

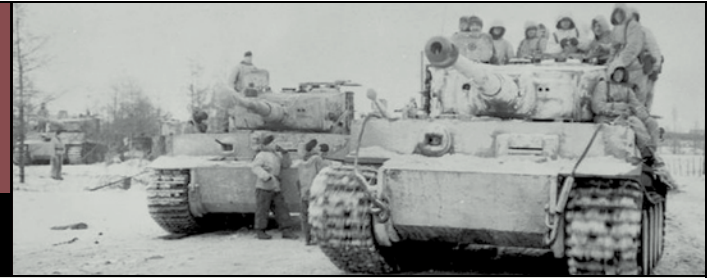
Operation “Wanda”

The 3rd Panzer Korps Counterattacks



German Scenario Set-up and
Special Rules

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



SCENARIO SET-UP [23.4.1] and [23.5.1]

Maps: Only Map A (West 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 Turn 9.

- **Scenario 23.4** 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 [23.4 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 (see 22.1)..
3. The 239/7 (T) unit was transferred to the 42nd Korps during the initial 1st Ukrainian Front attack. It is considered part of the 42nd Korps for Scenarios 23.4 and 23.5.

GERMAN SPECIAL RULES [23.4] only

1. During the *Mutual Air Stage*, divide the number of CAS points received by 2 (round fractions up). Apply the effects of Operation Wanda before dividing the number of CAS points.
2. During the *Korsun Air Supply Phase* the number of SPs added to the *Korsun Supply Track* is halved (rounded up).
3. **German Operating Boundary:** Units of the 7th Korps and 3rd Panzer Korps cannot cross the Gniloy Tikich River between hexes 2628 and 2834.

RESTRICTIONS & SPECIAL RULES BY GAME-TURN

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

Turn 16: End Scenario 23.4.

Scenario 23.5 continues.

Turn 25: End Scenario 23.5.

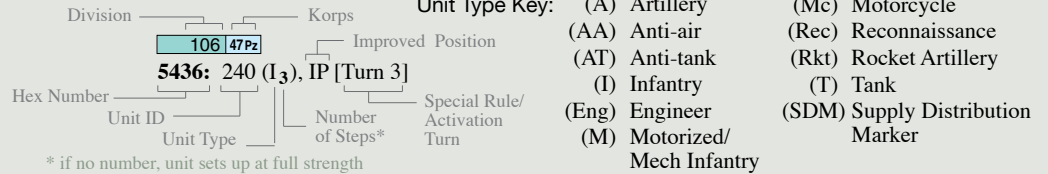
SCENARIO UNIT SET-UP: GERMAN UNITS [23.4 and 23.5]
See other side.

Operation "Wanda"

The 3rd Panzer Korps Counterattacks

German Initial Unit and Marker Set-up

LEGEND



SET-UP: SCENARIOS [23.4.1] and [23.5.1]

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

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

Game Track Settings:

Turn Record Track:

Set the 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 1st Pz Army Replacement Point Track:

Set the 7th Korps Armor RPs marker to 0
Set the 7th Korps Infantry RPs marker to 1
Set the 3rd Pz Korps Armor RPs marker to 0
Set the 3rd Pz Korps Infantry RPs marker to 0
Set the 42nd Korps Infantry RPs marker to 1

Uman Airfield Track:

Set the Air Drop marker to 0
▶ Set the Korsun Air Supply marker to 5 for scenario 23.4 and to 5 for scenario 23.5

Korsun Supply Track: Set the Korsun SPs marker to 6 for scenario 23.4 and to 11 for scenario 23.5

Units and Markers On-map Placement:

42nd KORPS 42

Korpsabteilung-B Ka-B 42

- 3108: RG110 (I₃) - IP
- 2908: RG678 (I)
- 2821: A1 (I)^B, A2 (I)^B - IP
- 2617: B1 (I)^B, B2 (I)^B
- 2415: C1 (I)^B & C2 (I)^B
- 2411: FE (I)
- 2709: Pio (Eng)
- 2610: Fus (I) - IP
- 2613: Rus (A)
- 2811: i/ii (A)
- 3010: iv (A)
- 2615: (AA)
- 3020: 472 (AT)

88th Infantry Division 88 42

- 2920: 1/248 (I₂)
- 2918: 2/246 (I₂)
- 2719: RG591 (I₂) - IP
- 2516: RG593 (I₂)
- 2215: Fus (I)
- 2513: (A) - out-of-ammo
- 2213: Sec (I₃) -IP
- 2212: 1/417 (I₂) - IP
- 3219: Pio (Eng)

42nd Korps Support Units 42

- 2817: 1/248 (A)
- 3220: (SDM-4/1sp)
- 2813: (SDM-4/2sp)

7th KORPS 7

198th Infantry Division 198 7

- 1429: 305 (I₃) - IP
- 1631: 308 (I₃) - IP
- 1630: 326 (I₂)
- 1529: Fus (I₁) - IP
- 1632: Pio (Eng₁) -IP
- 1432: (A) - flipped

