

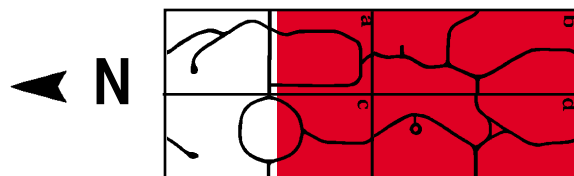
# THE SCHOOLHOUSE

## DELUXE ASL SCENARIO 8



**PONYRI, RUSSIA, 9 July 1943:** It was a nondescript, strung-out village but it was situated in the Kursk salient and it was destined to become the scene of the most intense street fighting since Stalingrad. The school, the water tower, the tractor station, the railway embankment, and the train station became fiercely contested landmarks whose price in blood was paid and repaid dozens of times in that fateful week. But now, three days after the initial foothold was gained, the surrounding hills 239.8 and 253.5 had fallen to German assaults and monstrous Ferdinand assault guns rumbled into the village streets.

### BOARD CONFIGURATION:



Only hexrows A-G on boards a & c are playable

**VICTORY CONDITIONS:** The Germans must have a Victory Point total at least three greater than three times the turn number in which the Russian reinforcements enter play (see SSR 5) by game end. The Germans receive one Victory Point for each stone building hex (not Location) of boards b and d which they control plus a bonus of three points if they control the schoolhouse (b13-14), five points if they control the tractor station (bD1-D2-E1-E2-F1), and seven points if they control the crossroads (signified by possession of hexes dE4, F4, F2, G2, G5, and H3).

### TURN RECORD CHART

★ RUSSIAN Sets Up First [209]	1	2	3	★ 4	5	6	7	8	9	10	See SSR 5; restart on Turn 1
☙ GERMAN Moves First [287]											

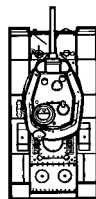
### BALANCE:

- ☙ The game ends four turns (not five) after the arrival of the Russian reinforcements (SSR 5).
- ★ The Russian reinforcements arrive on a Reinforcement dr two (not three) < the current turn number (SSR 5).








**Elements of 307th Rifle Division [ELR: 3] set up anywhere on the map south of hexrow D on boards a and c. {SAN: 5}**





 4-5-8	 4-4-7	 2-2-8	 9-2	 9-1	 8-1	 7-0	 8-16	 6-12	 4-10	 2-6	 30-1	 7 morale
6	17	4							3	2	3	12

















**Elements of 1st Battalion, 1032nd Rifle Regiment [ELR: 3] enter as per SSR 5: [129]**

 4-5-8	 4-4-7	 8-1	 8-0	 2-6	 30-1	 14 8 6 76L 2/4 <sup>th</sup>
6	9			3	3	6

 57LL	 45LL
2	2

**Elements of 3rd Battalion, 508th Grenadier Regiment [ELR: 4] set up north of hexrow D on boards a and c. {SAN: 3}**



 8-3-8	 4-6-8	 4-6-7	 10-2	 9-2	 9-1	 8-1	 8-0	 7-16	 5-12	 3-8	 30-1	 24-1	 8 18 8 88LL
3	3	20				2	2	2	3	5	3		4

### SPECIAL RULES:

- EC are wet with no wind at start. Kindling is NA.
- There are no 2nd level buildings; all multi-hex buildings contain ground/1st levels only with an inherent stairwell in each hex (B23.22). All rowhouses (B23.71) are considered single story houses; the thick black bar separating such houses is considered Open Ground but is not sufficient to allow VBM.
- The Russians may use HIP for ≤ 2 squad equivalents (and any SMC/SW set up with them).
- Prior to setup, the Russians may secretly record ≤ three building Locations as Fortified (B23.911).
- Commencing with turn 4, the Russians must make a dr for reinforcements during their RPh in each of their Player Turns until they arrive. If they roll at least three less than the current turn number, their reinforcements appear anywhere along the south edge. The game ends five turns after the arrival of the Russian reinforcements.
- All Russian elite units have MOL. NOTE: A MOL's Basic TK# is reduced by two during the AFPh unless using Opportunity Fire. Russian elite MMC are considered Assault Engineers for CCV purposes.

7. None of the PzJgTigers have BMG.

8. Hex dL3 is considered a water tower. No LOS/LOF may be traced through the green circle inside the road outline of the hex but it does not have a TEM. Entry of the hex or movement within it is limited to Bypass or the Aph. Any Infantry unit in the hex must specify one of the six vertices of the hex as the point it will trace fire to and from by placement of the unit on that vertex inside the hex. Infantry can use Bypass to enter or remain in the Water Tower hex and may use the Aph to advance to any vertex in the Water Tower hex from the same or an adjacent hex and vice versa.

**AFTERMATH:** The Ferdinands were soon immobilized by Anti-Tank guns firing at their tracks and then dispatched by "anti-tank squads" with explosive charges and petrol bombs. Nevertheless, the German attack gained 500 costly yards only to prompt an immediate Soviet counterattack. So intense was the fighting that the opposing battalion commanders both fell within seconds at the forefront of their respective forces while exhorting their men to take or retake the schoolhouse. On this occasion, the Germans held the schoolhouse but could not take the all-important crossroads. After over a dozen such attacks, the Germans were forced to up the ante and commit their last reserves in the form of the 10th Panzer Grenadier Division the following night to take the village. Nonetheless, for several days thereafter Ponyri remained the target of repeated Soviet counterattacks including massed armor and even a sabres-drawn cavalry charge.