KURSK ADDENDA

Rules

[6.13] *(correction)* Delete the phrase "...before it expends any Movement Points."

[6.16] *(correction)* The second sentence should read: "The Zones of Control of Enemy units being overrun are *ignored* by the overrunning units until that overrun is resolved."

[11.16] *(clarification)* The last sentence should read: "Thus, *most* supply and communication restrictions do not apply to anti-tank and artillery units (see 11.59)."

[11.51] *(correction)* Delete the phrase "— for the entire Game-Turn."

[11.59] *(clarification)* An out-of-supply German headquarters unit is restricted in its use of Anti-tank and Artillery Points exactly as out-of-supply Soviet anti-tank and artillery units are.

[13.22] *(change)* Terrain does *not* affect anti-tank combat. The Phasing player's units do *not* get the benefit of terrain in their current hex.

[18.18] *(clarification)* The Unit Manifest/Order of Battle has *nothing whatsoever* to do with the play of the game. It is useful only to those who are interested in historical research. If you are still confused, simply delete Section 22.0 from the rules.

[18.27] *(addition)* Any reinforcing unit may be in Independent Command when it enters the map, provided the limits in 11.15 are not exceeded.

[18.48] *(addition)* Either player may choose to extend a scenario by an extra Game-Turn if he grants the opposing player *five* Victory Points. Immediately upon the conclusion of the Organization Phase of the Soviet Player-Turn of the last regularly scheduled Game-Turn, the German player must declare whether or not he wishes to exercise this option. If he declines, the Soviet player may choose to do so.

At the end of the first extra Game-Turn, the player who did *not* extend the game may choose to add yet another Game-Turn by granting his opponent *ten* Victory Points. The game may never go beyond a second extra Game-Turn.

Victory is calculated in the usual fashion at the conclusion of the last extra Game-Turn.

[22.0] *(clarification)* Key to German Codes, 10th line should read: "Y: Other theater of the war *or* not yet formed."

Tables

[9.93] COMBAT MODIFIERS TABLE *(omission)* **6.0:** During an overrun, *shift 2 to the left.*

[18.5] MISCELLANEOUS INFORMATION TABLE *(correction)* **7.11-7.14** *Unit Stacking Point Values* should read "*Any* Soviet Corps: 3" not "Soviet Rifle Corps: 3."

Counters

1. *Front,* 95th Infantry Division, 2nd Panzer Army, Germany: Delete stripe across lower portion of counter.

2. *Back,* 56th Infantry Division, 35th Corps, 2nd Panzer Army, Germany: Delete stripe across lower portion of counter.

3. *Back,* 707th Static Infantry Division, 46th Panzer Corps, 9th Army, Germany: The Step Value should be **1**.

4. *Front,* 332nd Infantry Division, 52nd Corps, 4th Panzer Army, Germany: The Movement Allowance should be **5**.

5. *Front,* 2nd counter, Totenkopf Division, 2nd SS Panzer Corps, Germany: The values, which are slightly obscured, should read **22K6-8**.

6. *Fronts,* 1st and 2nd counters, 6th and 31st Tank Corps, Voronezh Front, Soviet Union: The unit type for all should be armor.

7. *Front and back,* 1st counter, 10th Tank Corps, Steppe Front, Soviet Union: The Indicator Letter on the front face should be **J**; on the back, **P**.

Front, 1st counter, 1st Guards Mechanized Corps, Steppe Front, Soviet Union: The Indicator Letter should be **V**.

8. *Back,* 28th Guards Rifle Corps, 8th Guards Combined Arms Army, Soviet Union: The unit designation should, of course, be **28Gd**.

Map

1. The city of Belgorod (1520) is a Victory Point hex worth **2/10**.

2. The major cities of Kursk (2821) and Lgov (2916) and the minor cities of Belev (4827), Korocha (1624), Kupyansk (0424), Livny (3333), Oboyan (2320) and Sukhinichi (5423) should all be marked as trigger hexes for conditional reinforcements (see 19.52, 19.62, 20.52 and 20.62).

