

A Brittle Sword Breaks

von Vormann Reluctantly Strikes



German Scenario Set-up and
Special Rules

Used also for SCENARIO [23.5]
a Cold Wind to Valhalla: The Germans Counterattack



SCENARIO SET-UP [23.3.1] and [23.5.1]

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

Scenario Length: Both scenarios begin with the *German Player Turn* of Turn 8. Ignore the Turn 8 *Weather Stage*, *Mutual Air Stage*, *Mutual Supply* and *German Air Supply Stages*. Begin the normal turn sequence on Game-turn 9.

- **Scenario 23.3** ends on Turn 16.
- **Scenario 23.5** ends on Turn 25.

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

GERMAN SPECIAL RULES [23.3 and 23.5]

1. **Korsun Airfield Activated:** Korsun has been declared isolated; therefore the Korsun Airfield has been activated as a supply source (13.1.3 and 14.5).
2. **Continuous Front Ends:** German units are released from all “Continuous Front” rules and restrictions (22.1).
3. **L2/47Pz breakdown unit:** Part of the 108th Grenadier Regiment of the 14th Panzer Division was caught in the pocket. It is represented by the L2/47Pz breakdown unit. It may stack with and be supplied by the 11th Korps. The remainder of the regiment remains with the 14th Panzer Division.
4. **24th Panzer Division:** The 24th Panzer Division (Optional Rule 18.7) is available beginning on turn 10 at hex 3644.
5. **Kampfgruppe Haake:** Units identified as Kampfgruppe Haake may be supplied by either the Haake or 47th Panzer Korps SDM.
- ▶ 6. **Bridges OK:** Place “Bridge OK” markers (optional rule [18.3]) on any three bridges on Map A.

GERMAN SPECIAL RULES [23.3 only]

1. During the *Mutual Air Stage*, divide the number of CAS points received by 2 (round fractions up).
2. During the *Korsun Air Supply Stage*, the number of SPs added to the *Korsun Supply Track* is halved (rounded up).
3. Hex 3644 serves as a supply source for the 13th Panzer Division and Kampfgruppe Haake.

RESTRICTIONS & SPECIAL RULES BY GAME-TURN

Turn 8: Scenario begins with **German Player-turn**.

Turn 10: Operation Wanda may begin (see section 16.3).
Optional **24th Panzer Division** entry. ^[4]

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

Turn 16: End Scenario 23.3.

Scenario 23.5 continues.

Turn 25: End Scenario 23.6.

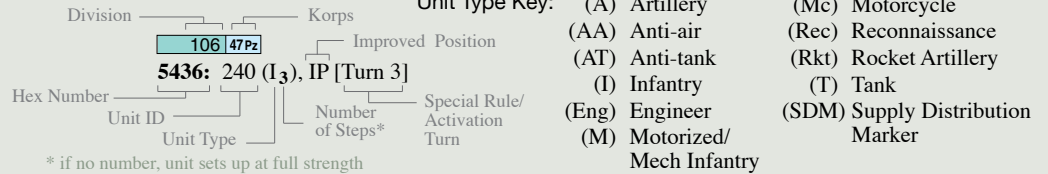
SCENARIO UNIT SET-UP: GERMAN UNITS [23.3 and 23.5]
See other side.

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German Initial Unit and Marker Set-up

LEGEND



SET-UP: SCENARIOS [23.3.1] and [23.5.1]

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

Supply Status: All units are considered to be in supply at the start of the scenario. Set the SP availability of all SDMs to the value indicated in the setup chart. Begin normal supply rules on Game-turn 9.

