

SS PANZER REVISED OB 3.0

Version: 18 March 2021

Rules Changes

1. Game length is eight one-hour turns (from 0830 and ending at 1630 hours). For those who want an even longer game, twelve one-hour turns (from 0830 and ending at 2030 hours).

The eight-hour game covers the period from the start of the 5th Guard Tank Army's attack to its last attacks at the end of the afternoon. The twelve-hour game also includes Totenkopf's attack north of the Psel River in the early evening hours.

2. The Soviet player instantly wins a decisive victory if he is able to exit 20 steps worth of units off of the southern edge of the map east of the Psel River (hexes 4208 to 4236). These do not all have to exit on the same Game Turn. A decisive victory is achieved the moment the 20th step exits the map.

However unrealistic that it might look in retrospect, the Soviet plan for July 12th was to break through the II SS Panzer Corps with the tank corps of the 5th Guards Tank Army and then to exploit this breakthrough with the 5th Guards Mechanized Corps.

3. Instead of receiving sixteen artillery counters every turn, the Soviet player receives sixteen on Game Turn 1 and eight on Turns 2 through 8 (or 2 through 12 in the long game).

One of the most under-appreciated features of Prokhorovka was the German artillery advantage. The artillery consumption figures for the day clearly show this as the German consumed 732 tons of ammunition (shells and rockets) while the Russians only consumed 246 tons of ammunition. While the story about the artillery units of the 5th Guards and 5th Guards Tank Armies not having time to set a fire plan and register their guns upon arrival in the area has some merit, at least as far as the 5th Guards Army is concerned, it doesn't for the 5th Guards Tank Army as most of its artillery was sent south to fight against the German III Panzer Corps on July 12th. Two other factors must be considered here. One, most of the heavy artillery used at the battle had already been in place when the two armies had arrived, supporting other units in the area for several days, and were attached to the armies upon arrival. Two, the artillery units of the entire Voronezh Front were under an ammunition usage restriction which limited the number of rounds or rockets each unit could fire each day. During the opening 15-minute Russian artillery barrage that started the battle of Prokhorovka, the artillery units involved fired about 90% of their daily allotment, making artillery support very sporadic for the rest of the day.

4. German artillery support counters are not eliminated on a subsequent die-roll of 5 or 6. Instead, they are simply unavailable for use during the rest of the current turn. They are available in the following Game Turn.

No German artillery was lost due to counterbattery fire or air attacks during the battle. One battery of 150mm howitzers from the 1st SS Panzer Artillery Regiment's III Battalion was destroyed when the 31st Tank Brigade from the Russian 29th Tank Corps broke into the German artillery area.

5. Six of the German II SS Panzer Corps artillery counters can be used once per Game Turn (with

two dice per attack) and may not be used for Entry Fire. The other two counters can be used the same as with the divisional artillery counters. These counters may be used during any German division's Impulse.

These counters represent the six Werfer battalions and two 105mm howitzer battalions supporting the II SS Panzer Corps.

6. There are no German non-motorized units. The only Soviet non-motorized units are the Airborne and Rifle battalions of the Guards Rifle and Guards Airborne divisions.
7. The German LAH division may not set up any units in the pocket around Hex 1735. The Russians may set up in that pocket area.

There are really two Hill 252's in the Prokhorovka area. One is Hill 252.4 which is in Hex 1735, the other is Hill 252.2 which is located in Hex 2127. This latter area was where the armored infantry and one tank company of LAH historically set up.

8. Historical Soviet set-up (note that these set-up areas overlap):
 - a. 95th Guards Rifle Division sets up north and west of the Psel River.
 - b. 18th Tank Corps and six Rifle Battalions from the 42nd Guards Rifle Division set up between 3236-1644 and 1933-1039.
 - c. 29th Tank Corps and 9th Guards Airborne Division set up between 1932-1037 and 1923-1026.
 - d. 2nd Tank Corps (minus the 99th Tank Brigade) sets up between 2222-1023 and 3017-1107. The 99th Tank Brigade sets on or within one hex of 2932. Special Group B sets up in the town of Pravarovot or within two hexes of it.
 - e. 2nd Guards Tank Corps sets up anywhere south of hexrow 3017-1107.
 - f. 11th Motorized Rifle Brigade sets up within two hexes of 2935.
 - g. Restrictions on Soviet set up found in Rule 3.1 are modified slightly.
 - I. Soviet units must set up at least two hexes from any German units.
 - II. Soviet units must set up within two hexes of another unit of the same formation. Obviously, this does not apply to the 99th Tank Brigade of the 2nd Tank Corps.
 - h. Optionally, all of the starting German and Soviet corps/divisions chits can be pulled randomly from the chit cup, and each formation sets up as it is drawn.
9. There are two Soviet reserve formations, the remainder of the 42nd Guards Rifle Division and elements of the 5th Guards Mechanized Corps. The Soviet player may receive one or both of these formations as reinforcements with the following conditions:
 - a. No reinforcement formation may be received before Game Turn 4. The decision to commit a reserve formation is made at the very start of the turn, before the Soviet Bombardment Phase.

