

# Kursk: Clash Along the Psel – Red Shield Campaign Game Rules

## Unofficial ATS Campaign Rules

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### 1. KURSK CAMPAIGN GAME RULES

#### 1.1 Overview

ATS CAMPAIGN GAME (CG) RULES allow players to fight over historical ground in a series of three or more linked scenarios. Unlike standard scenarios, you fight to take and hold ground, but also try to preserve your forces for the next scenario. A special version of the game map, the Sector Map, break the terrain up into groupings called sectors that help organize your plans. The Campaign Card tells all about the campaign, much like a scenario card.

**1.1.1 ATS Rules.** All standard ATS rules AND Kursk: Clash Along the Psel Battlefield Walkaround ver. 1.2 apply normally except where modified by the optional rules below.

**1.1.2 Permanent Changes.** Changes to map terrain become permanent in a CG. Emplacements, rubble and wrecks remain between CG Scenarios. Flame markers are removed or replaced with rubble in building hexes.

#### 1.2 Campaign Scenario Cards

**1.2.1** Campaign scenario cards provide all the information needed to play the initial CG Scenario. Subsequent CG Scenarios are played using the surviving OOB and new units purchased using Buy Points (BPs). CG Tables detail campaign related game functions.

**1.2.2 CG Information & BP Table.** This table provides the quantity of new Buy Points (BP) each side receives for each scenario. These totals are cumulative (and subject to a roll on the BP Bonus Column), and are ADDED to any un-spent BP already possessed by a side.

**1.2.3 Initial Order of Battle.** The initial OOB in a CG is depicted in the same manner as a typical scenario. In addition to the units provided, additional units may be purchased for the initial scenario. These additional units are subject to the same set up and entry restrictions listed on the CG scenario card.

**1.2.4 Scenario Time and Date.** A specific date and time-of-day (AM, PM, or Night) is used to represent each individual CG scenario. Spotting Conditions are provided for each scenario on the Information & BP Table (as are parameters for rolling randomly).

#### 1.3 Play Aids

**1.3.1** New play aids are provided specifically for use with campaign games.

**1.3.2 Order of Battle.** Order of Battle tables are provided detailing the available OOB for each side (Exception: the units provided in the initial scenario). Units are provided in Reinforcement Groups (RG).

**1.3.21 RG ID, Description, and Units/Equipment.** In each box on the CG OOB Table the information relating to each unit is provided. An RG ID is provided to each group for identification purposes. The Description column describes the units received while the Units/Equipment column lists the type and the exact quantity of units received. A DR may be needed to determine what type and exact number of units are purchased.

**1.3.22 Buy Points (RP).** The BP column lists the cost to purchase each RG. The numbers listed in the Max columns serve to identify the total quantity of a particular RG that may be purchased during a specific scenario or the entire CG. Units provided on the initial scenario card are NOT counted toward these limits, only RG purchased using BP.

**1.3.23 Notes.** Some tables have footnotes players need to refer to when purchasing RGs.

**1.3.3 The Sector Map.** A Play Aid that breaks the map used for that campaign into Sectors is provided. Each sector is numbered and consists of the playable hexes INSIDE the lines delineating each.

**1.3.31 Sector Dimensions.** No effort was made to make each sector the same size. To the contrary, some sectors are more difficult to control than others due to their size or terrain features found therein. Sector control is described later in these campaign rules.

**1.3.4 Set Up Order.** After the initial scenario, each side chooses orders to either ATTACK or HOLD. These orders are revealed AFTER all units have been purchased but BEFORE any set up. From scenario two on, the order of set up is based on a comparison of the chosen orders. If one side chooses to Attack, while the other has chosen to Hold, ALL units of the Hold (i.e., defending) side set up first. ALL units of the Attacking side set up second. If BOTH sides choose to HOLD, no scenario is played for that campaign scenario. Proceed directly to the NEXT campaign scenario listed for the campaign. If both sides opted to ATTACK, each player rolls for Initiative. The winning side is considered the Attacker. Ties result in the side that was the Attacker in the previous campaign scenario again considered the Attacker.

**1.3.5 Initial Control.** All sectors within a side's initial set up area are controlled by that side.

#### 1.4 SEQUENCE OF PLAY

Players use the following sequence BEFORE all campaign scenarios.