3. Delete the forest terrain from hexes 4022, 4023, 4123 and 4124. These hexes contain steppe (i.e., clear) hexes.

4. The Central Front headquarters should be deployed at hex 3023 (the village of Vorobevka; not printed on the map) during the May and July scenarios. Similarly, the Voronezh Front headquarters should be deployed at hex 2322 (the village of Bovrischevo) during the May and July scenarios. **Note**: The Soviet player may deploy units subordinate to these two headquarters (only) out of communication and supply range to fill gaps in the front line. (Obviously, the deployment given in the rules could not take the above errors into account.)

Displays

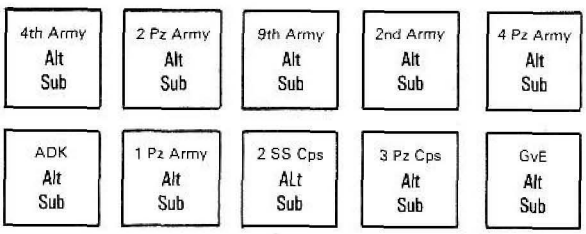
1. *Ist image,* 21st Guards Rifle Corps, 4th Guards Combined Arms Army, Soviet Union: This image should be replaced by that of the **8th** NKVD Motorized Division.

2. *Ist image,* 29th Guards Rifle Corps, 8th Guards Combined Arms Army, Soviet Union: This image should be replaced by that of the **28th** Guards Rifle Division. □□

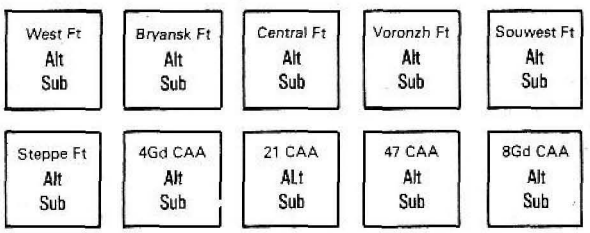
ADDITIONAL MARKERS AND COUNTERS FOR *KURSK* (see next page)

[11.12] Alternate Subordination Markers

German



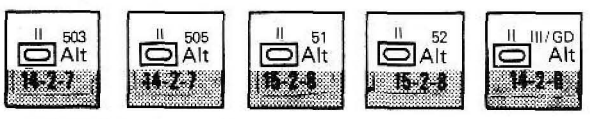
Soviet



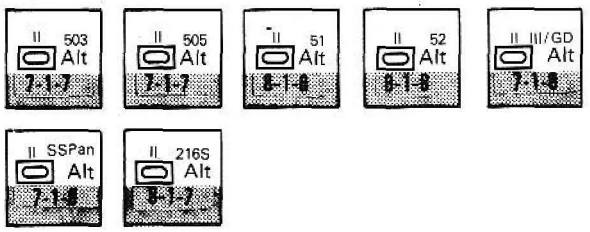
[16.4] Additional Units

German

Front

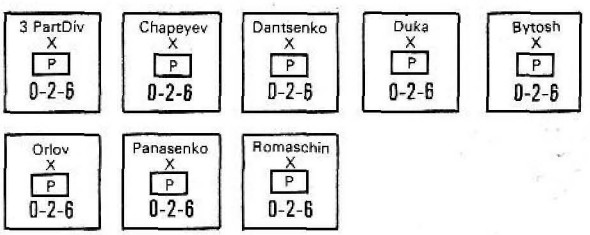


Back

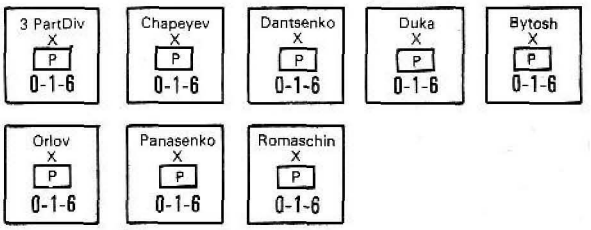


Soviet

Front



Back



ADDITIONAL RULES TO *KURSK*

[11.12] *(optional change)* When a unit is placed in alternate subordination, it becomes subordinate to an *entire* German Army or Soviet Front. Such a unit can draw supply and so forth from *any* headquarters in the army or front. Thus, a unit in alternate subordination to the German 9th Army could be commanded by 41st Panzer Corps, 46th Panzer Corps, 47th Panzer Corps, 20th Corps, 23rd Corps or 9th Army headquarters. Players should create counters modeled on those indicated on page 19 when using this option.

