

# H13. Slaughter at Ponyri

Created 03/25

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Counter	No.	ID	Nationality	Notes
Perimeter German [Russian]	60		Game-Camp	
DM [Gutted Bldg]	20		Game-Basic	
Prep Fire [Bounding Fire]	10		Game-Basic	
PIN	6		Game-Basic	
TI	4		Game-Basic	
STUN [RECALL 1]	4		Game-Veh/Ord	
stun	6		Game-Veh/Ord	
Residual Fire 2 [Residual Fire 1]	15		Game-Basic	
Residual Fire 4 [Residual Fire 6]	10		Game-Basic	
Residual Fire 8 [Residual Fire 12]	5		Game-Basic	
Fire Lane 1R [Fire Lane 1L]	6	A-F	Game-Basic	
Fire Lane 2R [Fire Lane 2L]	5	A-E	Game-Basic	
Fire Lane 4R [Fire Lane 4L]	3	A-C	Game-Basic	
Fire Lane 6R [Fire Lane 6L]	2	A-B	Game-Basic	
Shock [UK]	4		Game-Veh/Ord	
TCA BU [TCA CE]	14		Game-Veh/Ord	
BMG Malfunction [BMG Disabled]	6		Game-Veh/Ord	
CMG Malfunction [CMG Disabled]	10		Game-Veh/Ord	
MA Malfunction [MA Disabled]	10		Game-Veh/Ord	
RMG Malfunction [RMG Disabled]	4		Game-Veh/Ord	
H-t-H MELEE [CC]	20		Game-Basic	
Target Acquisition	16	G-V	Game-Veh/Ord	(Blue) ACQ for StuG IIIG
4-2-6 Conscript	26	a-z	Russian	
2-2-6 Conscript HS	14	S-Z; a-f	Russian	

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Counter	No.	ID	Nationality	Notes
10-2	1		Russian	Cpt Yenshin
9-2	3		Russian	Cpt Ryabov, Lt Rumiantsev, Lt Sukiasian
9-2 Armor Leader	1			1st Lt
9-1	4		Russian	Lt Aikenshin, Lt Mortonovich, Lt Petrus, Lt Shellabov
9-1 Armor Leader	2		Russian	2nd Lt
8-1	8		Russian	Sgt Arshavin, Sgt Badanov, Sgt Chyalo, Sgt Dasayev, Sgt Kaminski, Sgt Molnarkich, Sgt Smytvich, Sgt Zajac
8-1 Armor Leader	3		Russian	1st Sgt
8-0	10		Russian	Sgt Babushkin, Sgt Belov, Sgt Isakov, Sgt Kulikyan, Sgt Kurtikov, Sgt Makarov, Sgt Schillinski, Sgt Yakolev, Sgt Yashin, Sgt Yousarian
7-0	4		Russian	Cpl Alekov, Cpl Kuryakin, Cpl Petukh, Cpl Yakovets
6+1	1		Russian	Col Potapev
1-4-9	3		Russian	Petrovski, Pukhov, Pyrrinski
4-5-8 Paratroop	52	A-Z; a-z	Russian	
2-4-8 Paratroop HS	26	A-Z	Russian	
2-2-8 Infantry Crew	30	11-40	Russian	
6 <sup>2</sup> -2-8 Assault Engineer	16	S-Z; a-h	Russian	

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Counter	No.	ID	Nationality	Notes
3-2-8 Assault Engineer HS	8	I-P	Russian	
First Fire Inherent [Final Fire]	20		Game-Veh/Ord	
First Fire AAMG [Final Fire]	5		Game-Veh/Ord	
First Fire All MG [Final Fire]	5		Game-Veh/Ord	
First Fire SW [Final Fire]	10		Game-Veh/Ord	
First Fire CMG [Final Fire]	7		Game-Veh/Ord	
First Fire BMG/CMG [Final Fire]	6		Game-Veh/Ord	
First Fire BMG [Final Fire]	7		Game-Veh/Ord	
First Fire MA [Final Fire]	10		Game-Veh/Ord	
Motion Attempt [sD Attempt]	10		Game-Veh/Ord	
Gutted Bldg [CE AAMG]	8		Game-Veh/Ord	
Encircled	10		Game-Veh/Ord	
Labor -1 [Labor -2]	10		Game-Basic	