- b. Only one formation may be received per turn.
- c. For each reserve formation received as a reinforcement, the Soviet player must capture one more victory objective in order to achieve a geographic victory, and the German player must capture one less objective for a geographic victory. For example, if the Soviets receive the remainder of the 42nd Guard Rifle Division, he must capture 8 of the 9 Soviet objective hexes for victory, and the German player must capture 12 of the 18 German objective hexes for victory. The decisive victory conditions are unchanged.
- d. The remainder of the 42nd Guards Rifle Division enters at hexes 1214, 1044, and/or 1042. The 5th Guards Mechanized Corps units may enter at any along the northern edge of the map, from hexes 1009 to 1044.

Historically, the 42nd Guards Rifle Division deployed two of its rifle regiments with the 18th Tank Corps and these regiments followed the 18th's lead elements in the early part of the battle. The remainder of the 42nd deployed on either side of the Psel River in the early afternoon of the 12th of July. The 24th Guards Tank Brigade and the 10th Guards Mechanized Brigade, both which were part of the 5th Guards Mechanized Corps, were committed in the early evening to contain the advance of the German Totenkopf Division. The 6th Guards Airborne Division was never committed on the 12th of July so it is excluded from the game.

- 10. The units of Group B in the 2nd Tank Corps, once placed on the map, may not move during the entire game. They may fire and set up Fire Zones. At the end of the Recovery Phase of Game Turn 4, all units of Group B are removed from the map. (They are sent south to fight against the German III Panzer Corps.) Exception: Any unit in Group B that is in Close Combat at the end of Game Turn 4 stays on the map and is removed at the end of a future turn in which they are no longer in Close Combat.

German (all units have two steps unless otherwise indicated)

SS Panzergrenadier Division Liebstandarte Adolph Hitler

SS Panzer Recon Battalion LAH

- 1 x SdKfz 231 Company
- 2 x Motorcycle Company (1 step)
- 1 x Armored Infantry Company

SS Panzer Regiment LAH (one battalion only)

- 1 x Pz VI platoon (4 steps)
- 3 x Pz IV company
- 1 x Pz III company (1 step)
- 1 x Armored Infantry Company

1st SS Panzergrenadier Regiment

- 9 x Motorized Infantry company
- 3 x Motorized Heavy Weapons company
- 1 x Bison company (1 step)
- 1 x 50mm Anti-Tank company

2nd SS Panzergrenadier Regiment
6 x Motorized Infantry company
2 x Motorized Heavy Weapons company
4 x Armored Infantry company
1 x Bison company (1 step)
1 x 50mm Anti-Tank company

SS Assault Gun Battalion LAH
1 x StuG company (1 step)

SS Panzerjeager Battalion LAH
2 x Marder company (1 step)
1 x 75mm Anti-Tank company

SS Panzer Artillery Regiment LAH (three battalions)
3 x artillery support counters

The Liebstandarte division began July 12th with 4 Pz-VI in the 13th Company of the 1st SS Panzer Regiment and 11 Pz-III and 48 Pz-IV in its one-battalion Panzer Regiment. The regiment's other battalion, the 1st, was in France converting to Panther Tanks. The armored infantry company in the panzer regiment was actually an armored assault engineer company which also acted as infantry for the regiment. On the 12th, Liebstandarte had 12 SuG-IIIs in its 1st SS Assault Gun Battalion and 21 Marder II/IIIs in its 1st SS Panzerjager Battalion.

SS Panzergrenadier Division Das Reich

SS Panzer Recon Battalion Das Reich
1 x Sd Kfz 231 company
3 x Motorcycle company (1 step)

SS Panzer Regiment Das Reich (one panzer battalion and one anti-tank battalion functioning as a panzer battalion)
1 x Pz VI platoon (2 step)
2 x Pz IV company (1 step)
2 x Pz III company
1 x Pz III company (1 step)
1 x T-34 company (1 step)
1 x Armored Infantry company

SS Panzergrenadier Regiment "Deutschland"
9 x Motorized Infantry company
3 x Motorized Heavy Weapons company
1 x Bison company (1 step)
1 x 75mm Anti-Tank company
2 x 50mm Anti-Tank company

