

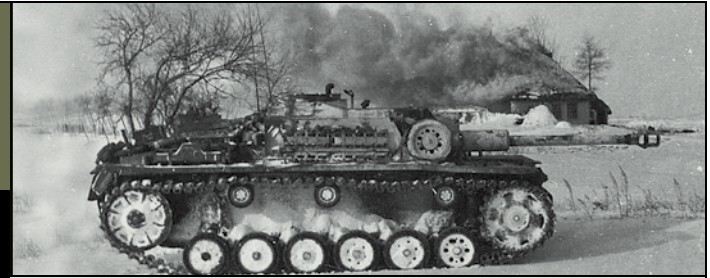
Vatutin Strikes the Second Blow

The 1st 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 [23.2 and 23.6]

Maps: Only Map B (West Map) is used.

Scenario Length: Scenario 23.2 begins with the Soviet *Player Turn* of Turn 2. Ignore the Turn 2 *Weather Stage*, *Mutual Air Stage*, *Mutual Supply* and *German Air Supply Stages*. Begin the normal turn sequence on Game-turn 3.

- Scenario 23.2 begins on Turn 2 and ends on Turn 7.
- Scenario 23.6 begins on Turn 1 and ends on Turn 25 (see German Special Rules [23.6] Only below).

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

GERMAN SPECIAL RULES [23.2 and 23.6]

1. Continuous Front: Units of the Ka-B and 88th 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 Mironovka (2411)
- The German player declares “42 Korps Isolation”
- “Release from Continuous Front” by die roll (see 22.1.4).

B. Ka-B and 88th Division Units north of the Ross River (Turn 2-3): Units of Ka-B and the 88th Division north of the Ross River are required to hold a continuous front (see 22.1). *They cannot move during Turns 2 through 3 unless activated, surrounded or released.* Rotate these units as a reminder.

Exception: 475/Ka-B and 472/Ka-B regimentsgruppen (1913), and the 88th Fusilier (1814) are free to move and attack beginning Turn 2 for the remainder of the scenario.

C. Ka-B and 88th Division Units north of the Ross River (Turn 4): Units of Ka-B and the 88th Division north of the Ross River may withdraw (move) to the south side of the Rossawa River beginning on Turn 4. Upon moving, they must establish a *Continuous Front* along the south side of the Rossawa River (extending to Karapyschi at 1911). Units (including breakdown units) above and be-

yond those needed to hold a *Continuous Front* along the Rossawa/Karapyschi line are free to move and attack for the duration of the scenario.

- 88th Division and 11th Korps Units south of the Ross River:** The 88th Division and 11th Korps units south of the Ross are free to move and attack beginning Turn 2 for the remainder of the scenario.
- 7th Korps Units:** All 7th Korps (389th, 34th and 75th Divisions and support) units may move and attack freely for the duration of the scenario.
- 4. 82nd Division:** All units of the 82nd Division (3rd Pz Army) at the west map edge cannot move east of row 05xx for the duration of the scenario (23.2), and until Turn 8 of the Campaign Scenario (23.6).
- 5. Truck Movement:** The German player may employ the optional *Truck Movement* rule starting on Turn 3 (see 18.5).
- 6. The 529Sch (Eng)** and the **Erzatz/5ss (I)** cannot move until Turn 3.

GERMAN SPECIAL RULES [23.2] 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 23.2.4 • 7 for special Korsun supply rules).
- Units of the 11th Korps may be supplied only from Korsun and may not move farther than six hexes south of Korsun (hexrow xx24).

GERMAN SPECIAL RULES [23.6] only

- Turn 1:** Only the 2nd Ukrainian Front and German 8th Armee units (Map A) may move on Turn 1. No Soviet 1st Ukrainian Front or German 1st Panzer Armee units (Map B) may move, have combat, or conduct engineering actions.
- Turn 2:** The Soviet 1st Ukrainian Front and 1st Panzer Armee (Map B) begin Turn 2 using the abbreviated turn sequence for Scenario 23.2.

