



Ponyri (Kursk)



The Battle of Ponyri took place in **Ponyri**, a small town in the **Kursk Oblast** of **Russia**, during **World War II**. It occurred in **July 1943** as part of the larger **Battle of Kursk**, one of the biggest tank battles in history.

General Howitzer summarizes:

Ponyri was a slugfest in the mud and blood of Kursk—like a Stalingrad on a smaller scale. The Germans threw their Panzers and infantry at that rail junction with everything they had, trying to break through to Kursk, and the Soviets met them with steel, fire, and sheer grit. House to house, trench to trench, they held the line. The enemy never got past it—and Ponyri became the anvil that broke the German spear.



7 VP's



Card Balance:

Russian - 4

Axis - 6

Complexity:

3

Conditions:

Countryside



Location:

Russia

Year:

1943



Theater:

Eastern Front

Campaign:

Battle of Kursk

Codename:

part of Operation Citadel

Summary:

Objectives: 7 VP's.

The key to winning Ponyri is controlling the town. It is worth two VP's. Whichever side controls the town will cause the opponent to waste a lot of troops trying to gain control.

Terrain:

Countryside with forest and hills on one side, mines on the other, and the five-hex town of Ponyri in the center.

Troops:

Allies - 9 Infantry, 4 Armor, 3 Artillery

Axis - 8 Infantry, 7 Armor





□ **Winning as Allies**

1. The town of Ponyri is worth two VP's. You begin with control of it, but since it has 5 hexes, you should take control of the central hex of Ponyri so that you have majority control. This will force the enemy to waste a lot of forces throwing themselves against this well-defended town.
2. The Allied role in this scenario is primarily defensive. Use your sandbags and be slow to leave them. But if the enemy begins pummeling your armor on the left flank, you may need to consider a more aggressive approach, if your cards allow it.
3. You have three artillery. Take the time to move them forward one row early in the battle while you still have time, so that they can improve their hit rate against the enemy.



□ **Winning as Axis**

1. Because the town of Ponyri is worth two VP's! , you should attempt to get your infantry into it pretty quickly, before the enemy occupies all town hexes. But only take it, if you can keep them there, as they will be surrounded by the enemy on all sides.
2. On your left flank, use the forest and hills to advance your infantry under cover. If you try to make a direct assault in the open countryside, they will get decimated.
3. On your right flank, you have an armor superiority, so you can place yourself behind the mines and continuously degrade the enemy's strength. But be aware of the artillery on the right. If the Allies move it one row forward, your armor directly behind the row of mines will be subject to 2D rolls against your forces.
4. When the enemy is sufficiently degraded, you may consider breaching the mines. (Expect some hits, but if you use your elite forces that begin with 4 armor figures, you should have a sufficient survival rate to continue the attack.) If you find



the opening, you can push through for direct assaults against the enemy armor.

Battle Reports:

(percentage of Allied Victories):

54%

24

BR - Ponyri



Allies Won



Axis Won

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Battle of Kursk



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