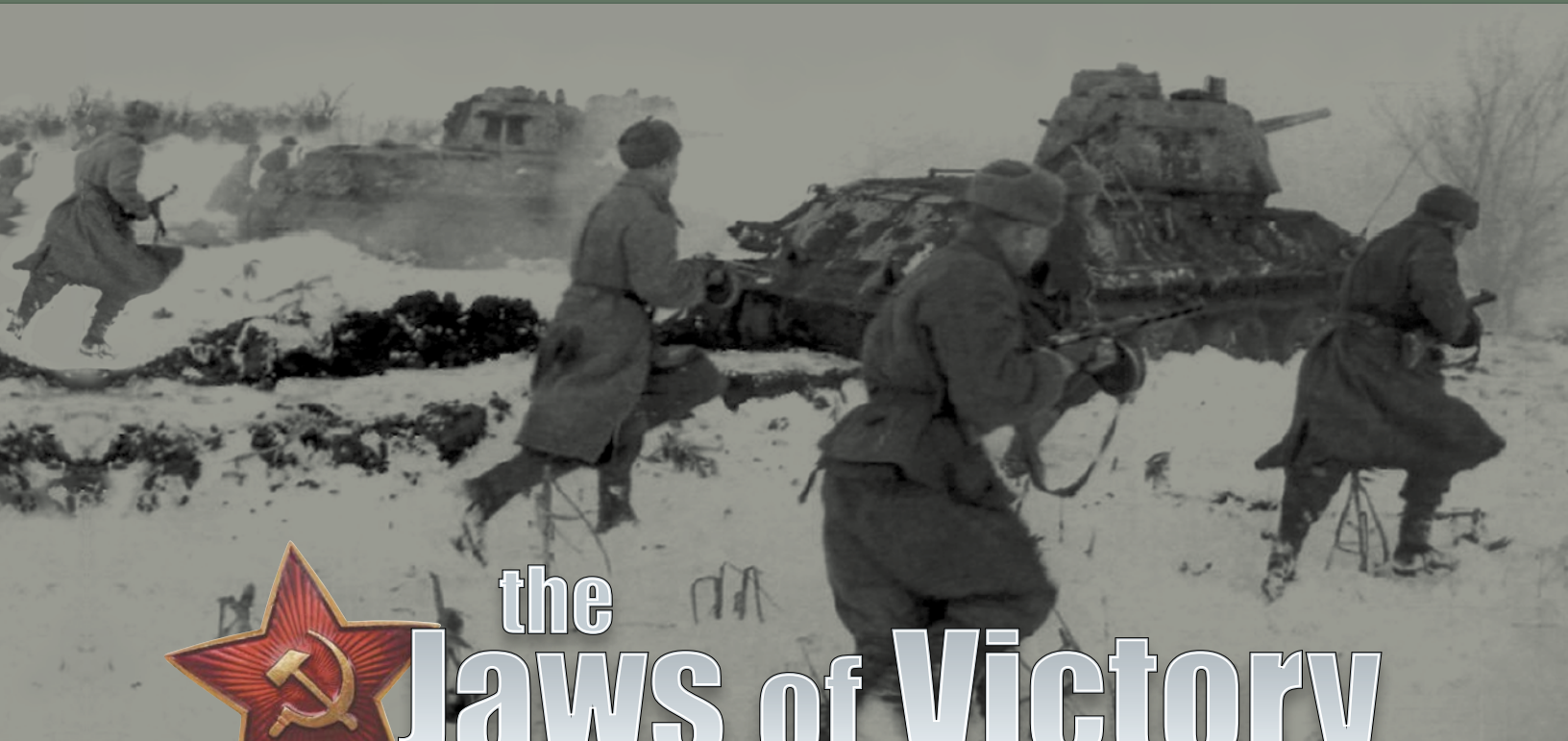


An Operational Level Historical Simulation Game of World War II



the Jaws of Victory

Battle of the Korsun-Cherkassy Pocket: January/February 1944

PLAYBOOK

Living Edition; v1.4



NEW ENGLAND SIMULATIONS

No game can truly capture
the horrific and tragic struggle that became known as the
Battle of the Korsun-Cherkassy Pocket.
The Soviets were planning to repeat their success at Stalingrad
while the Germans were desperately trying to avoid it.
The ensuing battle raged on for more than two weeks
as both sides committed their best, massed armor and infantry formations.
With this project, it is my hope that players of both sides will
experience some small sense of the desperation and intensity—as did their
historical counterparts—as they struggle through
to victory or defeat.

I am grateful for Gary Moody's assistance with
proof-testing the initial game mechanics. Special thanks go to Mike Resch and
Ken Guerin for creating the playtest counter artwork.
Also, thanks to the many playtesters that pitched in during the course of the
design. Their comments and insight were invaluable.
Finally, a special thanks to my wife, Joyce for enduring the six years that I spent
researching and designing the game.

