La Prokhorovka (Kursk) [Overlord]

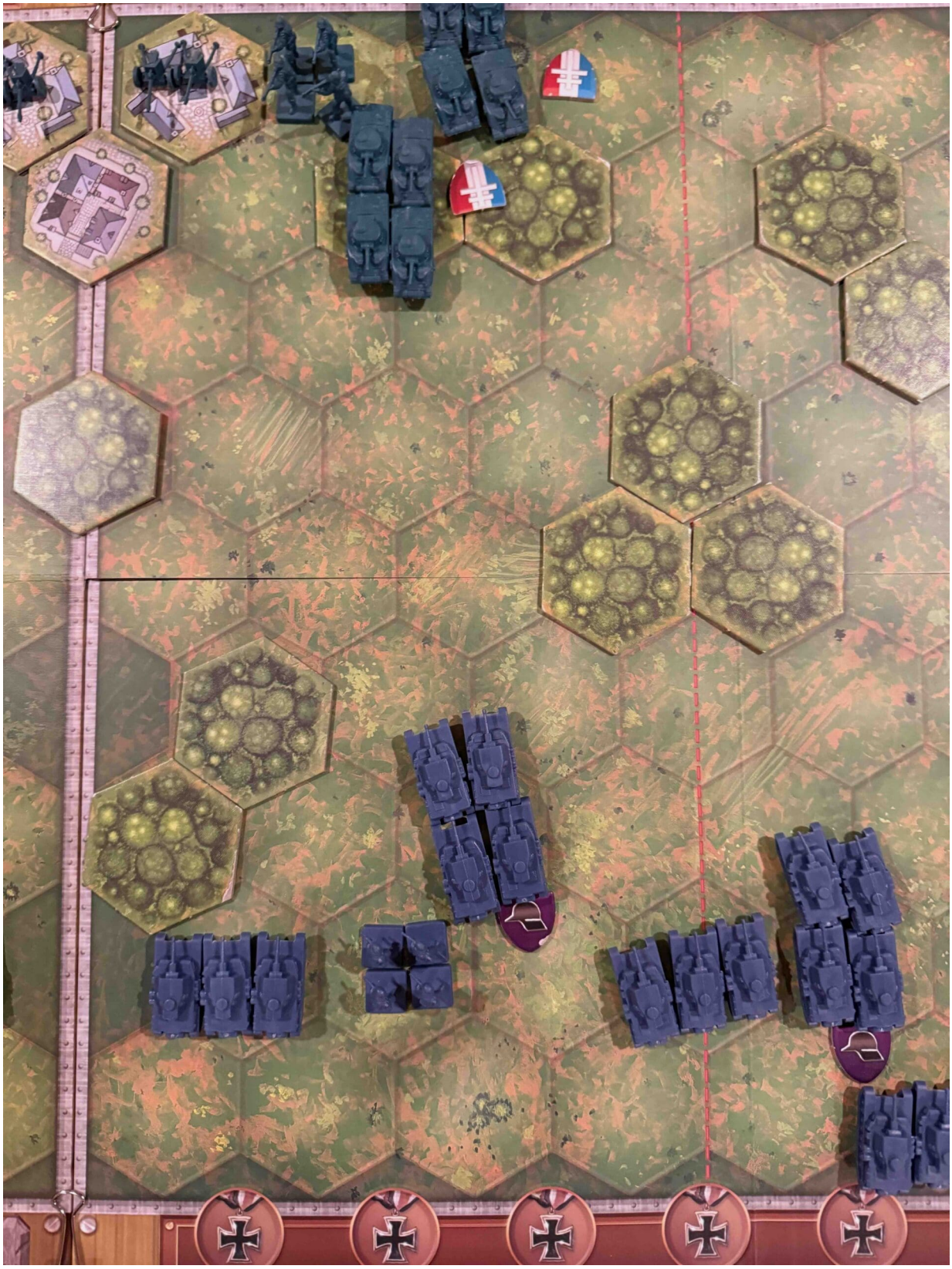
44 - [KURSK] PROKHOROVKA
OVERLORD

Prokhorovka_overview

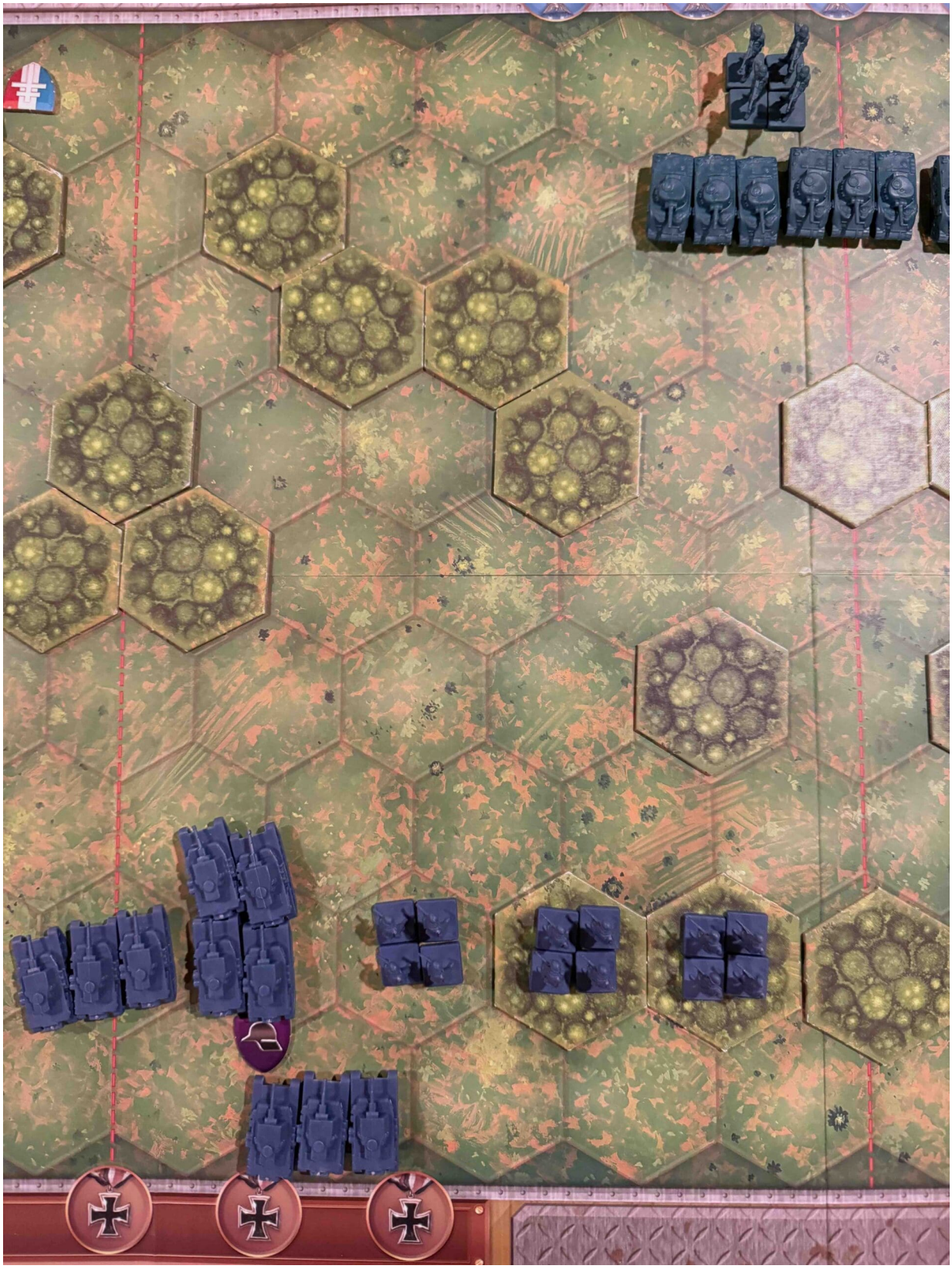
Prokhorovka_Axis_L1

Prokhorovka_Axis_L2

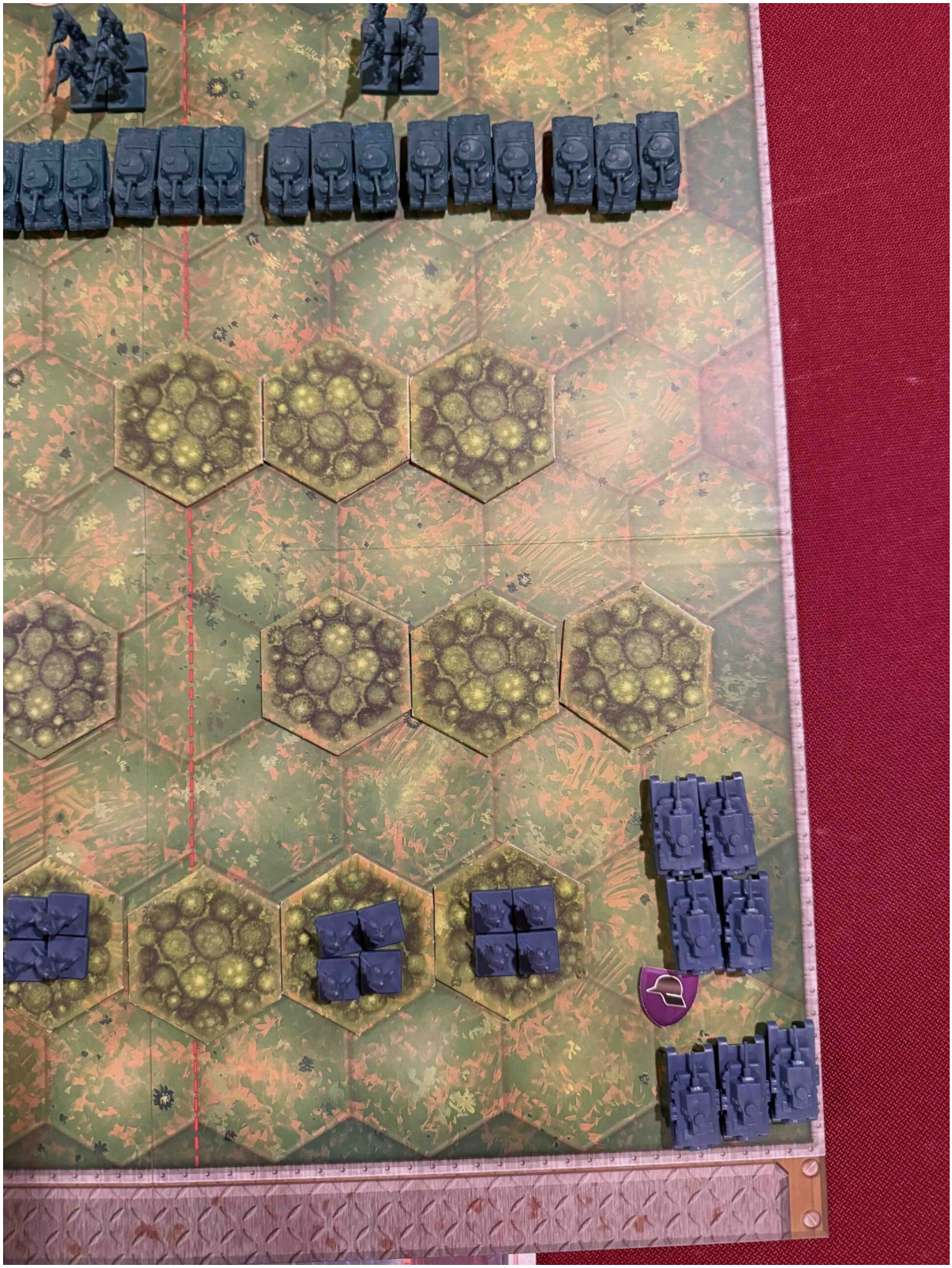
Prokhorovka_Axis_L3



Prokhorovka_Axis_R1



Prokhorovka_Axis_R2



Prokhorovka_Axis_R3

Varaville
Varaville

Prokhorovka_fullLeftFlank

MEMOIR 44

Prokhorovka_fullRightFlank

The **Battle of Prokhorovka** on **July 12, 1943**, was one of the largest tank clashes of World War II, fought between Soviet forces and Germany's **II SS Panzer Corps** during the **Battle of Kursk**. The Soviets launched a massive counterattack to halt the German advance, resulting in brutal close-quarters fighting.

General Howitzer summarizes the results:

Prokhorovka was the kind of fight that strips war down to raw courage and cold steel. On July 12, 1943, the Germans drove forward with their elite SS Panzer divisions, thinking they'd punch a clean hole through the Soviet lines and finish the Kursk offensive on their terms. Instead, they ran headfirst into a Soviet counterattack that came on like a tidal wave of T-34s.

