

Konev Springs the Trap!

The 2nd Ukrainian Front Attacks



German Scenario Set-up and Special Rules

Used also for SCENARIO [23.6]
from the Jaws of Victory: The Campaign Game



SCENARIO SET-UP [23.1.1] and [23.6.1]

Maps: Only Map A (East Map) is used.

Scenario Length: Both scenarios begin with the Soviet Player's *Artillery Barrage Segment* of the *Event Phase* of Turn 1. Ignore the Turn 1 *Weather Stage*, *Mutual Air Stage*, *Mutual Supply* and *German Air Supply Stages*. Begin the normal turn sequence on Game-turn 2.

- **Scenario 23.1** ends on Turn 7.
- ▶ **Scenario 23.6** ends on Turn 25; or the turn after German declares a Breakout.

Supply Status: All units are considered to be in supply at the start of the scenario.

GERMAN SPECIAL RULES [23.1] and [23.6]

1. Continuous Front: Units of the 57th, 5th SS and Wallonien Brigade must maintain a Continuous Front, as defined by section 22.1. In maintenance of the Continuous Front the following units have additional restrictions:

A. Release from Continuous Front: Any unit required to maintain a continuous front is released at the instant either of the following conditions occur:

- Any Soviet unit enters within 6 hexes of Korsun or 4 hexes of Gorodishche (3821/3822).
- The German player declares "11 Korps Isolation".
- "Release from Continuous Front" by die roll (see 22.1.4).

B. 57th Infantry Division: Units of the 57th Infantry Division may not move or attack during Turns 1 and 2 unless activated, surrounded or released. On Turn 3 they are relieved of the Continuous Front obligation and free to move and declare combat. Exception: The 676/57 unit may move and/or declare combat freely beginning Turn 2.

C. 5th SS Panzer and Wallonien Brigade:

Units of the 5SS Pz and Wallonien Brigade are required to hold a continuous front along the start line per rule 22.1.

Turns 1 and 2: They cannot move during Turns 1 or 2 unless activated, surrounded or released. Rotate these units as a reminder. Exception: The three 5SS Pz units in hex 5031 and 4831 may move and declare combat beginning Turn 1.

Turn 3: Beginning on Turn 3 these units must still hold a continuous front but are free to move in order to extend a continuous front for positions vacated by the 57th Division. Note: The 72nd Division may move in order to meet the "Continuous Front" obligation for positions vacated by the 57th Division.

Any units of the 5th SS, Wallonien and 72nd division that are not needed to maintain a continuous front along the start line are free to move and attack beginning Turn 3.

Turn 4: Beginning on Turn 4, units of the 5th SS Division that are north of the Rossawa River may move south of the Rossawa. Upon moving south of the Rossawa they must hold a continuous front along the Rossawa that connects to the starting line (at 4109).

- ▶ **11th Korps Support Units:** 11th Korps artillery, engineer, or armor units may not move during Turns 1. If a Soviet unit comes within six hexes of one of these units, that unit is free to move. They are free to move beginning Turn 2. Rotate these units clockwise as a reminder.
- 282nd Division:** Units of the 282nd Division, (at the east map edge) may not move or declare combat until Turn 3. Rotate these units clockwise as a reminder.
- 11th and 14th Panzer Divisions:** Units of the 11th and 14th Pz Divisions move at half their movement point allowance during Turn 1.
- ▶ **Panzer Division Movement Restrictions:** Units of the 3rd, 11th, and 14th Panzer Divisions may only move and declare combat east of hexes 45xx during Turn 1 and east of hexes 44xx during Turn 2. Beginning Turn 3, they may move and declare combat for the remainder of the scenario.
- Reinforcement Movement Rates:** The units of the 11th Pz and 13th Pz Divisions, enter as reinforcements at 1/2 their Movement Allowances. They may not use strategic movement on their turn of entry.
- Truck Movement:** The German player may employ the optional truck movement rule (see 18.5) starting on Turn 3.

GERMAN SPECIAL RULES [23.1] only

- During the *Mutual Air Stage*, the number of CAS Points received is halved (rounded up).
- ▶ During the *Korsun Air Supply Stage* the number of SPs added to the *Korsun Supply Track* is halved (go to Playbook and read all of 23.1.3 • 8).
- ▶ The rail line hex on Map A at 3132 is a map edge supply source.