Designer's Note: Several players have complained that the current alternate subordination rule requires some "messy" bookkeeping (and, after becoming confused as to the current headquarters of a unit in alternate subordination during a recent play of *Kursk*, I must agree with them). This optional rule, which allows all independent units to be treated as army or front-assets, diverges slightly from 1943 doctrinal practices.

[16.4] ADDITIONAL UNITS *(new rule)*

One decision believed to weigh heavily on the outcome of the Kursk offensive was the choice of timing. A May attack would have allowed the Germans better campaigning weather and, more importantly, would have faced a considerably less prepared Soviet defense. Adolf Hitler's justification for delaying the attack seems to have been a fascination with the technologically-advanced AFV's Germany had just begun to produce. This fascination is apparently shared by a few amateur historians, who expressed disappointment that these "wonder weapons" were not fully represented in the countermix. I believe the evidence of history shows the units originally not included to have had little or no effect on the course of the battle (as evidenced by the title of this rule). However, there is no reason not to take this opportunity to make *Kursk* all things to all people.

If this rule is used, the players must make facsimilies of those counters depicted at the bottom of page 19.

[16.41] The German player (*only*) has the option to bring the new units into play. He may exercise this option at any time until he moves a unit during the Movement Phase of his second Player-Turn.

[16.42] The German player receives *no* Replacement Steps. Instead, he chooses one of the new German units for each Replacement Step he was due to receive during that Game-Turn. He also has the option to grant the Soviet player *three* Victory Points for each additional unit he brings into play. The German player can bring all of his new units into play during a turn if he does not mind the expense.

[16.43] The German player places his new units on the map during his Movement Phase. Each unit must be placed in a hex with an *army* headquarters unit, and then is free to move.

[16.44] The Soviet player receives, without penalty, as many new units (Partisans) as the German player did during the preceding Player-Turn. These are placed on the map during the Soviet Movement Phase. A new Soviet unit must be placed on the Soviet side of the current front line and at least *three* hexes away from the nearest German unit.

[16.45] A new German unit is considered to be in alternate subordination (per the new Case 11.12) to its army headquarters. A new German unit may *never* change its subordination.

[16.46] A new Soviet unit is always considered to be in communication. Such a unit is considered to be in supply *unless* all hexes adjacent to it contain German units or ZOC's (a Soviet unit, as usual, negates a German ZOC in its hex). A new Soviet unit has a "weight" of **1** Stacking Point.

[16.47] The **51, 52, III/GD, SSPan** and **216S** units may not be used during the May scenario.

[16.38] The **653rd** and **654th** Heavy Tank Destroyer Battalions (of the 2nd Panzer Army) may not move across a major or minor river except through a road hexside. **Note:** As these units are in the original countermix, this rule may be adopted without the rest of this section.

[16.49] The extra new Soviet unit is not used in play, and is included for historical purposes only.

[18.16] *(clarification)* Several players have asked for an alternative to the Indicator Letter system, and some have been unsure whether off-board units can enter play during a particular scenario. The Initial Attack Strength and Step Display (18.6), provided with this section, can either complement or supplant the Indicator Letter system. It answers all questions about the appearance of units.

[18.6] INITIAL ATTACK STRENGTH AND STEP DISPLAY

The unit designations are organized exactly as they appear on the deployment displays. The first number is the *Attack Strength* and the second the *Step Value* at which the unit is initially deployed during a particular scenario. Values are indicated by reading across for the May scenario (19.0), the July scenario (20.0), and the August scenario (21.0). For headquarters, the letters in parentheses indicates the status of that unit in order of scenario and should be read across as May, July and August respectively.

