

KURSK

CHARTS & TABLES

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[9.92] STEP DIE-ROLL MODIFIERS TABLE

Die Modifier	Number of Defending Steps
-2	1
-1	2
0	3 or 4
+1	5 or 6
+2	7, 8, or 9
+3	10 or more

Total the number of Steps in the defending hex, excluding any Anti-Tank and Artillery units. Headquarters units always count as one Step. When rolling on the Combat Results Table, apply the Die-Roll Modifier.

[9.93] COMBAT MODIFIERS TABLE

The following modifiers are in addition to those caused by terrain (see Terrain Effects Chart, 5.7).

11.18: If there are at least two units in the defending stack, and up to all but one are in independent command or alternate subordination, or any are breakdown units, *shift 1 to the right*.

11.19: If there are at least two units in the defending stack, and two of the units are subordinated to different headquarters, but are not in independent command or alternate subordination, *shift 2 to the right*.

11.56: If the defending stack is out of supply, *shift 2 to the right*.

13.24 (Anti-tank combat only): If the defending stack is composed exclusively of infantry and/or headquarters units, *shift 1 to the left*.

13.44: For each Level of barraging artillery, *shift 1 to the right*.

16.3 (Optional): If all 3 units of the 2nd SS Panzer Corps attack together, *shift 1 to the right*.

17.23 (Optional): For each defending Air Point, *shift 1 to the left*. For each attacking Air Point, *shift 1 to the right*.

[5.7] TERRAIN EFFECTS CHART

Terrain Type	Class I Movement	Class II Movement	Defensive Column Shift
Clear	1	1	0
Depression	+0	+0	1 ^a
Dragontooth			
Enemy	+0	+0	0
Friendly	+0	+0	1 ^a
Entrenchment			
Enemy	2	2	1
Friendly	1	2	1
Hill	2	3	2
Lake	Impassable	Impassable	Prohibited
Major City	1	1	3
Major River (or Lake; see 5.65)	+2	+3	2 ^a
Minor City	1	1	1
Minor River	+1	+1	1 ^a
Railroad	See 5.3 ^b	See 5.3 ^b	0
Road	½ ^c	½ ^c	0
Swamp	3	5	0
Village	1	1	0
Woods	1	2	1

a. Only if all units are attacking across a hexside with an equal or greater column shift (see 9.33). **b.** Has no effect unless unit is moving by rail. **c.** Only if unit enters hex through a road hexside (see 5.13). **Impassable:** The hexside may not be moved through by any unit. **Prohibited:** No unit may attack across such a hexside (see 5.65).

If a hex contains more than one terrain type, the *single* greatest Movement Point cost is in effect, but all defensive column shifts are *cumulative*.

A unit receives the benefit of being attacked through a depression hexside only if that unit is on the "up" side of the depression hexside (see 5.63).

The movement columns indicate the Movement Point cost to enter the hex (or cross the hexside); **Class I** units are infantry; **Class II** units are armor, mechanized, headquarters, heavy tank destroyer, anti-tank, and artillery.

Defensive column shifts are applied during combat if the defending unit(s) is in or behind the appropriate terrain.

[9.91] COMBAT RESULTS TABLE

0 or less	Modified Attack Strength Total														72 or more
	1-5	DIE	6-9	10-13	14-17	18-22	23-28	29-35	36-42	43-49	50-56	57-63	64-71		
1/2	1/2	-1	1/2	1/3	1/3	1/3	1/3	1/3	-M3	-3	-3	-M3	-3	-3	
1M2	2/2	0	1M2	1/2	2/3	2M3	1/4	1/4	1/4	1M4	-4	-4	-M4	-M4	
2/1	2M2	1	1/2	1M2	2M2	2/3	2M3	2/4	1M4	1/4	1M5	1M5	-5	-5	
2/1	2/1	2	2/2	2/2	2/2	2M2	2/3	2M3	2/3	2M4	1/4	1M4	1M5	1M5	
2/1	2/1	3	2M1	2/2	2M2	3/2	2M2	2/3	2M3	2/3	2M4	2M4	2M5	2M5	
3/1	3/1	4	2/1	3M1	3/2	3/2	3/2	2M2	2/3	2M3	2/3	2/4	2M4	2M4	
3/1	3/1	5	3/1	3/1	3M1	3M2	3M2	3/2	3M2	2/3	2M3	2M4	2/4	2/4	
3/-	3M1	6	3/1	3/1	3/1	4/1	4/2	4M2	3/2	3M3	3/3	3/3	2M4	2M4	
4M-	3/1	7	3M1	3M1	4/1	4M1	4M1	4/2	4M2	3/2	3M3	3M3	3/4	3/4	
4/-	4/-	8	4/1	4/1	4/1	5/1	5/1	4M1	4/2	4M2	3/3	3/3	3M4	3M4	
4/-	4/-	9	4/-	4/-	4/1	5/1	5/1	5/1	5/2	4/2	4M2	3M3	3/3	3/3	

