



KAMPFGRUPPE

Platoon-Level Eastern Front Tactics — Field Manual

Version 1.0.0 · Tronsoft Games · Eastern Front, 1943

Kampfgruppe is a hex-and-counter tactical wargame. You command a German or Soviet battlegroup of infantry, machine guns, anti-tank guns and armour in a short engagement of a few minutes' simulated combat. Each turn is two minutes of battle, resolved as four 30-second combat pulses. Seize the objectives, break the enemy, and hold the field.

1 · The Battlefield

The map is a grid of hexes. Every hex has a terrain type that shapes movement, cover and line of sight. Objectives — dashed hexes marked **OBJ** — are the ground both sides fight to control.

Terrain	Move	Cover	Notes
Open	1	—	Fast going, fully exposed.
Road	1	—	Fast; roads connect across the map.
Brush	2	light	Light concealment.
Grainfield	1	light	Light concealment, easy going.
Woods	2	heavy	Blocks line of sight; strong cover.
Building	2	heaviest	Blocks line of sight; best cover.
Hill	2	light	Height: longer sight and firing.
Water	—	—	Impassable except at fords / bridges.

2 · Sequence of Play

Play alternates between the two sides. On your turn you activate your units — each may make **one move** and **fire once** — then press **End Turn**. A turn is two minutes of battle; each firefight is resolved across four 30-second pulses, so fire accumulates hits and suppression rather than being decided in a single roll.

- **Select** a unit to see its reachable hexes (yellow) and valid targets (red rings).
- **Move**, then **fire** — firing ends the unit's activation, so move first if you want both.
- Use **Next Unit** to cycle through units that still have an action left.
- When every unit has acted (or you choose), **End Turn**.

3 · Combat

Soft targets

Infantry, machine-gun teams and gun crews are soft targets. They lose **steps** (strength points) and gain **suppression** from enemy firepower. Cover and range reduce the effect; firing from a hill helps. Enough suppression **pins** a unit (marked PIN) — it cannot act until it rallies on a later turn.

Armour

Tanks and assault guns can only be harmed by **penetration**: an anti-tank gun, another armoured vehicle, or a point-blank infantry close assault. Ordinary rifle and machine-gun fire cannot hurt tank armour. Penetration depends on the firer's AP value versus the target's armour, and on range. Flank and close the distance against heavy armour.

4 · Victory

Each objective you hold at battle's end is worth **5 points**; every enemy step-loss you inflict adds to your score. Eliminate the whole enemy force for an outright win, or hold the higher score when the turn limit is reached. An even score is a stalemate.

5 · Order of Battle

FP = anti-personnel firepower · AP = armour penetration · Steps = strength · Range and Move are in hexes. Dashes mean the value does not apply.

German Forces

Unit	Type	Steps	Move	FP	AP	Range	Armour
Panzergrenadiere	Infantry	4	4	6	2	5	—
MG-42 Team	MG team	3	3	9	—	8	—
7.5cm PaK 40	AT gun	2	2	4	8	9	light
StuG III	Assault gun	4	6	7	8	9	6
Panzer IV	Medium tank	5	6	8	8	9	6
Tiger I	Heavy tank	5	5	8	11	10	9

Soviet Forces

Unit	Type	Steps	Move	FP	AP	Range	Armour
Strelkovy Squad	Infantry	5	4	5	2	5	—
SMG Company	Infantry	6	4	7	2	3	—
Maxim HMG	MG team	3	2	8	—	8	—
45mm M-42 AT	AT gun	2	2	3	5	8	light
SU-76M	Assault gun	3	6	6	8	9	3
T-34/76	Medium tank	5	7	8	9	9	7

6 · Scenarios

Scenario	Type	Summary
Meeting Engagement	Balanced, 12 turns	Even forces collide over a village on the road; three objectives, nobody dug in.
River Crossing	Assault, 14 turns	A stream splits the field with one bridge and two fords — a natural killing zone.
Hold the Village	Asymmetric, 12 turns	A dug-in Soviet garrison in a building cluster faces a German armour assault with a Tiger. Play either role.
Steppe Tank Duel	Armour, 10 turns	Open ground and long sightlines; almost all tanks and guns. Flank for side shots.
Forest Ambush	Infantry, 12 turns	Dense woods and a single road corridor; close-range infantry fighting.
Skirmish (Random)	Procedural, 12 turns	A freshly generated battlefield each time, full platoons per side.

7 · Controls

- **Select**: click a unit. **Move**: click a yellow hex. **Fire**: click a red-ringed enemy.
- **Pan**: drag the map. **Zoom**: mouse wheel or the +/-/fit buttons (top-left).
- **Keys**: Enter/Space end turn · F fire · H hold · N or Tab next unit · +/- zoom · Esc deselect.
- Sound can be toggled with the **Sound** button; effects are generated in real time.