If values are in ***bold italic*** type, then it is necessary to place a **−2/−1** marker on the unit. Some values and headquarters designations are followed by a code. The codes indicate the following information:

c: The unit can enter play as a conditional reinforcement.

i: The *headquarters* begins the game in play.

n: The unit never enters play.

r: The unit enters play as a reinforcement.

NA: The unit was not present at this time or not yet formed.

?: Soviet units are set up in the scenario though the player does not know the values on the reverse counter face.

Units without codes begin the scenario in play.

GERMANY

4th ARMY

56th Panzer Corps

UNIT	MAY	JULY	AUGUST
321/56	4-2	9-4	9-4
31/56	7-4	7-4	3-2

2nd PANZER ARMY

2PG/2Pz	10-4r	10-4	6-2
95/2Pz	*7-3*n	9-4	9-4
653/2Pz	NA	11-2	6-1
654/2Pz	NA	10-2	5-1
35th Corps			
56/35	7-4	7-4	3-2
262/35	7-4	7-4	3-2
299/35	9-4	9-4	*7-3*
53rd Corps			
25PG/53	8-3	14-5	6-2
5Pz/53	12-4	16-6	8-3
211/53	9-4	9-4	4-2
293/53	*7-3*	9-4	4-2
112/53	7-4	7-4	3-2
208/53	9-4	9-4	4-2
34/53	7-4	7-4	7-4
55th Corps			
339/55	7-4	7-4	7-4
110/55	7-4	7-4	7-4
296/55	7-4	7-4	7-4
134/55	9-4	9-4	*7-3*

9th ARMY

129/9	7-4n	7-4n	7-4
183/9	3-2n	7-4n	7-4
253/9	3-2n	7-4n	7-4
103Lt/9	2-2	2-2	2-2
Mil/9	3-1	3-1	3-1n
41st Panzer Corps			
292/41Pz	*7-3*	9-4	4-2
86/41Pz	9-4	9-4	4-2
18Pz/41Pz	8-3	16-6	8-3
46th Panzer Corps			
102/46Pz	7-4	7-4	7-4
258/46Pz	7-4	7-4	7-4
7/46Pz	7-4	7-4	3-2
707S/46Pz	6-2	6-2	3-1[1]
47th Panzer Corps			
20Pz/47Pz	12-4	16-6	8-3
9Pz/47Pz	12-4	16-6	8-3
2Pz/47Pz	16-6	16-6	8-3
6/47Pz	NA	7-4	7-4
20th Corps			
251/20	7-4	7-4	7-4
137/20	7-4	7-4	7-4
45/20	7-4	7-4	7-4
72/20	7-4	7-4	7-4
23rd Corps			
78Sm/23	*10-4*	12-5	*10-4*
216/23	7-4	7-4	7-4
383/23	*9-4*	11-5	4-2
36/23	7-4r	7-4	3-2
102LT/23	2-2	2-2	2-2n

2nd ARMY

7th Corps

75/7	7-4	7-4	7-4
88/7	3-2	3-2	3-2
26/7	7-4	7-4	3-2
68/7	*7-3*	9-4	9-4
323/7	3-2	3-2	3-2
13th Corps			
340/13	3-2	3-2	3-2
327/13	*9-4*	11-5	11-5
1Sec/13	2-1	2-1	2-1
82/13	7-4	7-4	7-4

4th PANZER ARMY

16PG/4Pz	8-3c	14-5c	8-3c
52nd Corps			
332/52	11-5	11-5	*2-1*
57/52	7-4	7-4	3-2
255/52	7-4	7-4	7-4
48th Panzer Corps			
167/48Pz	11-5	11-5	4-2
GD/48Pz	26-8	26-8	22-6