RESTRICTIONS & SPECIAL RULES BY GAME-TURN

Turn 1: Units of the **5SS Pz**, **Wallonien Brigade** and **57th Division** are bound by the continuous front and release rules along the start line. [1]

The three 5SS Pz units in hex 5031 and 4831 may move and attack freely beginning Turn 1. [1C]

11th & 14th Panzer Divisions move at 1/2 movement. [4]

3rd, 11th, and 14th Panzer Division units may move and declare combat only east of hexes 45xx. [5]

Turn 2: **676/57** infantry unit may move and/or attack freely. [1B]

3rd, 11th, and 14th Panzer Division units may move and declare combat only east of hexes 44xx. [5]

- ▶ **11th Corps Support Units** are free to move. [2]

Turn 3: **57th Infantry Division** units are free to move. [1B]

Wallonien Brigade and 5SS Panzer Division are free to move, but are required to hold a continuous front (see 22.1). [1C]

282nd Division units may move and declare combat. [3]

- ▶ Begin rolling for **Continuous Front Release** (see 22.1.4)

Truck Movement: The German player may now use optional truck movement (see 18.3). [7]

Turn 4: **Units north of the Rossawa** may move south of the Rossawa, but still must hold a continuous front along the Rossawa that connects to the starting line (at 4109). [1C Turn 4]

Turn 7: End Scenario 23.1.

Campaign Scenario 23.6 continues.

Turn 10: **Operation Wanda** may begin (see section 16.3).

The 24th Panzer Division Arrives at hex 3644 (see optional rule 18.7).

Turn 12: **Kampfgruppe Haake** may be supplied by either the Haake or 47th Panzer Korps SDM.

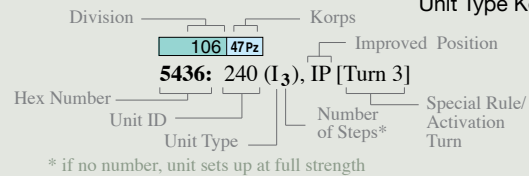
SCENARIO 23.1.1 and 23.6.1 UNIT SET-UP:
GERMAN UNITS (see other side)

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German Initial Unit and Marker Set-up

LEGEND



Unit Type Key:

(A) Artillery	(Mc) Motorcycle
(AA) Anti-air	(Rec) Reconnaissance
(AT) Anti-tank	(Rkt) Rocket Artillery
(I) Infantry	(T) Tank
(Eng) Engineer	(SDM) Supply Distribution Marker
(M) Motorized/Mech Infantry	

UNIT SET-UP: SCENARIOS [23.1.1] and [23.6.1]

Maps: Only Map A (East Map) is used.

Supply Status: All units are considered to be in supply at the start of the scenario. All artillery units are fully supplied (place artillery units front side up).

Game Track Settings:

Turn Record Track: Set the Game-turn marker to Turn 1 (Soviet side up)

Ground Condition Track: Set the Ground Condition marker to Frozen

Visibility Track: Set the Visibility marker to Clear

Combat Air-Support Tracks: Set the German CAS marker to:
 1 for scenario 23.1
 ▶ 1 for scenario 23.6

German 8th Army Replacement Point Track:

Set the 11th Korps Armor and Infantry RPs markers to 0
 Set the 47th Pz Armor and Infantry RPs markers to 0

Uman Airfield Track:

Set the Air Drop marker to 0
 Set the Korsun Air Supply marker to 0

Korsun Supply Track: Set the Korsun SPs marker to 0

Units and Markers On-map Placement:

11th KORPS 11

5th SS Panzer Division 5ss Pz 11

5031: 1/Ger (M)^B, 2/5ss (T₃);

4831: iii/5ss (A)

▶ 4310: 2/Ger (M)^B, IP

3305: 1/Wst (M)^B, IP

3808: 2/Wst (M)^B, IP

4114: 5ss (AA)

3505: 5ss (Rcn), IP

4213: 5ss (Eng)

4212: 5ss⁽⁻⁾ (A)

4312: 3/5ss (T)

3307: Trn/5ss (T₃)

4626: 5ss (SDM-4\2sp)

