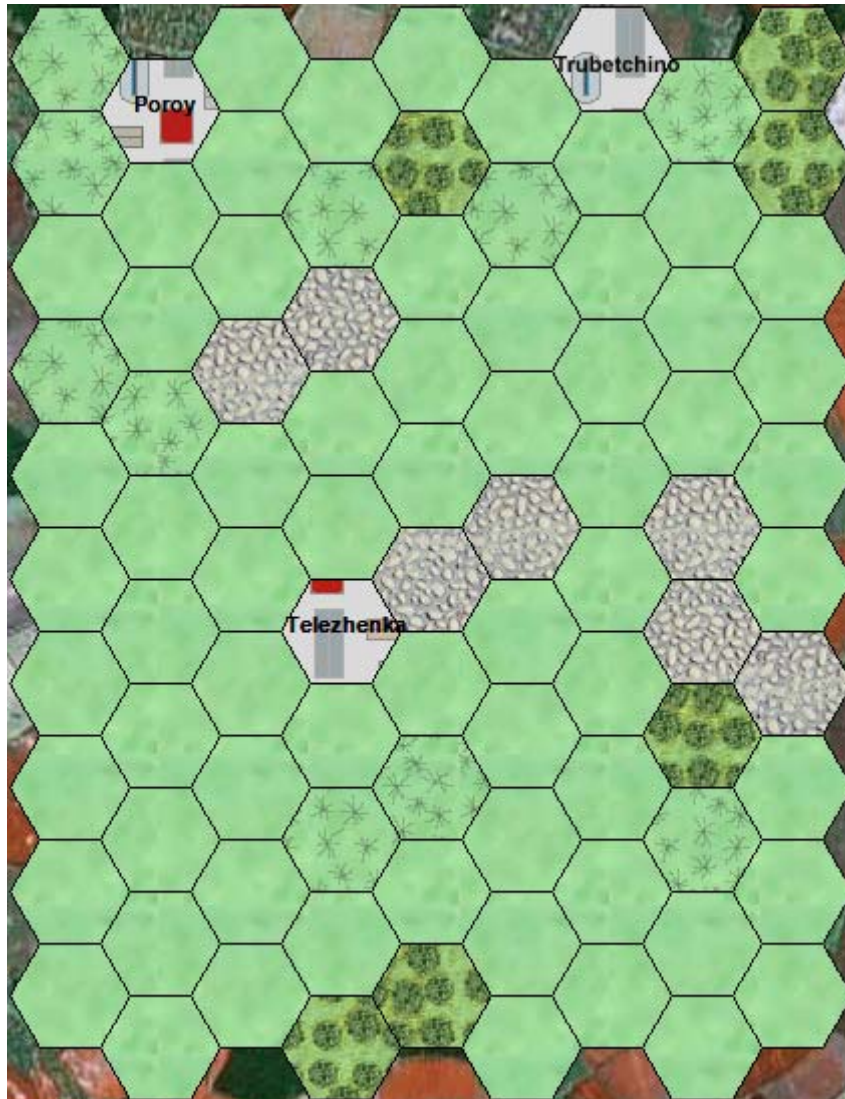
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|------------------------|--------------------------------|-------------------------|
| Infantry | 32nd Motor Rifle Bgd: | 2x HQ (poor) |
| | | 3x MIF + 1x MMG |
| | | 3x MIF + 1x MTR |
| | | 3x MIF |
| | | 3x MIF |
| Armour | 110th Tank Brigade: | 3x T-34 (42/43) |
| | 170th Tank Brigade: | 3x T-34 (42/43) |
| | 181st Tank Brigade (raw): | 3x T-34 (41/42) |
| | Light Tanks from Bgds (Reece): | 3x T60/70 |
| | 36 Guards Heavy Tank Reg.: | 2x Churchill IV |
| Option (pick 2) | 292nd Mortar Reg.: | 2x 120mm MTR + truck |
| | 1000th A/T Regiment: | 2x 76mm ZiS-3 + tractor |
| | 1694th AA Regiment: | 1x 37mm A/A + 1x HMG |
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31st Independent Tank Corps (Cherniekov)