— *Milt Janosky.*



Table of Contents

19.0 Introduction	3	22.8 Optional Rules and Scenario Variations.	6	23.7 Through “Hell’s Gate” The Breakout	16
20.0 Prelude to the Battle	3	22.9 Single Map Scenarios Cases . . .	6	23.8 Stemmermann Holds On Defending the Pocket.	17
21.0 Setting up the Game	4	22.10 Map Edge Play	6	24.0 Design and Players Notes	18
21.1 The Maps, Charts and Tables . . .	4	22.11 Soviet Command Restrictions . .	6	24.1 Historical Basis of the Game Design	18
21.2 The Playing Pieces	4	22.12 Multiplayer Options	6	24.2 Players Notes	19
21.3 Scenario Set-up and Reinforcement Schedule	4	23.0 The Scenarios	7	24.3 Order of Battle Notes	22
22.0 General Scenario Rules	4	23.1 Konev Springs the Trap!	7	25.0 Examples of Play	23
22.1 German “Continuous Front” . . .	4	23.2 The 2nd Ukrainian Front Attacks	7	25.1 Movement	23
22.2 Bridges	5	23.3 Vatutin Strikes the Second Blow The 1st Ukrainian Front Attacks	9	25.2 Supply	23
22.3 Soviet Artillery Barrage Units . . .	5	23.4 A Brittle Sword Breaks v. Vormann Reluctantly Strikes	11	25.3 Combat	24
22.4 Breakdown Units and Boxes . . .	5	23.5 Operation “Wanda” The 3rd Panzer Korps Attacks .	12	25.4 Engineering	26
22.5 German Multi-counter Armor Units	5	23.6 A Cold Wind to Valhalla The Germans Counterattack. . .	13	25.5 German Air Supply to Korsun .	26
22.6 Play Restrictions.	6	23.7 from the Jaws of Victory The Campaign Game	14	26.0 References and Sources	27
22.7 Hidden Charts and Tracks	6				

Reader’s Note on the Living Playbook

The Living Playbook for the Jaws of Victory is an ongoing rules set which provide players with the latest corrections, additions, and clarifications. To help readers identify only those rules that have been affected, an arrow ► points to the lowest level rules number or text. A red arrow ► indicates the latest edits from the previous version.

the Jaws of Victory

Battle of the Korsun-Cherkassy Pocket: January/February 1944



PLAYBOOK

19.0 Introduction

The PLAYBOOK is organized into the following sections:

- 20.0 Prelude to the Battle
- 21.0 Setting up the Game
- 22.0 General Scenario Rules
- 23.0 Scenarios
- 24.0 Design and Player Notes
- 25.0 Examples of Play
- 26.0 References and Sources

20.0 Prelude to the Battle

Designer's Note: There are a number of very good narratives describing the battle of the Korsun-Cherkassy Pocket. The following historical preamble is provided to give players a brief appreciation of the condition and structure of the forces opposing one another, and provide a wider sense of situational context while playing the game.

The Soviet Fall-Winter Offensive

Following the defeat of the German Kursk Offensive in July of 1943 the Soviets unleashed a series of major offensives to clear the Ukraine. By mid-January of 1944 they had liberated the Ukraine north and east of the Dnepr, crossed the Dnepr bend reaching Kirovograd, captured Kiev, and driven deep into the western Ukraine capturing Zhitomir and Berdichev. The Germans, however, did maintain a hold on the Dnepr near Korsun in an exposed salient 70 miles southwest of Kiev and west of Cherkassy. Hitler insisted on holding the salient and refused requests from his field commanders to withdraw to more defensible positions. This salient was a tempting target for the Soviets. In the second week of January, 1944 Stavka ordered the 1st and 2nd Ukrainian Fronts to conduct major operations against the base of the salient. The purpose would be

to surround and eliminate two German Corps believed to be in the salient. The 2nd Ukrainian Front would attack from the east on the 25th through Shpola toward Zvenigorodka while the 1st Ukrainian Front would attack from the west the following day and link up with the 2nd at Zvenigorodka. The ensuing battle for the Korsun salient forms the basis for the game's scenarios.

The Soviet Forces

"There is no need to worry, Comrade Stalin, the enemy is encircled and cannot escape"

— General Ivan Konev

The Soviet forces consisted of four armies from the 1st Ukrainian Front and four armies from the 2nd Ukrainian Front. Each army consisted of multiple divisions, tank and mechanized corps and were supported by various artillery, armor and engineering units (see below).

General Konev would task the 4th Guards and 53rd Armies with the initial breakthrough in the east. The 5th Guard Tank Army with the 18th, 20th and 29th Tank Corps would then drive deep into the German salient. The 4th Guards and

53rd Armies were comprised of 17 infantry divisions and were supported by the 16th Artillery Division and independent artillery units. The 5th Guard Cavalry Corps was in reserve.

In the west, General Vatutin would task the 6th Tank Army supported by the 27th and 40th Armies to achieve the breakthrough. The 6th Tank Army was composed of the 5th Tank Corps and the 5th Mechanized Corps while the 27th and 40th Armies had 15 infantry divisions, two fortified areas and supporting army artillery. Additional reinforcements would follow.

Once the two fronts cut off the base of the salient the 53rd, 40th, 6th Tank and 5th Guard Tank Armies would form the outer ring. The 27th, 52nd, 4th Guard Armies, and 5th Guard Cavalry Corps would form the inner ring of a pocket.

Player Note: In the game, each Soviet Front has a separate basic background color for ease of identification. Each Army within that front has a unique identifying color box containing its army number. In addition, tank and mechanized corps have additional colored boxes containing their corps number. Soviet reinforcements do not have an Army assignment.

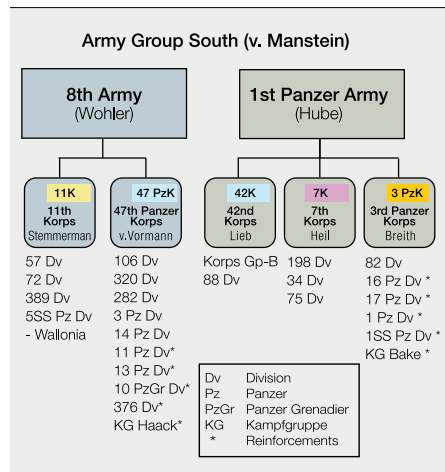


The German Forces

“...leadership and the troops have accomplished the most that anyone can expect from the operation – having saved nearly 25000 men from captivity”

—General Eric von Manstein

The German forces initially consisted of two corps from the 8th Armee and two corps from the 1st Panzer Armee. The 42nd and 7th Korps were composed of infantry divisions only plus support units. The 11th and 47th Panzer Korps were composed of multiple infantry divisions, panzer divisions and support units.



