

SS PANZER: BLOODBATH AT KURSK

Revised Rules

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1.0 Introduction

1.1 Introduction

SS Panzer is a simulation of the bloody tank battle near Prokhorovka on 12 July, 1943. It was the climax of the week-old Operation Citadel.

The mission of the German *2nd SS Panzer Corps* was to capture the town of Prokhorovka, which would break the final Soviet line and allow exploitation into the center of the Kursk salient. Coming the other way, the *5th Guards Tank Army* had been released from the Soviet reserves to stop just such an event. Historically, the battle was a tactical draw, but it was as good as a strategic defeat for the Germans. Hitler was soon forced to call off the entire offensive in reaction to Soviet attacks further north and the invasion of Sicily.

1.2 Game Scale

Each hex represents 500 meters from side to opposite side. German units are companies (except for the Tiger tank units which are platoons); while the Soviet units are battalions. Each Game Turn represents one hour of real time.

2.0 Components

2.1 General Components

The components consist of these rules, one 22x34" map, and one set of die cut counters. After reading through the rules, carefully punch out the counters. Players must provide one or more six-sided dice.

2.2 The Map and Terrain

The map represents the militarily significant terrain in and around Prokhorovka. A hexagonal ("hex") grid is printed over it to regulate unit placement and movement. A unit may only be in one hex at a time.

Each hex contains natural and/or man-made terrain features that may affect movement and combat. The terrain has been altered slightly from its real-world configuration to conform to the grid, but the relationships from hex to hex are accurate to the degree necessary to present players with the same space-time dilemmas that would be faced by their real-world counterparts.

Clear terrain, Woods, Towns, Hilltops, and Trenches exist within a hex. If any portion of contains the symbol, the entire hex is considered to have that terrain type. Slopes, Streams, the Psel River, Bridges, and the Railroad Berm exist along the hexsides; they affect activity between the hexes, not in any hex. Roads exist in hexes but affect movement over hexsides crossed by the road. All terrain types can coexist in a hex.

Each hex on the map has a unique, four-digit number to help you find places more quickly and to allow you to record unit positions if a game has to be interrupted and taken down before it can be completed.

2.3 The Counters

There are 320 5/8" and 106 1/2" counters included in the game. The other 14 1/2" counters are replacement counters for other games; see the errata section of the booklet. After reading through these rules at least once, carefully punch out the counters. We suggest trimming the "dog ears" from the counters with fingernail clippers, thus, greatly facilitating handling during play.

2.4 Sample Unit Counter

(See original rules.)

2.5 Nationality

Each Soviet Corp/Division is printed on a different back-round color. The colors are:

2nd Tank Corps: Dark Red

2nd Guards Tank Corps: Gold

9th Guards Airborne Division: Dark Brown

18th Tank Corps: Coral

29th Tank Corps: Yellow

31st Tank Corps: Dark Tan

Aircraft and Artillery Markers: Light Tan

Each German division is printed on a different back-round color. The colors are;

Leibstandarte: Gray

Das Reich: Green

Totenkopf: Blue

Aircraft and Artillery Markers: Light Green

2.6 Unit Categories and Types

All combat units are either Vehicular or Non-Vehicular. Vehicular units are those equipped primarily with fighting vehicles, and are represented on the counter with a vehicle icon. Non-Vehicular units are either foot-mobile or the men are carried in vehicle but dismount to fight, and are represented by standard unit symbols. The unit types are as follows:

(See original rules.)

2.7 Combat Factors

The Gun (anti-vehicle) and Anti-Infantry factors are measures of a unit's ability to fire on those targets. The range is the distance at which a unit can project effective anti-infantry fire. The armor rating is a unit's ability to resist anti-vehicular fire.

2.8 Movement Cost Factor

This is a measure of a unit's ability to enter or cross difficult terrain hexes or hexsides. The higher the number, the clumsier the unit.

2.9 Steps

The number of steps in a unit is an indication of its size and its ability to take casualties. A one

step unit has its values printed on only one side of its counter; it is eliminated if it takes a step loss in combat (see Rule 8.7). A two-step unit has printed values on both front and back sides of the counter; if it takes a step loss, it is flipped over to its one-step side. It is eliminated when it takes another step loss.

The German Tiger platoons are four step units and are represented by two counters. Only one counter per platoon may be in play at any one time; all three platoons begin play with four steps apiece. When a Tiger unit drops from three steps to two steps, the counter is replaced on the map with the two-step counter.