Game Track Settings:

Turn Record Track: Set the Game-turn Marker to Turn 8

Set the *Start Operation Wanda* marker to Turn 10

Ground Condition Track: The Ground Condition is set to Frozen

Visibility Track: Set the Visibility marker to Clear

Combat Air-Support Tracks: Set the German Combat Air Support marker to 1

German 8th Army Replacement Point Track:

Set the 11th Korps Infantry RPs marker to 1

Set the 47th Pz Armor RPs marker to 1

Set the 47nd Pz Infantry RPs marker to 1

Uman Airfield Track: Set the Air Drop marker to 0

Set the Korsun Air Supply marker to 5

Korsun Supply Track: Set the Korsun SPs marker to:

6 for Scenario 23.3 and to 11 for Scenario 23.5

UNITS AND MARKERS ON-MAP PLACEMENT:

11th KORPS 11

5th SS Panzer Division

5ss Pz 11

4227: 1/Ger (M/2)^B, 2/5ss (T₂),
iii/5ss (A)

3816: 2/Ger (M)^B

3510: 1/Wst (M)^B - IP

4114: 2/Wst (M)^B

3215: 5ss (AA)

3910: 5ss (Eng)

3309: 5ss (Rcn)

3412: 5ss⁽⁻⁾ (A)

3513: 3/5ss (T)

3417: Trn/5ss (T₃)

4123: 5ss (SDM-4/2sp)

SS Walonien & FW/

5th SS Panzer Division (5ss/11)

4413: i/1 (M)

4315: ii/1 (M) - IP

4117: i/2 (M)

4221: ii/2 (M)

4020: Wal (A)

3317: Wal (AA)

4017: 4ss (T)

3225: FW (M)

4015: (SDM-2/1sp)

57th Division 57 11

3828: 199 (I₄)

4129: 217 (I₄)

4329: 676 (I₃)

3928: Pio (Eng₁) - IP

4128: Fus (I)

4127: Rus (A)

4027: (A)

72nd Division 72 11

4426: 105 (I₄)

4428: 124 (I₃)

4424: 266 (I₄)

4226: Fus (I₁)

4223: Pio (Eng₁)

4224: (A) - flipped

389th Division 389 11

3626: 544 (I₃)

3827: 545 (I₃)

3727: 546 (I₃), Pio (Eng) - IP

3825: (A) - flipped

11th Korps Support Units

11

4214: 842 (A)

4326: 1/108 (A)

3724: 2/800 (A)

3928: 228 (T₁)

3311: 1/666 (Eng₁)

3824: 155 Con (Eng)

3826: 410 Con (Eng)

3225: Heim (T)

3721: (SDM-4/1sp)

3826: (SDM-4/0sp)

3927: N2/47Pz(I₂)^B
part of 108/14Pz/47Pz
(M)

▶ **3614:** Korsun (SDM-2/1sp)

47th PANZER KORPS 47Pz

320th Division 320 47Pz

4836: 585 (I₃), Fus (I) - IP

4935: 586 (I₃) - IP

5036: 587 (I₃), Pio (Eng₁) - IP

4937: (A) - flipped

106th Division 106 47Pz

5438: 239 (I₃) - IP

5538: 240 (I₃), Pio (Eng₁) - IP

5639: DG39 (I₂), Fus (I₁)

5441: (A)

3rd Panzer Division

3 Pz 47Pz

4339: 1/394 (M₃), 3/6 (T₁),
39 (Eng₁)

4440: 3 (M₃), 2/6 (T₁)

4240: 3 (Rec₁), 314 (AA₁)

4340: 75 (A)

4538: (SDM-4/2sp)

11th Panzer Division

11 Pz 47Pz

3937: 1/15 (T₂), 111 (M₂)

3838: 2/15 (T₂), 110 (M₂)

3738: 3/15 (T₁), 209 (Rcn)

3839: 11 (Eng₁), 277 (AA)

3840: 119 (A)

4041: (SDM-4/2sp)

282nd Division 282 47Pz

6141: 848 (I₄) - IP

6242: 849 (I₃) - IP

6041: 850 (I₄) - IP

6040: Fus (I₁), Pio (Eng₁) - IP

6043: (A)

13th Panzer Division

13 Pz 47Pz

3340: Trn/4 (T), 13 (Rcn)

3640: 66 (M₄), 2/4 (T)

3542: 93 (M)

3442: 3/4 (T)

3642: 13 (Eng)

3641: 271 (AA)

3643: 13 (A)