UNIT	MAY	JULY	AUGUST
3Pz/48Pz	16-6r	16-6	12-4n
11Pz/48Pz	12-4	16-6	12-4
ARMY DETACHMENT KEMPF			
23Pz/ADK	8-3c	12-4c	8-3c
Group Raus			
106/GR	11-5	11-5	*9-4*
320/GR	*9-4*	11-5	*9-4*
42nd Corps			
161/42	11-5	11-5	*9-4*
39/42	7-4	7-4	7-4
282/42	11-5	11-5	*9-4*
1st PANZER ARMY			
355/1Pz	7-4n	7-4n	7-4
57th Panzer Corps			
15/57Pz	9-4	9-4	9-4
198/57Pz	11-5n	11-5	11-5n
328/57Pz	NA	9-4	9-4
17Pz/57Pz	12-4	12-4c	12-4c
GvM/57Pz	1-1	1-1	1-1
ARMY GROUPS CENTER AND SOUTH RESERVES			
2nd SS Panzer Corps			
DR/2SS	26-8	26-8	22-6r
Tk/2SS	26-8	26-8	22-6r
LAH/2SS	26-8	26-8	NA
3rd Panzer Corps (i,i,r)			
213S/3Pz	2-2	2-2	2-2
168/3Pz	11-5n	11-5	*9-4*
19Pz/3Pz	16-6c	16-6r	12-4
7Pz/3Pz	12-4	16-6	12-4
6Pz/3Pz	16-6	16-6	12-4
Group von Esebeck			
4Pz/GvE	8-3	16-6	12-4
8Pz/GvE	8-3	12-4	12-4
12Pz/GvE	12-4	16-6	12-4
10PG/GvE	10-4	6-2	6-2
Independent Command			
SS Wiking	12-4c	16-6c	12-4

