

## SCENARIO

## THE BATTLE OF KURSK

## SCENARIO 7

2 PLAYERS

King of the Hill scenario

## REQUIRED TERRAIN

1 paper hill from next page

## UNITS

## GERMAN

1x Ferdinand  
5x Panzer IV

## RUSSIAN

1x SU-152  
5x T-34

## OBJECTIVE

Players race their army to capture the hill.

To win the game the players must reach the hill and destroy all enemy tanks.

The last player with an operating tank on the hill is the winner of the game.

## SCENARIO SPECIFIC RULES

The Hill boundary is defined by the red line.

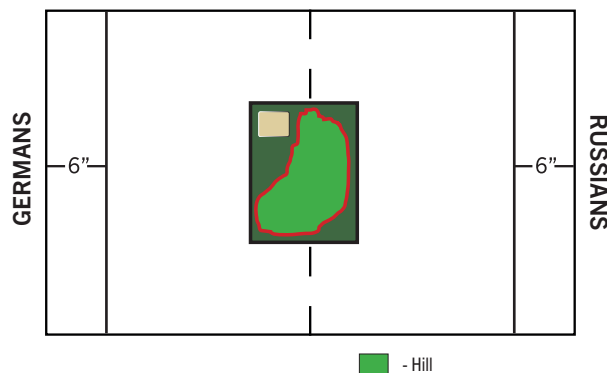
No tank outside the boundary of the hill may fire through the hill.

No tank outside the boundary of the hill may fire at any tank on the hill.

Tanks on the hill may fire at all other tanks, including enemy units on the hill.

## SET UP

The "Hill" Sheet is placed in the middle of the table an equal distance from each



players tanks.

## OPTIONAL

Try adding additional tanks, buildings or other obstacles to enhance game play and strategy.



## HILL RULES:

- **NO TANK OUTSIDE OF THE HILL BOUNDARY MAY FIRE THROUGH THE HILL OR AT A TANK IN THE HILL.**
- **TANKS ON THE HILL MAY FIRE AT ALL OTHER TANKS, INCLUDING ENEMY UNITS ON THE HILL.**