

# PANZER KEIL. BATTLE OF KURSK

## BASIC RULES

### 1- INTRODUCTION

"Panzerkyle" is a strategy-level game that simulates the battle between the German and Soviet armies on the Eastern Front of World War II. The rules are divided into basic rules common to the "Panzerkyle" series and special rules for the "Battle of Kursk". If you understand the rules common to the series, you can play other games in the series just by reading the special rules.

### 2. COMPONENTS

#### 2.1. Map.

**2.1.1. Hexs.** A hexagonal grid is superimposed over the terrain features printed on the map to regularize movement and positioning of the playing pieces.

**2.1.2. Terrain.** Each hex is divided into various terrains. These terrains have a variety of effects throughout the game. Please refer to the "Terrain effects table" on the ground for the type of terrain that each hex represents and refer to the "Terrain effects table" in the chart Reference Table to see what's type are applied.

**2.1.3. Charts :** Some are on the map, where a portion of the terrain legend and a quick reference table are posted at the end of the rule book.

#### 2.2. Units.

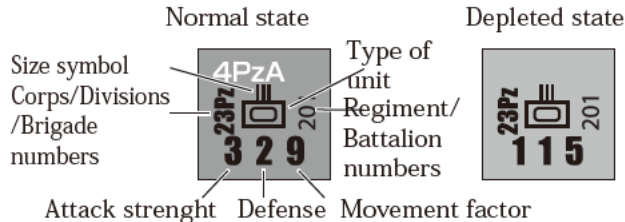
There are two types of pieces used in this game: units representing combat units and markers representing various situations during the game.

##### 2.2.1. Unit: How to read the unit is as follows:

###### Normal State

*ID Unit*

**Exhausted or depleted state** (Indicates exhausted status)









##### Organization size symbol:

- III Regiment (2,000-3,000 men)
- X Brigade or Combat group (3,000-5,000 men)
- XX Division (10,000-20,000 men)
- XXX Corps (15,000-20,000 men)

##### (2) Unit type:

The type unit is represented by a symbol:

-  Armor/panzer: **Mechanized unit / Armored unit**
-  Mechanized infantry: **Mechanized unit**
-  Motorized infantry: **Mechanized unit**
-  Infantry/Airborne: **No Mechanized unit**
-  Mountain infantry: **No Mechanized unit**
-  Headquarters (HQs): **No Mechanized unit**

The above military symbols have various names depending on the country. In this game, we will use the above names.

### (3) Name of the unit:

Indicates the unit name of the unit. There are the following two types of notation.

- ① Corps / Division / Brigade number
- ② Regiment / Battalion number

### (4) Attack strength:

This is the numerical value used when the unit attacks (see Section 9).

### (5) Defense strength:

This is the number used when the unit is defending (see Section 9).

### (6) Movement value:

This is the number used when the unit moves (see Section 8).

### (7) Normal state and exhausted (depleted) state:

Some units have a normal state and a exhausted state. These are mechanized units that become exhausted when a mechanized unit in a normal state conducts a forced march or attack (see sections 8-3 and 9). Units that only have a normal state are non-mechanized units, and instead of being unable to force march, they will not become exhausted when they are attacking.

#### 2.2.2. Markers.

## 3.0. BEFORE STARTING THE GAME

Before starting the game, each player prepares for the game by following the instructions below.

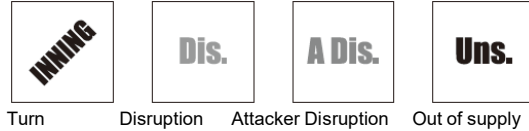
- (1) Decide on each player's army.
- (2) Expand the map and receive the units used by each player.
- (3) Place the received units on the map according to the instructions, such as the setting of the game. Units that appear in reinforcements are placed on the designated turn on the turn record table.
- (4) Place the turn marker on the space of the turn record table "1" on the map board.

## 4.0. SEQUENCE OF PLAY

Each time this game is played, the game progresses by repeating the same set of steps, as described below. From here on, each step will be called an turn. Each step will be called a phase. The game will continue until the number of turns specified in each game's scenario has been completed. One turn consists of two player phases, one going first and one going

Markers are used to represent various situations and conditions during the game. There are four types of markers used in this game. For how to use, refer to each related item.

### Markers:



### 2.3. Simplified chart.

The chart below summarizes the following tables. For how to use, please refer to each related item.

- ① Turn record table
- ② Terrain effect table
- ③ Support attack table
- ④ Combat result table

The turn record table is listed both in the quick reference table at the end of the book and on the map, but the supply points and support attack points of each army are listed only in the quick reference table at the end of the book. Use the turn record table on the map to place the inning (turn) marker and record your current turn.

second. A phase is a combination of each phase to make the game progress smoothly. The scenario for each game determines which player will go first. Please check this before starting the game.

### 4.1. Game progress.

#### • First player phase.

**1. Supply phase:** The first player checks whether his units are under supply according to the supply rule in Section 6.

You can also return a exhausted mechanized unit to its normal state..

**2. Support attack phase.** The first player can make a support attack against the opponent unit adjacent to the own unit according to the support attack rule in Section 7.

**3. Movement phase.** The first player moves his unit according to the movement rules in Section 8. At this time, the mechanized units may forced march.

**4. Combat phase.** The first player can attack against the opponent unit according to the combat rules in Section 9.

**5. Mechanized movement phase.** The first player can move mechanized units in normal state according to the mechanized movement rules in section 10.

**6. Disruption Recovery Phase.** The first player can recover a disorder unit according to the disruption recovery rules in Section 11.

**• second player phase.**

The second player repeats the procedure from the first player stages ① to ⑥.

When all the above steps are completed, one inning (turn marker) is completed.

Move the inning marker to the next square in the inning record table and repeat step 1 of the progress procedure from the first player.

**5.0. GAME TERMINOLOGY**

The game terminology described in this section is frequently used when describing rules.

**5.1. Stacking.**

A stack is the stacking of multiple units on a hex.

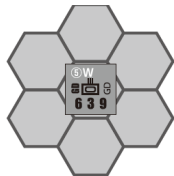
**5.1.1. Stacking limit:** The number of units that can be stacked in one hex depends on the game.

**5.1.2.** Markers do not count towards the stacking limit.

**5.1.3.** Stack limits apply at the end of the movement phase and at the end of the combat phase, regardless of whether the unit is on the front or reverse.

**5.1.4.** If the stacking limit is exceeded, the player will quickly remove the unit from the stack and adjust it to be within the stack limit.

**5.2. Zone of control (ZoC).**



A unit is considered to have deployed and controlled the hex in which it is located and up to 6 hexes around it. Hereafter, these hexes will be referred to as Zone of control (ZOC).