| | | |
|-----------------|----------------------------------|--|
| Infantry | 65th Motor Rifle Bgd: | 2x HQ (poor) |
| | | 3x MIF + 1x MMG |
| | | 3x MIF + 1x MTR |
| | | 3x MIF |
| | | 3x MIF |
| Armour | 145th Mot. Engineer Sapper Bat.: | 3x MIF + Flamm |
| | 100th Tank Brigade: | 3x T-34 (42/43) |
| | 237th Tank Brigade: | 3x T-34 (42/43) |
| | 242nd Tank Brigade: | 3x T-34 (41/42) |
| | From all Tank Bgds (raw): | 3x Lee |
| A/T | 1244th A/T Reg. + 753rd Bat.: | 2x 76mm ZiS-3 + 1x 45mm (42) + tractor |



Map 1 Action Far West



Maximum Game Length: 7 turns

Deployment

Baseline: **Axis** W & by Poroy; **Ally** S & E.

Ally deploy first; 4x any unit on the baseline; can deploy 1-2 Coy dug-in, disclosed.

Axis: 4x any unit on the baseline; 1x Reece anywhere except on Ally deployment hexes.

Reinforcements

Axis & Ally: from Turn 1, any two units (on DR).

Ally: from Turn 3, 1x dive-bomber mission FP 5 (1 call).

Victory Conditions

Both sides score 1 Campaign point (CP) for each destroyed unit.

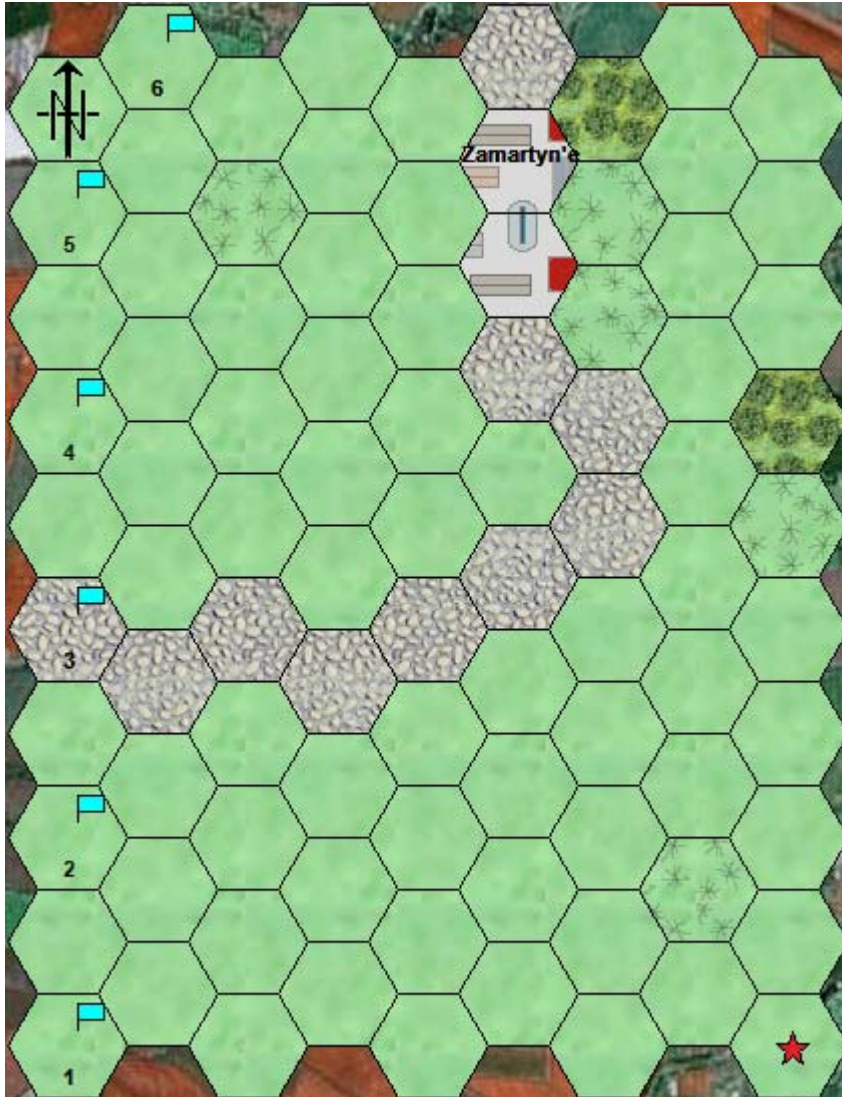
By Turn 7 add (first value is with a Coy second value is any other unit):

Ally: take Poroy 10/8CP; hold both Trubetchino and Telezhenka 5/5CP.

