## HOW TO PLAY "FIVE MEN AT KURSK"

We're somewhere in Normandy 1944.

On a patrol, our section of British infantry is advancing on a few dug in Germans, with a Stuart light tank in support.

When we enter the picture, our section is in a reasonably typical position:

Bren gun team hanging back a bit, rifle team up closer and the Stuart is bringing up the right flank.

Our rifle team has taken some fire, leaving 2 men Nervous and 1 man Scared but we have no casualties this far.

The Germans have a few riflemen that we've caught relatively unprepared. No machine guns that we have seen yet.



Keeping an eye on the enemy!

To carry out a turn, we need to know 3 factors for our squad and 1 for the enemy. Using the typical ratings given in the rules, we know our squad has a Mobility of 1, Morale of 3 and Coordination of 3.

Our German opponents have a Fire Discipline of 3 and Coordination of 3 as well. Since the example only covers our turn, their Mobility and Morale doesn't matter.

In the core rules, actions can be carried out in any order, but for this example, we will do each type of action in turn.

## Rallying our troops:

Rallying is based on the Morale of the squad. Since we have a Morale of 3, we get 3 rallying attempts per turn.

This allows us to restore the two Nervous troops to normal fighting condition.

The Scared soldier can be rallied with our last attempt, requiring a rallying roll. We roll low and he becomes Nervous instead.

A Nervous soldier may more or fire (but not both) while a Scared soldier will not accept orders at all, so we're still a lot better off than we were before.

## Bonus moves:

A squad receives a number of bonus movement actions, equal to our Mobility, in this case a 1.

Bonus move are 3" (a bit over half a move) and do not allow any other actions, but they don't prevent the figure from activating later in the turn.

For the purpose of this example, it doesn't matter who we use it on.

We elect to take a rifleman that was stranded short of cover and get him behind a wall, no doubt encouraged by the Corporal shouting at him.

No Germans are in sight, so nothing to worry about yet.