Design Note: When a unit is eliminated, it does not mean that every man or vehicle has been lost. It means that the unit is just reduced in effectiveness sufficiently to be put out of action for game purposes. Likewise, the loss of one step does not mean that half of the unit has been wiped out, it is still capable of functioning. Thus, in many cases, the unit factors do not change as steps are reduced.

2.10 Soviet Static Infantry

These units cannot move or fire, but may participate in Close Combat normally. When they are set up, they are placed with the untried side up, neither side should know what the combat factors are for the particular unit. The first time that the unit participates in Close Combat, flip it over to reveal its combat factors. Static infantry units have one step and are considered to be non-vehicular.

(See diagram in original rules.)

Design Note: Operation Citadel had been underway for more than a week when the battle of Prokhorovka was fought. The remains of a number of Soviet rifle divisions were scattered around the battlefield. Though these units were no longer capable of cohesive maneuver, they were still capable of strong resistance, especially in villages and defensive works.

2.11 Other Counters

The uses of the following counters are explained at appropriate points throughout the rest of the rules.

(See diagram in original rules.)

3.0 Set Up and Victory

3.1 Set Up

- 1) Place the Game Turn marker in the "1" box for the Turn Record Track, and the Visibility Marker in the "5" box of the Visibility Track. Place the six Soviet and three German corps/division Action Chits and one of the Aircraft Counters in a cup. Set aside the other five Aircraft Counters, and the sixteen Soviet and nine German Artillery Counters.
- 2) Place one Soviet Static Infantry unit, untried side face up, in each of the 75 hexes on the map with the Static Infantry symbol on it.
- 3) Place the four armored infantry companies and one company of Pzkw IV of

Leibstandarte inside the pocket around hex 1735. The units may be set up anywhere inside the appropriate line and in any combination, but stacking limits must be met and units may not be placed in hexes containing the set-up line itself.

- 4) Set up all remaining German units within the appropriate divisional area marked on the map, within the same restrictions as described above.
- 5) Set up all remaining Soviet units anywhere on the map outside the German set up areas and at least three hexes away from the nearest German unit (when counting the three hexes, do not count the Soviet unit's hex, but do count the German unit's hex). All units of each corps/division must be set up in a single contiguous group (you must be able to trace a single continuous path of hexes containing each corps/division unit, though it does not have to be in a single or straight line). Stacking limits do apply.

3.2 Decisive Victory

If at the end of any Game Turn, including the last, German units occupy Hexes 1042, 1044, and 1244, the German player automatically and instantly wins a decisive victory by having entered the outskirts of Prokhorovka.

Design Note: It is “decisive” in game terms only, meaning that the German player has done significantly better than his historical counterpart and wins the game. In reality, such an advance would unlikely have any long-term impact of the battle or the war.

3.3 Geographic Victory

If the German player fails to win a decisive victory, play continues until the end of Game Turn 4. At that time victory is determined by possession of geographic objectives. Casualties have no bearing on victory.

The German player wins a geographic victory if controls at least thirteen of the eighteen hexes containing the circled SS runes symbol. The Soviet player wins a geographic victory if he controls at least seven of the nine hexes containing the circled Soviet star symbol. Any other result is considered to be a draw (which was the historical outcome).

3.0 Turn Sequence

4.1 General Turn Sequence

SS Panzer consists of four Game Turns, each of which consists of the phases listed below. Each game action can only take place in the appropriate phase. During each action phase, the active player's units may each undertake one of the actions listed Rules Section 4.2.

1. Soviet Bombardment Phase

All Soviet artillery unit may be used to bombard any German unit that is under observation (Rule 13.0).

2. Action Phase

Place the nine corps/division chits, the sixteen Soviet Artillery Counters, and any one Aircraft Counter in a cup. Draw the chits one at a time until all nine Corps/Division chits have been drawn. The following Actions can occur depending on the counter drawn. The Action Phase ends after the ninth Corps/Division chit has been drawn and dealt with.

Soviet Artillery Support: If a Soviet Artillery Counter is drawn, an immediate bombardment of any German unit that is under observation must be made.

Visibility Check and Airstrike: If the aircraft counter is drawn, roll on the Visibility Table and adjust the Visibility accordingly, depending on the result. Then conduct any resulting Airstrikes and place one Aircraft Counter back in the cup.