SS Panzergrenadier Regiment "Der Fuhrer"
9 x Motorized Infantry company

3 x Motorized Heavy Weapons company
1 x Bison company (1 step)
1 x 75mm Anti-Tank company (1 step)
2 x 50mm Anti-Tank company

SS Assault Gun Battalion Das Reich
3 x StuG company (1 step)
1 x Marder company (1 step)

SS Panzer Artillery Regiment Das Reich
4 x artillery support counters

Das Reich started July 12th with 1 Pz-VI (although a second Tiger tank joined it just before the battle), 21 Pz-IV, 40 Pz-III, 8 T-34, 10 Marder II/III, and 28 StuG III. The division's 1st Panzer Battalion was in France converting to Panther tanks, so its Panzerjaeger battalion was used as a defacto Panzer Battalion consisting of one Pz III company and the T-34s. The Panzer regiment also had an armored engineer assault company. The Panzerjeager Battalion's Marders and AT guns were distributed amongst the Panzergrenadier Regiments and the Assault Gun Battalion. The 3rd Battalion of the Der Fuhrer Regiment had not received its halftracks yet, so it remained a motorized unit. The Recon Battalion hadn't received any halftracks either, so it retained all of its motorcycle companies.

SS Panzergrenadier Division Totenkopf

SS Panzer Recon Battalion Totenkopf
1 x SdKfz 231 company
3 x Motorcycle company (1 step)

SS Panzer Regiment Totenkopf
3 x Pz VI platoon (1 with 4 steps and 2 with 3 steps)
2 x Pz IV company
3 x Pz III company
1 x Pz III company (1 step)

SS Panzergrenadier Regiment "Thule"
9 x Motorized Infantry company
3 x Motorized Heavy Weapons company
1 x 50mm Anti-Tank company

SS Panzergrenadier Regiment "Theodore Eicke"
9 x Motorized Infantry company
3 x Motorized Heavy Weapons company
1 x 50mm Anti-Tank company

SS Assault Gun Battalion Totenkopf
3 x StuG company (1 step)

SS Panzerjeager Battalion Totenkopf
1 x Marder company (1 step)
2 x 75mm Anti-Tank company

SS Panzer Artillery Regiment Totenkopf
 4 x artillery support markers

Totenkopf fought the Battle of Prokhorovka with 10 Pz-VI in the 9th Company (it started the day with 11 Tigers, but one developed an electrical failure before the unit moved out), 41 Pz-IV, and 56 Pz-III in its two battalion Panzer Regiment. Its Panzer Regiment did not have an armored engineer assault company. Its Theodore Eicke regiment's III Battalion had not received their halftracks yet, so it remained a motorized unit (even though it was equipped with motorcycles instead of trucks). Neither panzergrenadier regiments had any Bisons. The Panzer Recon Battalion had not received any halftracks either so it retained all of its motorcycle companies. Its assault gun battalion had 31 StuG III and its Panzerjeager Battalion had 11 Marders. Note that the Panzer Recon and Panzerjeager battalions are off-map to the west, screening against the Russian 97th Guards Rifle Division, and are not used in the game (they are just listed here for completeness).

II SS Panzer Corps Artillery

6 x artillery support counters (each only has First Use side).
 2 x artillery support counters (each has both First Use and Subsequent Use sides).

Two independent Werfer Regiments, the 55th and 1st Lehr, and two independent 105mm howitzer battalions, the I Battalion/861 and III Battalion/818, supported the II SS Panzer Corps.

New German Units

Unit Type	Vehicular	Anti-Infantry	Range	Steps	Gun Factor	Armor Factor	Movement Cost
SdKfz 231	Yes	(5)	0	2	0	1	4*
Bison	Yes	(5)	5	1	(8)	2	5
50mm Anti-Tank	No	(2)	1	2	5*	0	6*
75mm Anti-Tank	No	(2)	1	2	8*	0	6*

Notes: Units marked with a “*” in their Gun Factor column have a Close Combat die-roll modifier. Units marked with a “*” in the Movement Cost column have the Road Bonus.

Soviet (all units have two steps unless otherwise indicated, and all two-step T34 units have tank riders)

At start:

97th Guards Rifle Division

9 x Rifle battalion (non-motorized)
 3 x 45mm Anti-Tank battalion

The 97th Guards Rifle Division was part of the 5th Guards Army, and like the rest of this army, had just reached the Kursk front the day before, after starting the campaign as part of the Steppe Front. This was the division being screened by the Totenkopf's Recon battalion. It is located off-map to the west of

the 95th Guards Rifle Division and is not part of the game, but is shown here for completeness.