SS Walonien & FW/

5th SS Panzer Division (/5ss/11)

4513: i/1 Wal (M)

4415: ii/1 Wal (M)

4316: i/2 Wal (M)

4119: ii/2 Wal (M)

4116: Wal (A)

4017: Wal (AA)

4117: 4ss (T)

4512: FW (M), IP

4015: (SDM-2\1sp)

57th Division 57 11

4921: 1/199 (I₃)^B, Pio (Eng), IP

4822: 2/199 (I₂)^B, IP

4320: 1/217 (I₃)^B

4521: 2/217 (I₂)^B

4827: 676 (I₄) [Turn 2]

4721: Fus (I)

4523: Rus (A)

4623: (A)

72nd Division 72 11

5124: 105 (I₄), IP

5023: 1/124 (I)^B

5022: 2/124 (I)^B

5327: 266 (I₄), IP

5226: Pio (Eng)

5128: Fus (I), IP

4924: (A), IP

389th Division 389 11

5131: 544 (I₄), IP

5329: 545 (I), IP

5330: 546 (I₄), IP

5033: Fus (I)

5130: Pio (Eng)

5029: (A), IP

4931: KG167 (I)

11th Korps Support Units 11

4413: 842 (A)

5028: 1/108 (A)

3821: 2/800 (A)

5130: 228 (T₂)

3309: 1/666 (Eng₁)

4727: 155 Con (Eng), IP

3822: 410 Con (Eng)

3709: Korsun (SDM-2\0sp)

4824: (SDM-4\2sp)

4730: (SDM-4\2sp)

47th PANZER KORPS 47Pz

320th Division 320 47Pz

▶ 4638: 2/36 (T)

5638: 585 (I₃), IP

5738: 586 (I₄)

5839: 587 (I₄), IP

5939: Fus (I), Pio (Eng₁), IP

5640: (A)

106th Division 106 47Pz

▶ 5436: 240 (I₃), IP

▶ 5536: DG39 (I₄)

5537: Fus (I₁), Pio (Eng), IP

5337: (A)

3rd Panzer Division 3 Pz 47Pz

5035: Trn/6 (T), 1/394 (M₃)

5036: 2/6 (T)

5236: 3/6 (T), 3 (Rec)

5135: 3 (M₄), 314 (AA₁), IP

4935: 39 (Eng), IP

5137: 75 (A)

5037: (SDM-4\3sp)

14th Panzer Division 14 Pz 47Pz

4637: Trn/36 (T), 3/36 (T), 103 (M₄)

▶ 4638: 2/36 (T)

4737: 108 (M₄), 13 (Eng₁), 276 (AA)

4738: 14 (Rec)

4639: 14 (A)

4538: (SDM-4\3sp)

282nd Division 282 47Pz

6141: 848 (I₄), IP

6242: 849 (I₃), IP

6041: 850 (I₄), IP

6040: Fus (I), Pio (Eng), IP

5942: (A)

47th Panzer Korps Support Units

47Pz

5437: 905 (T)

5539: 139(+) (A)

3641: 217 Con (Eng)

5240: 18 Pnl (Eng)

5239: (SDM-4\2sp)

5641: (SDM-4\2sp)

^B battalion breakdown unit(s)

ADDITIONAL GERMAN UNITS

Alarm Units

Place one Alarm unit in hexes:
 3218, 3425, 3826, 4129, 4329

Additional Combat Units (Scenario 23.1 only)

3106: A1/Ka-B/42 (I)^B

3225: Alarm unit

Note: The above unit is considered part of the 5th SS Panzer Division for the single map scenario.

GERMAN ON-MAP BOXES

Units in 8th Army Breakdown Boxes:

Ger/5ss/11, Wst/5ss/11, 1 & 2/105/72^B,
 1 & 2/266/72^B, 124/72/11,
 1 & 2/676/57/11^B, 199/57/11, 217/57/11,
 1 & 2/544/389/11^B, 1 & 2/545/389/11^B,
 1 & 2/546/389/11^B

L1 & L2/47Pz^B, M1 & M2/47Pz^B,
 N1 & N2/47Pz^B, P1 & P2/47Pz^B

Units in 8th Army Multi-Step Armor Unit Holding Boxes:

i/1/26 (T₂), ii/1/26 (T₂), 1/15/11Pz (T₁),
 3/4/13Pz (T₁), 2/36/14Pz (T₁),
 Trn/5ss/5ssPz (T₁), 2/5ss/5ssPz (T₁)

Units in Units Eliminated Box:

None



DESTROYED BRIDGES INITIAL PLACEMENT

Place a Bridge Destroyed marker in the the following hexes pointing toward the bridge hexside: 5021, 5033, 5121, 5122,

5134, 5231, 5226, 5326, 5330 (2), 5536, 5738, and 5839.