Corps/Division Impulse: If a Corps/Division chit is drawn, all counters in that corps/division may each conduct an Action (see Rule 4.2). No other units may move, fire, or attack except within the restrictions of Rule 7.2. After all units have conducted their actions, all units of the same Corps/Division may initiate Close Combat.

3. Recovery Phase

All suppressed units recover unless they are adjacent to an enemy unit in which case, they must roll the die to determine recovery. Flip the German Artillery Counters back to their First Use side.

4.2 Actions

During the Action Phase, each unit may do any one, but only one, of the following actions.

Move – Move up to its full Movement Factor. If the movement ends in an enemy-occupied hex, conduct Close Combat. If the unit is suppressed, it may not move.

Fire – Conduct Fire Combat. (see Rules 9.0 and 10.0)

Fire & Move – Vehicular units may move up to one-half of their Movement Factor then fire or fire then move up to one-half of their Movement Factor. If the unit moves into an enemy Zone of Control, the enemy unit fires before the moving unit does. A firing unit may not move into Close Combat.

Create Kill Zone – If the prerequisites of Rule 10.0 are met, the unit may form a Kill Zone. It may not move or fire.

Recover – A German unit may attempt to recover from suppression (see Rule 9.8). If the unit is successful, treat it as though it had just moved one-half of its Movement Factor. It may now either move its remaining Movement Factor or fire as though it had moved.

3.0 Visibility

Dust and smoke kicked up by the fighting played havoc with visibility during the battle, although intermittent rain showers in the afternoon and evening also contributed to the problem. At the start of the game, the Visibility is five hexes; place the Visibility Marker in the “5” box of the Visibility Track. Each time an Aircraft Counter is drawn from the chit cup, roll two dice and consult the Visibility Table. The result is the new current Visibility limit (and also generates airstrike, see Rule 12.0). After the Visibility has been updated and any Airstrikes resolved, place one of the Aircraft Counters back in the chit cup. Visibility can change any number of times during the game, and even during a Game Turn. The current Visibility is the maximum distance at which units can be observed and attacked.

4.0 Stacking

6.1 General Rule

Up to two Soviet or four German units may stack in a single hex. The units must come from the same division or corps. The stacking limit only applies at the end of the Active Player's Action Phase for his units. Players are free to examine enemy stacks at any time.

6.2 Stacking Effect on Movement

There is no limit to the number of units that may move through a single hex in a single phase, nor to the number of units that may be in a single hex at any time during a move, as long as the stacking limits are met at the end of the Active Player's Impulse Phase. Units move one at a time, they may not move in stacks.

6.3 Stacking Effects on Combat

All combat is single unit versus single unit. All units in any hex may fire or be fired on. There is no firing by stacks of units as a whole or firing at stacks as a whole.

7.0 Zones of Control

7.1 General Rule

Every non-suppressed (Rule 9.8) unit not currently involved in Close Combat (Rule 11.0) exerts a Zone of Control (ZOC) over the six adjacent hexes surrounding the hex it is in. Units and other Zones of Controls, regardless whether they are friendly or enemy, have no effect on Zones of Control. Zones of Control do not extend into Woods or Town hexes, across the Psel River, or across the Railroad Berm hexside.

7.2 Zone of Control Effects on Movement

When a moving unit enters or leaves an enemy Zone of Control, the unit(s) projecting that ZOC may fire at it. The Fire Combat is resolved immediately. If the moving unit is suppressed, it must cease movement and may not conduct any other action in that Game Turn. A unit moving out of an enemy Zone of Control is fired at before leaving the hex, but makes the move, at least into the next hex, regardless of the result. A unit moving through an enemy Zone of Control, both entering and exiting a hex in the ZOC, gets fired at twice, once upon entering the hex and the second time upon exiting the hex. A unit exerting a Zone of Control may fire any number of times and at any number of moving units during a turn, it does not get "used up" in any way. A unit may even fire at the same enemy unit entering or exiting its Zone of Control multiple times, providing each time is a separate incident of entering or exiting. Multiple units exerting a Zone of Control on the same hex, may each fire at an enemy unit entering or leaving the hex. Note that a unit entering an enemy Zone of Control receives a Fire Attack of one die and upon exiting an enemy Zone of Control receives a Fire Attack of two dice.