Facing the 2nd Ukrainian Front were two German Korps of the 8th Armee under General Otto Wohler. The 11th Korps under Wilhelm Stemmermann had 3 infantry divisions plus the 5th SS (Viking) Panzer Division along with the attached Wallonian brigade. The korps was spread out along the northeast side of the salient from Kanev along the Dnepr to Kapitanovka. The 47th Panzer Korps under Nikolaus von Vormann had three weak infantry divisions and the 3rd Panzer Division facing the Soviets along the base of the salient. The 11th and 14th Panzer Divisions had recently arrived and were preparing for a preemptive counter stroke against the Soviets.

Facing the 1st Ukrainian Front were two German infantry korps of the 1st Panzer Army under General Hube. The 42nd Korps under Theobald Lieb had one korps group (Korpsabteilung) and one infantry division and was arrayed across the north and west side of the salient. The 7th Korps under Ernst Hell had three infantry divisions and held the base of the salient to the west.

When the Soviets succeeded in isolating the 42nd and 11th Korps, the 3rd and 47th Panzer Korps were tasked with the relief effort.

Player Note: In the game, each German Armee has a separate basic background color for ease of identification. Each Korps within that armee has a unique identifying color box containing its korps number. In addition infantry and panzer divisions have additional colored boxes containing their division number.

21.0 Setting up the Game

The game contains six multi-player scenarios and two solitaire scenario, each of which is designed to be played as a separate game.

MAP A (EAST) SCENARIOS

1. **Konev Springs the Trap!**
The 2nd Ukrainian Front Attacks
2. **A Brittle Sword Breaks**
von Vormann Reluctantly Strikes

MAP B (WEST) SCENARIOS

3. **Vatutin Strikes the Second Blow**
The 1st Ukrainian Front Attacks
4. **Operation “Wanda”**
The 3rd Panzer Korps Attacks
5. **Through “Hell’s Gate”**
The Breakout (solitaire)

COMBINED MAP A & B SCENARIOS

6. **A Cold Wind to Valhalla**
The Germans Counterattack
7. **from the Jaws of Victory**
The Campaign Game
8. **Stemmermann Holds On**
Defending the Pocket (solitaire)

After players have decided which scenario will be played, they should read the entire scenario rules prior to set-up in order to ensure a proper set-up and to avoid scenario misplay.

[21.1] The Maps, Charts and Tables

The Maps: For two map scenarios, unfold the maps and lay them out, side by side. The two map sections are labeled “A” and “B”. Map B overlaps map A.

Charts and Tables: The Turn Record Track, and other charts and tables should be arranged near one of the map edges in any convenient location.

[21.2] The Playing Pieces

The playing pieces should be carefully punched out and separated by their background color and formation. Refer to the individual scenario Set-up cards and scenario special rules for placement of combat units and markers on the map. Refer to the specific scenario rules for placement of game markers on the various game record tracks. Both players may set-up their units simultaneously for each scenario.

[21.3] Scenario Set-up and Reinforcement Schedule

Each scenario has separate German and Soviet Set-up cards. A common Reinforcement Schedule is used for all scenarios and appears on the Game-turn Record Card. The back side of the setup card and the reinforcement schedule contains the following information:

Map Setup Hex: Units that start the scenario have a designated hex on the map. Reinforcements have a designated entry hex and a turn of entry.

Unit Identifier: German unit IDs are identified in the following order on the Set-up Schedule: Division/Korps. Soviet unit IDs are identified in

the following order: Division/Army or Brigade/Corps. The following abbreviations are used to aid in unit type identification: (T) Tank, (M) Motorized or Mechanized Infantry, (Eng) Engineer, (A) Artillery, (Mtr) Mortar, (Rkt) Rocket, (AA) Anti-Aircraft, (I) Infantry, (AT) Antitank, (Rcn) Reconnaissance, (SDM) Supply Distribution Marker.

Unit Strength: Each unit begins the scenario at full strength (maximum number of steps) unless otherwise indicated by a subscripted number of steps following the unit type identification.

Examples:

3505: 5ssPz/11; 5ss (Rcn)

4737: 14Pz/47Pz; 108 (M₃)

The 5th SS Reconnaissance unit sets up in hex 3505 at full strength with 2 steps (and a combat strength of six). The 108th Motorized Infantry sets up in hex 4737 with 3 steps (and a combat strength of eight).

[21.3.1] Hexes/Units with Markers

Specific units may have markers placed in their set-up hex as indicated on the Set-up Schedule. Markers may include: Improved Position (IP), the turn in the scenario that the unit may move (T#), Reserve (RES), Bridge Construction (BR. Cons). Place the appropriate marker on such designated units or hexes.

[21.3.2] Partisan Home Base:

The home base for Partisan units is defined as the set-up hex in each scenario.

[21.3.3] Alarm Unit Placement

Place all alarm units in an opaque cup. The German player randomly selects alarm units one at a time and places them “Alarm” side up (unit strength face down) in the hexes indicated in the scenario set-up schedule.

[21.3.4] Combat Air Support counters

Place the Soviet and German Combat Air Support counters in two separate opaque cups. They will be randomly drawn and placed on the map during combat phases.

[21.3.5] Special Rules

In addition, the front side of each setup card contains a summary of the special scenario rules with references to turns in which they apply.

22.0 General Scenario Rules

The following section includes general scenario rules and conditions in addition to pertinent information on armor and artillery units.

