

Support Commander's Edition

The Battle of Kursk

You will be participating in the battle of Kursk, one of the major battles of World War II in 1943. In this battle, you will be playing the role of a supporting commander. The following set of rules will be your main guide for playing this wargame.

Starting Out and Turn Phases are on your half sheet.

Moving Your Troops

To move your units, take 1 green chip for every unit you are moving. Discard the chips and move them no more than the number of inches under move on that type of unit. Your move may not bring you within 1" of an enemy unit, and all the stands in your unit must stay together. You may not move and fire and vice versa.

Firing

To fire, take 1 red chip for every unit that is firing. Discard that chip and choose a target in the line of sight and range of your unit. Then measure to see if your target is within range of your shot and see if it is in Close, Effective, or Long range. If your target is out of range, do not resolve the shots and discard the red chip. If in range, pick up the same number of dice for the unit's Shots value multiplied by the number of living models in that unit and roll them. Targets in Long range need a 5+ to hit, a 4+ in Effective, and a 3+ in Close. Your opponent will then take their saving throws and mark any casualties.

Firing Indirectly (Mortars only)

Orders Phase

Your co-commanders will request fire support from your guns throughout the game, and you are allowed to fire at their targets. However, if you have more fire missions than you have guns, then you can also politely decline their requests. You may not choose your own target. Otherwise, once you have a target, the infantry 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. Draw a straight line from the spotted point to your unit and mark the location.

Action Phase

Next, check the range between that point and your artillery piece. If it is either too close or too far, discard the red chip and do not resolve any hits. If in range, 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.

Being Shot At

When you are shot at, your opponent will let you know how many shots have hit your unit. Roll that many dice as hits for that unit. If they are in the open, they need a 5+ to save. If in cover, add 1 to that roll. A unit is in cover if 50% of its surviving members are not visible or they are completely inside some form of terrain. If you fail a save, place a ring around each casualty. If an off-table artillery bombardment or a bomb hits your units, you receive a -1 to your saving throw.

Morale

When a unit takes over 50% casualties, they must check their morale. Roll two dice. If the result is a 7 or more, then the unit passes its morale check. Do this each time they take more casualties after the initial roll. If a roll is failed, then they will become pinned. Place a yellow chip next to that unit, and it may not do anything for one of your turns. The chip will be removed after 1 turn.

Unit	Close Range	Effective Range	Long Range	Number of Shots	Movement	Notes
Heavy Machine Gun (HMG)	12"	24"	36"	3/model	6"	
Mortar	-	-	12"-36"	1/model	6"	Anti-Tank