31st Tank Corps

9 x T-34 battalion (1 step)
3 x Motor Rifle battalion (1 step)
1 x BA-64 battalion (1 step)

The 31st Tank Corps was still forming up during the Battle of Kursk and was part of the 1st Tank Army. However, one or two of its tank brigades supported the 97th Guards Rifle Division (records are unclear as to which ones they were). The 31st had been in combat several days prior to Prokhorovka and was severely reduced in strength. It is located off-map to the west of the 95th Guards Rifle Division and is not part of the game, but is shown here for completeness. By the way, the 31st did have Grant tanks in two of its tank battalions but did not receive them until after Prokhorovka, towards the end of the Kursk campaign.

95th Guards Rifle Division

9 x Rifle battalion (non-motorized)
3 x 45mm Anti-Tank battalion

The 95th Guards Rifle Division, like the 97th, was part of the 5th Guards Army, and had just arrived in the area the day before. It did not have tank support from the 31st Tank Corps.

11th Motorized Rifle Brigade

3 x Motor Rifle battalion (1 step)
1 x 45mm Anti-Tank battalion (1 step)
1 x 76mm Anti-Tank battalion (1 step)

The 11th Motorized Rifle Brigade was part of the 10th Tank Corps, the rest of which was off-map with the 1st Tank Army to the west. It had been in the area for two days already and although it had taken some serious casualties, was still in reasonable shape.

18th Tank Corps

1 x BA-64 Battalion (1 step)
1 x Motorcycle battalion
3 x T-34 battalion
3 x T-70 battalion
2 x Churchill battalion
6 x Motor Rifle battalion
1 x 45mm Anti-Tank battalion
1 x 57mm Anti-Tank battalion
1 x 76mm Anti-Tank battalion
1 x 85mm Anti-Tank battalion (1 step)

Though it had not yet seen combat during the Kursk campaign, the 18th Tank Corps was under strength with 75 T-34s, 60 T-70s, and 39 British-supplied Churchill tanks. Most of the shortfall came from vehicle drop-outs from the long road-march from the Steppe Front, although most of the vehicles caught up to the 18th the next day. The Churchill battalions were the 36th Guards Tank Regiment with 18 tanks and the 1549th Heavy SU Regiment with 21 tanks. (The 1549th Heavy SU Regiment was being used as a holding unit for 21 replacement Churchill tanks which had arrived at the 5th Guards Tank

Army the night before. The unit's inherent SU-152s were all off-map either attached to other units or in the field trains being repaired.) It also had one regiment from the 10th Anti-Tank Brigade.

42nd Guards Rifle Division (-)

6 x Rifle battalion (non-motorized)

These are the two Guards Rifle Regiments that followed the lead elements of the 18th Tank Corps down into the Psel River valley during the initial assault.

29th Tank Corps

1 x BA-64 battalion (1 step)

1 x Motorcycle battalion

6 x T-34 battalion

3 x T-70 battalion

1 x SU-152 battalion (1 step)

1 x SU-122 battalion (1 step)

1 x SU-76 battalion (1 step)

6 x Motor Rifle battalion

1 x 45mm Anti-Tank battalion

1 x 76mm Anti-Tank battalion

1 x 85mm Anti-Tank battalion (1 step)

The 29th Tank Corps was over strength with 132 T-34 and 72 T-70 tanks. It also had the intrinsic 1446th Mixed SU Regiment with 12 SU-122s and 9 SU-76s. It further had the attached 1529th Heavy SU Regiment with 11 SU-152s and one KV-1c (although only 3 SU-152s actually participated in the battle).

9th Guards Airborne Division

9 x Airborne battalion (non-motorized)

3 x 45mm Anti-Tank battalion

Another division from the 5th Guards Army, it entered the fight against the II SS Panzer Corps on July 11th. It was attached to the 5th Guards Tank Army on the 12th to provide infantry support for the attack of the 29th Tank Corps.

2nd Tank Corps

1 x Motorcycle battalion (1 step)

3 x T-34 battalion (1 step)

3 x T-70 battalion (1 step)

1 x Churchill battalion (1 step)

6 x Motor Rifle battalion (1 step)

1 x 45mm Anti-Tank battalion (1 step)

1 x 57mm Anti-Tank battalion

1 x 76mm Anti-Tank battalion (1 step)

1 x 76mm Anti-Tank battalion

Group B 3 x T-34 battalion

1 x T-70 battalion

The 2nd Tank Corps had been badly damaged after several days of fighting against the II SS Panzer