**Zone of control:**

**5.2.1.** A hex that has to cross the terrain of the sea and lake cannot be a ZOC.

**5.2.2.** The ZoC will affect to opponent units as follows:

(1) Cutting the supply path (Refer to section

6-1-4).

(2) Restriction on movement (Refer to section 8-4).

(3) Prevention of retreat (Refer to section 9-6-2).

*For details, please refer to the related items.*

**5.3. Disruption**



In real battle, it is common for a unit's command structure to become disorganized when it suffers heavy losses from an enemy attack, or when an attack fails, temporarily reducing its ability to function as a unit. In this game, this state is called a "disordered state," and is represented by placing a Disruption marker on the unit.

**5.3.1.** A unit becomes immediately disrupted when the following occurs:

(1) When receiving a result of disruption in a support attack (Artillery, refer to Section 7-3-2).

(2) When the result of disruption is received in the combat (see 9-5).

**5.3.2.** A unit is not disrupted even if a disrupted unit and a unit that is not disrupted are stacking in the same hex. The units that are stack, but no disrupted will not be disrupted.

**5.3.3.** If a disrupted unit receives further disruption results, such as in battle, it will remain as it is.

5-3-4 Disrupted units are subject to the following restrictions:

1. Support attacks are prohibited (see 7-1)
2. Movement is prohibited (see 8-5)
3. Attacks are prohibited (see 9-1-7)
4. Defense strenght is halved (see 9-2-5)

For more information, see the relevant sections.

**5.4. Control.**

To occupy a hex, one of the following conditions must be met:

- ① There is a unit of your own army in the hex.
- ② The hex is your army's controlled area.
- ③ A unit of your own army was the last to pass through the hex

**5.4.1** If both armies simultaneously meet either ① or ② above, neither side will occupy the hex.

## 6.0. SUPPLY

During the supply phase of your player's phase, you can check whether each of your units is in supply and can return any mechanized units that are in supply from a depleted state to a normal state.

### 6.1. Supply path.

Each unit must form a connected hexes line, a supply path from the supply source to the unit.

**6.1.1. Supply source:** A supply source is a hex that is the starting point for forming a supply channel. The supply source is displayed on the map with the supply source symbol. See the special rules for each game.



Supply Source Symbols

**6.1.2.** Supply sources in the opponent's ZoC cannot be used. However, you can use it if you have a non-disrupted friendly unit in its supply source.

**6.1.3.** Hexes that can form supply paths:

The players can form supply paths through the following hexes:

- (1) Hex with no opponent unit
- (2) Hexes that are not in enemy zone of control (EZOC).
- (3) A hex that has at least one unit friendly that are not disrupted, even in the enemy zone of control.

**6.1.4.** Hexes that cannot form supply paths: Players cannot form supply paths through the following hexes.

- (1) Hex with opponent unit.
- (2) Hex in the Enemy zone of control not cancelled.
- (3) A hex containing only friendly units in a disorganized state.
- (4) A Hex that crosses the terrain of the sea or lake.

**6.1.5. Formation of supply path:**

If a unit is on a supply hex or connected through a hex that can form a supply path from the supply hex to the unit, it can form a supply path and is under supply.

**Uns.**

**6.1.6.** Units that cannot form a supply path will be out of supply until the next supply phase. Place a OOS marker on their unit to indicate that it is out of supply (oos)

**6.2. Out of supply (OoS)**

Units that are out of supply are affected by the following effects:

(1) Forced march is not possible (see section 8-3).

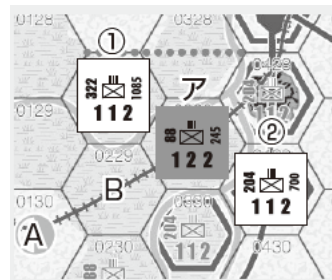
(2) Mechanized movement is not possible (Refer to section 10.1).

### 6.3. Mechanized unit recovery

Players can restore mechanized units that have been exhausted (depleted) to normal state. How to recover depends on each game. See the special rules for each game.

**6.3.1.** An out-of-supply mechanized unit cannot be recovered.

**6.3.2.** A mechanized unit in a disrupted state cannot be recovered.



#### Supply example

A is a German supply source hex, A is a German unit, and ① and ② are Soviet units. A cannot form a supply route to A due to the controlled areas of ① and ②.

However, if there is a non-disrupted German unit in hex B, A can form a supply route through hex B.

## 7.0. SUPPORT ATTACK (ARTILLERY)

In this game, a support attack represents the effect of an artillery or bombardment.

Support attacks are carried out using support attack points that are given out each turn.

### 7.1. Hex that can support attacks.

Support attacks can be made by friendly units that are not disrupted or Out of Supply into hexes containing adjacent enemy units.

### 7.2. How to perform support attacks

**7.2.1.** Players receive a certain number of support attack points each turn, as determined by the game.

**7.2.2.** A support attack point will be assigned to each hex that has an opponent unit that can support with support attacks.

**7.2.3.** Up to 5 support attack points can be assigned to a hex. Players can freely assign within this range.

### 7.3. How to resolve a support attack.

Once you have allocated your support attack points, resolve the support attacks one hex at a time.

**7.3.1.** Roll the dice, and where the number that comes up intersects with the corresponding support attack point column on the Support Attack Table is the result of the support attack.

**7.3.2.** The result applies to all units in that hex.

-: No damage

**D:** Disorganized. Place a Disruption marker

**1D:** Disruption and retreat 1 hex

The player who placed the Disruption marker and performed the supporting attack retreats 1 hex.

The method of retreating follows D1D in Combat Results (section 9-5).

## 8.0. MOVEMENT

Players can move their units during the movement phase of their player phase.

### 8.1 Move

Movement means moving a unit from one hex to another.

**8.1.1.** Movement is done one unit at a time. The order in which the units are moved is up to the player. However, one unit must finish moving before the next unit can move.

**8.1.2.** All units move hex by hex, in any direction at the player's discretion.

### 8.2 How move

Players move their units using the movement points given to them. Movement points are a number that determines how far a unit can move in one movement phase.

**8.2.1.** The player moves the unit within the allowance of movement given to each unit.

**8.2.2.** The amount of movement points a unit uses to move one hex depends on the terrain in that hex (see Terrain Effects Table). Players expend movement points according to the terrain of the hex they are moving to, to move their units.

**8.2.3.** When a unit moves across a river (crossing a river), in addition to the movement points consumed by the terrain, it expends additional movement points needed to cross the river (see Terrain Effects Table).

