

Kursk Derived Errata by Donald Johnson 08/24/2023

Number the separate boxed sections as follows: 1. Overview, 2. Movement, 3. Zones of Control, 4. Stacking, 5. Supply, 6. Combat, 7. Air units, 8. Combat Results, 9. Victory Conditions, 10. Optional Rules.

Playing Pieces

The type symbol for a cavalry unit is a diagonal line going from bottom left to top right inside the type rectangle. The 4 Soviet 3-7 units are cavalry, the Germans have no cavalry.

TEC

The cost for a clear terrain hex is 1 MP. There is no effect on combat.

Rail lines only matter for tracing supply, they have no direct effect on movement or combat.

Zones of Control

A friendly unit negates an enemy zone of control for retreat purposes. (from Battle of Stalingrad)

Combat Results

DR - defender retreat. The attacker moves all defending units back one hex, they must be retreated in the direction of their supply line, units that cannot be moved back because of stacking limitations or are only able to be moved back into an unnegated enemy zone of control are destroyed instead.

BR - both retreat. No advance by either side is possible.

Air Units

An air unit may only take off once per turn, but may land twice in a turn (due to the way the sequence of play interacts with an interdiction).

There is no additional effect of an Interdiction mission when the interdicted hex is already in a friendly unit's ZOC.

Victory Conditions

Elimination of a Ground Support Element (airbase) is worth 3 victory points.

MP Costs

to enter a hex: 1

to cross a river hexside or enter an unfortified city hex: 0

for mech or airbase to enter a forest or swamp hex: +1

to enter an enemy fortified line or fortified city hex: +2

to enter an enemy ZOC: +3

to leave an enemy ZOC: +2

This means that with the rules as written it is not possible for a unit with an MA of 5 or less to enter an enemy fort hex that is also in an enemy ZOC. Furthermore, there is no advance after combat into an enemy fortified hex. To address these, a unit may always move one hex, except from a hex in an enemy ZOC to another hex in an enemy ZOC, as is explicit in all other games in the Kursk series.

Air interception may be done against enemy air units doing air interdiction before supply is checked.