UNION OF SOVIET SOCIALIST REPUBLICS

WEST FRONT

UNIT	MAY	JULY	AUGUST
25Tk/WF	9-3	13-4	9-3
10th Combined Arms Army			
385/10(?)	3-2	3-2	3-2
371/10(?)	3-2	3-2	3-2
330/10(?)	3-2	3-2	3-2
247/10(?)	3-2	3-2	3-2
139/10(?)	3-2	3-2	3-2
50th Combined Arms Army			
38/50	10-5	10-5	*8-4*
1Gd/50	4-2	4-2	4-2
325/50(?)	3-2	3-2	NA
324/50(?)	3-2	3-2	3-2
212/50(?)	NA	3-2	3-2
49/50(?)	3-2	3-2	3-2
11th Guards Combined Arms Army			
8Gd/11G	12-5	12-5	*10-4*
16Gd/11G	*10-4*	12-5	4-2
36Gd/11G	12-5	12-5	5-2
108/11G(?)	3-2	3-2	NA
217/11G(?)	3-2	3-2	NA
BRYANSK FRONT			
153F/BF	NA	2-3n	2-3
25/BF	10-5	10-5	4-2
1Tk/BF	13-4n	13-4n	5-2
1GTk/BF	15-4	15-4	6-2
20Tk/BF	13-4	13-4	9-3
61st Combined Arms Army			
89/61	10-5	10-5	4-2
9Gd/61	12-5	12-5	4-2
3rd Combined Arms Army			
41/3	10-5	10-5	4-2
415/3(?)	3-2	3-2	NA
356/3(?)	3-2	3-2	3-2
110/3(?)	NA	3-2	NA
63rd Combined Arms Army			
40/63	10-5	10-5	*8-4*
397/63(?)	3-2	3-2	NA
348/63(?)	3-2	3-2	3-2
271/63(?)	3-2	3-2	NA
41/63(?)	3-2	3-2	NA
11th Combined Arms Army (c,c,i)			
53/11	10-5c	10-5c	5-2
369/11(?)	NA	3-2c	3-2
96/11(?)	NA	3-2c	3-2
3rd Guards Tank Army (c,c,i)			
12Tk/3GT	9-3c	13-4c	9-3
15Tk/3GT	9-3c	13-4c	9-3
2Mc/3GT	10-3c	16-4c	10-3
4th Tank Army (c,c,i)			
11Tk/4Tk	9-3c	13-4c	9-3
30Tk/4Tk	9-3c	13-4c	9-3
6GM/4Tk	11-3c	18-4c	11-3
CENTRAL FRONT			
119F/CF	2-3	2-3	2-3
154F/CF	NA	2-3n	2-3
160F/CF	2-3	2-3	2-3
19Tk/CF	13-4	13-4	9-3
161F/CF	2-3	2-3	2-3
48th Combined Arms Army			
399/48(?)	3-2	3-2	3-2
170/48(?)	3-2	3-2	3-2
143/48(?)	3-2	3-2	3-2
137/48(?)	3-2	3-2	3-2
73/48(?)	3-2	3-2	3-2
16Lit/48(?)	3-2	3-2	NA
13th Combined Arms Army			
15/13	10-5	10-5	4-2
29/13	10-5	10-5	*8-4*
17Gd/13	12-5	12-5	4-2
18Gd/13	12-5	12-5	*10-4*
70th Combined Arms Army			
28/70	10-5	10-5	4-2
250/70(?)	3-2	3-2	NA
181/70(?)	3-2	3-2	3-2
162/70(?)	3-2	3-2	3-2
140/70(?)	3-2	3-2	3-2
106/70(?)	3-2	3-2	3-2
102/70(?)	3-2	3-2	3-2
280/70(?)	3-2	3-2	3-2
2nd Tank Army			
3Tk/2Tk	13-4	13-4	9-3
16Tk/2Tk	13-4	13-4	9-3
60th Combined Arms Army			
24/60	10-5	10-5	10-5
30/60	10-5	10-5	10-5
65th Combined Arms Army			
77/65	10-5*	10-5	10-5
354/65(?)	3-2	3-2	3-2
246/65(?)	3-2	3-2	3-2
194/65(?)	3-2	3-2	3-2
69/65(?)	3-2	3-2	NA
60/65(?)	3-2	3-2	3-2
VORONEZH FRONT			
35Gd/VF	12-5	12-5	*10-4*
2GT/VF	10-3	15-4	10-3
4GT/VF	10-3n	15-4n	10-3
5GT/VF	15-4	15-4	10-3
6th Guards Combined Arms Army			
22Gd/6Gd	12-5	12-5	5-2
23Gd/6Gd	12-5	12-5	*10-4*
89Gd/6Gd	4-2	4-2	4-2
40th Combined Arms Army			
47/40	10-5	10-5	10-5
48/40	10-5	10-5	*8-4*
309/40(?)	3-2	3-2	3-2
1st Tank Army			
6Tk/1Tk	13-4	13-4	13-4
31Tk/1Tk	13-4	13-4	13-4
3Mc/1Tk	16-4	16-4	16-4
69th Combined Arms Army			
305/69(?)	3-2	3-2	NA
270/69(?)	3-2	3-2	3-2
183/69(?)	3-2	3-2	3-2
111/69(?)	3-2	3-2	NA
107/69(?)	3-2	3-2	NA
38th Combined Arms Army			
50/38	10-5	10-5	10-5
240/38(?)	3-2	3-2	3-2
204/38(?)	NA	3-2	3-2
167/38(?)	3-2	3-2	3-2
5th Guards Tank Army (c,r,i)			
18Tk/5GT	13-4c	13-4r	13-4
29Tk/5GT	13-4c	13-4r	13-4
5GM/5GT	18-4c	18-4r	18-4
7th Guards Combined Arms Army			
24Gd/7Gd	12-5	12-5	5-2
25Gd/7Gd	12-5	12-5	*10-4*
213/7Gd(?)	3-2	3-2	3-2
SOUTHWEST FRONT			
2Tk/SoF	13-4	13-4	9-3
23Tk/SoF	13-4	13-4	9-3n
57th Combined Arms Army			
68/57	10-5	10-5	10-5
64/57	10-5	10-5	10-5
303/57(?)	3-2	3-2	3-2
6th Combined Arms Army[2]			
26/6	10-5	10-5	4-2n
1st Guards Combined Arms Army			
4Gd/1Gd	12-5	12-5	12-5