Number to the left of the slash (or "M") applies to the attacker; number to the right applies to the defender. The attacker must have a minimum of six attack Strength Points to initiate combat. The "0 or less" and "1-5" columns are used only when column shifts or anti-tank or artillery units cause the Player to

use a column worse than the "6-9" column. # = Step loss(es) or hex retreats required (dependent on mode of unit); - = No effect; M = If attacker is in Assault and defender in Static Mode, the number result for both attacker and defender is increased by 1; if attacker and defender are in Mobile, reduce number by 1.

[10.2] SUMMARY OF UNIT MODE EFFECTS

	UNIT MODE			
	Assault	Disrupted	Mobile	Static
<i>Movement</i>	Half	None*	Full	Half*
<i>Overrun</i>	No	No	Yes	No
<i>Attack</i>	Twice	None	Once	None
<i>Defense Shift</i>	None	One right	None	One left
<i>Maximum Retreat</i>	Ger: 1/2 Sov: 1/1	All: -/2	Ger: 1/3 Sov: 1/2	All: -/1
<i>Retreat Options</i>	Atk: May Def: May	Atk: NA Def: Must	Atk: May Def: May	Atk: NA Def: May

*May not be moved during the Mechanized Movement Phase. **Atk** = Attacker. **Def** = Defender. **NA** = Attack not allowed in given mode.

Movement indicates how much of the Movement Allowance a unit possesses when in a given mode. Halved Movement Allowances are always rounded down, whenever necessary. *Overrun* indicates whether the unit may perform overrun during movement. *Attack* indicates the number of times a unit may attack in a Combat Phase (a unit may attack only once per Combat Segment). *Defense Shift* indicates any column shift due to mode when the unit is attacked. *Maximum Retreat* indicates the greatest number of hexes a unit may retreat (the number of hexes retreated is subtracted from the combat result; any loss value left over *must* be taken in Step losses). The number to the left of the slash pertains to the unit as attacker; the number to the right pertains to the unit as defender. *Retreat Options* indicates whether or not the unit is obliged to retreat at least one hex.

[17.3] AIR WARFARE RESULTS TABLE (Optional)

DIE	Number of Attacking Air Points					
	1	2	3	4	5	6
1	1/-	1/-	1/-	1/-	1/-	1/-
2	1/-	1/-	-/-	-/1	2/1	-/1
3	-/-	-/-	1/1	-/1	-/1	-/1
4	-/-	-/1	-/1	1/2	1/2	1/2
5	1/1	1/1	1/2	-/2	-/2	-/2*
6	-/1	-/1	-/2	1/2*	1/2*	1/3*

The result to the left of the slash applies to the attacking Air Points; the result to the right applies to the defending Air Points. - = No effect. # = The indicated number of Air Points are *aborted*. Such Air Points may not be used later in the Game-Turn. *One Air Point is *eliminated*, in addition to any other result; subtract that Air Point from all future Air Point allotments for the rest of the scenario.

[18.19] INDICATOR LETTERS KEY

	May		July		August	
	In Play	Off Map	In Play	Off Map	In Play	Off Map

A	X	-	-	-	-	-
B	-	-	X	-	-	-
C	-	-	-	-	X	-
D	X	-	X	-	-	-
E	-	-	X	-	X	-
F	X	-	-	-	X	-
G	X	-	X	-	X	-
H	-	X	-	-	-	-
J	-	-	-	X	-	-
K	-	-	-	-	-	X
L	-	X	-	X	-	-
M	-	X	-	-	-	X
N	-	X	X	-	-	-
P	-	X	-	-	X	-
Q	-	-	-	X	-	X
R	-	-	-	X	X	-
S	X	-	-	X	-	X
T	-	X	X	-	-	X
V	-	X	-	X	X	-
W	X	-	X	-	-	X
Y	-	X	-	X	-	X

X = A unit with the letter described by the row on one of its counter faces is (1) set up on the map if it appears in the "In Play" column, or (2) *might* be brought on as a reinforcement if it appears in the "Off Map" column.

