

## The Battle of Kursk

These are some supplement rules on the other paper.

### Starting Out

You have been assigned a number of units. These units consist of several metal stands, each with 2-3 figures on them or a single vehicle. Your other sheet should tell you what you control. Also, your entire team has a chip bank of red and green chips. These represent your forces' food, fuel, and ammo. Actions you take use these chips, and each of your units may only use one chip per turn. Only your general may replenish your chips. They have command coins that are able to grant you supplies and other support. Generals only have a small amount of command coins, and are allowed to turn down your requests. Don't ask multiple times either, your teammates might also want your general's aid too.

### Turn Phases

When it is your turn, you will have a 2 minute Order phase. Place your green and red chips down, request fire support and strategize, but do not roll dice, move troops, or take any actions. Next, you will have a 2 minute Action phase where you carry out all of your orders, have all the oohs and ahs, etc. The enemy will do the same thing during their turn.

### Advice

- Work as a team, even if you don't like your teammates
- The Orders phase will go by in a snap, use your time wisely
- Remember, the point of the game is to have fun, so relax and have a good time
- Bad rolls are natural, deal with them
- For an easier victory, use combined arms (eg: tanks supporting an infantry advance) and team tactics
- The victor is not always who killed the most units in the game, pay attention to your objective(s)

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