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tral Russia in which the Battle of Kurs hexagonal grid map in order than and position of the same than the same properties.

(CRT), and the Turn I Terrain Effects Chart and Alternatives Chart. Each

THE SEQUENCE OF PLAY:

Kursk, is played in turns. Each Game Turn is composed of two Player-Turns. Each Player Turn is composed of three Phases. A typical Game-Turn would proceed follows:

otorized units: Infantry Cavalry Anti-Tank Artillery 2

rtain game func-it Results Table cord Chart, the Order of Battle these charts are

2-5 × ×

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subtracts "1" from his when attacking units in Forest or Swamp le Zones of Control of l units do not extend it or Swamp hexes.

General Rule:

Combat occurs between adjacent opposing units at the discretion of the Player whose Combat Phase it is, The Player whose Combat Phase it is, is considered to be the Attacker; the other Player is considered to be the Defender.

(B) Units adjacent to Enemy units a compelled to attack, nor does the att Player have to utilize every adjacent un does decide to attack. Attacking is comvoluntary.

(C) No unit may attack more than once Combat Phase. No enemy unit may attacked more than once per Combat Phase.

Combat

Cases:

(A) During the Combat Phase of his turn, a Player may only attack those Enemy units to which Friendly units are adjacent. Only those Friendly units directly adjacent to a given Enemy unit may participate in the attack upon that Enemy unit.

the total Strength in that hex, If there was only one regular corps, present, then only one of the Brigades could contribute its strength to the defense.

Game

Movement

ain on movement are ig from an Enemy Zone Enemy Zone of Control, two plus one for the , or six in total, would -line hex. er different types of Movement Phase and Movement points to hex.

on combat are **not** attacker can never be than two from the die Supporting Aircraft rain effects on combat.

my occupation of fortified line hexes does affect the fortifications, and if retaken, rare as good as new.

TERRAIN EFFECTS

ZONES OF CONTROL

ocedure:

If units must expend three additional overment Points (MP), above and beyond the dinary movement cost, to enter an Enemy nitrolled hex from another, uncontrolled is. They may not enter an Enemy Zone of sontrol (and thus be able to attack) unless ey have the three extra Movement Points to pend.

(C) If you move directly from one controlled hex of an Enemy unit to another controlled hex of the same or any other Enemy unit, it costs five **additional** Movement Points (three plus two, as outlined in Cases A & B)

(D) If a hex is controlled by more than one unit, it still costs only three additional Movement Points to enter such hex. This is true for all movement costs, e.g., entering a hex with more than one Zone of Control never costs more additional Movement Points than entering a hex with one Zone of Control (including the single hex Zone of Control exerted by an interdicting aircraft unit).

E) For movement purposes Enemy Zones of Control do extend into hexes occupied by iriendly units. For supply purposes Enemy cones of Control do not extend into hexes occupied by Friendly units. See Supply Rule.

bition are units may her, due to

(E) Friendly units may pass into or through a Friendly stack as long as if at no point in the procedure is the stacking limit violated.

STACKING

Soviets have four non-corps sized units ur anti-tank brigades): any three taken together are the stacking it of one corps. The Soviet Player rerefore, stack two corps plus all four is units together in the same hex.

(H) More than one Enemy-occupied hex may be attacked by a given attacking unit (or group of attacking units); that is to say, different defending units on different hexes may be treated as the objects of attacks which might be made by a one-hex group of attacking units if the attacking unit happens to be adjacent to two or more Enemy-occupied hexes.
(I) An Enemy-occupied hex may be attacked by as many attacking units as can be brought to bear. Conceivably, as many six stacks of units could be brought to bear against an Enemy-held hex.

(J) Not every unit in an attacking stack must participate in the attack.

(K) Combat odds are rounded-off in favor of the Defender. For example: An attack of 26 Attack points against 9 Defense points would round-off to a "Two-to-One" odds situation.

that there is one German Motorized atry Brigade which is considered as a lar unit (the "1-8" Mant.).

The effects of terrain on combat are **not** cumulative, i.e., the attacker can never be forced to subtract more than two from the die roll, and one Close Supporting Aircraft Element negates all terrain effects on combat.

Total-up the Attack-Strengths of all the attacking units involved in a specific attack and compare it to the total Defense-Strengths of the unit(s) in the hex under attack. State the comparison as a probability ratio: Attack Strength-to-Defense Strength, Round-off the ratio downward to conform to the simplified odds found on the Combat Results Table; roll the die and read the result on the appropriate line under the odds. Apply the result immediately, before going on to resolve any other attacks being made during that Combat Phase.

All units expend two additional Movement Points to enter each ENEMY Fortified hex, (units do NOT pay additional costs when entering their own fortified hexes)

Fortified-line & Fortified Cities

Air Units

ant may be based Element, and only saving the same parent Ground based in that ement.