[18.5] MISCELLANEOUS INFORMATION TABLE

5.27. *Unit is out of supply.* Movement Allowance is halved, round down.

Unit is out of communication. Movement Allowance is halved, round down.

Unit is out of both communication and supply. Movement Allowance is halved, round down.

5.33. *Maximum rail movement (hexes).*

Exclusively along single-track: 20

Any combination of single & double-track: 25

Exclusively along double-track: 30

5.38. No more than 2 units may use rail movement along a given single-track rail hex.

5.39. No more than 4 units may use rail movement along a given double-track rail hex.

6.0. *Cost to overrun:* +3 Movement Pts.

7.0. *Stacking limit in one hex:* 6 Stacking Pts.

7.11-7.14. *Unit Stacking Point values:*

Soviet Rifle Corps: 3

Division, HQ, *Kampfgruppe*: 2

Partisan, anti-tank, artillery: 0

Regiment, brigade, fortified area: 1

7.23. A maximum of 1 anti-tank unit and 1 artillery unit may occupy a given hex.

8.31. *Disengagement cost:* +2 Movement Pts.

9.53. *Step Loss Marker values:*

-2 Attack Strength/-1 Step Value

-4 Attack Strength/-2 Step Value

9.64. Anti-tank units are eliminated if they retreat after combat.

9.65. Artillery units lose one Step for each hex they retreat after combat.

11.15. *Independent Command limits:*

German: 9 Soviet: 5

11.31. *Line of Supply (hexes):*

For non-HQ unit: 7 For HQ unit: 8

11.4. *Line of Communication:* 7 hexes

11.55. If a unit is out of supply when attacking, its Attack Strength is halved, rounding down.

13.12. Artillery suppresses infantry with its *full* strength modifier.

13.13. Artillery suppresses secondarily affected units with *half* its strength modifier.

13.26. All combat results that affect anti-tank units are *halved*, rounding up.

13.31. German HQs may dispense Anti-tank and Artillery Points up to 1 hex away.

14.11. A four-step German infantry division may be broken down into 2 *Kampfgruppen*.

14.12. A maximum of 2 divisions within a corps may be broken down at any given time. A maximum of 13 divisions may be broken down at any given time.

14.13. The German independent command limit is decreased by 1 for every 3 *Kampfgruppen* units in play.

14.31. Soviet rifle corps may be broken down into 3 divisions.

14.35. 2 or 3 divisions may be recombined into 1 rifle corps. Subtract 1 Step from the total Step Value of the recombined divisions.

15.31. *Game-Turn 1 partisan allotment:*
May: 3 July: 1 August: 5

15.32. *Partisan allotment on subsequent turns (all scenarios):* 1

15.33. *Maximum number of partisan units in play:*

May: 6 July: 4 August: 7

16.2 (Optional). *Disengagement cost in Friendly entrenchment:* +1 Movement Pt.

17.0 (Optional). *Die-roll required for successful interception:*

One Player attempting: 1 or 2

Both Players attempting: 1 through 5

17.11 (Optional). Subtract 1 from the interception die-roll for each Air Point over 3 committed to interception.

17.21. No more than 2 Air Points may be allocated to a given combat.

18.14. Soviet reserve units must be deployed within 1 hex of their controlling HQs.

18.33. The Soviet Player must expend 1 Victory Point to activate a reserve formation.

18.34. The Soviet Player may activate a maximum of 3 reserve formations on any Game-Turn of the May and August scenarios.

18.35. The Soviet Player may activate a maximum of 5 reserve formations on Game-Turn 1 of the July scenario; 4 on Game-Turn 2; and 3 on any subsequent Game-Turn.

18.37. The Soviet Player expends 1 Victory Point for each reserve formation activated during the Organization Phase.