3.0 Movement

8.1 General Rule

During his action phase, the Active Player may move all, some, or none of his units. A unit's Movement Factor (MF) is the number of Movement Points (MP) available to it in each impulse. The unit expends at least one Movement Point to move into each hex on the map. It must move from hex to adjacent hex. It is not required to expend all of its Movement Points before stopping. Movement Points may not be accumulated from turn to turn, nor may they be loaned or given from one unit to another. Units are moved one at a time; the movement of one unit must be completed before the movement of another is begun. A player may only adjust an already moved unit if his opponent allows him to.

8.2 Movement Factors

All vehicular and motorized units have a Movement Factor of ten Movement Points. All non-

motorized units have a Movement Factor of four Movement Points. (Note that the only non-motorized units in the game are the nine Russian Airborne Battalions of the 9th Guards Airborne Division.) Suppressed units may not move.

8.3 Terrain Effects on Movement

Clear hexes cost one Movement Point to enter. Town hexes have no effect on movement, the cost to enter them is the cost of the other terrain in the hex that the Town is in. The movement cost to enter a Woods or Hilltop hex is a unit's Movement Cost Factor (see Rule 2.8). (Note that the only two Hilltops on the map are in Hexes 1735 and 2742.) A Soviet unit entering a Russian Fortified Line hex pays one Movement Point unless there is MCF producing terrain in that hex, in which case it pays the MCF for each of the terrain types in the hex and/or hexside. It costs German units their MCF to enter a Fortified Line hex, in addition to any terrain in the hex or hexside.

Design Note: Russian Fortified Lines had minefields in them. As the Russians knew where the lanes through the minefields were, it was easy to pass through them. The Germans, on the other hand, had to spend extra time groping their way through the minefields.

Hexside terrain only affects movement across the hexside. Slopes, Bridges, and Railroad Berm Crossings have no effect on movement. Streams and Railroad Berms cost a unit its MCF to cross and enter the hex on the other side.

Roads negate the effect of the other terrain in the hex for movement purposes only, thus, making the cost to enter only one Movement Point. To receive this benefit, the must enter the hex through the hexside crossed by the road.

The total cost to move from one hex to another is either one MP, or one or more of the unit's MCF. If a hex has more than MCF producing type terrain in its hex and/or hexside, the moving unit must pay an MCF for each of those terrain types to enter the hex.

Example: A Pz IV unit crossing a Stream hexside to enter a Woods hex would have to pay two MCF (or six MPs) to enter that hex.

If a unit has insufficient Movement Points to pay the full cost of entering a hex, it may not do so if it has already moved one or more hexes during that Action Phase or is using a Move & Fire action during that Action Phase. However, any unit using a Move Action during an Action Phase may always move one hex, even if the total movement cost of the hex being entered exceeds the amount of Movement Points with which the unit has to pay to enter.

8.4 Road Bonus

All trucked units, and only trucked units, receive an additional benefit for moving along roads. Each Road hexside costs only one-half of a Movement Point to enter the hex. A “trucked unit” is any motorized non-vehicular unit.

3.0 Fire Combat

9.1 General Rule

Fire Combat is conducted by one firing unit against a single target unit and never against a whole stack. (Exception: Rule 10.2) Units may fire during their action phase, when an enemy unit

enters or exits their Zones of Control, or during Close Combat. A single unit may be a target any number of times during a Game Turn. Suppressed units may not fire.

9.2 Target Type

A target unit is either vehicular or non-vehicular. When a unit fires at vehicle targets, the unit's Gun Rating is used. When a unit fires at non-vehicle units, the unit's Anti-Infantry Rating is used. A unit with a Gun Rating of zero may not fire at vehicular targets. If its Gun Rating is parenthesized, it may only fire at vehicular targets during Close Combat.

9.3 Range

When firing at vehicular targets, the maximum range at which they may be engaged is either the current Visibility limit, or the difference between the firing unit's Gun Factor and the defending unit's Armor Factor, whichever resulting value is less. However, a unit may always fire at an adjacent target.

When firing at non-vehicular targets, the maximum range at which they may be engaged is either the current Visibility rating, or the firing unit's Range Rating, whichever value is less. A unit with a Range Factor of zero may only fire during Close Combat.

When counting the range between the firing and the target units, do not count the firing unit's hex but do count the target unit's hex.