[22.1] German “Continuous Front”

Scenarios beginning on the 25th or 26th contain movement restrictions that reflect Hitler’s stand fast orders to hold a defensive line along the Dnepr River. This defensive line is defined as the portion of the Start Line (printed on the map) that begins at map hex 1412 and ends at map hex 5022. Specific German divisions in these scenarios are designated to hold a Continuous Front along this line and are required to do so until released by the conditions of the scenario rules.

[22.1.1] Holding a Continuous Front

Each hex along the above start line must be within two hexes of a German divisional unit at the end of each *German Movement Phase*. Units holding a Continuous Front may consist of any combination of infantry (including breakdown battalions), reconnaissance, fusilier, armor, anti-tank, or combat engineers. Non-attack-capable units may not be used to hold a Continuous Front. Divisional units above and beyond those needed to hold a Continuous Front are free to move once released by the conditions of the scenario.

[22.1.2] Non-Activated and Activated Units

- ▶ Divisional units designated to hold a Continuous Front at the start of a scenario are considered non-activated and cannot move (however, they may declare combat). Non-activated units become activated if a.) they retreat due to combat, b.) they are within two hexes of a German unit that has retreated due to combat during the current turn, or c.) a Soviet unit crosses the start line and enters a hex within two hexes of that unit. Once activated, these units may move and/or declare combat but are not required to restore the original continuous front. However, they must attempt to maintain a Continuous Front as close as possible to the current Continuous Front line until released. Note: Partisan units do not activate German units, however, adjacent partisans may be attacked. (Section 18.1).

[22.1.3] Surrounded Units

German units that are required to hold a Continuous Front are deemed to be surrounded if all six of its surrounding hexes are either in the Zone-of-Control (ZOC) or Zone-of-Influence (ZOI) of a Soviet unit even if any of their six surrounding hexes are occupied by another German unit. Surrounded units may move and/or declare combat until they are no longer surrounded in which case they must revert to holding a continuous front as close as possible to the current Continuous Front line.

[22.1.4] Release from “Continuous Front”

- ▶ The scenarios contain rules for release from the continuous front requirement. In addition, the following release procedure applies beginning with Turn 3 of the scenario.

PROCEDURE:

1. The German player rolls two dice during the *German Release Segment* of the Event Phase.
2. If the sum of the two dice is less than or equal to the current turn number then all designated units in the scenario are released from the continuous front requirement. They are free to move for the remainder of the scenario.

[22.1.5] Division Artillery Unit Movement

German division artillery units are not bound by the above Continuous Front movement or scenario restrictions. They may move during the period that their division is required to maintain a Continuous Front as long as they end movement within their artillery support range of at least one unit in their division. They may move freely once their division is released from the Continuous Front requirement.

[22.1.6] Thinning the Continuous Front

Once division and korps gruppe units are either activated, surrounded or free to move. They may then breakdown into component battalions.

Player Note: *Unit breakdown allows players to thin the coverage of the continuous front, thus relieving other units for assignment elsewhere.*

[22.2] Bridges

River and stream hexsides that are crossed by a connecting road are assumed to have an intact bridge across the hexside. These bridge hexsides are considered intact unless identified as destroyed in the specific scenario rules. Place a bridge destroyed marker in hexes with destroyed bridges with the arrow pointing to the destroyed bridge hexside. Bridges behind the scenario start line are considered controlled by their respective sides.

[22.3] Soviet Artillery Barrage Units

The following units form the components of two Soviet artillery Barrage units. Note: they contain a “B” on the top of their counter for easy identification.

16th Artillery Division Barrage Unit (16 Art):

The 16th Artillery Division Barrage unit has three *Barrage Effect* markers with barrage values of: 3/2, 3/2, and 3/2 (front/back). It is composed of the following 16th Artillery Division units: 61Cn, 52How, 90H, 109SH, and 14 (Mtr).

4th Guard Army Barrage Unit (4G Art)

The 4th Guard Army Barrage unit has three *Barrage Effect* markers with barrage values of: 3/2, 2/2, and 2/2 (front/back). It is composed of the following 4th Guard Army artillery units: 568Cn, 42Lt, 98H, 97H, 1328Cn.

Design Note: The 4th Guard Army supporting artillery was not as strong as the 16th Artillery Division of the 53rd Army. The 4th Guard Barrage unit has a reduced barrage capability.

[22.4] Breakdown Units and Boxes

Each map has unit breakdown boxes that are used to hold counters for Soviet and German units that breakdown into lower formations. Place either the parent or the breakdown units in these boxes in accordance with the scenario setup instructions.

[22.4.1] Soviet Breakdown Units

All infantry divisions of the Soviet 27th and 52nd Armies have dedicated breakdown counters. They may breakdown into their three component regiments or recombine their component regiments into their parent division. The two FA divisions of the 27th Army are broken down into battalions and cannot combine into a division. The motorized infantry brigades of the 18th, 20th and 29th Tank Corps may breakdown into their dedicated component regiments or recombine their component regiments into their parent brigade. Three generic breakdown regiments are provided for the motorized infantry brigades of the 5th G, 3rd, or 16th Tank Corps of the 1st Ukrainian Front.

Note: Some scenarios begin with Soviet divisions already broken down into regiments. Also, the



German engineer built bridge.

Soviet 294th Division had only two of its three regiments present for the battle.

▶ [22.4.2] German Breakdown Units

The infantry regiments of the 5th SS, 57th, 72nd and 389th Divisions and Ka-B may breakdown into their two component battalions or recombine their component battalions into their parent regiment. Dedicated breakdown counters (battalions) are provided for these regiments. A limited number of generic breakdown battalions are provided for German regiments of other divisions. They are specific to their korps and must be used accordingly. Players are free to add additional breakdown and extension markers to the counter mix. The final step of a German 3-step battalion is its regiment cadre unit.