RESTRICTIONS & SPECIAL RULES BY GAME-TURN

Turn 2: Ka-B and 88th Division north of the Ross River must hold a continuous front. ^[1] See Exception. ^[1B]

Turn 3: Truck Movement: The German player may now use optional truck movement. ^[5]

- ▶ Begin rolling for **Continuous Front Release** (see 22.1.4)
- ▶ See 23.2.4•7 for special Korsun supply for Scenario 23.2

Turn 4: Ka-B and 88th Division may withdraw south of the Rossawa River, but still must hold a continuous front along the Rossawa. ^[1C]

Turn 7: End Scenario 23.1.

Campaign Scenario 23.6 continues.

Turn 8: 82nd Division: All units of the 82nd Division may now move east of row 05xx. ^[4]

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

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

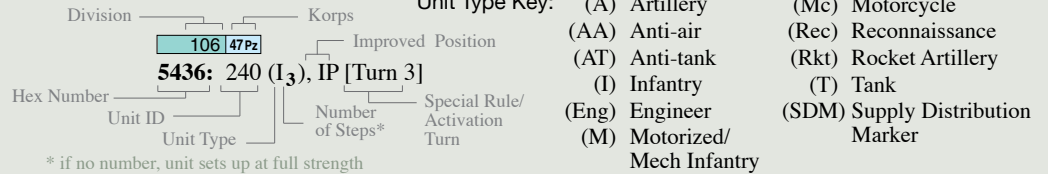
[23.2.1] Scenario Unit Set-up: German Units
See other side.

Vatutin Strikes the Second Blow

The 1st Ukrainian Front Attacks

German Initial Unit and Marker Set-up

LEGEND



SET-UP: SCENARIOS [23.2.1] and [23.6.1]

Maps: Only Map B (West 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 Turn marker on Turn 2 (Soviet Player Turn) and the "Start Operation Wanda" marker on Turn 10 (23.6 only)

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 23.2
 ▶ 1 for Scenario 23.6

German 1st Pz Army Replacement Point Track:

Set the 7th Korps Armor RPs marker to 0
 Set the 7th Korps Infantry RPs marker to 0
 Set the 42nd Korps Infantry RPs marker 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:

42nd KORPS 42

Korps Group B Ka-B 42

- 2506: RG110 (I)
- 1706: RG258 (I)
- 3106: A1 (I)^B - IP
- 2706: A2 (I)^B - IP
- 1913: RG475 (I)
- 2206: RG678 (I) - IP
- 1608: FE (I) - IP
- 1508: Pio (Eng) - IP
- 2006: Fus (I) - IP
- 2808: iv (A)
- 2508: i/ii (A)
- 1908: Rus (A)
- 2807: (AA) - IP
- 1913: 472 (AT)

^B = Breakdown battalion

88th Infantry Division 88 42

- 1717: 1/248 (I) - IP
- 1719: 2/246 (I) - IP
- 1616: RG591 (I)
- 1414: RG 593(I)
- 1814: Fus (I)
- 1917: (A) - IP
- 1412: Sec(+) (I)
- 1410: 1/417 (I) - IP
- 1715: Pio (Eng) - IP

42nd Korps Support Units

42

- 1713: 1/248 (A)
- 2115: (SDM-4\1sp)
- 1911: (SDM-4\2sp)

7th KORPS 7

198th Infantry Division 198 7

- 1324: 305 (I) - IP
- 1424: 308 (I) - IP
- 1621: 326 (I₄) - IP
- 1523: Fus (I) - IP
- 1823: Pio (Eng)
- 1624: (A) - IP

34th Infantry Division 34 7

- 1326: 10 (I)
- 0928: 80 (I)
- 1127: 253 (I) - IP
- 1028: RG677 (I₄) - IP
- 1227: Fus (I) - IP
- 1325: Pio (Eng) - IP
- 1328: (A)

75th Infantry Division 75 7

- 0631: 172 (I) - IP
- 0829: 202 (I₄) - IP
- 0830: 222 (I₄) - IP
- 0730: Fus (I), Pio (Eng)
- 0832: (A)

7th Korps Support Units 7

- 1030: 3Lt (A)
- 1725: 625+84 (A)
- 1626: 2/62 (A)
- 1327: 202 (T₃)
- 1425: 239 (T)
- 1325: 471 (AT)
- 1435: 215 (Eng)
- 2137: 135Con (Eng)
- 1130: (SDM-4\2sp)
- ▶ 1825: (SDM-4\2sp)