3741: (SDM-4/2sp)

14th Panzer Division

14 Pz 47Pz

4736: 108(M₂), 3/36 (T₁),
14 (Rec₁) -IP

4637: 103 (M₃), 2/36 (T₁) -IP

4737: 13 (Eng₁),

4638: 276 (AA)

4639: 14 (A)

4739: (SDM-4/2sp)

47th Panzer Korps Support

Units 47Pz

5238: 905 (T)

5440: 139⁽⁺⁾(A) - flipped

3142: 217 Con (Eng)

3341: 18 Pnl (Eng)

5742: (SDM-4/2sp)

^R Reduced multi-step armor counters

DESTROYED BRIDGES INITIAL PLACEMENT



Place a Bridge Destroyed marker in the following hexes pointing toward the bridge hexside: 3333, 3532, 4129, 3107, 3208, 3308, 3526, 3709, 4030, 4130, 4329, 4414, 4423, 4722, 4735, and 5838(2 bridges).

All other bridges are usable and are not destroyed.

ADDITIONAL GERMAN UNITS

Alarm Units

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

Additional Combat Units

(Scenario 23.3 only)

3108: RG110/Ka-B/42 - IP

3219: Pio/88/42 (Eng)

3225: Alarm Unit

GERMAN ON-MAP BOXES

German Units in 8th Army Break-down Boxes:

Ger/5ss/11, Wst/5ss/11,
1 & 2/105/72^B, 1 & 2/266/72^B,
1 & 2/124/72^B, 1 & 2/199/57^B,
1 & 2/217/57^B, 1 & 2/676/57^B,
1 & 2/544/389^B, 1 & 2/545/389^B, 1
& 2/546/389^B, L1 & L2/47Pz^B, M1
& M2/47Pz^B, P1 & P2/47Pz^B

Eliminated Units:

i & ii/1/23/47 (T₄)^{**}, N1/47Pz^B,
KG167/389 (I), Fus/389 (I),
Trn/6/3Pz/47 (T), Trn/36/14/47 (T)

German units in Multi-Step Armor Unit holding Boxes:

47th Pz Korps: None
11th Pz Div: 1/15/11Pz (T₁)
13th Pz Div: 3/4/13Pz (T₁)
14th Pz Div: 2/36/14Pz (T₁)
5th SS Pz Div: Trn/5ss (T₁),
2/5ss (T₁)

^{**} full strength multi-step counters

^B regiment breakdown unit(s)

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Soviet Scenario Set-up and
Special Rules

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a Cold Wind to Valhalla: The Germans Counterattack



SCENARIO SET-UP [23.3.1] and [23.5.1]

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

Scenario Length: Both scenarios begin with the *German Movement Phase* of Game-turn 8. Ignore the Turn 8 *Weather, Mutual Air, Mutual Supply Stages* and the *Soviet Player Turn*. Previous turn phases are accounted for in the set-up. Begin the normal turn sequence on Game-turn 9.

- **Scenario 23.3** ends on Turn 16.
- **Scenario 23.6** ends on Turn 25.

Supply Status: All units are considered to be in supply at the start of the scenario. Begin normal supply rules on Turn 9.

SOVIET SPECIAL RULES [23.3 and 23.5]

1. **Minefields:** The 2nd Ukrainian Front receives 6 Minefield markers during the scenario. The Soviet player may place two Minefield markers on the map (completed side up) in any hex occupied by a Soviet unit. Place the remaining four Minefield markers on Game-turns 9 through 12 of the *Turn Record Track*. Each Minefield marker from the *Turn Record Track* may be used for the construction of minefields on the Game-turn received (see 15.3). A Minefield marker not used on the Game-turn available is moved to the next Game-turn on the *Turn Record Track* that does not contain a Minefield marker for that Front.
2. **Soviet Operating Boundary:** Soviet units may not move or attack south of a line extending from hexes 2837 to 4537 for the duration of the scenario. This restriction is removed if the German player declares "Operation Wanda".