##### 1.4.1 Campaign Sequence of Play

###### A. Initial Scenario:

1. OOB. Determine and set up the units listed for the initial scenario. There is no additional cost to set up on map during the first scenario of a campaign if ANY unit of that side sets up on map.
2. Reinforcements. Purchase Reinforcements as per 1.4.2.
3. Start. Begin play on turn one of the first scenario.
4. End of Scenario (1.4.3).
5. Sector Resolution. Resolve in order of sector number, lowest to highest (1.4.4).
6. Resolve Final Status (1.4.5).
7. Play the next chronological scenario.

Use the steps below to play the second and subsequent scenarios of a campaign.

###### B. Second and Subsequent Scenarios:

1. Calendar. Move to the next scenario time and date using the CG Information Table as a reference.
2. Reinforcements. Purchase Reinforcements as per 1.4.2. Each side must choose to either Attack or Hold. Setting up on map may entail a cost in BP.
3. Reveal Orders. Each side simultaneously reveals their Attack or Hold orders. If both players chose Hold orders, return to step B1 and advance to the next chronological scenario. No on-map movement or combat takes place during the current date/time (although both sides already purchased new RGs). In the event of a dual HOLD, newly purchased RGs may enter in the next

campaign scenario [assuming a dual HOLD does not take place again] as reinforcements.

4. Start. Set up in eligible sectors. Begin play of the scenario. Other reinforcements may enter from off-map during ANY turn.

5. End of Scenario (1.4.3).

6. Sector Resolution. Resolve in order of sector (1.4.4).

7. Resolve Final Status (1.4.5).

8. Play the next Campaign scenario beginning with step B1. If this was the last scenario, the campaign has ended. Determine victory as per the Victory Conditions provided on the initial campaign scenario card.

**1.4.2 Reinforcements & Bonus BP.** Each side receives Buy Points listed for that scenario, subject to a roll on the BP Bonus. Add the new BP received to any already in hand and purchase reinforcements. RG purchases may not exceed the totals listed in the Scen and CG Max columns, each providing the maximum quantity of a particular RG that may be purchased for an individual scenario and during the entire campaign. All units of a newly purchased RG must set up in the SAME sector OR enter along the same map edge. The Initial Scenario listed OOB do NOT count toward CG RG limits.

**1.4.3 Variable Scenario End.** All CG scenarios use a variable game length DR. If there is a circled number listed for a turn number on the game turn record track, roll one die at the end of the scenario to determine if it continues or ends immediately. If the DR is less than or equal to the circled number listed, the scenario ends. If the die roll is > the number listed on the table, advance the turn marker and continue with the next turn.

**1.4.4 Sector Control.** Sectors are either Contested (both sides have units within) or Controlled by one side (if empty, a sector is controlled by the last side to control it). Following the initial Campaign Scenario, resolve sector control in each sector, starting with #1, using each of the following steps (before moving on to the next sector):

1) Remove markers: remove all Fired, Moved and other non-permanent markers from the sector, but not Courage.

2) Broken/Surrendered: Following an Initiative roll, both sides alternate moving any Broken/Surrendered units to the nearest NON Broken/Surrendered Personnel unit in the current sector. If friendly, remove the Broken/Surrendered marker; if enemy, the units are eliminated. If both friendly and enemy are the same distance in hexes away, each Broken/Surrendered unit makes a Morale Check (applying all morale modifiers normally): those units that pass remove their Broken/Surrendered marker and are placed with the friendly unit; those that fail are eliminated. If ALL friendly units in a sector are Broken/Surrendered, all are eliminated if a NON Broken enemy unit is in the sector. If ONLY Broken enemy units are within, Broken friendly units remain in the current locations and take their morale checks without exiting.

3a) Controlled Sectors. If units of only one side are in the sector, that side controls the sector. This control continues until the other side gains control. Make a note of the side that controls a sector or place a control marker for that side on the sector play aid. Make a DR for each NON-carried L and M weapon in the sector on the Non-carried L & M Weapons Table and apply the results immediately. Unless already hooked up for towing or eligible to be pushed (i.e., the weapon is manned by a crew), H weapons remain in their current location.

Proceed to the next sector.

3b) Contested sectors. If the sector is Contested (there are units from both sides in the sector) proceed with steps 4-5.

4) Re-Deployment:

Movement. Redeployment is limited to one Assault Move/Crawl/Infiltration (no Running or Cross Country movement allowed). Opportunity Fire is NOT allowed. H

weapons may be pushed one hex if manned, unless there is a vehicle in the hex that can tow it one assault move away. Platoon Movement is allowed, but by units in the SAME location only. Sequence. The side with Initiative in the sector MUST conduct all of his re-deployment first, then the other side.

