

Scenario 3**3rd Mechanized Corps Operations: Ukraine, August 1943****The Situation**

Bloodied in action against the the German Panzergrenadier Division 'Grossdeutschland' during the decisive Kursk offensive, the Soviet 3rd Mechanized Corps remained an integral element of the Soviet 1st Tank Army. When that unit assumed the offensive during Operation Polkovodets-Rumyantsev in August 1943, the 3rd Mechanized Corps led the assault.

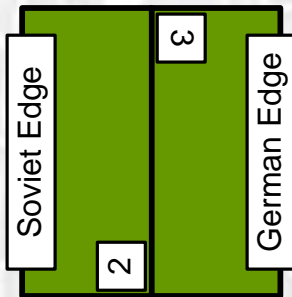
During the liberation of Kharkov it clashed with elements of German Army Group South as it attempted to force the Soviet forces back on the defensive.

The Germans were unable to hold back the Soviet forces, and Kharkov would never again fall into German hands.

In recognition of its performance at Kursk and during subsequent actions, in October 1943, the 3rd Mechanized Corps received its Guards honorific and was renamed the 8th Guards Mechanized Corps.

The Map

Utilize maps 2 and 3

**SETUP**

Conditions	Normal visibility. No adverse terrain.
Soviet ...	Force sets up first anywhere on map 2 and/or map 3 at least 6 hexes from the German edge.
	Leg and towed units may setup inside any of Kutuzovka's building hexes on map 2.
	Leg and towed units may setup in any Heavy Woods hexes.
	All objective building hexes are under Soviet control at the start of the scenario whether occupied or unoccupied.
German ...	Force sets up second anywhere on map 3 no more than 3 hexes from the German edge.

VICTORY CONDITIONS

Length	20 turns
365 VPs	To the force that controls Kutuzovka on map 2. To control Kutuzovka, a force must occupy or be the last to occupy at least 10 of the 15 building hexes (or remaining rubble hexes) for a full turn. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	For elimination, knock out or brew up.
75 VPs	Required victory margin.

SPECIAL CONDITIONS

When determining the Initiative, no Force Grade modifiers are applied.

If special ammo types are available, utilize Ammo Limits.

If Morale Rules (OR) are in effect, utilize the base point information.

Only the Soviet Force may employ the Hidden Unit Rules (OR). A maximum of 3 Hidden Unit Markers may deploy.

Requires Panzer Expansion #1

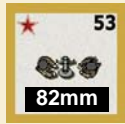
Soviet Force

ELEMENTS OF THE 10TH MECHANIZED BRIGADE, SEASONED, [546]

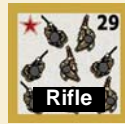
MOTORIZED RIFLE COMPANY (MIXED): SEASONED, EXCELLENT, CP-8, [546]



x1
15



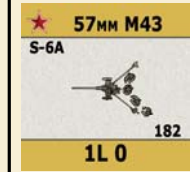
x1
40



x3
28



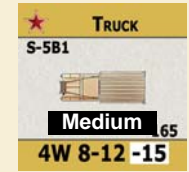
x1
22



x1
37



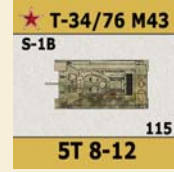
x2
39



x1
9



x3
43



x2
66

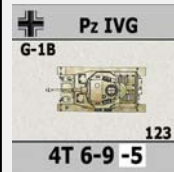
German Force

ELEMENTS OF KAMPFGRUPPE HÖRST, SEASONED, [904]

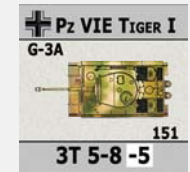
PANZER COMPANY (MIXED): SEASONED, EXCELLENT, CP-11, [904]



x1
96



x3
64



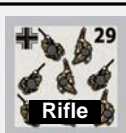
x1
79



x4
71



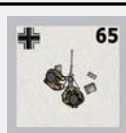
x2
44



x3
30



x3
15



x1
24



x1
6