**8.2.4.** When moving a unit into a hex connected by a road, terrain has no effect.



### Example of movement

A German mechanized unit with 8 movement points moves to hex D.

**(1)** Hexes A and B are connected by a road, so it takes 1 movement point ( $1/2+1/2$ ) to reach hex B. At this time, it leaves the area occupied by the Soviet unit, so it consumes an extra 1 movement point.

**(2)** Hex C crosses a river and enters a forest, so it requires 4 movement points ( $3 + 1$ ), but since there is a road, it only consumes 1 movement point. Here, it also consumes the additional movement point of the camp ( $+ 2$  movement points).

**(3)** Hex D is also connected by a road, so it consumes  $1/2$  movement point and the camp's movement point. It has consumed  $7 + 1/2$  movement points in the movement up to this point.

### Example of Forced March

In the example on the left, the German mechanized unit that moved to hex D now moves to hex F.

**(1)** The unit that moved to hex D has expended  $7 1/2$  movement points. Since it cannot enter any more hexes, it turns over and performs a forced march (the movement point for the back side is 4).

**(2)** Hex E is flat, so it expends 1 movement point.

**(3)** Hex F is flat with hills, so it expends 2 movement points. Although it still has 1 movement point remaining, the unit has ended its forced march here.

### 8.3. forced march.

A forced march is a movement that exceeds the movement given to a mechanized unit. To perform a forced march, after normal movement the unit is flipped over to become exhausted, and the unit then moves, expending the movement allowance shown on that side.

**8.3.1.** Units that cannot perform forced marches:

- ① Units that are not exhausted (non-mechanized units)
- ② Mechanized units that are already exhausted
- ③ Mechanized units that are out of supply
- ④ Mechanized units that are in disrupted state.

**8.4. Influence of the ZoCs on movement.**

The EZOC has the following effects on unit movement:

**8.4.1.** A unit that enters a enemy controlled hex during the move will end the move in that hex.

**8.4.2.** Units that are in the EZOC at the beginning of the movement phase of your player's phase can exit if you spent one extra movement point in addition to the movement of the terrain. At this time, you can also perform a forced march and leave.

**8.4.3.** Units that do not have enough movement points to leave an EZOC can only move one hex, regardless of the terrain.

**8.4.4.** Units that exit from EZOC cannot move directly from the EZOC to another EZOC.

**8.5. Movement restrictions**

**8.5.1.** Disrupted units cannot move at all.

**8.5.2.** You cannot move across sea or lake terrain.

**8.5.3.** If you do not have enough movement points and cannot move into a hex, you can only move one hex, regardless of the terrain. However, mechanized units must be exhausted.

**8.6. Reinforcement.**

Reinforcements are units that appear on the map during the game.

**8.6.1.** Reinforcements will appear in the hexes on the edge of the map that you specify in the turn of your choice after the turn they are specified in. Units that appear are treated the same as units that are already on the map.

**8.6.2.** Reinforcement can appear in hexes in the EZOC. However, it cannot be moved.

**8.6.3.** Reinforcements cannot appear in hexes with opponent units.

**8.6.4.** If all of the hexes into which reinforcements are to enter are occupied by the opponent, the reinforcements will be delayed by one turn and will enter from the hex closest to the hex into which they are to enter that is not in an opponent's occupied

hex.

**8.6.5.** Reinforcements can be introduced by rail movement (see section 8.7).

**8.7. Rail movement.**

Rail movement means moving your units along railroad tracks.

**8.7.1.** Only reinforcement units may perform rail movement.

**8.7.2.** During rail movement, units move along the rail and cannot move off the rail.

**8.7.3.** Units performing rail movement may not begin, end, or be within three hexes of any opposing unit.

**8.7.4.** The number of units and hexes that can be moved by railroad during an turn varies by game, see the special rules for each game.

**8.8. Breakthrough.**

Breakthrough is to move the unit off the map from the edge of the map.

**8.8.1.** The unit that breakthrough expends one movement point to exit the map.

**8.8.2.** Once a unit has broken through, it cannot return to the map.

**9.0. COMBAT**

Players can attack opponent's units during the combat phase of their player's phase.

Attacks are made against opponent's units adjacent to their own units and are resolved one location at a time in order using dice and the combat result table. When resolving combat, regardless of the battle situation, the player making the attack is called the attacking side, and the player being attacked is called the defending side.

Combat is resolved in the following order.

1. Calculate attack and defense strengths
2. Calculate combat ratio
3. Resolve the combat
4. Apply the combat results

**9.1. Combat principles.**

**9.1.1.** In order to resolve the combat, the attacking player reveals which unit will attack to which opponent unit.

**9.1.2.** The attacking player can attack opposing units in a hex adjacent to his own units, and if there are opposing units stacked in that hex, they will be attacked together.

**9.1.3.** Each attacking unit can only attack one hex per attack procedure. Players are free to attack or not.

**9.1.4.** Units that attack and units that do not attack may be stacked in one hex.

**9.1.5.** When attacking an enemy unit from multiple hexes, these attacks are resolved as a single combined attack.

**9.1.6.** Each attacking unit may only attack once during each attack sequence.

**9.1.7.** Disrupted units cannot attack enemy units, nor can they attack enemy units across sea or lake terrain.

## **9.2. Calculation of attack strength and defense strength.**

The attacking player adds up the attack strengths of his attacking units, and the defending player adds up the defense strengths in the same way.

**9.2.1.** An attacking unit attacking a defending unit across a river has its attack strength halved (rounded down). If attacking units are stacked together, their attack strengths are added together and then halved.

**9.2.2.** If the attacking unit is attacking from a marsh hex, its attacking strength is halved as in the previous section.

**9.2.3.** If an OOS unit is attacking, its attack strength is  $\frac{1}{2}$ .

**9.2.4.** As for the result of halving the attack and defense capacity, the attack strength can only be reduced by half once.

**9.2.5.** The defense strength of a disrupted defending unit is halved (rounded up). If disrupted units are stacked together, add up their defense strengths and then halve them.

## **9.3. Calculation of the combat ratio.**

After calculating the attack strength and defense strength, convert them into a simple integer ratio as shown on the combat results table. In this case, players must calculate the ratio in the form of attack strength: defense strength.

① If attack power  $\geq$  defense power  
Calculate the ratio so that defense strength is 1 (round down).

② If attack strength < defense strength  
Calculate the ratio so that attack strength is 1 (round down).



Armor



Panzergrenadier/Mechanized infantry

## **9.4. Armor effect.**

Either player can shift the combat odds by one in his favor if he has an armored unit in combat.

**9.4.1.** Armor effects can be applied to both the attacking and defending sides.

**9.4.2.** Armor effects can only shift the combat ratio by one, regardless of the

number of armored units participating in the combat.