Conditions. Every Personnel unit (including H Weapons) or unarmored vehicle (including any vehicle with any unarmored aspect) that meets BOTH of these two conditions must re-deploy as follows:

1- Within two hexes of an enemy unit in its LOS; AND

2 - NOT in terrain with 1L/+1 HPT DRM or better Cover against fire from those units.

Elimination. If after performing redeployment a unit still meets BOTH of the above two conditions, it is eliminated. Replace unarmored vehicles with NON-burning wrecks.

Mines. Any units in a Mine location undergo an immediate attack by the mines before redeployment.

Weapons. After performing all redeployment, roll one die for each NON-carried Light and Medium weapon in the sector using the NON Carried L and M Weapons Table.

5) Go to Step 1 in the next sector. Once the highest-numbered sector is complete, go to 1.4.5.

#### **1.4.5 Final Status**

1) Burning Wrecks. Flip all burning wrecks to their non-burning wreck side.

2) Flame. Replace any Flame markers in building locations with Rubble markers in the same location. Remove all other Flame markers.

3) Hidden Mines, Emplacements and Units. Hidden Mines and any other remaining hidden units (including emplacements) may remain in their current locations, even in sectors controlled by the enemy. All mines and emplacements remain on the map in their current locations.

4) M-KILLED Vehicles. Roll on the F/M-KILL Removal Table and apply the results immediately.

5) F-KILLED Vehicles and Weapons. Roll one die on the F/M-KILL Removal Table and apply the results immediately.

6) Courage. Replace any leader marked with Courage with a leader of the next highest morale value (e.g., replace a 1117 with a 1118). If there is no improvement available, the Courage marker may remain on the leader unit for the next campaign scenario. Replace any squad marked with Courage with the next highest Squad type as per the Squad Seasoning Table. If there is no room for improvement or a player does not own that certain type of Squad in his countermix, then it remains the same. Remove all other Courage markers.

7) Wounded. Roll one die for each wounded 1SP Personnel unit on the Wounded Unit Status Table and apply the results immediately.

8) Off-Board Artillery. Include one Forward Observer per OBA Battery purchased. If the OBA Battery does not place an FFE marker during a Scenario, then it is retained for the next Scenario along with its FO. Once an FFE is placed the OBA Battery and its FO are expended.

9) Isolated. Indicate any Isolated Sectors. An Isolated Sector is one that is not connected to the Friendly Map Edge by connected Friendly sectors. All Personnel units (EXC: Paratroopers) in an Isolated sector MUST check morale AND all vehicles must roll on the Bail Out Table. Additionally, Isolated units may only set up in the same sector for the next campaign scenario. Personnel units that fail this MC are subjected to the Retreat process.

10) Retreats. Isolated Personnel units (only; vehicles do NOT retreat) that failed their MC must attempt to retreat to the nearest non-Isolated sector containing friendly units now. Units attempting to retreat are subject to a roll on the Retreat Table. Survivors are simply placed in any hex of the nearest friendly-

controlled sector that is not Isolated. If there is no such sector, they become reinforcements for turn one of the next campaign scenario via any friendly map edge allowed for reinforcements.

11) Contested Set Up. All units in Contested Sectors stay where they are.

12) Controlled Set Up. All surviving units in Controlled/Uncontested sectors set up anywhere in the same sector or an adjacent friendly-controlled sector.

### 1.5 PURCHASING UNITS WITH BUY POINTS (RP)

**1.5.1 Purchasing Units.** Each Reinforcement Group (RG) lists BP which must be spent to purchase it. If no counters of a particular unit remain in the counter-mix, it may not be purchased. Partial fulfillment of a particular RG still costs 100% of the listed RP cost.

**1.5.2 Set Up and Entry Restrictions.** Units of a newly purchased RG that set up on map must all set up or enter in the same sector.

**1.5.3 Set up and Entry Costs of Purchased Units.** Units listed in the at-start OOB for that side AND those purchased (using BP) during the Initial Scenario may set up anywhere within the deployment area listed on the Campaign Card. Unless stated otherwise, units listed in the at-start OOB do NOT count toward CG RG limits. Units purchased with BP after the initial scenario of a CG must pay extra to set up on map if they wish to set up in any sector beyond those touching their friendly map edge. They do NOT pay extra to set up on map during the initial scenario.