All other bridges are usable and are not destroyed.

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Soviet Scenario Set-up and Special Rules

Used also for SCENARIO [23.6]
from the Jaws of Victory: The Campaign Game



SCENARIO SET-UP [23.1.1] and [23.6.1]

Maps: Only Map A (East Map) is used.

Scenario Length: Both scenarios begin with the Soviet Player's *Artillery Barrage Segment* of the **Event Phase** of Turn 1. Ignore the Turn 1 *Weather Stage*, *Mutual Air Stage*, *Mutual Supply* and *German Air Supply Stages*. Begin the normal turn sequence on Game-turn 2.

- **Scenario 23.1** ends on Turn 7.
- **Scenario 23.6** ends on Turn 25 or turn after German declares a Breakout

Supply Status: All units are considered to be in supply at the start of the scenario. All Soviet combats and engineering actions are automatically supported during Turn 1

SOVIET SPECIAL RULES [23.1] and [23.6]

- 1. 4th Guard and 16th Artillery Divisions Turn 1 Artillery Barrage:** The 4th Guard and 16th Artillery Divisions may (but are not required to) conduct an artillery barrage on Turn 1.
- 2. The 6th Infantry Division** of the 53rd Army must start the scenario in Reserve. It may move and have combat during the Soviet Turn 1 *Reserve Segment*.
- 3. 29th and 20th Tank Corps in Reserve:** Place all units of the 29th and 20th Tank Corps in Reserve. These units may move and have combat during the Turn 1 Reserve Segment. *Note: Do to the high stacking density, these units may be temporarily placed in an off map holding area until the Reserve Segment. Place a reserve marker in their hex indicated in the set-up chart. They begin their reserve movement from that hex.*
- 4. Initial Units in Reserve:** During set-up, any unit not adjacent to a German unit may be placed in Reserve (Soviet player's choice).
- 5. Support Units Movement Restrictions:** The entire 18th Tank Corps (5730), 5th Guard Cavalry Corps (5930) and 5th Guard Tank Army Support units (5929 and 6030) may not move until Turn 3. These units may be placed off map until their movement in Turn 3. They begin their movement from their set-up hex. Place a *Soviet Activate Turn 3* marker on each of the above hexes.

6. 2nd Ukrainian Front Support Units Movement

Restrictions: The 173 /4G Armor Brigade (5828) and the (1/2/3) 2AT regiments (6129) may not move until Turn 2. Place a *Soviet Activate Turn 2* marker on each hex.

7. 5th Guard Army Movement Restrictions:

Units of the 5th Guard Army (at map edge) may not move or declare combat until Turn 5. However, they may move across the start line into vacant hexes if ZOC movement rules permit. If adjacent units of the 53rd Army advance or retreat, then the 5th Guard Army may move so as to retain connected ZOC/ZOIs between the 53rd Army and the map edge.

8. 53rd and 4th Guard Army Artillery Units Automatic Resupply:

All 53rd and 4th Guard Army artillery units are automatically resupplied (flipped to front side) during the Turn 2 *Artillery Resupply Phase*.

9. Soviet Movement and Combat Restriction:

Soviet units may not move or declare combat south of a line extending from hexes 2837 to 4537 during the scenario. *Note: This is a historical restriction and reflects the Soviet High Command's plan for the battle.*

Soviet Special Rules for Campaign Scenario Only [26.6]

10. Minefields: Beginning Turn 7, the 2nd Ukrainian Front receives 6 Minefield markers (15.3). Place one marker on Game-turns 7 through 12 of the *Turn Record Track*. Markers may be used each turn for construction of minefields. Minefield markers not used during the current turn are moved to the next Game-turn on the track that does not contain a Minefield marker for that Front (see 23.6.3).

