S3#113 – Battle of Kursk — 1943

Game Settings

- **Allied (Russian) Players Colors - Red** (29 est. Squad role link)
- **Allied (German) Players Colors - Gold** (24 est.)
- **Icons** – **d24** friendly, **d12** range, **d6** enemy plane
- **Clouds** – overcast skies with possible clouds banks near or above 10K.
- **Radar** – 30-mile radius(Allied), 30-mile radius(Axis), *grey dots*, *in-flight arrow.* Minimum alt is 250 ft.
- **Flak** - AAA limited to 30,000ft in height.
- **Axis Airfields(**green) – East of the 4-line grid reference
- **Allied Airfields**(red) – West of the 5-line grid reference
- **Fuel Multiplier** - set at 1.0 for all planes. All planes must take 100% fuel.
- **Rebuild Time** - 300 mins
- **Game Length** – 180 mins
- **Lives** – 3 lives per frame, 1 life per aircraft type chosen. See any special notes in **Pilot Lives** below
- **Game Scale** - 1 squad = 1 historical unit and 1 frame = 1 set of operations.
- **Combined Arms routines will be functioning in special area**. See **Combined Arms Action** below

Basic Rules and Procedures

1. Frame Timeline - Pilots should report in at least 15 mins before T+0 to get organized, check control systems, and receive any last-minute order changes.

- T+0 - Pre-Dawn(04:00), flight enabled for all aircraft.
- T+160 - Last surface attacks completed all a/c must disengage ASAP. Torps\bombs must hit before T+160 to be counted.
- T+180 - Dark(12:00), all squads must be in tower or land in the dark.

2. Pilot Lives - Pilots have **ONLY THREE LIVES** to live during a frame. Only the aircraft indicated for each squad on the A/C table qualify for three lives. While more than 3 aircraft types may be listed, you can still only lose three lives. Players may switch aircraft types during a frame. **Once a pilot loses a life (aka bail, ditch or die) in an aircraft type they CANNOT use that aircraft type again in that frame.** During the frame your actions are based on pilot's honor. However, remember cheating can verified in the frame log. If you lose a life due to a non-operational failure (computer, controller, etc.) request the CM to reset you. If the CM feels that a reset request is no longer valid based on excessive use, the CM has the right to ask the pilot to leave the arena and resolve any mechanical problems before returning to the arena. Upon return, no life penalty will be assessed. **Special Note: See special plane set restrictions in the Aircraft Table.** *Second Special Note: Anyone using GV or A/C Combined Arms login (CA login) will only lose a life if, while teleporting to wingmen, all attached vehicles are lost (original and wingmen). However, attacking vehicles will get full kill credit for each vehicle destroyed (ex. Vehicle with one wingman: → both destroyed = one life lost <attacker> but 2 kills awarded <attacker/s)*

3. Operational Restrictions - Each side may only conduct operations in the area outlined in the game map. Though aircraft can base anywhere each side may only conduct surface actions within the operational area indicated .

4. Ord\Aircraft Restrictions - None

5. Aircraft Minimum Fuel - All fighter aircraft must take at least 100% internal fuel with or without drop tanks. All Bombers, when carrying bomb ordinance) must take at least 75% internal fuel.

5-5. Bomber Minimum Altitudes - Historically both Axis and Allied bombers often used low level bombing techniques. Therefore, there will be **NO** minimum bombing altitudes for this series.

6. Squad Aircraft - Each pilot may fly aircraft listed for their squad on the A/C table. During that time all pilots will observe and obey all rules outlined in section **2. Pilot Lives** above. All players have the option to fly the penalty planes for each side as one of their aircraft types. Always remember that at no time may a pilot exceed three lives or a\c types.

7. Squad Basing - If so assigned, each squad must begin play at a frame CO assigned airfield. After initial roll they may base from anywhere. Pilots that lose a life can choose another field other than from the one they initially started **WITHOUT** it being considered teleporting.

8. Aircraft drones - Every player that uses an eligible bomber a\c in a frame may take up to 3 wingmen with their lead aircraft.

9. **Improved FMs** - New FMs are being developed from last year so it is best to test them out beforehand as they will handle differently than in 2016-17. Bombers are the quasi-FMs which we have been using for a couple years now.

10. **Bomber Durability** - Buff tuff will be set at 1.0 with effective Otto in this event. Bomber hardness continues to be an issue and needs further testing.

11. Airstarts - During this series there will be **NO** air starts for either side.

12. Closed Fields and BDA – Combined Arms action with be seen in the bulge area east of Kursk. All fields will remain closed until end of the frame. If not captured they will return to the original color at the beginning of the next frame.

13. Safe Ditch - If you run off the field and ditch within 10 miles(52800ft) of the tower the ditch is NOT awarded a kill. It is assumed that aircraft and pilot can be salvaged.

14. Ditch Forced Exit - A pilot has 5 seconds to exit a ditched aircraft. This stops any attempts to outlast a kill message, drawing ack fire or passing along intel at a nearby field.

16. Penalty Planes - Players that commit errors in basic rules and do not attempt to correct the error during play will have a penalty plane assigned to them for the next frame. **They must fly 1 life or 1 combat active sortie in that plane**. Examples of penalty plane errors include teleporting between fields, when not allowed by special rules, and gunning from a ship or flak positions. If a player immediately addresses the error they will not be penalized. However, always inform the CM so the log entry will be ignored. It is up to each squad to make sure the penalty planes are flown.

- Axis Penalty Planes – Ju-87G
- Allied Penalty Plane – MiG-3

17. NEW! Combined Arms action. Ground vehicles will be allowed to participate in a special assigned area west of the town of 'Kharkov' (the area we are using to represent Kursk). This area has been created to provide Combined Arms ground action between the designated Gold and Red posts (square blue triangle with center black dot- see map). No CA action will be available outside this area. However, all arena posts and fields are equipped with identical ground vehicles but without Combined Arms generated AIs. Any player may access these vehicles for action. **There are NO additional lives given for using GVs**. *All players must decide how to use their lives and make intelligent decisions as to how their lives are best utilized.*

18. Victory Points - Points are awarded to each side in three categories; A/C kills, BDA and Pilot Losses. Relative points is available in the summary for this event. **Special Scoring Note:** Any bomber pilot using the CA login will only lose .25 life points per plane lost in the 4-bomber element. However each plane lost will be penalized as per normal scoring for a lost plane. The pilot who downs a bomber pilot using the CA login will receive full points for each non-AI (CA transferred live pilot) kill in the bomber element. **These are new rules designed to keep a pilot in CA login from losing all 3 lives in one mission while still giving full credit for a non-AI kill. They will be evaluated upon completions of this series**.

19. Victory Conditions - The side with the most VPs at the end of the series wins.

20. S3 Clarifications - The S3 staff reserves the right to make a ruling on questions or game situations not answered completely or missed by the rules. For further clarification please post on the S3 forum.

RETURN TO MAIN