Kampf Group Renz Renz 7

- 1930: Uman (I)
- 1928: 1/168 (I)
- 1831: 2/182 (A)

3rd PANZER KORPS 3Pz

- 0534: (SDM-3/2sp)

82nd Division 82 3Pz

- 0133: 158 (I) - IP
- 0532: 166 (I) - IP

0233: 2/168 (I) - IP

- 0433: Fus (I), Pio (Eng) - IP
- 0334: 182(-) (A)

11th Korps 11

- 2819: 529Sch (Eng)
- 2819: Ersatz/5ss (I)

REINFORCEMENTS

(for Scenario 23.2 only)

Game-turn 4

Place the following units in the hexes indicated:

11th Korps 5ss Pz 11

- 3218: 5ss (AA)
- 3309: 1/666 (Eng)
- 3321: Heim (T)
- 3317: FW (M), Wal (AA)

ADDITIONAL GERMAN UNITS

Alarm Units

Place one Alarm unit in following hexes: 2021, 2215, 2724, 2731, 3225

Additional Combat Units

(used for Scenario 23.2 only):

- 3305: 1/wst/5ss
- 3308: Trn/5ss
- 3218: Alarm unit
- 3308: Korsun (SDM-2\1sp)

GERMAN ON-MAP BOXES

German Units in 1st Panzer Army Breakdown Boxes:

RG465/**Ka-B**/42, B1 & B2/**Ka-B^B**,
 C1 & C2/**Ka-B**, D1 & D2/**Ka-B^B**
 E1 & E2/7, F1 & F2/7^B
 G1 & G2/**3Pz**, H1 & H2/**3Pz^B**

German Units in Multi-Step Armor Unit Holding Boxes: (23.6 only)

1st Pz Div: i/1/1 (T₂), ii/1/1 (T₂),
 2/1 (T₂), 3/1 (T₁)
16th Pz Div: i/1/2 (T₂), ii/1/2 (T₁),
 2/2 (T₂), 3/2 (T₁), 506 (T₂)
17th Pz Div: 2/39 (T₁)
1st SS Pz Div: 1/1ss (T₂), 2/1ss
 (T₁), 3/1 (T₂)
Bake: ii/23Pz (T₂), 503 (T₂)
7th Korps: 202/7 (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: 0232, 0432, 0630, 0728, 1028, 1122, 1223, 1308, 1522 (construction side), 1314, and 1804.

All other bridges are usable and are not destroyed.

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The 1st Ukrainian Front Attacks



Soviet Scenario Set-up and
Special Rules

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



SCENARIO SET-UP [23.2.1] and [23.6.1]

Maps: Only Map B (West Map) is used.

Scenario Length: For Scenario 23.2 the scenario begins with the Soviet Player's *Movement Phase* of Turn 2. Ignore the Turn 2 *Weather Stage, Mutual Air Stage, Mutual Supply* and *German Air Supply Stages*. Begin the normal turn sequence on turn 3 for Map B. For Scenario 23.6 refer to Section 23.6.2 in the Play Book for *Map B Delayed Start Special Rule*.

- **Scenario 23.2:** Six turns; scenario ends on Turn 7.
- **Scenario 23.6:** 25 turns; scenario ends on Turn 25.

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 2

SOVIET SPECIAL RULES [23.2] and [23.6]

1. **5th Guard Tank Corps in Reserve:** The 5th Guard Tank Corps (0422) must set-up in "Reserve". During the *Reserve Movement Segment* of Turn 2, these units may move *all* of their available movement points but may not declare combat. Place these units 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 (see 23.2.2.1).
2. **Units in Reserve:** The 233rd Tank Brigade, 1228 T, and the 64 Mc of the 5th Mech Corps *must* set-up in Reserve but are free to move in the Soviet *Reserve Movement Segment*. Remaining units of the 5th Mech Corps may—but are not required to—set-up in Reserve.