11. Kamenka as a Supply Source: The town of Kamenka (5728) becomes a supply source for the 4th Guards Army and all corps of the 5th Tank Armies beginning on Turn 21. Place the Kamenka supply source marker on turn 21 of the Turn Record track as a reminder.

RESTRICTIONS & SPECIAL RULES BY GAME-TURN

Turn 1: The 4th Guard and 16th Artillery Divisions may conduct an artillery barrage on Turn 1. [1]

Turn 2: 2Uk Front Units Released; The 173th /4G Armor Brigade (5828) and the three (1,2,3) 2AT Regiments (6129) of the 2nd Ukrainian Front may now move. [6]

Automatically resupply **all artillery units of 53rd and 4th Guard Army** (flipped to front side) during the *Artillery Resupply Phase*. [8]

Turn 3: The 18th Tank Corps (5730), 5th Guard Cavalry Corps (5930) and 5th Guard Tank Army Support units (5929 and 6030) may now move. [5]

Turn 5: Units of the 5th Guard Army (at map edge) are now free to move and/or declare combat. [7]

Turn 7: End Scenario 23.1.

Campaign Scenario 26.6 continues.

Turn 7: Minefield Construction begins. [10]

Turn 17: Begin possible Stalin Intervention (Optional Rules 18.13).

Turn 21: Kamenka becomes a supply source for 4th Guards Army and 5th Guards Tank Army. [11]

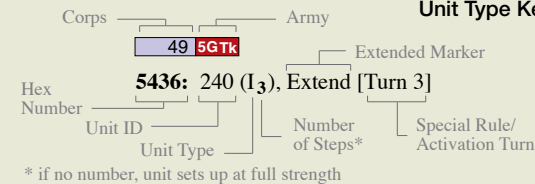
[23.1.1] SCENARIO UNIT SET-UP: SOVIET UNITS
See other side.

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The 2nd Ukrainian Front Attacks

Soviet Initial Unit and Marker Set-up

LEGEND



Unit Type Key:

(A) Artillery	(Mc) Motorcycle
(AA) Anti-air	(P) Partisan
(AT) Anti-tank	(Rec) Reconnaissance
(I) Infantry	(Rkt) Rocket Artillery
(Eng) Engineer	(T) Tank
(M) Motorized/ Mech Infantry	(SDM) Supply Distribution Marker

UNIT SET-UP: SCENARIOS [23.1.1] and [23.6.1]

Maps: Only Map A (East Map) is used.

Supply Status: All units are considered to be in supply at the start of the scenario. All artillery units are fully supplied (place artillery units front side up).

Game Track Settings:

Turn Record Track: Set the Game-turn Marker to Turn 1 (Soviet side up)

Ground Condition Track: Set the Ground Condition to Frozen


Visibility Track: Set the Visibility marker to Clear

Combat Air-Support Tracks: Set the Soviet 2nd Uk Combat Air Support marker to 3

Soviet 2nd Uk Replacement Point Track:
Set the 2Uk Armor RPs marker to 2
Set the 2Uk Infantry RPs marker to 0

Units and Markers On-map Placement:

52nd ARMY 

52nd Army Divisions 

4712: 1/254 (I)^B

4915: 2/254 (I)^B

4818: 3/254 (I)^B

5021: 1/294 (I)^B


4821: 2/294 (I)^B

5123: 1/373 (I)^B

5225: 2/373 (I)^B

5326: 3/373 (I)^B

52nd Army Support Units




5021: 1322 (AT)

5120: 366 (Eng)

5118: (SDM-4\4sp)

5016: (SDM-2\2sp)

4th GUARDS ARMY 

4th Gds Army Divisions 

5430: 5G (I₅)

5428: 7G (I₅)

5429: 62G (I₅)

5232: 31 (I)

5132: 69G (I₅)

5331: 252 (I)

5431: 375 (I)

4th Gds Army Support Units



5828: 173 (T₃) [Turn 2]

5232: 57 (T)

5331: 60 (T)

5232: 27Aslt (Eng)

5530: 48 (Eng) [Reserve]

5629: 69 (Eng) [Reserve]