**9.4.3.** If both the attacking and defending sides have armored units, neither side can gain the armor effect.

**9.4.4.** Armor effects can only be applied when the defending side is in a clear hex. However, the defending side cannot gain the armor effect when attacking across a river or when an attacking armored unit is attacking from a swamp hex.

**9.4.5.** Soviet mechanized infantry units are not armored units, but they can gain the armor effect (the Soviet mechanized corps had almost the same number of tanks as the Soviet tank corps).

## **9.5. Combat resolution.**

After calculating the battle odds, the attacking player rolls the dice. The intersection of the rolled number and the corresponding battle odds column on the Battle Results Table is the battle result. The result is immediately applied to the corresponding unit.

**9.5.1.** The battle odds column varies depending on the terrain in the hex where the defending unit is located. Please note this.

**9.5.2.** Also, the way the dice roll is applied varies depending on the game. Please refer to the special rules for each game.

## **9.6. Combat results.**

The combat results can be interpreted as follows:

**AL2** Two attacking units are eliminated. The remaining attacking unit receives an A2D result.

**AL** Eliminate one attacking unit. The remaining attacking units receive the A2D result.

**A2D** The attacking units retreat two hexes and become disrupted. The defending player retreats all attacking units two hexes. Place an Attacker disrupted marker on all attacking units.

**A1D** The attacking units retreat one hex and become Disrupted. The defending player retreats all attacking units one hex. Place an Attacker Disrupted marker on all attacking units.

**A2** Attacking units retreat 2 hexes. The attacking player retreats all attacking units 2 hexes.

**A1** Attacking units retreat one hex. The attacking player retreats all attacking units one hex.

**C** Contact: No effect on either side.

**EX Exchange:** First, the attacker eliminates any of his units. Then, the defender must eliminate his units with the same defend factor as attack factors of units which are eliminated by the attacker. **Exception:** the defender NO need to eliminate his units if all of the defender units have greater defending factors than the attacker lost the total attacking factors.

**Overview**

First, the attacking player eliminates any of his own units. Next, the defending player eliminates units from his own army with defensive strength equal to the total attack strength of the units eliminated by the attacking player. If the total attack strength of the units eliminated by the attacking player does not reach the defensive strength of any of the defending units, the defending player does not have to eliminate any units. Also, if it is equal to or greater than the total defensive strength of the defending units, all of the defending units are eliminated. At this time, the attack strength and defensive strength are viewed as values after any adjustments such as doubling or halving have been made.

**Example:** The attacker eliminates a 2-attack factor unit. The defender does not lose his unit if all of the defender's unit has 3 or more defending factors.

**Note:** All of the defender units are eliminated if eliminated attack factors is greater than total defend factors.

**Important:** Both attack factors and defender factors using in Exchange are modified by any factors (terrain and other factors).

First, the attacking player arbitrarily removes his own unit. Subsequently, the defending player removes his own unit having a defense strength equivalent to the total attack strength of the units removed by the attacking side. The defender does not have to remove even one unit when the total attack strength of the units removed by the attacker does not reach the defense strength of any defending unit. Also, if it is greater than or equal to the total defense strength of the defending unit, remove all defending units. At this time, the attack strength and defense strength are viewed as the values after corrections such as doubling and halving.

**D1** Defending units retreat one hex. The defending player retreats all defending units one hex. The attacking units may advance after combat one hex (see 9.7)

**D2** Defending units retreat 2 hexes. The defending player retreats all defending units

2 hexes. Attacking units may advance after combat 2 hexes.

**D1D** Defending units retreat one hex and become Disrupted. The attacking player retreats all defending units one hex. Place a Disrupted marker on all defending units. Attacking units may advance after combat one hex.

**D2D** Defending units retreat 2 hexes and become Disrupted. The attacking player retreats all defending units 2 hexes. Place a Disrupted marker on all defending units. Attacking units may advance after combat 2 hexes.

**DL** Eliminate one defending unit. The remaining defending unit receives the D2D result.

**DL2** Eliminate two defending units. The remaining defending units receive the D2D result.

**Example of combat**  
 In the diagram, A and B are German units, and ① is a Soviet unit. Also, A and ① are infantry divisions, and B is an armored division, and all units are assumed to be non-disrupted.  
 (1) First, A's attack strength is 3, but since the combat will be across a river, it will be reduced to 1. Also, B's attack strength is 8, which adds up to 9. On the other hand, ① defense strength is 4.  
 (2) The combat ratio is  $9:4 = 2:1$ . However, since the German army has an armor effect, the result is in the 3:1 column.  
 (3) The combat result is "D2D". ① is retreated by the attacking German (retreat to A). After that, A and B can advance up to two hexes after the combat. The first hex must be the hex where A was, but the second hex can advance in any direction they wish. The German advanced to B and C after the combat.

**9.7. Retreat.**

When a unit must retreat as a result of combat, it can be retreated in one of the following specified ways.

- ① the retreating player retreats their own unit.
- ② the opposing player retreats the retreating unit.



**9.7.1.** Retreating can be done freely by either player as long as the following conditions are met.

**9.7.2.** When retreating a unit, it cannot be retreated into the following hexes:

1. A hex containing an enemy unit
2. An enemy controlled area (EZOC)
3. A hex that crosses an ocean or lake.

**9.7.3.** If a unit can only retreat into a hex that already meets the stacking limit, it may retreat beyond that hex. In this case, it is permitted to retreat more than three hexes.

**9.7.4.** When retreating two hexes, it must retreat as far away from the hex in which the battle took place as possible.

**9.7.5.** If a retreating unit cannot retreat the number of hexes it should have, remove the units equal to the number of hexes it could not retreat into.

### **9.8. Advance after combat.**

When the enemy unit retreats or is removed from the map as a result of the combat, the attacking player can advance his own unit. This is called advance after combat.

**9.8.1.** When advancing after combat, you can advance one hex without being affected by the terrain of the hex you advance into or the enemy's occupied areas (EZOCs). The hexes you can advance into are hexes that have been vacated by enemy units retreating or being eliminated as a result of combat.

**9.8.2.** When the result of combat is that enemy units have retreated two hexes or all of them have been eliminated, the attacking player can advance his own units two hexes after combat. After advancing one hex as per the previous paragraph, advance one more hex. Advance after combat is not the same as movement, but when moving, follow the movement restrictions.

**9.8.3.** After an advance after combat, you can advance any number of units as long as stacking restrictions are met.

### **9-9 Exhaustion of Mechanized Units (depleted)**

When combat ends, all attacking mechanized units that participated in that battle are depleted regardless of the combat result. Note that mechanized units that are already exhausted are not affected.