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Counter	No.	ID	Nationality	Notes
4-4-7 1st Line Square	78	a-z; AA-ZZ; aa-zz	Russian	
5-2-7 1st Line	26	a-z	Russian	
2-3-7 1st Line Square HS	14	A-L; a-b	Russian	
2-2-7 1st Line HS	14	M-Z	Russian	
2-4-8 Paratroop HS	4	a-d	Russian	
6 <sup>2</sup> -2-8 Assault Engineer	2	i-j	Russian	
3-2-8 Assault Engineer HS	2	Q-R	Russian	
LMG DP 1928	22	L-Z; a-g	Russian	
MMG PM obr. 1910	10	G-P	Russian	
HMG DS1939	7	E-F; a-e	Russian	
ATR PTRD-41	10	F-O	Russian	
DC	6	G-L	Russian	
FT ROKS-2	4	E-H	Russian	
MTR 50* 50mm RM obr. 40	7	A-E	Russian	1.
Berserk [Wound]	4		Game-Basic	
Hero [Hero Wound]	4		Game-Basic	
Melee [CC]	5		Game-Basic	
Target Acquisition	10	a-f; aa-dd	Game-Veh/Ord	(Black) ACQ for Val VIII(b)
Target Acquisition	12	A-B; G-P	Game-Veh/Ord	(Brown) ACQ for 76.2mm obr. 39
Target Acquisition	12	G-R	Game-Veh/Ord	(Olive Drab) ACQ for T-70
Target Acquisition	12	G-R	Game-Veh/Ord	(Purple) ACQ for KV-1 M42
Target Acquisition	13	G-S	Game-Veh/Ord	(Red) ACQ for SU-76M
Turn Marker	2		Game-Basic	Russian/German

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Counter	No.	ID	Nationality	Notes
10-3	1		German	Maj Zierhold
10-2	2		German	Cpt Muhlausen, Cpt Mundstock
10-2 Armor Leader	1		German	Cpt
9-2	3		German	Lt Patser, Lt Schonebeck, Lt Seidlitz

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Counter	No.	ID	Nationality	Notes
9-2 Armor Leader	2		German	1st Lt
9-1	4		German	Lt Liesemeyer, Lt Petros, Lt Shellenberg, Lt Timm
9-1 Armor Leader	3		German	2nd Lt
8-1	7		German	Sgt Buchdahl, Sgt Ciliox, Sgt Kraussen, Sgt Muller, Sgt Nordloff, Sgt Ryland, Sgt Zahn
8-1 Armor Leader	3		German	1stSgt
8-0	7		German	Sgt Bolk, Sgt Diesener, Sgt Franz, Sgt Gutman, Sgt Matthaus, Sgt Nevshemal, Sgt Volz
7-0	4		German	Cpl Drexel, Cpl Dieter, Cpl Glickman, Cpl Grau
6+1	2		German	Col Hoth, Col von Kluge
1-4-9	4		German	Kamanetz, Koch, Konig, Kretschmer
<u>5</u> <sup>4</sup> - <u>4</u> - <u>8</u> Assault Engineer	18	A-R	German	
2-3-8 Assault Engineer HS	8	A-H	German	
4-4- <u>7</u> Sapper	14	A-N	German	
2-3-7 Sapper HS	13	A-M	German	
4 <sup>1</sup> - <u>6</u> -7 1st Line	60	a-z; aa-zz; AA-GG	German	
4-4-7 2nd Line	4	a-d	German	
2-4-7 1st Line HS	24	a-x	German	
LMG MG34	13	M-Y	German	
MMG MG34 or MG42	8	a-f; aa-bb	German	
HMG MG42	3	a-c	German	
ATR PzB 39	4	G-J	German	
DC Gebalte Ladung 3Kg	6	G-L	German	
FT FIW 41	3	F-H	German	
MTR 50* 5cm leGrW 36	5	F; a-b	German	1.
dm MMG [dm HMG]	7		German	
dm 50mm MTR [dm 81mm MTR]	3	[E-G]	German	
BU AAMG [CE AAMG]	30		Game-Veh/Ord	
Blaze [Flame]	14		Game-Terr	

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Counter	No.	ID	Nationality	Notes
4-5-8 Elite Square	26	a-z	Russian	
2-4-8 Elite Square HS	14	M-Z	Russian	
Location Russian [Location German]	62		Game-Camp	
Mine Belt Right [2 AT]	8	C-J	Game-Terr	
Mine Belt Right [4 AT]	2	A-B	Game-Terr	
Mine Belt Right [6]	8	N-T	Game-Terr	
Mine Belt Right [12]	2	K; L	Game-Terr	
Mine Belt Left [4 AT]	2	A-B	Game-Terr	
Mine Belt Left [2 AT]	8	C-J	Game-Terr	
Mine Belt Left [6]	8	N-T	Game-Terr	
Mine Belt Left [12]	2	K; L	Game-Terr	
No Smoke [No HEAT]	20		Game-Veh/Ord	
Target Acquisition	40	A1-D7	Game-Veh/Ord	(Green) ACQ for T-34 M43

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Counter	No.	ID	Nationality	Notes
Concealment 1/2-inch [CX]	52	EE-ZZ; a-z; aa-dd	Russian	
Concealment 1/2-inch [CX]	26	a-z	German	