**1.5.31 On Map Set Up Costs.** Units purchased may set up in any controlled sectors that touch the friendly map edge without additional cost. After the initial scenario, newly purchased units must pay an additional 1 BP per RG for EACH friendly controlled sector "in" from their friendly map edges, past the sectors that touch the friendly FME that they wish to set up on map in. Note the restrictions in 1.5.2 for newly purchased RGs.

### 1.6 MAP ENTRY AND EXIT

**1.6.1 Friendly units may exit the map during a campaign scenario along a friendly map edge.** They may be used in a subsequent campaign scenario, entering as reinforcements (or set up on map) but may NOT return to play during the current campaign scenario.

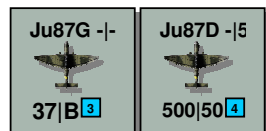
**1.6.2 Extending the Friendly Map Edge.** Any sectors that abut sectors that touch the Friendly Map Edge are considered to extend it for the purposes of entry from offmap by reinforcements. However, reinforcements may ONLY enter if there is an unbroken line of sectors to the original Friendly Map Edge.

### 1.7 SPECIFIC KURSK CG RULES

#### 1.7.1 Air Support

**1.7.1.1 Ju 87G Stuka "Kanone".** The Junkers Ju 87G is armed with 37IB Cannon Main Armament (3 ROF). It uses normal Aircraft Cannon HPT use, but HALVES all Armor Factors of any AFV that a hit is obtained against for calculating Deck Armor (ATS Rulebook, rule 12.16.823).

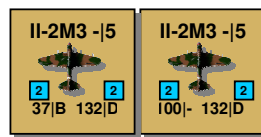
**1.7.1.2 Ju 87D Stuka.** The Ju 87D is armed with 1x500 bomb + 4x50 bombs AND 5 GF MG.



**1.7.1.3 Il-2 Sturmovik.** Russian Il-2 Sturmoviks may come with 2 armament configurations:

- A) 2x100 bombs + 132ID Rockets (2 ROF) + 5 GF MG.
- B) 37IB Cannon Main Armament (2 ROF) + 132ID Rockets (2 ROF) + 5 GF MG.

Each 100 bomb attacks on the 24 GF column. The 132ID Rockets use the same rules as 127ID Rockets.



**1.7.2 +1 Dug In Status.** +1 Dug-In status INCREASES the cover state of Personnel by +1/1L for individual locations secretly recorded as being Dug-In. A Personnel unit may NOT enter a Dug-In building location that contains a Non Broken/Surrendered enemy Personnel unit of equal to or greater Stacking. +1 Dug-In status applies to ONE location in a hex and may never be changed/moved after setup. When more than one +1 Dug-In status location is purchased, a maximum of two +1 Dug-In locations may be exchanged for one +2 Dug-In status location. If ALL friendly units exit or are eliminated from a Dug-In location, the Dug-In status is removed permanently. Broken/Surrendered units may maintain the Dug-In status of a location.

**1.7.3 ATS Optional Rules.** The following Optional Rules of the ATS Rulebook are in effect for this CG:

**1.7.3.1 C5.0 Blowing Bridges.** Only Russian Engineer units may use this rule.

**1.7.3.2 C13.0 Re-grouping.** AFTER each CG Scenario, players may re-group Reduced Squads/Crews of the SAME value to create full-strength squads and remove Casualties markers. As long as ALL Casualties are accounted for, the owning player may freely flip/remove units from play. Players may only re-group units in the same sector. Re-group is only possible with units in the same location if in a Contested sector or in any location if in a Controlled sector.

**1.7.3.3 C18.0 No Quarter.** Surrendered units of both sides may be fired on.

**1.7.3.4 C19.0 Ramming.** Only vehicles F-Killed may use this rule. ATS rule 12.5.152 is NA, thus F-Killed vehicles may remain in the battlefield if they pass the Bail-Out check. Only German PzIII/IV/VI or Russian T-34/Churchill tanks may use ramming. Ramming attempts must be declared from an adjacent hex by a vehicle (attacker) of the same size or larger than the target (defender) vehicle and the attacker must use Assault Movement. After entry make a DR.

DR	Result
1	Defender M-Killed
2	Attacker and Defender M-Killed
3-8	No effect
9-0	Attacker M-Killed
-1 if Attacker is larger than Defender	

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