## **10.0. MECHANIZED MOVEMENT**

The players may move non-exhausted mechanized units during the Mechanized Movement Phase.

### **10.1. Mechanized units that can perform mechanized movement.**

Mechanized units cannot perform mechanized movement unless they meet all of the following conditions:

- ① They are not in a depleted state
- ② They are not out of supply
- ③ They are not in a disrupted state

### **10.2. Restrictions on mechanized movement.**

Players may perform mechanized movement according to the rules of movement, except for forced marches and railroad movement.

## **11.0. DISRUPTION RECOVERY**

During the Disruption Recovery Phase of your player's phase, you can recover your units from a disruption state.

### **11.1. How to recover from disruption.**

A player can remove the disruption marker from a disrupted unit in their army that is in supply and recover it from the disruption state. A unit with an Attacker disrupted marker cannot recover immediately. First, flip the Attacker disrupted marker over and replace it with a disrupted marker.

## The Battle of Kursk Special Rules

### A1.0 Introduction

This game is played by two players, divided into the German and Soviet armies. Here we explain the special rules used in the "Battle of Kursk".

### A2.0. Components

#### A2.1. Game parts

The following parts are included in this game:

- (1) Rule book
- (2) Map : Use the map board included in this manual.

In this game, there is one map that includes Orel in the north and Belgorod in the south. The distance between the opposite sides of one hex represents the actual distance of about 6km.

- (3) Pieces : 1 sheet

Use it by cutting it from the cardboard included in this chapter. This game uses 1d6, so prepare separately, please.

#### A2.2. Markers



In this game, we will use this marker. For how to use it, refer to the applicable item.

### A3.0. Game sequence

In this game, the first player is the German and the second player is the Soviet player. In addition, one turn of this game represents the actual two days.

### A4.0 Stacking Limits

The stacking limit in this game is three units. However, please note that there are exceptions for the following units.

- (1) Units with a division or corps size are counted as two units for stacking limit purposes.
- (2) Units with a battalion size can be stacked with any number of units, ignoring the stacking limit.

### A5.0 Special rules for supply

#### A5-1 Supply sources

The supply sources in the Battle of Kursk are as follows: **German:** Road and rail hexes on the northern edge of the map west of 0901, the western edge of the map, and the southern edge of the map west of 1950 (see German supply source display) **Soviet:** Road and rail hexes on the eastern edge of the map, and the southern edge of the map

east of 2750 (see Soviet supply source display)

Any unit is in supply if it can form a supply route to the supply source.

#### A5.2. Mechanized unit recovery.

Players will recover all exhausted (depleted) mechanized units under supply.

#### A5.3. Units out of supply (OOS).

If a unit that has already been marked with an Out of Supply marker fails to reestablish a supply path, it becomes Disorganized.

### A6.0 Special Rules for Support Attacks and Combat Support

#### A6.1. Hills.

If you have your unit in a hex with a hill and you want to support against an opponent unit in an adjacent hex, add 1 to the resulting die roll.



#### A6.2. Tank Destroyer (air counters).

A tank destroyer is an abstract representation of the effects of Junkers JU87G and the Soviet I-2 Sturmovik on the tanks. Can be used as support when resolving combat (see section 9).

**A6.2.1** Each player can use his tank destroyer marker to modify the rolls of dice to determine the combat result. If used during attack, the roll can be modified by +1, and when used during defense, the roll can be modified by -1.

**A6.2.2** The Soviet army declares the use of a tank destroyer marker first. The German player can declare the use of their own tank destroyer marker after confirming the Soviet army's declaration.

**A6.2.3** The German player can only use one tank destroyer marker per turn. The Soviet army can use 0 markers up to the 5th turn, 1 marker from the 6th to 9th turns, and a maximum of 2 markers from the 10th turn onwards. Only 1 marker can be used per combat.



#### A6.3. Fortifications (Defensive position).

When making a support attack against a Soviet unit in a fortified or reinforced fortified hex, you must subtract 1 from the resulting dice roll. This is compounded with the effect of hills (the effects are cancelled out, resulting in no modifier).

#### **A6.4 Support Attack Points**

Both players receive a certain amount of support attack points per turn. To see how many you receive, refer to the turn record table in the quick reference sheet.

A6.4.1 The German support attack points are divided into Army Group South and Army Group Center, but these support attack points can be used on hexes adjacent to units belonging to each army group.

A6.4.2 The Soviet support attack points are divided into Voronezh Front and Central Front, but these can be used in the following hexes. They do not affect units of the front.

① **Voronezh Front:** hexes with the last two digits 27 or higher

② **Central Front:** hexes with the last two digits 26 or lower

**A6.4.3** The maximum number of support attack points that can be used in one place for both armies is limited to 4 points.

#### **A7.0. Special movement rules**

##### **A7-1 River Crossing**

In the Battle of Kursk, if you cross a river that is crossed by a road, you will consume the movement points shown on the Terrain Effects Table for (River Crossing).

##### **A7-2 Rail Movement**

In this game, only the Soviet army can move by rail. The number of units and hexes that can be moved by rail are as follows:

① Number of units: 5

② Number of hexes: Unlimited

#### **A8.0. Defensive Position (fortification)**

The Soviets, who had received information that the Germans were going to attack the Kursk Salient, constructed an unprecedented large fortification there. The following rules govern the effectiveness of this fortification.

##### **A8.1 Positions and reinforced positions**

There are two types of fortifications: normal positions and reinforced positions. Reinforced positions have special effects during German attacks but have the same effects as normal positions. In the following rules, when the word "position" is used, it refers to both normal positions and reinforced positions.

##### **A8.2. Effects on support attacks.**

When the German player makes a support attack against a fortification hex containing a Soviet unit, subtract 1 from the resulting dice roll.

#### **A8.3 Effect on movement**

When German units move into a fortified hex, they must expend extra movement points in addition to the terrain effect of that hex. This also applies when moving by road. The extra movement points expended are as follows:

① Mechanized units: +2 movement points

② Non-mechanized units: +1 movement point

Note that Soviet units are not affected by fortifications.

#### **A8.4 Effects on combat**

Fortifications have the following effects during German attacks. They have no effect during Soviet attacks.

**A8.4.1** Soviet non-mechanized units other than cavalry in a reinforced fortified hex have double defensive strength. In a normal fortified hex, defensive strength is not doubled.

**A8.4.2** The combat ratio column is determined by the terrain of the hex in which the defending unit is located (see section 35.1), but a fortified hex does not use any other column than the clear column. A combat in a fortified hex in a clear hex uses the clear column.