Optional Rules

y attack. Terrain Air Superiority

1-3

1-2

6-1

0

9-1

KURSK COMBAT RESULTS TABLE (CRT)

(3) Combat Air Patrol (Aircraft Element takes-off at the end of the owning Player's Motorized Movement Phase and is returned to its base at the end of the ensuing Enemy Player's Motorized Movement Phase: i.e., it remains "in the air" over a specific hex throughout the entire Enemy Player Turn.):

Each Enemy Ground Support Element d against Air Superiority attacks with a D Strength of "1". Each Enemy A Element on CAP over an Enemy C Support Element adds "1" to the D Strength of the Ground Support Element has an Each attacking Aircraft Element has an Strength of "1" Determine the ordes

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If there is more than one Ground Support Element in a hex, each must be attacked separately using different attacking Air Elements. In such a case, the attacker first allocates which of his units will attack which Ground Support Element and then the defender may allocate his CAP Air Elements (if any) to assist in the defense. The attacker does not necessarily have to attack all the Ground Support Elements in a given hex. (E) Ground Support Zone of Control (v Element is in the Support Element is also compatter where it is may be flying).

ween Aircraft missions and wish to flip ts on CAP.

sions were grouped directly under the command of the Army, which still did not have enough good officers, despite the concentration of responsibilities. To simulathe difficulties of administering these masseuse the following rules. the not this ulate asses, satisfy the requi must be within the same army Case A. These a always somewha

other

a 4-8 or 5-8, the unit is a t. **Only** these

Attacker subtracts "2" from his die-roll if all units are attacking through River-hex-sides.

A Soviet Anti-Tank Brigade and an Artillery Corps could both be stacked with one regular Soviet unit and both could use the same regular unit to fulfill their respective requirements for employment.

Combat Results

Attacks at greater than 9-1 odds are resolved as 9-1 attack; attacks at less than 1-3 odds are asolved as an 1-3 attack.

hange; all defending units are removed board, and the attacker must remove strengths equal to, or greater than, the 's losses; the attacker chooses which loses.

e as EX, except attacker need only ne-half of the defender's losses in trength Points.

ce After Combat:

of the above cases, if the Combat Results
a vacancy in a hex, whether by retreat
struction, the opposite side, whether
ar or defender, may immediately adinto the thus vacated hex, if that hex is
enemy fortified line hax.

BR—both retreat; defending units are retreated one hex in direction of supply, if possible, first; then the attacker is retreated by the defending player one hex; units are eliminated if unable to retreat, as outlined in "AR". n exception to the rule that one side move during its own combat phase or y turn sequence.

x which did not also destroyed.

The winner is determined on the basis of Victory Points which are awarded for the Strengths of Enemy units eliminated, and for capturing and holding (in supply) certain geographic objectives at the end of the Soviet Motorized Movement Phase. **Victory Conditions**

Levels of Victory

As we all know, victory comes in many varieties, and what may be legitimately claimed as a current victory is not decisive enough to help your cause. These different levels measure what each side needed for a certain level-of-victory. This expressed in a ratio of your Victory points to Enemy Victory points.

Dispersion: The Germans must divide their armor almost equally on the north and south sides of the salient. This will force the Russians to do the same with their forces. If the Nazis concentrate they will have no success what-

Attacking: Since the German usually finds himself attacking masses of Russian infantry in all games he must avoid exchanges unless he has infantry to cover losses. Ideally, don't attack with pure armor at less than 9-1 with air

A. Sin

ectives vary slightly from scenario to sario. In all the scenarios, Players receive point for each Attack or Defense Strength at of the Enemy eliminated. If a Motorized is eliminated, **triple** the number of cory Points which would ordinarily be

the July 4, June 12, May 3, and July 4 prical scenarios, whichever side is in the ession of Kursk, in supply, at the end of game receives an additional 20 Victory

Marginal- 1 to 1 for both Germans and Soviets;
Tactical- 2 to 1 for Germans; 1.5 to 1 for Soviets;
Decisive- 3 to 1 for Germans; 2 to 1 for Soviets.

CONTROL OF CITIES

in the August 3 scenario, each side receives the following points for being in supplied possession of the following objectives: Kursk-20; Orel-20; Bryansk-30; Kharkov-40; Belgorod-10. se scenario, the oints for those did not hold at German Player for destroying A city is considered controlled if it he occupied previously by one side's forces now behind that side's front lines, or occupied in entirety by one Player's which are in supply, even if there is an I Zone of Control extending into the city not clearly occupied by either Player giv Victory points to neither side.

INITIAL SET-UP
Each side receives their with the Order of Battle (

Cases:
(A) Units
Allowance
halved (Ic

s out of supply have their Movement se and Attack and Defense Strengths see fraction).

(B) Units may remain out of supply indefinitely, i.e., units are never lost through lack of supply alone.
(C) Any number of friendly units may be supplied through the same path of hexes, Any number of paths may be traced to supply units in different locations. Supply lines may be traced through any type of terrain and through any number of Friendly units.
(D) Supply lines may be cut in any of the following ways:

The intervention of an Enemy unit, or units;

2. The intervention of an Enemy zone of control.
NOTE: Enemy zones of control do not interfere with supply lines being traced through a hex containing a Friendly unit, i.e., the presence of a Friendly unit in an Enemy controlled hex negates the effect of that Zone of Control (on supply, only!)
(E) Units may deliberately move into hexes which will leave them out of supply.

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about the game rules in our newsletter s such questions as GN, Simulations, 34, GAME DESIGN is y and is available at