

## **General's Edition**

### **The Battle of Kursk**

You will be participating in the battle of Kursk as the overall commander of a section of the front lines. This battle was one of the most significant battles of 1943. The following set of rules will be your main guide for playing this wargame.

**Starting Out and Turn Phases are on the half sheet.**

#### **Congratulations!**

If you're reading this, you have been selected to play as an overall commander for the battle. As opposed to most of your classmates who will be in direct control of a few units, you dictate the overall battle.

#### **Rolling for Initiative and Command Coins**

At the start of each turn, both you and your opposing general will roll two dice to see which side goes first. The player with the higher total wins and rolls a third die to determine the number of command coins, while the loser will receive only one coin. Coins allow for you to resupply, repair, and raze your foe's forces with artillery. All of your abilities cost one coin, and may be used as many times as you like each turn unless otherwise noted. Also, your coins disappear after that turn, you may not hoard them.

#### **Resupply**

Your forces use a limited supply of red and green chips, red to fire and green to move, and need to be resupplied constantly. Use a coin in your Orders Phase to requisition 10 chips of a single color or 5 chips of each color. You may not redeem your chips until the Actions Phase, which means your side may not use them until the next turn.

#### **Reinforcement**

When your co-commanders' forces become completely slaughtered on the battlefield, it is your responsibility to call in your reserve and assign them to that player. For a player who has all of their units destroyed may receive a single former unit on your table edge if you spend a green chip and command coin.

#### **Repair**

If one of the vehicles on your side becomes immobilized, you may spend a coin to repair it. It may not perform any actions this turn and may act as normal in the next.

#### **Indirect Artillery (Once per turn)**

##### **Orders Phase**

You have been given control of a single long ranged artillery battery for the duration of the game that your co-commanders may request the use of. They will request fire support from your guns throughout the game, and you are allowed to fire at their targets by spending a coin and red chip. However, if you have more than one fire mission, then you should politely decline all but one request. You may not choose your own target. Once you have a target, the other commander will first provide you a spotting range from one of his units. The range that they give is how far from their unit to the target your shot will land. Mark the location.

##### **Action Phase**

Next, roll a scatter die and a normal die. If the scatter die shows an arrow, move the red chip in that direction as many inches as on the die. If it is a hit, then the shot will land there. All firing orders must be given and either accepted or denied during the Orders phase, along with a spotting range. During the action phase, you will roll the scatter dice and resolve the damage. Units hit only need to roll their saving throw.

#### **Additional Tips**

- Don't be a jerk. This goes for everyone, but even more so for you. Your team isn't going to win if all of you are squabbling the entire game.
- Don't micro-manage. Each and every one of your co-commanders is perfectly capable of running their section of the battle.
- Have an overall strategy. Coordinate attacks, decide when to pull back, and make sure your team knows what you're doing.