Example: A German Tiger unit (Gun Factor = 9) is firing at a Soviet T-34 unit (Armor Factor = 5). The maximum range at which this combat could take place is four hexes ($9 - 5 = 4$). The T-34 unit (Gun Factor = 7) could fire at the Tiger unit (Armor Factor = 8) only if it is adjacent to it or in Close Combat, since the resulting range is negative ($7 - 8 = -1$).

9.4 Line of Sight

The Line of Sight (LOS) is a straight line between the center of the firing unit's hex and the center of the target unit's hex. If any terrain along that line of sight blocks the LOS, the firing unit may not fire at the target unit. A Line of Sight is blocked if it crosses any portion of any Woods, Town, or Hilltop hex. It is also blocked if it crosses a Railroad Berm hexside. The Line of Sight is blocked if it crosses a Slope hexside and neither the firing unit and the target unit is adjacent to that Slope hexside. If the LOS runs exactly over the hexside of any of the above-mentioned terrain, the Line of Sight is considered to be blocked. The Line of Sight can never be longer than the current Visibility limit.

Slope hexsides do present some exceptions though. Although the Slope symbols are in one hex, they affect the hexsides that they touch in both hexes sharing those common hexsides. A unit in a hex with the actual slope symbol in it is considered to be on the uphill portion of the Slope and, thus, is able to trace a Line of Sight through the Slope hexes to the adjacent hex and beyond. Conversely, units adjacent to, or further away from a hex containing Slope symbols, are considered to be on the down-hill side of the slope and can trace a LOS through the Slope hexside into the hex containing the symbols, but not beyond that. Likewise, a unit tracing a Line of Sight into a hex containing Slope symbols, but not actually crossing the Slope hexside, can see into that hex but not beyond it if the LOS crosses one of the Slope hexsides of that hex.

Example: Hex 1913 has Slope symbols in it. It shares its Slope hexsides with hexes 1813, 1814, and 1914. Units in those three hexes can trace a Line of Sight into hex 1913 but not beyond it. A

unit in Hex 1712 can also trace a Line of Sight into Hex 1931 but not beyond it. A unit in Hex 2112 can trace a Line of Sight into Hex 1913 but not beyond it. A unit in Hex 1913 can trace a Line of Sight into all of the previously mentioned hexes in this example and beyond, subject to the Visibility limit.

If the firing and target units are both adjacent to Slope hexsides, they may trace a Line of Sight to each other providing that there is no obstructing terrain in between them.

Example: A unit in Hex 1913 and one in Hex 1915 can see each other, and therefore, trace a Line of Sight between them. However, a unit in Hex 1913 and one in Hex 1910 cannot see each other due to the intervening Slope hexside in Hex 1912 and cannot trace an LOS between them.

Design Note: Slope hexsides actually represent the sharp rises in the lay of the land versus the gentle rolling terrain that the clear hexes represent, thus, creating uphill/downhill type situations in determining Line of Sight.

9.5 Dice

The number of dice that are rolled for a firing unit varies according to its status and strength at the moment of firing.

Firing unit is under a Kill Zone marker (Rule 10.0)	4 Dice
Unit fires without moving during the Action Phase	3 Dice
Unit fires at an enemy unit entering its ZOC	1 Die
German artillery entry fire (Rule 13.3)	1 Die
Unit uses Fire & Movement during Action Phase	2 Dice
Soviet artillery bombardment and support fire	2 Dice
Close Combat	2 Dice
Unit fires at an enemy unit exiting its ZOC	2 Dice

If more than one of the above conditions apply, use the one that gives the most dice to be rolled. The effects of these conditions are not cumulative.

Example: A firing unit under a Kill Zone marker firing at an enemy unit entering its Zone of Control in its zone of fire would roll four dice, not five.

9.6 Scoring Hits

When firing at a vehicular target, each die that is rolled scores a hit if the result is a 1, 2, or 3. When firing at a non-vehicular target, each die that is rolled scores a hit if the result is less than or equal to the firing unit's Anti-Infantry factor.

Each die roll's result may be modified by the events and situations listed on the table below. The die-roll modifiers are cumulative but a natural (before modifications) die roll of "1" is always considered to be a hit and a natural die roll of "6" is always considered to be a miss.

- +2 Soviet artillery firing in support (see Rule 13.2)
- +2 Target unit is in a Russian Fortified Line Hex (Soviet non-vehicular units only.)
- +2 Artillery bombarding a vehicular unit.
- +1 Firing unit's gun factor is less than the target unit's armor factor.
- +1 Target unit is suppressed.