Axis: take Trubetchino 3/2CP; take Telazhenka 3/2CP; exit any unit East, except through corners, 2/2CP.

An empty village awards no points.

Map 2 The River Ridge



Game Length: **8** turns

The rough line is a shallow river that otherwise does not hinder movement.

Deployment

Ally deploy first; 5x any unit anywhere except on flag and nearby hexes; of those 1-2 Coy may be dug-in, disclosed, or 1-3 in *ambush at will* (choice must be declared).

Axis: roll d6 and place any unit on the corresponding flag; six rolls limit, no stacking allowed; then place 1x Reece anywhere except by Zamartyn'e; remainder units are reinforcements.

Reinforcements

Ally: from Turn 1, any unit automatically arrives on star; 1x dive-bomber mission FP 4 (1 call).

From Turn 5, one or two units enter on Star or eastern Wood.

Axis: from Turn 2, roll 1d6+1d6 for up to two units on flag hexes, stacking allowed.

Victory Conditions

Both town hexes occupied and no enemy on adjacent spaces 15-0 CP (winner-loser).

Both town hexes occupied and enemy present on adjacent hex 12-3 CP (winner-loser).

One town hex occupied 9-6 CP (winner-loser).

One town hex occupied by each side 5-5 CP +1 for each unit adjacent to a town hex.

Map 3 Bogoroditskoye



Game Length: **8** turns

The river is fordable by all, but takes a full move to cross within hex, except by amphibious units.

Deployment

Ally deploy first; 6x any unit anywhere except 2 hexes from the edges; of these any Coy may be held for *ambush at will* (number must be declared).

Axis: deploy any units on Northern road first two hexes, within stacking limits; roll d6+d6 and place any units on the corresponding blue flag hex, no stacking; then place 1x Reece unit anywhere but adjacent to a Sov unit or BUA.

Remainder units are reinforcements.

Reinforcements

Ally: from Turn 1, any one unit automatically arrives on B. Khom or on red flag road; 2x dive-bomber mission, FP 3 (2 calls).

Axis: from Turn 2, roll d6+d6 for up to two units on flag hexes, stacking allowed; 1x dive-bomber mission FP 4 (1 call).

Victory Conditions

Axis immediately wins by placing a Coy in Bogoroditskoye and any unit on another village.

Ally immediately wins if any unit sits on the first four northern road hexes and two blue flag entry points are cancelled.

By Turn 8: holding a village with any unit 5CP; destroy any unit but Reece 1 CP.

Guidelines for Smooth Campaigning

A. Individual Scoring

The following procedures are suggested to assign players to tables.

General restrictions:

- A. One player cannot play the same opponent unless he has played all other players before.
- B. One player cannot play twice in the same table with the same side.
- C. Axis versus Axis and Ally versus Ally games are not allowed.

Basic Procedures

1. Randomly pick up one player (A).
2. Randomize the player for a table (1-6) allegiance (Axis-Allies).
3. Randomly pick up his pair (B) among eligible players, which will automatically take the opposing allegiance and side.
4. Proceed until all players have a seat.

From game 2 and on:

5. Randomly assign the first free pair of players to new tables as soon as each is available.
6. Randomly pick up one opponent from the next pair of available players and match them to the previous pair, taking into consideration allegiance and giving preference to opponents that have not met before.

Note: on a limited number of players there will be several runs of repeated opponents, what it important is to ensure that each player does not play one opponent more than others.



B. Axis vs Ally

Tables 1-3 assembled together; 3 Combat Groups per side.



Axis: deploy N & W; **Ally:** deploy S & E, may select up to 6 Coy as dug-in, including any village.

Dug-in deploy first; then Axis and Ally alternately on baseline, Recce and HQ can be placed anywhere but on ZOC; undeployed units arrive later on DR.

Each village counts as 3 CP; Telezhenka is worth 4CP; Bogoroditskoye (yellow marker) is worth 5 CP.

Add +1 CP if unit is a Coy.

The side with more CP by Turn 7 wins.