34th Infantry Division 34 7

- 1029: 10 (I₄) - IP
- 1228: 80 (I₃) - IP
- 1328: 253 (I₃) - IP
- 0929: RG677 (I₃) - IP
- 1129: Fus (I₁)
- 1229: Pio (Eng) -IP
- 1130: (A) - flipped

75th Infantry Division 75 7

- 0731: 172 (I₄)
- 0830: 202 (I₄) - IP
- 0730: 222 (I₃)
- 0632: Fus (I₁), Pio (Eng) - IP
- 0832: (A)

7th Korps Support Units 7

- 0931: 3Lt (A)
- 1532: 625+84 (A) - No Fire 1
- 1231: 2/62 (A)
- 1531: 202 (T₂)
- 2819: 239 (T)
- 1529: 471 (AT)
- 2138: 135Con (Eng)
- 0834: 215 (Eng)
- 1033: (SDM-4/0sp)
- 1333: (SDM-4/0sp)

Kampf Group Renz Renz 7

- 1733: Uman (I₃)
- 1934: 1/168 (I₂)
- 1735: 2/182 (A)

3rd PANZER KORPS 3Pz

17th Panzer Division 17 Pz 3Pz

- 1137: 2/39 (T₃)
- 1436: 3/39 (T)
- 1938: i/40 (M₄)
- 1838: 27 (A)
- 2137: ii/63 (M₃), 27 (Rcn), Trn/39 (T)
- 1435: 27 (Eng)
- 1138: 297 (AA)
- 1838: (SDM-4/0sp)

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)

3rd Panzer Korps Support Units 3Pz

- 0736: 127 (Eng)
- 0636: (SDM-3/0sp)
- 1038: (SDM-4/0sp)

11th Korps, 5th SS Panzer Division 5SS Pz 11

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

ADDITIONAL GERMAN UNITS

Alarm Units

▶ Place one Alarm unit in hexes: 2215, 3225

Additional Combat Units (Scenario 23.4 only)

- 3309: 5ss (Rcn)
- 3215: 5ss (AA)
- 3317: Wal/5ss (AA)
- 3225: Fw/5ss (M), Heim (T)
- 3311: 1/666/11 (Eng)
- ▶ 3218: Alarm Unit

GERMAN ON-MAP BOXES

Units in 1st Panzer Army Breakdown Boxes:

- RG465 (I)/Ka-B/42,
- RG475 (I)/Ka-B/42,
- RG258 (I)/Ka-B/42,
- D1 & D2/Ka-B/42^B
- E1 & E2/7, F1 & F2/7^B
- G1 & G2/3Pz, H1 & H2/3Pz^B

Units in Multi-Step Armor Unit Holding Boxes:

- 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)

DESTROYED BRIDGES INITIAL PLACEMENT



- Railroad bridges in hexes 2734 and 2809
- Road bridges in hexes: 0232, 0433, 0730, 2115, 2708, 2730, 2731, 2833, 2834/35, 2933/3033
- The rail line in 2435 is cut. Place a *Rail Cut* marker in the hex.

All other bridges are usable and are not destroyed.

B battalion breakdown unit(s)

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Soviet Scenario Set-up and
Special Rules

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



SCENARIO SET-UP [23.4.1] and [23.5.1]

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

Scenario Length: Both scenarios begin with the *German Player Turn* 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 23.4** 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.

SOVIET SPECIAL RULES [23.4 and 23.5]

1. **Minefields:** The 1st Ukrainian Front receives 6 *Minefield Markers* (see 15.3) 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 Turns 9 through 12 of the *Turn Record Track*. Minefield markers may be used each turn for construction of minefields (see 15.3). Minefield markers not used during the current Game-turn are moved to the next Game-turn on the 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 0135 to 2735 during the scenario. This restriction is lifted if the Germans declare “Operation Wanda”.
3. **5th Mech Corps Entry:** Part of the 5th Mech Corps enters (returns) per the *Reinforcement Schedule* with the number of steps indicated on the schedule.
4. **107 and 109 Tank Brigades:** When the 107th and 109th Tank Brigades of the 16th Tank Corps enter as reinforcements, they may be assigned to and be supplied by the 6th Tank Army or they may be supplied by the 16th Tank Corps when the remainder of the tank corps arrives.
5. **11th Tank Corps:** The 11th Tank Corps reinforcements are assigned to the 40th Army. These units may stack with and may attack with the 40th Army.

SOVIET SPECIAL RULE [23.4] only

Units of the 20th Tank Corps and 5th Grds Cavalry Corps may trace supply to hex 3330. Each Corps may receive 1 SP per turn. Units of 20th Tank and 5th Cavalry Corps may not move west of hexrow 26xx.

RESTRICTIONS & SPECIAL RULES BY GAME-TURN

- Turn 9:** Continue with construction of **Minefields**.^[1]
Part of the **5th Mech Corps** returns per the *Reinforcement Schedule*.^[3]
- Turn 16:** End Scenario 23.4.
-
- Scenario 23.5 continues.
-
- Turn 17: Possible Stalin Intervention** may begin (Optional Rule 18.13).
- Turn 25:** End Scenario 23.5.