- +1 Target unit is in a Town or Woods Hex.
- +1 Unit firing during Close Combat has a gun factor with an “*”.
- 1 Target unit is exiting a Zone of Control.
- 1 Target unit is in a Crossfire.

Example: Artillery hits everything with a die roll of 1, 2, or 3, subject to any die roll modifiers. Therefore, it hits infantry in a Clear Hex with a die roll of 1-3, but only hits vehicles on a die roll of “1”.

9.7 Hit Effectiveness

If one hit is scored against a target unit, that unit is suppressed (Rule 9.8). If two hits are scored against a target unit, that unit loses one step (Rule 2.9) and is suppressed. If three hits are scored against a target unit, that unit loses two steps and is suppressed (possible only against a German Tiger unit). Excess hits beyond three have no further effect and do not carry over to any other unit's fire attack upon the target unit. Target units which have lost all of their steps are considered to be eliminated and are removed from the board.

Fire attacks by multiple units, which would also include airstrikes and artillery, may never be combined. Each fire attack generates its own result and when it is done, the next attack starts all over with the results. Any additional suppressed results on a suppressed unit are ignored.

Example: A Russian T-34 unit is attacked by three different German units. The first German unit scores one hit on the T-34, causing it to become suppressed. The second German unit scores two hits on the T-34, causing it to lose a step and the suppression result which is ignored as the T-34 is already suppressed. The third German unit scores one hit on the T-34, causing a suppression result which is ignored for the previously mentioned reason.

If the target hex is cleared of units due to step losses, that hex is marked with a suppression marker. No units of the currently active corps/division may move into or through that hex during its portion of the same Impulse Phase.

Design Note: Elimination does not mean that every man and vehicle in the unit has been killed or destroyed. It means that only enough of them have been put out of action or scattered to render the unit ineffective for the duration of the game. Due to the game's short game length, these units would not be able to reform in time to get back into action.

9.8 Suppression and Recovery

When a unit is suppressed, a Suppression Marker is placed on top of it. A suppressed unit may not perform a Move Action, a Fire Action, a Fire & Move Action, a Recover Action (Russians only), or a Create a Kill Zone Action during the Action Phase. It may not fire at enemy units which enter or exit a Zone of Control. In fact, a suppressed unit does not even have a Zone of Control. It may not perform Entry Fire on an enemy unit moving into its hex. A suppressed unit remains suppressed until it recovers. Suppression affects units individually, never as a whole stack. When a suppressed unit recovers, the Suppression Marker is removed from the top of it and the unit may normally function again.

A unit may recover from suppression in one of three ways. First, in the Recovery Phase of a Game Turn, all suppressed units that are not adjacent to an enemy unit automatically recover. If a suppressed unit is adjacent to an enemy unit during recovery, a die must be rolled. A German unit

recovers on a die roll of 1-3 and a Russian unit recovers on a die roll of 1-2.

Second, a suppressed unit automatically recovers when it goes into Close Combat. This occurs after all enemy units have moved into the suppressed unit's hex. The Suppression Marker is removed and then Close Combat commences.

Third, German units may attempt a Recover Action during their respective Corps/Division Impulses. A die is rolled for each suppressed German unit attempting recovery. A German unit recovers on a die roll of 1-4, but if the unit is adjacent to a Russian unit, then it recovers on a die roll of 1-3. A unit that successfully recovers may then either perform a Fire Action (with two dice) or move up to half of its Movement Factor (Rule 4.2).

10.0 Kill Zones

10.1 General Rule

A Kill Zone represents a unit taking optimum fire positions, selecting lanes of fire, coordinating between vehicles, etc. The result is more effective fire and better protection from enemy fire, but at a cost of greatly reduced movement and some strictures on where they can fire.

To prepare a Kill Zone a unit must not move and may not be adjacent to an enemy unit, regardless of whether that enemy unit has a Zone of Control or not. Place a Kill Zone Marker on top of the unit. The marker remains on top until the unit moves or is engaged in Close Combat. The marker only applies for the unit creating it and is good for all firing, to include Zone of Control entry and exits.

10.2 Facing and Kill Zones

The Kill Zone Marker must be placed on top of the unit facing a hexside. The firing unit may only fire across the three front hexsides (see diagram in original rules). It may not fire in any other direction. If attacked in Close Combat by an enemy unit entering from outside the Kill Zone, the unit may not perform Entry Fire nor fire in the first round of Close Combat.