Note: Some scenarios begin with German regiments already broken down into battalions.

[22.5] German Multi-Counter Armor Units

Most German armor battalions have either one or two steps and are represented by a single counter. However, some German armor battalions have more than two steps due to larger numbers of tanks. These units are provided with a second counter that replaces the first counter after the unit takes its second step loss. The second counter has the same unit ID but is identified by a broad striped band across the center of the counter. The following armor units are multi-counter units: 202/7, 503/3Pz, 506/16Pz, ii/23Pz (Bäke), 2/1/1Pz, 3/1/1Pz, 1/15/11Pz, 3/4/13Pz, 2/36/14Pz, 2/2/16Pz, 3/2/16Pz, 2/36/17Pz, Trn/5ss/5SS and 2/5ss/5SS.

Three specific panzer battalions during the battle had 40 to 50 tanks each. These are represented by two separate company size units; i/1/1 and ii/1/1 of the 1st Pz Division, i/1/2 and ii/1/2 of the 16th Pz Division and i/1/26 and ii/1/26 assigned to the 47th Panzer Korps. Each company is a multi-counter armor unit.

- Both maps contains “Multi-step Armor Unit” holding boxes for placement of the second multi-counter unit. Place the second multi-counter units in their corresponding

holding box at the top of the map until they are needed for reduced steps for their unit.

[22.6] Play Restrictions

Historical Note: During 1944 on the Ukrainian Front, both sides had difficulty in assessing exact enemy strength and coordinating their own forces to achieve maximum impact. This inability coupled with variations in unit morale and capability often resulted in unexpected combat results.

Restrictions:

In the spirit of the game, players should abide by the following limitations that increase uncertainty about the opponent's strength and condition.

1. Players may not record unit strengths of the opposing units.
2. Players may only observe an opponent's top unit in a stack and may not examine other counters in a stack except during *Combat Odds Determination*. The following information markers do not apply for this purpose: Out-of-Supply, Out-of-Ammo, Disorganized/Regroup, and all Bridge markers. Players may not examine units placed under improved positions or minefields.
3. Once all combat modifiers are declared, an opposing player may examine an enemy unit's strength (counters) only to determine combat odds at the instant that a given combat is to be resolved.
4. A player must notify his opponent if units in a hex exert a ZOC but only at the moment of entry or exit into the adjacent hex.
5. Players should (but are not required to) advise the opposing player if an opportunity exists to destroy a bridge during the opposing player's movement or combat phase.
6. Players may not observe the value of Combat Air Support counters until the appropriate segment of the combat sequence.
7. Players may not choose to withdraw from combat, remove or change units participating in a combat, or change combat option declarations once declarations have been made or combat strengths have been revealed.

8. The Soviet player may not examine the combat value of Alarm units once they are placed on the map.

[22.7] Hidden Charts and Tracks

Player Note: The entire air availability process should be "blind" to the opponent. While not required, players should attempt to separate their Combat Air Support Tracks such that their die rolls and available air are not seen by their opponent.

The following die rolls and associated tracks should be hidden from the opposing player with the intent of adding an additional degree of uncertainty for the opposing player.

- Both players' Combat Air Support Tracks
- Both players' Replacement Point Tracks
- German Korsun Supply Track
- German Uman Airfield Track

[22.8] Optional Rules and Scenario Variations

Players should agree upon all optional rules and scenario variations prior to start of play.

[22.9] Single Map Scenarios Cases

1. CAS and Korsun Supply: German Combat Air Support and Supply Points to the Korsun Airfield are reduced by one-half (rounded up) for single map scenarios.
2. Map Usage: Half hexes are playable for all single map scenarios.

[22.10] Map Edge Play

The four hexes at the east and west edges of the map are provided for historical context. On the West Map (B), the German 82nd and Soviet 163rd and 4th Guard divisions did not actively participate in the battle. On the East Map (A), the Soviet 5th Guard Army supported the 53rd Army

but generally remained passive during the battle. The German 282nd Division was shifted to the west to relieve panzer divisions for the counter attack. It was replaced in the line by German reinforcements. Players should (but are not required to) avoid combat in these map edge hexes.

[22.11] Soviet Command Restrictions

The nominal boundary line between the 1st and 2nd Ukrainian Fronts is hex 2729 – 2926 – 3218. Units of each Soviet Front are prohibited from crossing to the opposite side of the boundary line. The boundary may be moved as the battle develops as long as the above prohibition for crossing is maintained. The boundary is removed if Stalin intervenes per optional rule 18.13. In addition, units of the 1st and 2nd Ukrainian Front may not attack the same German unit during a given Game-turn.

[22.12] Multiplayer Options

The two campaign games; *a Cold Wind to Valhalla* and *from the Jaws of Victory*, are ideally suited for four players: two Soviet and two German. Alternately, a fifth player can be added to play the German pocket (42nd and 11th Korps). When playing with four or more players the following rules more realistically reflect the command situations of the Soviet and German higher commands.

SOVIETS:

- Soviet players should use the optional Stalin intervenes rule (see 18.13).
- In addition if the 2nd Ukrainian Front was the cause of the intervention then the 1st Ukrainian Front player assumes command of all Soviet forces in the inner ring including the 53rd and 4th Guards Armies. If the 1st Ukrainian Front was the cause of the intervention then the 2nd Ukrainian Front player assumes command of all Soviet forces in the inner ring including the 27th Army/
- Soviet players may not communicate regarding tactical operations, plans, combat declaration or other strategy and tactics considerations unless Stalin intervenes.
- Units of the 1st and 2nd Ukrainian fronts may not declare or conduct combat against the same German unit(s) during a given turn unless Stalin intervenes.

GERMAN:

The following assignments are recommended when playing with two or three German players.