This wasn't long-range dueling — this was knife-fight range, tank against tank, guns blazing at fifty yards, machines ramming each other like charging bulls. The battlefield turned into a cauldron of smoke, fire, and shattered armor. And in that chaos, the Russians did what mattered most: they stopped the Germans cold.

The Panzers never got their breakthrough. Kursk slipped from Hitler's grasp. And Prokhorovka proved once again that in war, the side that holds its ground with grit and fury — not just fancy equipment — is the side that turns the tide.

12 VP's

Card Balance:

Allies – 10

Axis – 10

Complexity:

4

Conditions:

Countryside

Context:

Historical

Location:

Russia

Year:

1943

Theater:

Eastern

Campaign:

Battle of Kursk

Codename:

Operation Citadel

Summary:

Objectives:

12 VP’s

Battlefield:

A countryside with the River Pesl cutting vertically through the left section.

Troops:

Allies – 8 Infantry, 15 Armor, 2 Artillery

Axis – 11 Infantry, 14 Armor

Special Rules:

1. The River Psel is fordable.

Winning as Allies

1. You have two Artillery placed right in the center of the battlefield hidden in the town hexes. They will be much more useful to you, if you can move them forward a hex or two.

2. Move your Armor unit which is in the forest hex just to the left of the city of Prokhorovka up into the forest hex which is exactly in the center of the battlefield. It will give you a magnificent view of the battlefield in all directions.

3. Your Armor units stuck in the right corner, need to come forward to be prepared for attack in that section.

STRATEGIC OVERVIEW

1. This is a 12 medal game so there is a lot of strategic placement which will pay dividends for you to win later on in the game.

2. So grab the forest and town hexes as quickly as possible, so that you can attack

the enemy forces from a safe location. There are so many tanks in this scenario that if you leave any of your forces out in the open, they will get wiped out.

3. There are so many tank figures in this game that as many as 50 armor figures could get wiped out before the game is over.

Winning as Axis

1. The Axis have an attack vector on the right section. They can move their Infantry two hexes forward and capture the woods in the very center of the battlefield. Also, your Armor in the right need to be move forward quickly and placed into the forest hexes to be prepared to attack the enemy.

2. Get all of your Armor which is sitting out in the open in the center section into defensive positions, or they will be wiped out.

Battle Reports

Author:

Days of Wonder

Link:

General Howitzer / Battle Reports

Prokhorovka (Kursk)

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. Register

Please login, so your battle history can be updated. Login

Allied win rate**100.00%**
Average medals per side
Allies—Axis—
Submitted AARs
1Games reported
Allied victories**1 · 100.0%**
Axis victories**0 · 0.0%**

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

Log in or register to share a strategy.