UNIT	MAY	JULY	AUGUST
6Gd/1Gd	12-5	12-5	12-5
172/1Gd(?)	3-2	3-2	3-2
STEPPE FRONT			
10Tk/StF	9-3r[3]	13-4r[3]	9-3
1GM/StF	18-4r[3]	18-4r[3]	18-4
5th Guards Combined Arms Army			
32Gd/5Gd	*10-4*	12-5	*10-4*
33Gd/5Gd	*10-4*	12-5	*10-4*
97Gd/5Gd	4-2	4-2	4-2
27th Combined Arms Army			
26Gd/27	5-2	12-5	*10-4*
241/27(?)	3-2	3-2	3-2
166/27(?)	NA	3-2	3-2
155/27(?)	3-2	3-2	3-2
71/27(?)	NA	3-2	3-2
53rd Combined Arms Army			
49/53	*8-4*	10-5	10-5
75/53	*8-4*	10-5	10-5
252/53(?)	3-2	3-2	3-2
84/53(?)	3-2	3-2	3-2
256/53(?)	3-2	3-2	3-2
MISCELLANEOUS			
21st Combined Arms Army (c,c,c)			
61/21	*8-4*c	10-5c	10-5c
69/21	*8-4*c	10-5c	10-5c
174/21(?)	NA	3-2c	3-2c
95/21(?)	NA	3-2c	3-2c
8th Guards Combined Arms Army (c,c,n)			
28Gd/8Gd	*10-4*c	12-5c	4-2n
29Gd/8Gd[4]	*10-4*c	12-5c	4-2n
4th Guards Combined Arms Army (c,c,c)			
8NK/4GD[5]	4-2c	4-2c	4-2c
21Gd/4Gd	12-5c	12-5c	12-5c
20GA/4Gd	14-6c	14-6c	14-6c
47th Combined Arms Army			
23/47	*8-4*c	10-5c	10-5c
52/47	*8-4*c	10-5c	10-5c
227/47(?)	NA	3-2c	3-2n

NOTES:

1. See addenda correction for *counters*, note 3.
2. The 6th Combined Arms Army headquarters is placed in play during the August scenario, *despite* not having any units to command.
3. See addenda correction for *counters*, note 7.
4. See addenda correction for *displays*, note 2.
5. See addenda correction for *displays*, note 1.

QUESTIONS AND ANSWERS

The following questions are all answered in the rules, but might require some interpretation. My thanks to Neil K. Hall for compiling this section.

Case 5.55: German Infiltration Movement

Q. If two German units are stacked at the start of movement, could first one unit infiltrate, and since both units are still in supply and adjacent, could the second unit now infiltrate?

A. No, only the first unit may infiltrate; however, the second unit is now free to move per normal rules of movement.

Case 7.12: Stacking Point Values

Q. Is a German Kampfgruppen worth one or two Stacking Points? Case 7.12 says two, but the counter designation is that of a regiment which has a Stacking Point Value of one.

A. A Kg has a Stacking Point Value of two as per Case 7.12. The designation **Kg** means an ad hoc unit which could contain as few as 2,000 men and still be an effective fighting division. The key is that the unit remained structured as a division even when split off from the parent organization. The counters are noted as regiments (in accordance with the official designation) because of the lower manpower and attack strength represented by a Kg.

Case 8.12: When Zones of Control are Exerted

Q. Case 8.12 states that Zones of Control do not extend into city hexes. Does this include both major cities and minor cities?

A. Yes.

Q. Do Zones of Control extend out of all cities?

A. Yes.

Cases 9.33 and 13.3: Restrictions on Combat Resolution and German Anti-tank & Artillery

Q. If two Soviet mech units attack, one from a clear hex and one from across a river, and the German anti-tank fire eliminates the unit attacking from the clear terrain, does the German unit now receive the defensive shift for the river?

A. Yes.

Q. If the German artillery fire suppresses the unit attacking from the clear hex, does the German player receive the defensive shift?

A. No, because the artillery fire is assumed to strike all attacking units and suppression is not the same as elimination.