**A8.4.3** The dice roll for the fortification column is used to resolve the combat result.

**A8.4.4** Even if a 2-hex advance after combat is allowed, only a 1-hex advance after combat can be made.

**A8.4.5** The Germans cannot use the effects of defensive positions when defending their own army.

#### **A9.0 Special Rules for Combat**

##### **A9.1 How to read the combat results table**

The combat ratio column is different depending on whether the defending unit is on clear or in another hex. Also, the column to apply the result of rolling the dice uses the fort column only if the Soviet non-mechanized unit (except cavalry) is defending in a fort. Otherwise, the normal column is used.

##### **A9.2 Attack Restrictions**

In this game, if multiple units attack, they must all be from the same army group (German Army) or front (Soviet Army).

##### **A9.3 Panzer Keil**

The Panzer Keil was the most effective attack formation at the time, in which a wedge formation was deployed and advanced with a Tiger heavy tank at the front. In order to express its effect abstractly in this game, the following rules are set.

### A9.3.1 Panzer keil Formation

The German player can form a Panzerkeil by stacking the following three units. They can belong to different units.

- ① Tiger Heavy Tank Battalion Unit (4-2-5 Battalion-sized Tank Unit)
- ② Regiment-sized Tank Unit
- ③ Regiment-sized Motorized Infantry or Mechanized Infantry Unit

#### [Example of Panzer Keil]



**A9.3.2** All units with Panzer Keil in their formation must attack the same target.

**A9.3.3** The attack strengths of all units that have formed a Panzer Keil formation are doubled. This effect cannot be obtained when defending.



### A10.0. German 10th Panzer Brigade

The German 10th Panzer Brigade was a unit made up of about 200 Panther tanks, divided into the 51st and 52nd battalions. As you know, the Panther tank was state-of-the-art and had high hopes for it, but it had many mechanical defects that prevented it from fully demonstrating its capabilities. Therefore, the following rules are set for the two units of the 10th Panzer Brigade.

**A10.1** The two units of the 10th Armored Brigade will always become exhausted when they move and will become disorganized if they perform a forced march.

**A10.2** If a unit of the 10th Armored Brigade in the exhausted state attacks, the attacker will become disorganized.

**A10.3** The two units of the 10th Armored Brigade will become disorganized if they perform mechanized movement.

### A11.0. Initial set up

#### A11.1. Historical set up

The placement of units in the Battle of Kursk is as follows. When placing units, please pay attention to the following points. Corps and division units can also be placed by referring to the "Initial Placement" on the map.

- (1) If multiple placement hexes are marked, place one unit of each unit in each hex.
- (2) If a unit has only one placement hex, place it in the specified hex.

(3) If a placement hex is marked "x1 to x3," place that many units in the specified hex (usually all units are placed).

(4) The abbreviations used for placement and later reinforcements are as follows:

#### German:

- PzD:** Panzer division  
**PGD:** Panzergrenadier division  
**ID:** Infantry division  
**Pz Bgd:** Panzer brigade  
**Pz Rgt:** Panzer regiment  
**Pz Bn:** Panzer battalion  
**PzJ Rgt:** PanzerJäger regiment  
**GD:** Gross Deutschland  
**LAH:** 1st Panzer division SS (Leibstandarte Adolf Hitler)  
**DR:** 2nd Panzer division SS (Das Reich)  
**T:** 3rd Panzer division SS (Totenkopf)  
**StmD:** Sturm division (Assault division)

#### Soviets:

- GTC:** Russian Guards Tank Corps  
**GMC:** Guard Mechanized Corps  
**GCC:** Guard Cavalry Corps  
**TC:** Tank Corps  
**MC:** Mechanized Corps  
**GRD:** Guard Rifle Division  
**RD:** Rifle Division  
**AbnD:** Paratroopers (units are infantry)

#### **A11.1.1. German initial set up**

##### Army Group South

###### **● 4th Panzer Army**

**52nd Corps:** 57 ID 0643, 0844, 1044  
255 ID 1245

**48 Panzer Corps:** 3 PzD 1644 x 3  
11 PzD 1844 x 3  
GD 1744 x 3, 1745 x 1  
167 ID 2044  
332 ID 1444  
10 Pz Bgd. 1745 x 2  
39 Pz Rgt. 1745

**2 Panzer Corps SS:** LAH 2144 x 3  
DR 2345 x 3  
T 2244 x 3

###### **● Army Detachment Kempf**

**3rd Panzer Corps:** 6 PzD 2445 x 3  
7 PzD 2448 x 3  
19 PzD 2447 x 3  
168 ID 2446  
503 Pz Bn 2446 (*Tiger Heavy Tank Battalion*)

**11 Corps:** 106 ID 2449  
320 ID 2550

##### Army Group Center

###### **● Second Army**

**7th Corps:** 26 ID 0234  
68 ID 0338, 0439, 0542  
75 ID 0336  
88 ID 0230, 0232, 0329

**13 Corps:** 82 ID 0215, 0317, 0319  
327 ID 0224, 0225, 0327  
340 ID 0321, 0422, 0423

● **9th Army**

**9th Army Reserve:** 4 PzD 2507 x 3  
12 PzD 1606 x 3  
10 PzG 2807 x 2

**20 Corps:** 45 ID 0908  
72 ID 1208  
137 ID 0709  
251 ID 0213, 0510, 0311

**46 Panzer Corps:** 7 ID 2111  
31 ID 2211  
102 ID 1509  
158 ID 2010  
Grp. Mant. 1809  
505 Pz Bn 2111  
*(Tiger Heavy Tank Battalion)*

**47 Panzer Corps:** 2 PzD 2510 x 3  
9 PzD 2710 x 3  
20 PzD 2411 x 3  
6 ID 2511

**41 Panzer Corps:** 18 PzD 2809 x 3  
86 ID 2810  
292 ID 2711  
656 PzJ Rgt 2610  
653 PzJ Bn 2711  
654 PzJ Bn 2810

**23 Corps:** 78 StmD 2910  
216 ID 3109  
383 ID 3308

**35 Corps:** 56 ID 3602  
262 ID 3505  
299 ID 3507

**A11.1.2 Soviet Initial set up**

**[Voronezh Front]**

**38th Army:** 167 RD 0334, 0335, 0436  
204 RD 0330, 0332, 0428  
240 RD 0438, 0540, 0541

**40th Army:** 100 RD 1743  
161 RD 1241  
206 RD 1244  
209 RD 1741  
219 RD 1544  
237 RD 0642, 0843, 0944

**6 Guard Army:** 2 GTC 3742  
51 GRD 2642  
52 GRD 2344  
67 GRD 2143  
71 GRD 1944  
89 GRD 2745  
90 GRD 2041  
375 GRD 2545