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Counter	No.	ID	Nationality	Notes
Sniper	2		German	
PzKpfw IVF2	2	b-c	German	23.
StuG IIIG	16	G-V	German	34.
StuH 42	6	D-F; a-c	German	36.
PzJg Tiger	6	E-F; a-d	German	38.
StuPz IV	6	A-B; c-f	German	37.
Marder III(t)H	4	A-B; a-b	German	47.
Opel Blitz	6	a-f	German	96.
Renault AGR2	4	A-D	German	
		E-F; a-f		
MTR 81* 8cm GrW 34	14	aa-ff	German	2.
AT 45L 4.5cm PaK 184/1(r)	3	A-C	German	
AT 50L 5cm PaK 38	8	A-B; a-f	German	8.
AT 75L 7.5cm PaK 40	8	E-F; a-f	German	10.
ART 155* 15.5cm sFH 414(f)	3	A-C	German	
ART 75* 75M 19S	3	A-C	Allied Minor	30. Correction (DB4)
T-34 M43	5	A7-D7; F7	Russian	16.
Valentine VIII(b)	10	a-f; aa-dd	Russian	52.2
Fortified Building Level 0 [Dispersed Smoke 2 (Gray)]	10		Game- Terr	
Fortified Building Level 0 [Dispersed Smoke 2 (White)]	4		Game-Terr	
Fortified Building Level 1 [Dispersed Smoke 2 (Gray)]	6		Game-Terr	
Fortified Building Level 2 [Dispersed Smoke 2 (White)]	16		Game-Terr	
Fanatic Outpost	4		Game-Terr	
Concealment 5/8-inch [Trench]	8	a-h	Russian	
Area Acquisition	16	G-V	Game-Veh/Ord	(Blue) ACQ for StuG IIIG
Area Acquisition	6	a-f	Game-Veh/Ord	(Burgundy)

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Counter	No.	ID	Nationality	Notes
Sniper	2		Russian	
T-70	12	G-R	Russian	5.
T-34 M41	6	a-f	Russian	14.
T-34 M43	35	A1-E6	Russian	16.
KV-1 M42	12	G-R	Russian	23.
SU-76M	13	G-S	Russian	30.
SU-152	2	a-b	Russian	33.
MTR 82* BM obr. 37	8	E-F; a-f	Russian	2.

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Counter	No.	ID	Nationality	Notes
AT 45L PTP obr. 32	8	E-F; a-f	Russian	7.
AT 45LL PTP obr. 42	8	C-D; a-f	Russian	8.
ART 76L PTP obr. 39	12	A-B; G-P	Russian	15.
AA 85L ZP obr. 39	4	A-B; E-F	Russian	27.
Area Acquisition	12	A-B; G-P	Game-Veh/Ord	(Brown) ACQ for 76.2 mm obr. 39
Area Acquisition	12	G-R	Game-Veh/Ord	(Purple) ACQ for KV-1 M42
Area Acquisition	14	E-F a-f; aa-ff	Game-Veh/Ord	(Pale Green) ACQ for 8cm GrW 34
Area Acquisition	8	E-F; a-f	Game-Veh/Ord	(Maroon) ACQ for BM obr. 37
Area Acquisition	8	E-F; a-f	Game-Veh/Ord	(Black) ACQ for 7.5cm PaK 40

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Counter	No.	ID	Nationality	Notes
KV-1 M42	4	a-d	Russian	23. Opt: a-d AAMG
Burnt Out Wreck [Shellhole]	8		Game-Terr	
Burnt Out Wreck [Wire]	16		Game-Terr	
Debris [Rubble-Wood]	10		Game-Terr	
Debris [Shellhole]	10		Game-Terr	
Debris [Wire]	6		Game-Terr	
Shellhole [Wire]	6		Game-Terr	
Trench [A-T Ditch]	8		Game-Terr	
Trench [Burnt Out Wreck]	24		Game-Terr	
Trench [Debris]	8		Game-Terr	
Trench [Rubble-Wood]	8		Game-Terr	
Trench [Wire]	12		Game-Terr	
Wire [Shellhole]	8		Game-Terr	
Smoke +3 [Dispersed Smoke +2 (Gray)]	16		Game-Terr	
Smoke +3 [Dispersed Smoke +2 (White)]	4		Game-Terr	
SR [FFE: 1]	1		Game-Veh/Ord	
FFE:2 [FFE: C]	1		Game-Veh/Ord	
German Continue [End]	1		Game-Camp	
Russian Continue [End]	1		Game-Camp	
Concealment 5/8-inch [A-T Ditch]	8	Q-X	German	
Area Acquisition	16	A1-D3	Game-Veh/Ord	(Green) ACQ for T-34 M43



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Scenarios

Mapsheets

Name	ID	ID	Description
Expelled!	HASL SaP01	SaP N	Ponyri-North
Pomeranian Fury	HASL SaP02	SaP C	Ponyri-Central
For the Fatherland	HASL SaP03	SaP S	Ponyri-South
For the Motherland	HASL SaP04	SaP T	Ponyri-Train Station
Recovery Day	HASL SaP05		
Rough Recess	HASL SaP06		
Unholy Trinity	HASL SaP07		
Pukhov's Push	HASL SaP08		
Schoolhouse Rock	HASL SaP09		
Apples to Oranges	HASL SaP10		
The 11th Hour	HASL SaP11		
The Onslaught Resumes	HASL SaP12		
A Timetable Disrupted	SaP CG I		