Note: During set-up, any unit not adjacent to a German unit may be placed in Reserve (Soviet player's choice).
3. The Soviet 14/40 Engineer in hex 1522 has a bridge repair marker placed for hexside 1423/1522.
4. **27th and 40th Army Artillery Shifts:** On Turn 2 (only) the 27th Army receives one additional "+1 artillery shift" for any one combat. On Turn 2 (only) the 40th Army receives one additional "+1 artillery shift" for any one combat. Place "Turn 2 Artillery Shift" markers (back of German *Out-of-Ammo* markers) on the designated combats during the *Soviet Combat Phase*.
- ▶ 5. **240th, 4th Guards Airborne, and 163rd Divisions:** The 240th, 4th Grd Airborne, and 163rd Divisions (at map edge) may not move east of row 05xx for Scenario 23.2, and until Turn 9 for the Scenario 23.6 (campaign scenario).

6. **5th Mech Corps Removal:** All 5th Mechanized Corps units and SDMs (except for the 233rd Tank Brigade, the 1228 (T), and the 64 (Mc) are removed from the map at the beginning of either Turn 4 or Turn 5 regardless of their map location or supply status. They do not return in scenario 23.2 but return in the campaign scenario, 23.6. Roll a single die during the Soviet Event Phase of Turn 4 (see the Turn Record Track). If the result is a 1, 2 or 3 then the corps exits on turn 4. If the result is a 4, 5, or 6 then the corps exits on Turn 5. Retain each unit's current strength for its return in the campaign scenario.
7. **Automatic Artillery Supply:** All 27th Army, 40th Army and 6th Tank Army artillery units are automatically resupplied (flipped to front side) during the Turn 3 *Artillery Resupply Phase*.
- ▶ 8. **Soviet Movement and Combat Restriction:** Soviet units may not move or declare combat south of a line extending from hexes 0135 to 2735 during the scenario.
9. **The Soviet "Tish" unit in Tikhonovka:** The Soviet Tish unit (hex 1929) is isolated and begins the scenario as OOS1. The Tish unit is free to move and have combat, but may only move toward units of the 40th or 6th Tank Armies.
 - If the Tish unit moves adjacent to any unit of the 40th Army or 6th Tank Army, immediately remove it from the map and place it on the *Turn Record Track* two turns ahead of the current turn (review 23.2.3 for additional actions two turns later).
 - If the "Tish" unit is eliminated "prior to rescue" then remove the unit from the map (no step increases or additional actions for the "Tish" unit occurs).

Soviet Special Rules for Campaign Scenario Only [26.6]

10. **Minefields:** Beginning Turn 7, the 1st and 2nd Ukrainian Front each receive 6 Minefield markers (15.3). Place one marker for each front on Turns 7 through 12 of the Turn Record Track. Markers may be used each turn by engineers for construction of Minefields.
11. **107th & 109th Tank Brigades:** When the 107th and 109th Tank Brigades of the 16th Tank Corps enter as reinforcements (Game-turn 10), they may be attached to and be supplied by the 6th Tank Army. They may either remain

attached to the 6th Tank Army or may return to the 16th Tank Corps when the remainder of the 16th Tank Corps arrives.

- ▶ 12. **11th Tank Corps:** The 11th Tank Corps reinforcements are attached to the 40th Army. Rule Exception: These tank corps units may stack with and can attack and defend with the 40th Army. They are supplied only by their own SDM. They may only receive artillery support from their own army.

RESTRICTIONS & SPECIAL RULES BY GAME-TURN

Turn 2: The 5th Guard Tank Corps Special Reserve movement. [1]

The 27th Army "+1 artillery shifts" [4]

The 40th Army "+1 artillery shifts" [4]

Turn 3: The 27th, 40th, and 6th Tank Army automatic artillery resupply [7]

Turn 4: Roll for the 5th Mech Corps withdrawal [6]

Turn 7: End Scenario 23.2

Campaign Scenario 23.6 continues.

Turn 8: Minefield Construction begins. [10]

Turn 9: The 240th, 4th Gds, and 163rd Divisions are free to move. [5]

Turn 10: 107/16 & 109/16 Tank Brigades that enter as reinforcements attach to 6th Tank Army. [11]

Turn 12: 11th Tank Corps reinforcements are attached to 40th Army [12]

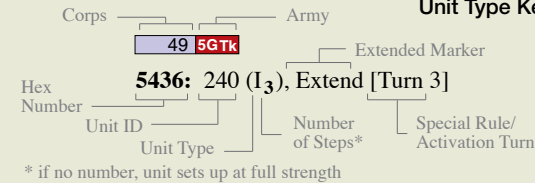
[23.2.1] Scenario Unit Set-up: Soviet Units
See other side.