Two German players: The 8th Armee player assumes command of the 42nd Korps during the turn in which all rail and road paths from Korsun to a supply source are cut by the Soviets.

Three German players: A third German player assumes command of the 11th and 42nd Korps during the turn in which all railroad and road connected hexes from Korsun to a supply source are cut by the Soviets.

"Dressed to kill" — a Tiger I lies in wait for its prey.

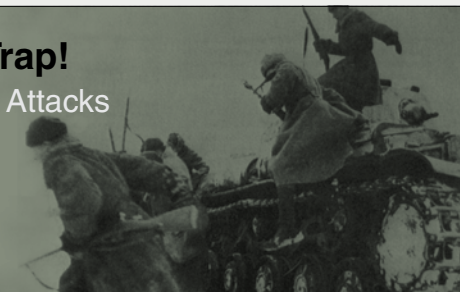


23.0 The Scenarios

Each scenario contains specific rules, restrictions and conditions which reflect the historical conditions and constraints that occurred during the course of the battle. They generally deal with Hitler's insistence on "no retreat" and Stavka's restrictions placed on the 1st and 2nd Ukrainian

Front pocket operations. Players should abide by these constraints in order to experience the historical flow of the battle. The campaign scenarios do contain optional rules that remove these restrictions once players are experienced with the game.

[23.1] Konev Springs the Trap! The 2nd Ukrainian Front Attacks



HISTORICAL NOTES

The 2nd Ukrainian Front launched its major operation against the salient on January 25, 1944. The plan was to conduct a massive artillery barrage against the German main line of defense followed by infantry assaults by the 53rd Army and 4th Guard Army. Once the breakthrough had occurred the 5th Guard Tank Army would drive deep into the German rear area through Shipola and onto Zvenigorodka. Once the link up occurred with Vatutin's 1st Ukrainian Front, the 5th Guard Tank Army and 53rd Army would form the outer ring of the pocket. The 4th and 52nd Armies along with the 5th Guard Cavalry Corps would form the inner ring and destroy the German units within the Korsun Pocket.

[23.1.1] Scenario Set-up

Maps:

Only Map A is used.

Scenario Length and Start:

The scenario is seven turns long and begins with the Soviet Player's *Artillery Barrage Segment* of the *Event Phase* of **Game-turn 1**. Ignore the Turn 1 Weather, Air, Mutual Supply and German Air Supply Stages. These turn phases are accounted for in the set-up. Begin the normal Game-turn Sequence of Play starting on turn 2. The scenario ends at the end of Game-turn 7.

Units and Markers On-map Placement:

Place the Soviet 2nd Ukrainian Front, the German 8th Army and Alarm units on Map A per the deployment cards. Any Soviet division may "extend" into an adjacent hex during the set-up.

Use the following scenario cards for the set up:

- Scenario 23.1 and 23.6 - German Initial Deployment Card
- Scenario 23.1 and 23.6 - Soviet Initial Deployment Card

Breakdown Boxes:

Soviet: Place the 5 component units of the 4th Guards artillery (marked with a B) and the 16th Artillery Division (53rd Army artillery units marked with a "B"), and their Barrage Effects

markers in their Artillery Division Holding Boxes per the scenario set-up card (see 22.3).

Place all Soviet and German parent or breakdown units that do not start on the map in their breakdown holding box per the initial deployment cards.

Eliminated Unit Box:

None.

Destroyed Bridges:

The Map A bridges listed on the German deployment card are destroyed at the beginning of the scenario. Place a bridge destroyed marker on the map pointing toward the bridge hexsides. All other bridges behind the German and Soviet starting positions are controlled by their respective sides and are not destroyed.

At Start Game Track Settings:

Place the following markers on their corresponding tracks:

Turn Record Track: Set the 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 Combat Air Support marker to 1*

Soviet 2 Uk Combat Air Support marker to 3

German 8th Army Replacement Point Track:

Set the RP markers as follows:

11th Korps Armor RPs marker to 0

47th Pz Armor RPs marker to 0

47th Pz Infantry RPs marker set to 0

Soviet 2nd Uk Replacement Point Track:

Set the RP markers as follows:

2Uk Armor RPs marker to 2

2Uk Infantry RPs marker to 0

Uman Airfield Track: Set the:

Air Drop marker to 0

Korsun Air Supply marker to 0

Korsun Supply Track: Set the Korsun SPs marker to 0.

Replacements and Reinforcements:

Replacements: Replacement Points received per the Turn Record Track

Reinforcements: Reinforcements arrive per the Reinforcement Schedule

Supply Status:

- All units are considered to be *In Supply* at the start of the scenario and all artillery units setup with their front side up.
- All Soviet combats and engineering actions are automatically supported during Turn 1
- Any German Turn 1 combat support and engineering action use SPs normally as available from their SDM.
- ▶ For scenario 23.1 only, the rail line hex on Map A at 3132 is a map edge supply source.

[23.1.2] Soviet Special Rules

HISTORICAL NOTE: The following special rules reflect the general plan for the conduct of the battle as developed by Stavka and the staff of the Soviet 2nd Ukrainian Front.

1. The 4th Guard and 16th Artillery Divisions may (but are not required to) conduct an artillery barrage on Game-turn 1. Note: If a barrage attack is not conducted, then exchange the *Barrage* marker with its component units in its Artillery Division Holding Box. Avoid stacking violations.
2. The 6th Infantry Division of the 53rd Army must start the scenario in Reserve. It may move and have combat during the Turn 1 *Soviet Reserve Segment*.
3. Place all units of the 29th and 20th Tank Corps in Reserve. These units may move and have combat during the Turn 1 *Soviet 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 deployment card. They begin their reserve movement from that hex.