**7 Guard army:** 72 GRD 2650  
73 GRD 2647  
78 GRD 2549  
81 GRD 2547

**69 Army:** 107 RD 2637  
111 RD 2838

183 RD 3040  
270 RD 3043  
305 RD 3146

**1 Tank Army:** 6 TC 1935  
31 TC 1436  
3 MC 2335

**Front army reserve:** 5 GTC 2733  
15 GRD 3036  
36 GRD 3237  
24 RD 3339  
213 RD 3540

**Central front**

**60 Army:** 141 RD 0314, 0316, 0417  
232 RD 0419, 0421, 0522  
322 RD 0524, 0325, 0326

**65 Army:** 60 RD 1008  
69 RD 0610  
194 RD 0312  
246 RD 0809  
354 RD 0411

**70 Army:** 102 RD 1209, 1409, 1609  
106 RD 1810  
132 RD 2512  
140 RD 2012  
162 RD 2013  
175 RD 2113  
181 RD 1512  
211 RD 2011  
250 RD 1812  
280 RD 2312

**13 Army:** 6 GRD 2414  
70 GRD 2415  
75 GRD 2515  
2G AbnD 3313  
3G AbnD 3212  
4G AbnD 3113  
8 RD 3110  
15 RD 2611

74 RD 3111  
81 RD 2811  
148 RD 2911  
254 RD 3213  
307 RD 2812

**48 Army:** 16 RD 3309  
73 RD 3606  
137 RD 3608  
143 RD 3609  
170 RD 3508  
399 RD 3709

**2 Tank Army:** 3 TC 2517  
16 TC 2216  
**Front army reserve** 19 TC 2015  
9 TC 2325  
6 GCC 2726

**63 Army\*:** 41 RD 3702  
271 RD 3704  
348 RD 3604  
397 RD 3605

*\*The 63rd Army actually belongs to the Bryansk Front, but in this game it will be treated as belonging to the Central Front.*

### **A11.2 Simple Set up**

When placing units using the "Initial Placement" on the map, you can omit referencing the unit number as follows.

(1) For units with a corp/division number specified, place the unit whose service symbol and rating match the "Initial Placement" notation. The division/corps number can be ignored.

(2) For German mechanized divisions, place units from the same division in a hex marked "Initial Placement". The division number can be ignored. However, SS Panzer Divisions, "GD", "10PG", and "10Pz" should be placed as specified on the map.

(3) The symbols only indicate the placement hexes of German independent units (units without a division number specified). Independent units can be placed in hexes where the symbol for their branch of the military matches the "Initial placement" symbol.

(4) Reinforcements will advance from the specified supply sources as shown below, according to the notation on the edge of the map.

① The number in a circle indicates the turn in which they will appear.

② (VF) indicates units belonging to the "Voronezh Front", (SF) indicates units belonging to the "Steppe Front".

③ Please bring in units that correspond to "Rating x number of pieces".

### **A12.0. Reinforcement**

The following units will appear as reinforcements in the Battle of Kursk. Only the Soviet Army has reinforcements. There are no reinforcements for the German Army.

#### **Voronezh Front:**

##### **Turn 1**

**7 Guard Army:** 24 TC: 2850 (cannot move by railroad)

##### **Turn 2**

**5 Guard tank Army:** 2, 18, 29 TC, 5 GMC, 9 G AbnD: Appears at 3841, 3846, 3650 (cannot move by rail).

#### **Steppe Front:**

##### **Turn 3**

**5 Guard Army:** 6 G Abn D, 13, 95, 97 GRD: Appeared from any of 3828, 3833, 3837: Railroad movement is possible.

### **Turn 9**

**27 Army:** 71,155, 166, 241 RD: 3812 (Railroad movement is possible)

**53 Army:** 28 GRD, 84, 89, 105, 116, 252, 256, 256 RD: Appeared from any 3818, 3823 (railroad movement is possible).

#### **Steppe Front Reserve:**

**10 TC:** Appears from 3833, 3837 (railroad movement possible)

**4 GTC:** Appears from 3823, 3828 (railroad movement possible)

Note that reinforcements appearing in the 9th turn may appear earlier depending on the situation. For more information, please refer to the victory conditions in section A16.

### **A13.0. Withdrawals**

The following German units have been sent to other fronts for various reasons. In the game, this is expressed as a unit's withdrawal. The German player removes units that must be withdrawn in a given turn from the map at the end of the supply phase and places them in the "German withdrawal box." These units will not reappear on the map.

#### **Army Group Centre**

##### **Turn 5**

9 Army reserve: 12 PzD.

41 PzK: 18 PzD.

47 PzK: 20 PzD.

*\* These were reassigned to the 2nd Panzer Army to respond to the gap opened by the Soviet army on the northwest front of Orel.*

#### **Army Group South**

##### **Turn 9**

2 PzK SS: LAH, DR, T

*\* They were scheduled to be sent to Italy in response to the Allied landing, but Soviet troops broke the front on the Mius River and were sent there.*

### **A14.0. Special rules for turns 1 and 2**

The following special rules apply for the first and second turns.

#### **A14.1 German army**

**Turn 1:** Add +1 to the dice rolls for all support attacks. However, the result of 1D is considered as D.

#### **A14.2 Soviet Army**

**Turn 1:** Only units and reinforcements within 4 hexes from the front line can be moved.

**Turns 1 and 2:** mechanized movement is not possible.

#### **A14.2 Both armies**

**Turns 1 and 2:** No forced march.

Move across all road hexsides with a movement allowance of 1.

### **A15.0 Scenarios**

The Battle of Kursk consists of four scenarios, large and small.

Two are mini scenarios for each of the northern and southern fronts, one is a campaign scenario for the Battle of Kursk, and one is a hypothetical campaign scenario.

In all scenarios, set up, reinforcement, withdrawal, etc. all follow A11 to A14.

#### **A15.1. Mini scenario 1: Prokhorovka.**

① Area to be used: Use the area south of hex xx 27.

② Number of turns: 5 innings

③ Placement: Place units to be placed south of hex xx 27.

④ Reinforcements: Use reinforcements up to 5 innings.

⑤ Victory conditions: Calculate the German score at the end of 5 turns according to the victory conditions in A16.

49 points or less: Soviet victory

50 to 59: Draw

60 to 69: German victory

70 points or more: German strategic victory

Also, if a supplied German unit occupies Tim (3528) or breaks through hex 2127, the German victory is declared.

#### **A15.2. Mini-scenario 2: Northern wall.**

1) Areas used: Use the area north of hex xx 25.

2) Number of turns: 5 Innings

3) Placement: Place units north of hex xx 25.