Corps. By July 12th, it was down to 29 T-34s, 28 T-70s, and 4 Churchill tanks. Its 99th Tank Brigade (one T-34 battalion, one T-70 battalion, and one Motor Rifle battalion, all 1 step) had been separated from the rest of the tank corps and was operating on its own down in the Psel River valley. Because of its losses, the bulk of the independent 10th Anti-Tank Brigade had been attached to the tank corps. Also, Group B, consisting of the 53rd and 55th Guard Tank Regiments, had been attached to the tank corps as an emergency reserve, in case the Germans attacked and broke through the 2nd Tank's thin line. However, by 1230 hrs, the threat of a German attack on the 2nd Tank Corps had receded and Group B was released to go south to fight against the German III Panzer Corps. Note: The Churchill battalion is really a combination of the 2nd Tank Corps and 2nd Guards Tank Corps Churchill units. I just put this combined unit with the 2nd Tank Corps.

2nd Guards Tank Corps

1 x BA-64 battalion (1 step)
1 x Motorcycle battalion (1 step)
4 x T-34 battalion
2 x T-70 battalion
1 x T-70 battalion (1 step)
5 x Motor Rifle battalion
1 x 45mm Anti-Tank battalion
1 x 76mm Anti-Tank battalion (1 step)
1 x 85mm Anti-Tank battalion (1 step)

The 2nd Guards Tank Corps began the Kursk campaign as part of the Voronezh Front's reserve and was attached to the 5th Guards Tank Army and possessed 85 T-34s, 51 T-70s, and 3 Churchill tanks on July 12th.

Static Infantry

These units represent the 52nd Guards Rifle Division, 183rd Rifle Division, and remnants of various other units. The 52nd Guards Rifle had been fighting the 4th Panzer Army since the very start of the German offensive, and though it had been badly damaged, it remained intact as a fighting formation.

Artillery

16 Artillery Counters on Turn 1
8 Artillery Counters on Turns 2-8
4 Artillery Counters on Turns 9-12 (optional)

Reserves

42nd Guards Rifle Division (-)

3 x Rifle battalion (non-motorized)
3 x 45mm Anti-Tank battalion

The remainder of the 42nd Guards Rifle Division entered the battle at mid-day on July 12 against the Totenkopf division.

Elements of the 5th Guards Mechanized Corps

4 x T-34 battalion
1 x T-70 battalion

4 x Motor Rifle battalion
 1 x 45mm Anti-Tank battalion (1 step)
 1 x 85mm Anti-Tank battalion (1 step)

The 5th Guards Mechanized Corps was the most powerful unit in the 5th Guards Tank Army, with 141 T-34s, 48 t-70s, 12 SU-122s, and 9 SU-76s, in addition to three mechanized brigades of infantry. In the 5th Guards Tank Army's original plan, this corps was supposed to exploit the success of the army's tank corps. But as the battle progressed, it was forced to send its units both north and south to contain German breakthroughs. These units represent the 10th Guards Mechanized Brigade, the 24th Guards Tank Brigade, and the 737th AT Artillery Battalion, which were committed to the Prokhorovka battlefield during the late afternoon of July 12th, shortly before the end of the eight-turn game.

New Units

Unit Type	Vehicular	Anti-Infantry	Range	Steps	Gun Factor	Armor Factor	Movement Cost
BA-64	Yes	(5)	0	1	0	1	6*
Motorcycle	Yes	(2)	1	2	0	0	4*
SU-76	Yes	(4)	5	1	7*	2	4
SU-152	Yes	(5)	5	1	(8)	6	4
45mm Anti-Tank	No	(2)	1	2	4*	0	6*
57mm Anti-Tank	No	(2)	1	2	5*	0	6*
76mm Anti-Tank	No	(2)	1	2	7*	0	6*
85mm Anti-Tank	No	(2)	1	1	8*	0	6*

Notes: All units with a "*" in their Gun Factor column have a Close Combat die-roll modifier. All units with a "*" in their Movement Cost column have the Road Bonus.

Design Notes: This is the third update of the game SS Panzer. The first two updates were done by Peter J. Rogers and I am thankful for his previous work. In fact, I was so impressed with them, that I used his format in making this update. Both of his updates were accurate to the times during which they were written. But as time moved on more information came out about the battle of Prokhorovka. Perhaps the ultimate information source for the battle of Prokhorovka is now the book *Kursk: The Battle of Prokhorovka* by Christopher Lawrence, which was published in 2015. This massive book (about 1,700 pages) is about the German attack on the southern flank of the Kursk salient and is the result of over twenty years of research by the Dupuy Institute. Thousands of pages of documents and reports from both the German and Russian archives were researched and hundreds of surviving veterans of the battle were interviewed (most of whom have since passed on) during the making of this book. I cannot recommend a better source than this.