10.3 Crossfire

If a unit is in a Kill Zone of more than one enemy unit, and their fire will enter the target unit's hex from opposite hexsides, from three hexsides with at least one intervening hexside, or from four or more hexsides, then the target unit is caught in a Crossfire. Only units with Kill Zones may participate in a Crossfire. To set up a Crossfire, all units with relevant Kill Zones must fire at the target unit. If the target unit is destroyed before all units have fired, the unfired units may not fire at another target. Crossfires confer a -2 die-roll modifier to hit die roll results.

11.0 Close Combat

11.1 General Rule

Close Combat takes place at the end of each Corps/Division Impulse. Unsuppressed units of the active corps/division which are adjacent to enemy units, may enter into those enemy unit's hexes. A player must declare all Close Combats that he wishes to fight before resolving any of them. Once all are declared, they may be resolved in any order.

11.2 Entry Fire

If a Close Combat is not already underway in hex being entered from a previous turn or impulse, the entering unit may be fired upon by the unsuppressed defending units. This Fire Combat is resolved normally. Each defending unit may fire once at each attacking unit entering the hex. All entries into a single hex in a single impulse are considered to be simultaneous. To resolve normally, treat each defending unit as though it was firing at the entering unit in the adjacent hex it entered from. If the defending unit cannot fire into the adjacent hex in question, then it cannot conduct Entry Fire. Attacking units that are suppressed, must be returned to the hex from which they attempted entry. German artillery may also be fired during Entry Fire (see Rule 13.3).

Design Note: This entry fire is the last attempt by the defending unit to prevent the attacking unit from closing into what the US Army calls a “decisive engagement”. If the attacking unit is not stopped, close combat ensues.

11.3 Close Combat Resolution

All units in a Close Combat are considered to be in single combat. Any suppressed defending units are automatically unsuppressed after all entry fire is resolved. Each unit, both attacking and defending, that are participating in the Close Combat may fire at one enemy unit in the Close Combat. All fires need not be declared beforehand. No hits are registered on units until all fires are conducted. As in normal fire combat, each unit fires separately. All suppression results are ignored, thus it would take at least two hits for a unit to cause a single step loss on the target unit.

Once involved in a Close Combat, a unit must take part in it during each impulse in which any unit in the hex is active. Units outside of the hex where the Close Combat is occurring may not fire into the hex, and units in the ongoing Close Combat may not fire at any units outside of the hex. A unit may leave a Close Combat only by being eliminated or by moving out of the hex during its active Impulse (subject to Exit Fire if applicable per Rule 7.2).

Design Note: In some ways, close combat is more deadly than fire combat, two impulses of fire per turn and no range limits. On the other hand, suppression hits have no effect and step losses are not more likely. In the real world too, close combat is not necessarily more deadly than ranged fire, it's more chaotic, so the fire is less controlled. The troops are in more imminent danger, so they spend more time hiding. Thus, virtually all modern combat doctrines stress engaging at long range and only closing when having an overwhelming advantage.

11.4 Special Unit Rules

Units with a parenthesized Anti-Infantry Combat Factor are support units. They use their full parenthesized anti-infantry strength only if there is a friendly infantry unit in the hex at the same time. Otherwise, they would use an Anti-Infantry strength of one. An infantry unit is any Rifle/Infantry or Airborne unit. A single infantry unit can only be supported by one unit at a time.

Example: One T-34 would need one infantry unit in the hex. Two Pz IV's would need two infantry units in the hex. If only one infantry is in the hex, then one of the Pz IV's would

only have an Anti-Infantry strength of one.

Any unit with both Gun Factors and Anti-Infantry Factors greater than zero may fire at only one target, but may fire at either type of target.

Design Note: The Soviet T-34s with non-parenthesized anti-infantry strengths on the front sides of their counters are accompanied by tank riders, sub-machine gun-armed infantry riding on the tank decks. While the riders were invaluable in providing close support, they tended to suffer heavily from small arms and artillery fire, thus, they disappear once the tanks take a step loss. Only the T-34s had the deck space to accommodate these riders.