4) Reinforcements: None

5) Exit: There is no exit in this scenario.

6) Victory Conditions: The outcome is determined by how many hexes the Germans occupy of Soviet positions at the end of the 5th turn.

6 hexes or less: Soviet victory

7-11 hexes: Draw

12 hexes or more: German victory

#### **A15.3. Campaign Scenario ①: Battle of Kursk**

① Area used: Entire map

② Number of turns: The number of turns in this scenario changes depending on the German army's score. For details, see A16.

③ Deployment, reinforcements, and withdrawal: Follow A11 to A14.

④ Victory conditions: See A16.

#### **A15.4. Campaign scenario ② :**

Werther's Second Failure

This scenario is based on the assumption that the Soviet army failed to detect the German army's intentions. In principle, it is the same as Campaign Scenario 1, but with the following changes.

① Reinforced positions become regular positions.

② Regular positions are eliminated.

③ Steppe armies are not used.

#### **A16.0. Victory conditions**

Victory or defeat in the campaign scenario is determined from the fifth turn onwards.

The outcome of the game is decided based on how many points the German army scores.

Points are scored at the end of the game. The method for scoring is as follows:

#### **A16.1. Points for occupying towns and cities**

The German player scores points for occupying the following towns and cities:

① KURSK (2325): 30 points

② OREL (2702), BELGOROD (2446): 20 points

③ Zolotnkhino (2719), Kolpy (3617), Shchigry (3423), Tim (3528), Solintsevo (3031), Oboyan (2234): 10 points

④ L'GOVO (1023), Fatezh (2017), Ponili (2714), Maloarkhangelsk (3013), Yakovlevo (2341), Prokhorovka (2838), Korocho (3443), Skorodnoye (3539): 5 points

#### **A16.2 Points for eliminating Soviet units**

The German player receives the following points each time he eliminates a Soviet unit.

① Mechanized units: 4 points

② non-mechanized units: 2 points

③ Infantry regiment units: 0 points

④ Guard units (marked G): +1 point

#### **A16.3 Points lost due to German unit losses**

The German player loses the following points each time a unit of his own is eliminated in battle.

① Mechanized unit: 1 point

② non-mechanized unit: 2 points

③ Infantry regiment unit: 0 points

#### **A16.4 Points gained or lost by occupying a supply source**

The German player scores 2 points when he occupies a supply source hex belonging to the Soviet army. Conversely, he loses 2 points when his own supply source hex is occupied by the Soviet army.

### A16.5 Offensive state

The German player must maintain an offensive state.

An offensive state is a state in which the player has earned a set number of points at the end of each inning.

**A16.5.1** If the player is unable to earn enough points to maintain the offensive state, the game ends at that point.

**A16.5.2** To maintain the offensive state, the German player must earn the following points each inning.

① 1st to 4th turns: Automatic offensive state

② 5th to 8th turns: 5 points or more points

③ 9th to 15th turns: 3 points or more points

**A16.5.3** The points required to maintain the offensive state are determined by the total points gained and lost in A16.1 to A16.4 for that turn alone. Please consider this to be completely separate from the determination of victory or defeat.

### A16.6 Determining victory or defeat

A16-6 Determining the outcome

When the game ends, the outcome is determined by the score of the German army.

The German army's score at this time is the sum of the following:

1. The total score of the cities and towns occupied at the end of the game (section A16.1)

2. The total score gained and lost by the eliminated units of both the German and Soviet armies at the end of the game (sections A16.2, A16.3)

3. The total score gained and lost by occupying and being occupied by supply source hexes at the end of the game (section A16.4)

4. The total score gained and lost by the units withdrawn in the 5th and 9th innings (section A16-6-1)

#### A16.6.1 Points for units withdrawing:

The German player will score 2 points at the end of the game for each unit withdrawn in the 5th and 9th turns.

**A16.6.2** The game is decided according to how many points the Germans have scored, as follows:

49 points or less: Soviet strategic victory

50 to 69: Soviet operational victory

70 to 85: Soviet tactical victory

86 to 99: German tactical victory

100 to 199: German operational victory

200 points or more: German strategic victory

### Playing the old version (Tsukuda version)

In the new version (GJ version), the following rules have been revised from the old version (Tsukuda version) to adjust the game balance. If you want to play with the old version (Tsukuda version) rules, please follow the old version rules as follows.

#### A6.2 Tank destroyer

The Tank destroyer is used in support attacks. The German army can use one per turn, and the Soviet army can use two. When a player uses a Tank destroyer to make a support attack against a hex that contains a mechanized unit, they can add one to the dice roll of the support attack result.

Place a Tank destroyer marker on the hex where the Tank destroyer will be used.

**A6.2.1** The effect of the Tank Buster can only be obtained when making a support attack against a hex that contains a mechanized unit. The effect can be obtained as long as there is at least one mechanized unit.

**A6.2.2** Even if multiple Tank destroyer markers are placed in one hex, the effects will not be combined. Also, it does not combine with the effect of hills.

**A6.2.3** The German player can only use Tank destroyer against support attacks by units belonging to his own Army Group South. The Soviet player has no such restrictions.

#### A6.4 Support Attack Points

The following table is used to calculate the Soviet support attack points for turns 1-5.

Turn	1 7/5*6	2 7*8	3 9*10	4 11*12	5 13*14
Central Support Attack Point	7	7	6	7	8
Voronezh Support Attack Point	8	7	6	6	6

**A6.4.3.** The maximum use limit for support attack points is 5 points.

Use the table below :

#### Support attack table

Supp. points Dice	1	2	3	4	5
1	-	-	-	-	-
2	-	-	-	-	-
3	-	-	-	-	D
4	-	-	-	D	D
5	-	-	D	D	1D
6	D	D	1D	1D	D
7	D	1D	D	D	1D



**Result:** D.... Disruption  
 1D... 1 hex retreated and disrupted  
 Hill adjacent hex/tank destroyer (against mechanized unit): +1  
 Defensive position (fortification)/reinforced defensive position (reinforced fortification): -1

**A7.2 Railroad Movement**

The maximum number of hexes that can be moved by railroad movement is 25 hexes.

**A14.0 Special rules for turns 1 and 2**

A14-1 to A14-3 are not used.

A16.6.2 The victory conditions for the campaign scenario are determined as follows:

- 49 points or less : Soviet strategic victory
- 50-99 points : Soviet operational victory
- 100-149 points : Soviet tactical victory
- 150-199 points : German tactical victory
- 200-249 points : German operational victory
- 250 points or more : German strategic victory

*Map revision: If you wish to use the original map, please use the map below for the southwestern part.*