4. During set-up, any unit not adjacent to a German unit may be placed in Reserve (Soviet player's choice).
5. 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 Game-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. The 173/4G armor brigade (5828) and the following 2nd Ukrainian Front support units may not move until Game-turn 2: the three (1, 2, & 3) 2AT regiments (6129). Place a *Soviet Activate Turn 2* marker on each hex.
7. 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. All 53rd and 4th Guard Army artillery units are automatically resupplied (flipped to front side) during the Game-turn 2 *Artillery Resupply Phase*.
9. 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.

[23.1.3] German Special Rules

HISTORICAL NOTE: The following restrictions reflect Hitler's insistence on holding a defensive position (a continuous front) along the Dnepr River. He forbade withdrawal, even in the face of the significant penetration by the 2nd Ukrainian Front. Also, the Germans were generally not aware of the magnitude of the Soviet operation for the first two days.

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 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. Exception: The 676/57 unit may move freely beginning Turn 2.

C. 5th SS Panzer, Wallonien Brigade: Units of the 5SS Pz Division and Wallonien Brigade are required to hold a continuous front 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 5 SS Pz units in hexes 5031 and 4831 may move and declare combat freely beginning Game-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 unit of the 5th SS, Wallonien and 72nd division that is not needed to maintain a continuous front along the start line, is free to move 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).

2. 11th Korps artillery, engineering or armor support units may not move during Turn 1 unless a Soviet unit enters within six hexes of the unit. They are free to move beginning Turn 2 for the remainder of the scenario. Rotate these units clockwise as a reminder.
3. 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.
4. Units of the 11th and 14th Panzer Divisions may only move at half their movement point allowance during Game-turn 1. *Historical note: The 14th Panzer Division was scheduled to conduct a preemptive attack on January 26th to disrupt an expected Soviet attack. But when the Soviets launched their offensive on the 25th, the 14Pz was ordered to conduct a counter attack to close the gap created by the Soviet offensive. They attacked in the late afternoon of the 25th.*
5. 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 freely for the remainder of the scenario. *Historical note: The 11th and 14th Panzer Divisions were ordered to attack the southern flank of the Soviet penetration in order to cut off and seal the penetration.*

6. The 11th and 13th Panzer Divisions enter as reinforcements at 1/2 their Movement Allowances. They may not use strategic movement on their turn of entry. All other reinforcements enter at their full Movement Allowance and may use strategic movement.

7. During the *Mutual Air Stage*, the number of CAS Points received is halved (rounded up).

▶ 8. Upon declaration of "Korsun Isolated", the Korsun SPs marker is set to 8 (not 15) on the Korsun Supply Track for Scenario 23.1 only. This represents that only one-half (rounded up) of the supply points are available for the Map A scenario. During the *Korsun Air Supply Stage* the number of SPs added to the Korsun Supply Track is halved (rounded up).

9. Truck Movement: The German player may employ the optional truck movement rule (see 18.5) starting on Game-turn 3.

[23.1.4] Victory Conditions

The level of Victory is determined by the total number of Victory Points (VPs) accrued to the Soviet player. Victory Points are added to the Soviet player's total for the following:

1. The Soviet player adds 1 victory point (VP) for occupying each of the following towns: Shpola (3831 & 3931; both hexes needed), Lebedin (4233), Kozatskoye (3129), Topil'no (3529) and Kapitanovka (4733 & 4834 -both hexes needed). The occupying units must be able to trace a line-of-supply via any road to the east edge of Map A in order to receive VPs.
- ▶ 2. The Soviets adds 2 VPs for occupying each of the following towns regardless of whether the occupying units can trace a line-of-supply to the east edge of Map A: Orlovets (4224), Vyazovok (3826) and Olshana (3225). For Scenario 23.1, no Soviet unit may enter hexes worth 2 victory points until one Soviet tank brigade and one mechanized brigade exit the west edge of the map (i.e. captures Zvenigorodka off map).
3. The Soviets subtracts 1 VP for each unit of the 5SS Pz, 52nd, and 72nd divisions and Wallonien brigade that can trace a line of supply to a road that leads to the south edge of the map and that road is not occupied or in the ZOC/ZOI of a Soviet unit.
4. The Soviets subtracts 1 VP for each unit that is OOS2 (other than those units occupying towns in 2 above).

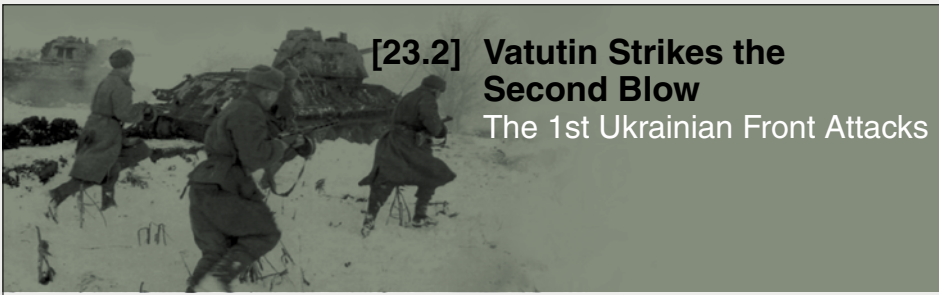
Victory Levels

Soviet Decisive Victory: 6 or more VPs

Soviet Marginal Victory: 0 to 5 VPs

German Marginal Victory: -1 to -20 VPs

German Decisive Victory: -21 or less VPs



[23.2] Vatutin Strikes the Second Blow

The 1st Ukrainian Front Attacks

HISTORICAL NOTES

Vatutin's 1st Ukrainian Front launched its major operation against the base of the salient on January 26, one day after Konev's attack. The infantry divisions of the 27th and 40th Armies attacked in conjunction with the 6th Tank Army. Their objective was to break through the 7th and 42nd Korps defenses and unite with the 5th Guards Tank Army of the 2nd Ukrainian Front at Zvenigorodka. However, resistance by the German 7th Korps denied an immediate breakthrough. In the north, however, the 27th Army penetrated the area defended by the weakened German 88th division. The 6th Tank Army then followed up with a drive through Medvin to Zvenigorodka uniting with the 5th Guards Tank Army on January 28th. The 40th Army and the 6th Tank Army then formed the outer ring while the 27th Army formed the inner ring encircling the German 42nd Korps.