Soviet Special Rules [23.3] only

1. **206 Div. Breakdown Regiments:** The three breakdown regiments of the 206 Division (27 Army) are automatically in supply during the 23.3 Scenario.

RESTRICTIONS & SPECIAL RULES BY GAME-TURN

Turn 9: Continue with construction of **Minefields**.^[1]

Turn 16: End Scenario 23.3.

Scenario 23.5 continues.

Turn 17: Possible Stalin Intervention may begin (Optional Rule 18.13).

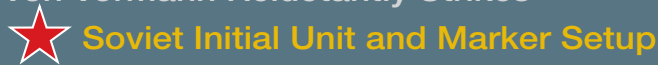
Turn 21: Kamenka becomes a supply source.

Turn 25: End Scenario 23.5.

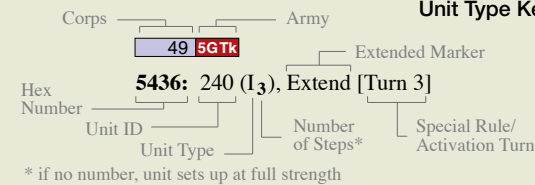
SCENARIO UNIT SET-UP: SOVIET UNITS [23.3 and 23.5]
See other side.

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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 [23.3.1] and [23.5.1]

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 8, German player turn side
Set the Start Operation Wanda marker to turn 10

Ground Condition Track: Set the Ground Condition to Frozen

Visibility Track: Set the Visibility marker to Clear

Combat Air-Support Tracks: Set the Soviet 2 Uk
Combat Air Support marker to 0

Soviet 2nd Uk Replacement Point Track:

Set the 2Uk Armor RPs marker to 0
Set the 2Uk Infantry RPs marker to 2

Units and Markers On-map Placement:

52nd ARMY 52

52nd Army Divisions 52

- 4414: 1/254 (I)^B
- 4512: 2/254 (I)^B
- 4512: 3/254 (I)^B
- 4320: 1/294 (I)^B
- 4321: 2/294 (I)^B
- 4522: 1/373 (I)^B
- 4623: 2/373 (I)^B
- 4624: 3/373 (I)^B

52nd Army Support Units

- 52
- 4623: 1322 (AT)
- 5023: 366 (Eng)
- 4713: (SDM-2/2sp)
- 5022: (SDM-4/4sp)

4th GUARDS ARMY 4G

4th Gds Army Divisions 4G

- 4525: 5G (I₄)
- 4527: 7G (I₄)
- 4526: 62G (I₅)
- 4429: 31 (I₅)
- 4230: 69G (I₄)
- 4130: 252 (I₅)
- 3929: 375 (I₄)

4th Gds Army Support Units

- 4G
- 4630: 173 (T₂)
- 4525: 57 (T)
- 4429: 60 (T)
- ELIM: 27Aslt (Eng)
- 4728: 48 (Eng)
- 3830: 69 (Eng)
- 4527: 438 (AT)
- 4130: 452 (AT₁)

- 4626: 466 (A) – flipped
- 4725: 17G (Rkt) – flipped
- 5029: (SDM-4/1sp)
- 4530: (SDM-4/0sp)
- 4231: 42Lt (A) – No Fire 2
- 4730: 97 H (A),
98 H (A) – both No Fire 1
- 4031: 568Cn (A) – No Fire 2
- 4629: 1328Cn (A) – flipped

53rd ARMY 53

53rd Army Divisions 53

- 4636: 1G (I₄) – Extend
- 4934: 25G (I₄)
- 4436: 6 (I₄) – Extend
- 5236: 14G (I₅) – Extend
- 4336: 66G (I₅)
- 4835: 89G (I₅)
- 5336: 138 (I₄) – Extend
- 5537: 213 (I₄)
- 5638: 233 (I₅)
- 5035: 214 (I₅)

