

Battle of Kursk for Warmachine Mk III

The term “Battle” of Kursk is something of a misnomer, since the engagement was an entire campaign with numerous individual battles within it. These scenarios involve two of them.

Kursk was an extraordinarily intense affair, even in a context that includes Stalingrad, so these scenarios should involve fairly large budgets. Here are suggested rules for making large games practical.

Many Hands Make Light Work

Instead of Player 1 and Player 2, play games between **Team 1** and **Team 2**. If you can field even 50 points, team play multiplies that into at least 100 points on each team. Perhaps more importantly, team play allows each player to field a force at a comfortable size and not be overwhelmed by dealing with large numbers of units.

Game Play

Each team makes a starting roll to determine who will be Team 1 and who will be Team 2.

Team 1 has Player 1 and Player 3.

Team 2 has Player 2 and Player 4. If necessary, roll to determine each player’s number.

Player 2 chooses an edge of the battlefield to deploy to.

The players deploy their models in numerical order, i.e. Player 1, then Player 2, etc. After main deployment, the players deploy models with Advance Deployment in the same order.

Turn Order begins with Player 1 and proceeds in numerical order, thus alternating between Team 1 and Team 2. This prevents an extended concentration of force that could overwhelm a player’s troops.

Olkhovatka Heights

In the northern portion of the Battle of Kursk, the German Ninth Army tried to capture Olkhovatka Heights. Its overview of the steppe would have allowed them to observe the surrounding fighting and direct artillery fire deep into the Soviet zone. The Soviets fully understood the significance of the Heights and counterattacked every German attempt to take them.

Player 1 is the German side, Player 2 is the Soviet side.

Setup

Place a line of hills across the table's centerline. Beginning with Player 2, alternate placing three flags on the hills. Do not place any terrain features within 5" of a flag that would prevent a model from being in base contact with the flag.

Place a medium density of orchard (small forests), crop fields, and occasional small buildings.

Player 2 then places an emplacement, up to six obstacles that provide Concealment to Small models, and up to six obstacles that provide Cover to Small models.

Special Rules

Player 2 chooses the deployment zone. Each player deploys within 12" of his deployment edge.

Player 2 deploys at least half his force, including at least one battlegroup, in his deployment zone. The rest of his force can deploy on or near the line of hills, but not on a hill that has a flag.

Throughout the game, players score Kill Points equal to the army point value of their opponent's models that are destroyed or removed from play. Points are scored even if a destroyed model is later returned to play. For units, points are scored only when all the models in the unit are destroyed or RFP.

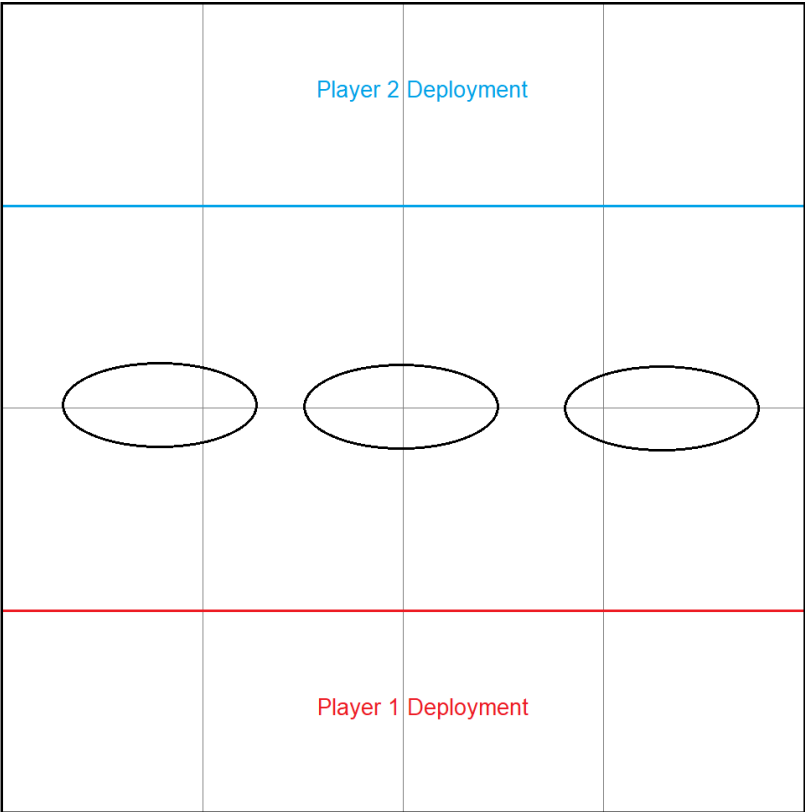
Starting on the second player's second turn, a player scores 1 Control Point for each flag he controls at the end of his turn.

The game ends when a player ends his turn with at least 5 Control Points.

Emplacement – An emplacement is a small open-topped fortification. The perimeter of an emplacement is an Obstacle 1" high. A model completely within an emplacement has cover from attacks made by models that are not touching the emplacement. Models completely within an emplacement do not suffer blast damage unless the origin of damage is in the emplacement. An emplacement can be represented by a circular template and should be large enough to contain an entire infantry or artillery unit in its perimeter.

Victory Conditions

When the game ends, each player totals his Control Points and Victory Points. If one player has at least 2 more total points than the other, that player wins. Otherwise the game is a draw.



Prokhorovka

When Kursk is discussed, this is the battle most people think about: The moment when German and Soviet tank armies went head-to-head in what remains the largest armor confrontation in history. The Germans wanted to cut off Soviet lines of retreat and the Soviets massed to engage them. It happened to take place near the city of Prokhorovka.

Mechanically, this is a variant of the Annihilation scenario presented in the core rules. Battlegroups and cavalry units (especially heavy cavalry) are the best choices for this scenario.

Setup

No terrain is specifically required but it is advised to leave the table largely open. Features that indicate a farming region are appropriate, including occasional bogs and water features.

Player 1 places a flag within 12" of the center of the table, then Player 2 places a flag 12" from the first flag. Do not place any terrain features within 5" of a flag that would prevent a model from being in base contact with the flag.

Special Rules

Players deploy normally. Throughout the game, players score points equal to the army point value of their opponent's models that are destroyed or removed from play. Points are scored even if a destroyed model is later returned to play. For units, points are scored only when all the models in the unit are destroyed or removed from play.

At the end of the game, each flag provides 5 points to the player who controls it.

The game ends after D3+4 rounds.

Dense Smoke – This is a cloud effect. Roll 1D at the beginning of each round. On a roll of 1, all models have Stealth for that round. On a 2, all models have Cover. On a roll of 3, all models have Concealment. On 4+ there is no effect.

Desperate Fight – Team 1 (Soviets/Attacker) can have warjacks charge without spending Focus and can have warbeasts charge without forcing them.

Victory Conditions

At the end of the game, the team that scored the most points during the game wins.

That's right, warcaster survival isn't a victory condition – this battle is so important that even warcasters and warlocks are as expendable as bullets.