SCENARIO UNIT SET-UP: SOVIET UNITS [23.4 and 23.5]
See other side.

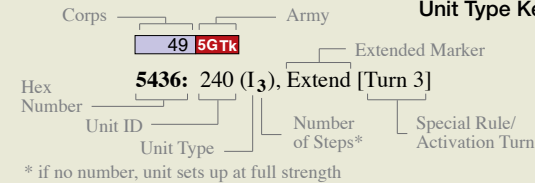
Operation "Wanda"

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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

UNIT SET-UP: SCENARIOS [23.4.1] and [23.5.1]

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

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

Game Track Settings:

Turn Record Track: Set the Turn Marker to Turn 8

Ground Condition Track: Set the Ground Condition is set to Frozen

Visibility Track: Set the Visibility marker to Clear

Combat Air-Support Tracks: Set the Soviet 1Uk Combat Air Support marker to 0

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

Units and Markers On-map Placement:

27th ARMY 27

- 3107: 1/206 (I)^B
- 3307: 2/206 (I)^B
- * 3607: 3/206 (I)^B
- 2410: 20/54FA (I)
- 2609: 493/54FA (I)
- 2808: 361/54FA (I)
- 2310: 500/54FA (I)
- 2211: 112 MG (I₁)
- 2111: 513/159FA (I)
- 2112: 512/159FA (I)
- 2113: 404/159FA (I)
- 2114: 496/159FA (I)
- 2115: 498 MG (I₁)
- 2620: 1/180 (I)^B
- 2721: 2/180 (I₁)^B
- 2823: 3/180 (I₁)^B
- 2518: 1/337 (I)^B
- 2216: 2/337 (I₁)^B
- 2417: 3/337 (I)^B

27th Army Support Units 27

- 2401: 21Pnt (Eng₁)
- 2521: 480 (A)
- 2317: 492 (A)
- 2621: 881 (AT)
- 2721: 713 (T)
- 2216: 298G (T)
- 2823: 1892 (T)
- 2420: 329G (Rkt)
- 2621: 25 (Eng)
- 1915: 38 (Eng)
- 2016: (SDM-4/1sp)
- 2221: (SDM-4/1sp)

40th ARMY 40

- 1728: 136 (I₃)
- 1428: 167 (I₄)
- 1628: 359 (I₅)
- 0332: 4G (I₅) -Extend
- 0531: 163 (I₅)
- 0132: 240 (I₅) -Extend
- 0729: 42G (I₄)
- 0630: 38 (I₅)
- 0631: 232 (I₅)
- 0928: 74 (I₅)
- 1227: 58 (I₅)
- 1028: 133 (I₅)

40th Army Support Units 40

- 1027: 1898 (T)
- 0629: 33Cn (A)
- 0926: 111G How (A)
- 0827: 1528 How (A)
- 1227: 1/28 (AT)
- 1028: 2/28 (AT)
- 0928: 3/28 (AT)
- 1025: 4G (AT)
- 0729: 317G (AT)
- 1628: 680 (AT)
- 1126: 9Mtn (A)
- 1526: 10Mtn (A)
- 1727: 493 (A)
- 0628: 235 (Eng)
- 1223: 14 (Eng)
- 0627: (SDM-4/1sp)
- 1124: (SDM-4/1sp)

1st UKRAINIAN FRONT

- 2825: 22Flm (Eng)
- 1024: 2G (I₅)

6th TANK ARMY 6Tk

5thG Tank Corps 5G Tk 6Tk

- 2531: 20G (T₄)
- 2230: 21G (T₄)
- 1929: 22G (T₄), 1458 (T₁)
- 2129: 6G (M₃), 1667 (AT)
- 2631: 1416 (T)
- 2431: 1462 (T), 80 (Mc)
- 2229: 454 (A)
- 1626: (SDM-4/1sp)

6th Tank Army Support Units 6Tk

- 2325: 156 (T₁), 57G (Rkt)
- 2526: 181 (Eng)
- 1824: 27 (Eng)
- 2026: (SDM-4/2sp)

5th Mech Corps 5M 6Tk

- 2326: 233 (T₃), 64 (RCN₂), 1228 (T₁)
- 0924: 9(M₃), 9(T)
- 0824: 45 (M₃), 45 (T₁)
- 0723: 1827H (T), 745 (T₁),
- 0623: (SDM-4/0sp)

Note: Remaining 5M units enter as reinforcements

Additional Soviet Units

Additional Combat Units (Scenario 23.4 only)

- 2730: 80/20TC (T₄)
- 2925: 1895/20TC (T₁)
- 3126: 96/20TC (Mc)
- 2931: 291/20TC (A)
- 3032: 1505/20TC (AT),
- 3228: 1G/5GTA (Mc)
- 3328: 11G/5G Cav (Cav), 11G/5G Cav (T), 150G/5G Cav (AT)

SOVIET ON-MAP BOXES

Units in 2nd Ukrainian Front Breakdown Boxes:

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

Eliminated Units:

- 403/27 MG (I), Tish/40 (I)

^B battalion breakdown unit(s)

* use only in Scenario 23.5