

## Infantry Commander's Edition

### The Battle of Kursk

You will be participating in the battle of Kursk as a commander of a platoon of infantry. 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.**

#### 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 within 4" of each other. In addition, your LMG must be within 12" of a friendly infantry squad. You may not move and fire and vice versa.

#### Firing

To fire a unit, spend 1 red chip for every unit you are firing 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 Effective or Long range. If out of range, then do not resolve the shots but discard the red chip. Next, count the number of living figures in that unit and multiply it with the number of shots it gets on your card. Pick up the same number of dice for the shots they get and roll them during the Action Phase. 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. Only your riflemen are able to take down vehicles with their rocket launchers, otherwise you cannot shoot at them. You may not shoot at tanks with anything except your Rocket Launcher.

#### Requesting Support


Although you have many troops, they can easily be countered with the larger guns of tanks and artillery. During your Orders Phase, you can also request for fire support from your main commander. Once it is granted to you, choose one of your units and guess the distance between that unit and your target. Remember to do all of this during your Orders phase. The artillery platoon commander will do the rest during the Action Phase. This is important, as using fire support is your best means of eliminating tanks.

#### 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 and remove stands that have been completely ringed. If an artillery bombardment or any other explosive hits your units, you receive a -1 to your saving throw.

#### Morale

When a unit takes over 50% casualties, they must check to see if their morale. If the result is a 7 or more on 2 dice, 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                   |
|---|-------------|-----------------|------------|-----------------|----------|-------------------------|
| Riflemen  | 6"          | 18"             | 24"        | 1/model         | 8"       |                         |
|  Rocket Launcher (in Rifle unit) | 6"          | 12"             | -          | 1               | -        | One shot max, Anti-Tank |
| Light Machine Gun (LMG)   | 6"          | 18"             | 24"        | 2/model         | 8"       |                         |
| Heavy Machine Gun (HMG)   | 12"         | 24"             | 36"        | 3/model         | 6"       |                         |