

Tank Commander: Kursk Scenario

by Jim Mason

* Soviet Forces

Armor (10 total): 4 x T-34 M43, 2 x SU-76m, 2 x KV-2, 1 x SU-85, 1 x SU-152

AT Guns (6 total): 4 x 76.2mm P obr 39, 1 x 57mm PtP obr 43, 1 x 76.2 mm P obr 36

Infantry (11 with 34 total „hit factors“): 1 x Paratrooper Squad, 2 x Guards Squads, 2 x Line Squads, 2 x Recruit Squads, 2 x Cavalry Units, 1 x Partisan Unit, 1 x Militia Unit

Other Vehicles: 3 x Trucks, 2 x Scout Cars

Special and other units: 2 x Rocket Artillery, 2 x Sturmovik Air Strike, 5 x Anti-tank Mines, 2 x Bunkers, 1 x Foxhole

Note : The last three sets of cards are taken from the pile of „special type“ cards that can be used by either side but placed in this deck to provide play balance.

44 cards plus 7 specials drawn separately.

* German Forces

Armor (8 total): 2 x PzKw IV-G, 2 x PzKw III-L, 1 x PzKw III-N, 1 x Tiger, 1 x Panther (PzKw VD), 1 x PzKw III-J

AT Guns (4 total): 2 x 5cm Pak 38, 2 x 7.5 cm Pak 40

Infantry (7 total with 30 total „hit factors“):

2 x Waffen SS Squads, 2 x Veteran Squads, 1 x Recruit Squad, 1 x Line Squad, 1 x Luftwaffenfeld Squad

Other Vehicles: 3 x Trucks

Special and other units: 2 x Stuka Air Strikes, 3 x Rocket Artillery, 1 x Panzerschreck, 4 x Panzerfaust, 2 x Foxholes, 1 x Anti-tank Mine

Note : The last two sets of cards are taken from the pile of „special type“ cards that can be used by either side but placed in this deck to provide play balance.

35 cards plus 7 specials drawn separately.

Assemble these 2 decks separately. In addition, assemble a deck of „special“ non-rain type cards. Be sure to include about the same number of „antidote“ cards to each "disaster" card. This eliminates the problem of a player drawing several „Minefield Gap“ cards and not having the possibility of encountering any „Minefields“ to cross.

Each player should draw 7 of these cards at random and place them in his deck without looking at them. While it is still likely that players may receive some unplayable cards the odds are lessened if this precaution is observed beforehand. Again, keeping these cards „secret“ will also add a little flavor of surprise to the game.

Now construct the battlefield. Play on a 4x4 grid. Roll 1d10 for each position. A 1 results in a hill, 2 results in a village or balka (odd/even, roll again), 3 results in a wheat field. All other rolls result in open steppe.

The Soviet player goes first. He shuffles his entire deck (44+7=51 cards) and draws 25 cards. He places them in his two ranks. Cards in the first rank closest to him remain covered, cards in the second rank are revealed. Any cards not placed on the battlefield constitute the player's reserve. To simulate the decreased effectiveness of Soviet communications, this reserve may not be replenished from the remaining deck until it has fewer than 6 cards, and the Soviet player may never hold more than 6 cards in his reserve at the end of his turn.

Once the Soviet player has placed his cards, the German player shuffles his entire deck (35+7=42 cards) and draws 25 cards. He places his units on the battlefield face down in his first rank (closest to him), and face up in his second rank. Again, any cards not placed on the battlefield become the player's reserve. There are no restrictions on the German reserve. The German player will play first, and should try to take advantage of this „first shot“ advantage, as it is probably the only advantage (other than increased reserve capacity) that he will have.

Play commences as usual with the following special rules/restrictions:

Only the cards mentioned above are used. Once the 7 random „special“ cards have been allocated to each player's deck, the rest of these cards are placed aside and not used.

During his turn, the player may first move a group of units or fire a unit and/or play an instant card (the „and/or“ refers to instant cards that work in conjunction with a move or fire play), or draw to replenish his reserve. He then resolves any melee situation. At this point he draws to replenish his reserve to signal the end of his turn. Thus, to clarify, he may do nothing and effectively get 2 cards for his reserve.

As play commences, cards placed from the reserve into the first rank are placed face down. These units are only revealed when:

(A) They fire,

(B) They move into the second rank, or

(C) An enemy unit moves adjacent to them (including diagonally).

„Hidden“ cards may be fired upon from long range. Players are on the honor system to determine if the shot has successfully penetrated and/or hit the unit (HE and SA apply only to short range shots).

Victory is achieved when any two of the enemy's first rank positions (those nearest his reserve) are occupied by friendly combat forces. Thus, a scout car or truck cannot occupy a position and help „win“ the game.