53rd Army Support Units 53

- 5336: 189 (T)
- 5035: 63 ATR (I/I)
- 4934: 122 ATR (I/I)
- 5736: 1327Cn (A)
- 4336: 1/33 (AT₁)
- 4436: 2/33 (AT)
- 4636: 3/33 (AT)
- 5236: 1316 (AT)
- 5436: 461 (A)
- 4634: 31Lt (A) – No Fire 1
- 4533: 11 (Eng)
- 5134: 13G (Eng)
- 5233: (SDM-4/1sp)
- 5733: (SDM-4/1sp)

16 Artillery Division 53

- 4933: 61Cn (A) – flipped
 - 5234: 52 How (A), 14 (A)
 - 4834: 90 H (A) – flipped
 - 4933: 109 SH (A) – flipped
- #### 5th GUARDS ARMY 5G
- ##### 5th Gds Army Units 5G
- 5838: 116 (I₅), 1/34 (AT)
 - 6039: 110G (I₄), 2/34 (AT) – Extend
 - 6140: 95 (I₅), 3/34 (AT) – Extend
 - 6341: 13G (I₄) – Extend
 - 5937: 469 (A)
 - 6237: (SDM-2/2sp)

5th GUARDS TANK ARMY 5G Tk

- 18th Tank Corps 18Tk 5G Tk
- 4432: 110 (T₄)
- 3732: 170 (T), 78 (Mc)
- 4133: 181 (T)
- 4233: 32 (M)
- 3932: 1438 (T₁), 1000 (AT),
1543H (T)
- 4131: 292 (A), 106G (Rkt)
- 4530: (SDM-4/0sp)

20th Tank Corps 20Tk 5G Tk

- 3433: 8G (T₄)
- * 2834: 80 (T₄)
- 3132: 155 (T₃)
- * 2731: 7G (M₃)
- 3128: 1895 (T₁)
- 3131: 1834H (T), 1505 (AT)
- * 2926: 96 (Mc)
- 3130: 291 (A)
- 3231: 406G (Rkt)
- 3631: (SDM-4/1sp)

29th Tank Corps 29Tk 5G Tk

- 3734: 25 (T₃)
- 4036: 31 (T₄)
- 4136: 32 (T₃), 1446 (T₁),
11G (Rkt)
- 4237: 53 (M₂), 1549H (T)
- 3935: 75 (Mc), 108 (AT)
- 3933: 271 (A)
- 4032: (SDM-4/1sp)

5th Gds Tank Army Support Units

- 5G Tk
- 3331: 53G (T), 678H (A),
689 (AT)
- 3229: 1G (Mc)
- 3431: 377 (Eng)
- 3930: (SDM-4/2sp)

2nd UKRAINIAN FRONT UNITS

5th Gds Cavalry Corps 5G Cav

- 3628: 11G (Cav), 11G (T)
- 3630: 12G (Cav), 12G (T)
- 3831: 63 (Cav), 63 (T)
- 3730: 1896 (T)
- 3931: 150G (AT), 5G (AT)
- 4332: 72G (A), 9G (Rkt)
- 4032: (SDM-4/2sp)

2nd Ukrainian Front Support Units

- 4723: 490 (A)
- 4431: 1/2 (AT), 2/2 (AT), 3/2 (AT)

Partisans

- 4317: 1 (P)
- 4416: 2 (P)

ADDITIONAL SOVIET UNITS

- 3532: 94G/49/5G Tk (I₅)
- 3930: 256/49/5G Tk (Eng)
- 4330: 84/49/5G Tk (I)
- 4733: 27Cn (A) – No Fire 2
- 5535: 78 (I)
- 5534: 1, 2, & 3/11 (AT)
- 5130: 49Lt (A) – No Fire 2
- 5833: 6G (I₅)

Additional Combat Units (Scenario 23.3 only)

- 3107: 1/206/27A (I)^B
- 3207: 2/206/27A (I)^B
- 3607: 3/206/27A (I)^B

SOVIET ON-MAP BOXES

Units in 4th Guards Army Artillery Holding Box:
4G Art (Barrage marker) and its 3 Barrage Effect markers

Units in 16th Artillery Division Holding Box:
16 Art (Barrage Marker) and its 3 Barrage Effect markers

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

^B regiment breakdown unit(s)