

Armor 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. Your role in the battle will be a commander of a platoon of vehicles. The following set of rules will be your main guide for playing this wargame.

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

Moving

To move your units, take 1 green chip for every unit you are moving in the Action Phase. All of your tanks count as a single unit and each of your AT guns count as a unit. Discard the chips and move them no more than the number of inches under move on that type of unit during the action phase. If you move a unit with more than one model, each must be within 6" of each other at the end of the move. You cannot move into terrain or within 1" of an enemy unit. If you move, you may not fire and vice versa.

Firing


To fire, take 1 red chip for every unit you are firing during the orders phase. Next, choose a target in the line of sight 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. Next, roll your shot. 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. Your tank is equipped with both Armor Penetrating and High Explosive rounds, allowing your crew to deal with both infantry and other tanks; but your AT gun is only equipped to fire on other tanks.

Being Shot At

If a tank is hit, roll two dice and pick the highest. If an artillery piece is hit then only roll one. You need a save of 5+ or your vehicle is destroyed. However, if you are only hit by the blast of a blast weapon, a failed save will only mean that your vehicle may no longer move. Place a yellow chip on that unit. You may add 1 to a roll if your vehicle is at least 50% obscured by terrain from the shooter. If the side or rear armor of your tank is hit, you receive a -1 to your saving roll. If an off-table artillery bombardment or mortar hits your tanks, you receive a +1 to your saving throw but a -1 to your gun crews. Meanwhile, your antitank gun crews save on a 5+ on a single die each. They get a +1 if their stand is in cover.

Morale

Your men have the upmost faith in their vehicles. You have no need for morale checks. However, if your anti-tank gun team 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
Tank (Armor Penetrating Rounds)	12"	24"	36"	1	6"	Anti-Tank
 High Explosive Rounds (Tank Round)	-	12"	24"	1	-	Anti-infantry, 2" blast, no scatter
AT Gun	12"	36"	48"	1	6"	Anti-Tank