Case 9.45: Explanation of Combat Results

Q. If a disrupted unit is in a stack, is the entire stack considered disrupted if attacked, including the requirement to retreat?

A. Yes, although the attacker determines what mode the defending units are considered to be in.

Cases 9.82 and 9.83: Advance after Combat

Q. If a unit is in a friendly entrenchment hex and is then eliminated as a result of combat, can the attacker pass the entrenchment hex per Case 9.83?

A. No, the limit of advance is still the entrenchment hex itself.

Case 14.31: Soviet Unit Breakdown and Recombination

Q. Why are three Soviet divisions worth one Soviet corps? Three divisions have a total Step Value of 6, while a corps has a Value of 5.

A. The Soviets were just starting to operate on the corps level at this time in the war and were not efficient in organization as when operating at the division level. *Kursk* stresses command control and this is reflected in both the Step Values and the Combat Strengths for both players.

Case 19.43: Special Units

Q. The SS Wiking unit starts in Independent Command; must it remain in Independent Command?

A. No.

Cases 19.62, 20.62, and 21.62: Soviet Conditional Reinforcements

Q. Can the Soviet player activate some on-board reserves if the German player reaches a trigger hex?

A. No, only off-map formations may be activated by the trigger hexes.

Case 20.43: Special Rules

Q. Is there any limit on the number of resurrected Soviet artillery and anti-tank units which may be assigned to any one reserve formation?

A. Yes, Case 20.62 states that the resurrected units must be placed in the headquarters' hex; therefore, only one unit of each type could be attached to each of the reserve formations. ■■

Kursk *[continued from page 18]*

The long play time reflects the numerous decisions both players have to make, not only during move planning, but also during real-time while play progresses. There are basically three ways to speed play of this game:

1. Close your eyes and charge! Actually, this is not as bad as it sounds because if the attacker can concentrate sufficient force at the right place, he can achieve a breakthrough. It is unlikely that he will succeed, however, especially against a good player. The attacker who plans ahead will keep the defender off balance and is the one who has the best chance of winning.

2. Use the Optional Command System, Case 11.6. This deletes the need to keep track of all units and their respective HQ's for supply, communications, and German artillery/anti-tank fire. It allows any HQ in a formation to substitute for another HQ. The disadvantage of this is that you will lose most of one of the best facets of the game, the Command Control system. For the gamer who is in a hurry or more interested in just playing a game, this rule will be of value. The gamer who is interested in the full simulation aspects of the game should not use this rule.

3. "No Peekee," optional rule 16.1 (Limited Intelligence). Although this rule helps the Soviet player more (he has more units to stack in any given hex), it will speed play by cutting down the extremely detailed planning before every attack that is required by some players. Players can still plan attacks carefully, but they will be operating without complete knowledge of the enemy dispositions. Actually, this isn't too bad. The CRT doesn't hurt the attacker too much unless he runs into a stack with a high step count. The attacker should pay enough attention to detail to know where the large defending units are located, at least in a general way.

Two rules are most confusing. First, the overrun attack/movement is a significant exception to the basic attack and movement sequence. In particular the ability of an overrunning unit to retreat into an enemy ZOC leads to some unusual and unreal tactics. In general, it makes a line impossible to hold unless very weak units such as Soviet divisions and German KG's are set up in every hex with a strong back-up line to contain the inevitable breakthrough. Since it is not possible to cover every frontline hex, both players have to play for and expect an overrun/infiltration break in their front line. On the plus side, this feature adds to the "fog of war" aspect of the game by making it impossible for either player to know exactly what will be the net result of the attacks in any given sector.

Second, the numerous column shifts required by terrain, supply, communications, etc., can be confusing. Generally, though, a player will learn to count the shifts fairly quickly. We usually ignore column shifts for anti-tank fire since the anti-tank units tend to "go away" fairly quickly. If terrain were a factor, even a 10-3-4 anti-tank unit would be firing on the "0 or less" column most of the time.

The only other draw back to the game is the large number of die rolls per turn. These

[continued on page 25]