12.0 Air Strikes

12.1 General Rule

During the day, aircraft from both sides fought a vicious battle for control of the air and to support their ground forces. Each time a visibility die roll is made, there is the possibility that one player may receive airstrikes as well. On the Visibility Chart there is a column for the number of aircraft received and who gets them. The same dice roll for a Visibility check is used to determine how many aircraft arrive. The receiving player may place the number of Aircraft Counters generated on any enemy units anywhere on the map, with a maximum of two Aircraft Counter per hex. If the German player gets the aircraft, he is free to choose the mix and type of aircraft types that he uses that turn. Airstrikes may take place any number of times during the game.

12.2 Air Attack Resolution

For each attacking aircraft use the following procedure:

- 1) Roll one die. On a result of "six", the aircraft misses its target and strikes an adjacent hex. If this is the case, roll another die. The result will determine which adjacent hex the aircraft will attack. A die roll of one means that the hex directly north of the intended hex will be attacked, a result of two means the hex to the northeast, a three means the hex to the southeast, a four means the hex to the south, a five means the hex to the southwest, and six means the hex to the northwest. Move the aircraft to the hex in the appropriate direction and resolve the attack on that hex, even if it is occupied by friendly units.
- 2) In the case of multiple units in the final target hex, roll one die to determine which unit is attacked by each aircraft counter. Each ground unit will have an equal chance of being attacked by the aircraft. If the hex has an ongoing Close Combat in it, each unit of both sides will have an equal chance of being attacked. An Aircraft Counter may only attack one target counter.
- 3) Roll two dice for each attacking Aircraft Counter and compare each to the appropriate attack factor being used (see diagram in original rules). A hit is scored for each die roll that is less than or equal to the aircraft's Anti-Infantry or Gun Factor. Hits are resolved in the same manner as with Fire Combat. After the attack is finished the Aircraft Counter is removed from the board until the next Visibility check.

13.0 Bombardment

13.1 General Rule

Artillery support represents both major barrages and the close support of combat units by the organic artillery. All artillery attacks use two dice in their combat resolutions except in German Entry Fire where only one die is used. The Soviets were generally better at barrages because of their huge amounts of artillery and ammunition that was available. The Germans were better at close support due to their superior communications and training in mobile situations.

13.2 Soviet Artillery

All Soviet artillery units have a Bombardment and a Support side (see diagram in the original rules). Each artillery unit may be fired once during each Soviet Bombardment Phase using the Bombardment side of the counter. Each unit may also be fired once during the Action Phase when it is drawn from the chit cup. Soviet artillery units are not subject to casualties.

At the start of each Game Turn, all sixteen Soviet Artillery Counters are placed on any German units currently in the Line of Sight of any unsuppressed Soviet unit (see Rule 9.4). More than one counter may be placed on a single German unit, thus creating multiple attacks. Resolve the bombardment attacks one at a time. All Soviet Artillery Counters are then placed in the chit cup at the end of the Bombardment Phase.

As each Soviet Artillery Counter is drawn from the chit cup during the Action Phase, it is placed on any German counter on the map that is in the Line of Sight of any unsuppressed Soviet unit, with the Support side facing up, and a support artillery attack is made against that unit. Once the support attack is resolved, the artillery marker is set aside until the next Game Turn. If no valid target unit is available, the Soviet artillery unit may not be used in that Action Phase and is set aside until the next Game Turn. After the last Corps/Division Impulse of the Action Phase, any remaining Soviet Artillery Counters in the chit cup may not be used for the rest of the Game Turn.

13.3 German Artillery

Each German division has three Artillery Support Counters. Each counter has two sides, a First Use side and a Subsequent Use side (see diagram in the original rules). At the beginning of a Game Turn, flip all German Artillery Markers to their First Use side. Each German artillery unit may be fired once during their division's Action Impulse and only at Soviet units in the Line of Sight of a German unit from the same division. They each may also be fired any number of times during German Entry Fire in Close Combats involving units from the same division, but no more than once per Close Combat.

After a German artillery unit has fired for the first time in a Game Turn, flip it over to its Subsequent Use side. Each time that it is fired again during the Game Turn there is a chance that it may be eliminated by Soviet counter-battery fire. Roll one die after each subsequent use, if the result is a five or a six, the artillery unit is eliminated from the game.

13.4 Danger Close

Any time that an artillery attack is made against an enemy unit adjacent to a friendly unit (including German Entry Fire), roll one die. On a die roll result of one, resolve the bombardment against then enemy unit, then resolve it again against the friendly unit as well.