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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

Set-up: Scenarios [23.2.1] and [23.6.1]

Maps: Only Map B (West 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 Turn Marker to Turn 2 for 23.2 and on Turn 1 for 23.6 (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 Soviet 1st Uk Combat Air Support marker to 3

Soviet 1st Uk Replacement Point Track:
 Set the 1 Uk Armor RPs marker to 2
 Set the 1 Uk Infantry RPs marker to 0

Units and Markers On-map Placement:

27th ARMY

- 3304: 1/206 (I)^B
- 3004: 2/206 (I)^B
- 2704: 3/206 (I)^B
- 2504: 403 MG (I₁)
- 1519: 180 (I)
- 1517: 337 (I)
- 1518: 498 MG (I₁)
- 1507: 112 MG (I₁)

54th FA Troops

- 2304: 20/54FA (I)
- 2104: 493/54FA (I)
- 1904: 361/54FA (I)
- 1606: 500/54FA (I)

159th FA Troops

- 1308: 513/159FA (I)
- 1310: 512/159FA (I)
- 1313: 404/159FA (I)
- 1416: 496/159FA (I)

27th Army Support Units

- 2401: 21Pn (Eng)
- 1218: 480 (A)
- 1219: 492 (A)
- 1419: 881 (AT)
- 0311: 298G (T)
- 1418: 1892 (T)
- 1117: 329G (Rkt)
- 1407: 25 (Eng)
- 1216: 38 (Eng)
- 0814: (SDM-4/4sp)
- 0808: (SDM-4/4sp)

40th ARMY

- 1121: 136 (I₄) – Activate Turn 4
- 1423: 167 (I)
- 1323: 359 (I)
- 0432: 4G (I₅) - Extend
- 0530: 163 (I₅) - Extend
- 0232: 240 (I₅) - Extend
- 0927: 42G (I₅)
- 0728: 38 (I)
- 0729: 232 (I)
- 1027: 74 (I₅)
- 1226: 58 (I)
- 1126: 133 (I)



Tishkova Isolated Unit

- 1929: Tish/40 (I) – OOS1

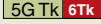

40th Army Support Units

- 1223: 1898 (T)
- 1124: 33Cn (A), 111GHow (A), 1528How (A)
- 1025: 1/28 (AT), 2/28 (AT), 3/28 (AT)
- 1423: 4G (AT)
- 0727: 317G (AT)
- 0926: 680 (AT)
- 1026: 9Mtn (A), 10Mtn (A), 493 (A)
- 0326: 235 (Eng)
- 1522: 14 (Eng) – Bridge Cons. Marker
- 0625: (SDM-4/4sp)
- 0626: (SDM-4/4sp)


6th TANK ARMY

- 5th Mech Corps  
- 0923: 2 (M), 2 (T), 745 (T)
- 0924: 9 (M), 9 (T)
- 0925: 45 (M), 45 (T), 1827H (T)
- 0624: 233 (T), 1228 (T), 64 (Mc), – in Reserve
- 0724: 458 (A), 35G (Rkt)
- 0623: (SDM-4/4sp)

5th G Tank Corps – (all in Reserve)

-  
- 0422: 20G (T), 21G (T), 22G (T), 6G (M₂), 1416 (T), 1458 (T), 1462 (T), 80 (Mc), 1667 (AT), 454 (A), (SDM-4/4sp)

6th Tank Army Support Units

- 
- 0524: 156 (T), 57G (Rkt)
- 0922: 181 (Eng)
- 0723: (SDM-4/4sp)

1st UKRAINIAN FRONT UNITS

- 0511: 22Flm (Eng)

SOVIET ON-MAP BOXES

Units in 1st Ukrainian Front


Breakdown Boxes:

- 206/27 (I)
- 1, 2, & 3/180/27 (I)^B
- 1, 2, & 3/337/27 (I)^B
- 1, 2, & 3/1Uk Front (I)^B

Units in Units Eliminated Box:

None

Additional Units Set-up Notes

1. Units marked [Reserve] are placed on the map with a Reserve maker  on top.
2. 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)