5331: 438 (AT)

5431: 452 (AT₁)


5528: 466 (A)

5527: 17G (Rkt)

5332: 4G Art/B (A)

5728: (SDM-4\3sp), (SDM-4\3sp)

53rd ARMY 

53rd Army Divisions 

5133: 1G (I)

5233: 25G (I₅)

5634: 6 (I) [Reserve]

5235: 14G (I)

5134: 66G (I₅)

5535: 89G (I)

5334: 138 (I)

5435: 213 (I)

5637: 233 (I)

5534: 214 (I₅)

53rd Army Support Units 

5133: 189 (T)

5334: 63 ATR (I)

5435: 122 ATR (I)

5635: 1327Cn (A)

5133: 1/33 (AT)

5233: 2/33 (AT)

5134: 3/33 (AT)

5235: 1316 (AT)

5534: 461 (A)

5735: 31Lt (A)

5433: 11 (Eng) [Reserve]

5633: 13G (Eng) [Reserve]

5234: 16Art/B (A)

5733: (SDM-4\4sp)

6037: (SDM-4\4sp)

5th GUARDS ARMY 

5th Gds Army Units 

5838: 116 (I₅), 1/34 (AT), Extend

6039: 110G (I₄), 2/34 (AT), Extend

6140: 95 (I₅), 3/34 (AT), Extend

6341: 13G (I₄), Extend

5937: 469 (A)

6136: (SDM-2\2sp)

5th GUARDS TANK ARMY 


18th Tank Corps (18Tk/5G Tk)



5730: 110 (T), 170 (T), 181 (T), 32 (M), 1438 (T), 1543H (T), 78 (Mc), 1000 (AT), 292 (A), 106G (Rkt) [Turn 3]

6331: (SDM-4\0) [Turn 3]

20th Tank Corps (20Tk/5G Tk)



5533: 8G (T), 80 (T), 155 (T), 7G (M), 1895 (T), 1834H (T), 96 (Mc), 1505 (AT), 291 (A), 406G (Rkt) [Reserve]

5829: (SDM-4\4sp)


29th Tank Corps (29Tk/5G Tk)



5531: 25 (T), 31 (T), 32 (T), 53 (M), 1446 (T), 1549H (T), 75 (Mc), 108 (AT), 271 (A), 11G (Rkt) [Reserve]

5829: (SDM-4\4sp)

5th Gds Tank Army Support Units



5929: 53G (T), 1G (Mc), 678How (A) [Turn 3]

6030: 377 (Eng), 689 (AT) [Turn 3]

▶ **6231:** (SDM-4\0sp)

2nd UKRAINIAN FRONT UNITS

5th Gds Cavalry Corps 

5930: 11G (Cav), 12G (Cav), 63 (Cav), 11G (T), 12G (T), 63 (T), 1896 (T), 150G (AT), 5G (AT), 72G (A), 9G (Rkt) [Turn 3]

6331: (SDM-4\0sp) [Turn 3]

2nd Ukrainian Front Support Units

6129: 1/2 (AT), 2/2 (AT), 3/2 (AT) [Turn 2]

5220: 490 (A)

Partisan Units

4715: 1 (P)

4518: 2 (P)

ADDITIONAL SOVIET UNITS

Additional Combat Units (Scenario 23.1 only)

3304: 1/206/27 (I)^B

3104: 2/206/27 (I)^B

SOVIET ON-MAP BOXES

Units in 4th Guards Army Artillery

Holding Box:

42Lt (A), 97H (A), 98H (A), 568Cn (A), 1328Cn (A)

Units in 16th Artillery Division

Holding Box:


61Cn (A), 52 How (A), 90H (A), 109SH (A), 14 (A)

Units in 2nd Ukrainian Front

Breakdown Boxes:

254/52 (I), 294/52 (I), 373/52 (I), 1, 2, & 3/32/18Tk (M)^B, 1, 2, & 3/7G/20Tk (M)^B, 1, 2, & 3/53 /29Tk (M)^B

Additional Units Set-up Notes

- Units marked [Reserve] are placed on the map with a Reserve marker on top. 
- During set-up, any unit not adjacent to a German unit may be placed in Reserve (Soviet player's choice).

^B regiment breakdown unit(s)