[23.2.1] Scenario Set-up

Maps:

Only Map B (West Map) is used.

Scenario Length and Start:

The scenario is six turns long and begins with the Soviet Player's *Movement Phase* of Turn 2. Ignore the Turn 2 Weather, Air, Mutual Supply and the German Air Supply Stages. These turn phases are accounted for in the set-up. Begin the normal turn sequence on Turn 3. The scenario ends at the end of Game-turn 7.

Units and Markers On-map Placement:

Place the Soviet 1st Ukrainian Front, the German 1st Pz Army and Alarm units on map B per the deployment cards.

Use the following cards for the scenario set up:

- Scenario 23.2 and 23.6 - German Initial Deployment Card
- Scenario 23.2 and 23.6 - Soviet Initial Deployment Card.

Soviet divisions may "extend" into an adjacent hex during set-up.

Breakdown Boxes:

Place Soviet 27th Army and German 7th and 47th Korps parent or breakdown units that do not start on the map in their breakdown holding boxes per the scenario Initial Unit Deployment.

Eliminated Unit Box:

None.

Destroyed Bridges:

The Map B bridges listed on the German deployment card are destroyed at the beginning of the scenario. Place a bridge destroyed marker on the map pointing toward the bridge hexsides. All other bridges behind the German and Soviet starting positions are controlled by their respective sides and are not destroyed.

At Start Game Track Settings:

Place the following markers on their corresponding tracks:

Turn Record Track: Set the Turn Marker set to Turn 2 (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 Combat Air Support marker to 1* Soviet 1 Uk Combat Air Support marker to 3

German 1st Pz Army Replacement Point Track: Set the RP markers as follows:

- 7th K Armor RPs marker to 0
- 7th K Infantry RPs marker to 0
- 42nd K Infantry RPs marker to 0

Soviet 1st Uk Replacement Point Track: Set the RP markers as follows:

- 1Uk Armor RPs marker to 2
- 1Uk Infantry RPs marker to 0

Uman Airfield Track: Set the:

- Air-Drop marker to 0
- Korsun Air Supply marker to 0

Korsun Supply Track: Set the Korsun SPs marker to 0

Replacements and Reinforcements:

Replacements: Replacement Points received per the Turn Record Track

Reinforcements: Reinforcements arrive per the Reinforcement Schedule

Supply Status:

- All units are considered to be *In Supply* at the start of the scenario and all artillery units setup with their front side up.
- All Soviet combats and engineering actions are automatically supported during Turn 2
- Any German Turn 2 combat support and engineering action use SPs normally as available from their SDM.

[23.2.2] Soviet Special Rules

HISTORICAL NOTE: The following special rules reflect the general plan for the conduct of the battle as developed by Stavka and the staff of the Soviet 1st Ukrainian Front.

1. Scenario Rule Exception: 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.

Note: 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.

HISTORICAL NOTE: During the night of the 26/27th, General Vatutin ordered the 5th Guard Tank Corps to conduct a forced march. They created a breakthrough on the 27th.

2. The 233rd (T), 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.
3. During set-up, any unit not adjacent to a German unit may be placed in Reserve (Soviet player's choice).
4. The Soviet 14/40 Engineer in hex 1522 has a bridge repair marker placed for hexside 1423/1522.
5. 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*.
Note: The shifts represent additional rocket artillery units temporarily allocated to the initial phase of the offensive.
6. The 240th, 4thG Airborne, and 163rd Divisions (at map edge) may not move east of row 05xx for the entire scenario.
7. All 5th Mechanized Corps units and SDMs (except for the 233rd (T), the 1228 (T), and the 64 (Mc.) are removed from the map at the beginning of either Game-turn 4 or 5 regardless of their map location or supply status. They do not return in scenario 23.2. Roll a single die during the *Soviet Event Phase* of Game-turn 4. See the Turn Record Track. If the result is a 1, 2 or 3 then the corps exits on Game-turn 4. If the result is a 4, 5, or 6 then the corps exits on Game-turn 5.
HISTORICAL NOTE: General Vatutin ordered the transfer of the 5th Mech Corps to the west to deal with a perceived threat from German 3rd Panzer Korps operations. The 5th Mech Corps returned on February 3rd (Game-turn 8).
8. All 27th Army, 40th Army and 6th Tank Army artillery units are automatically resupplied (flipped to front side) during the Game-turn 3

Artillery Resupply Phase as long as they can trace a supply path of any length to their supply source.

- ▶ 9. Soviet units may not move or declare combat south of a line extending from hexes 0135 to 2735 during the scenario.

DESIGNER'S NOTE: *This is a historical restriction and reflects the Soviet high command's plan for the battle.*

[23.2.3] Soviet Tish units

The Soviet "Tish" unit in Tikhonovka (hex 1929) contains units of the 136th division and the 6G/5G Tk motorized brigade. It is isolated by Kampfgruppe Renz and is OOS1. The Tish unit is free to move and have combat but may only move toward units of the 40th or 6th Tank Armies. Reminder: it cannot move ZOC-to-ZoC.

- The Soviet player must remove the "Tish" unit from the map the instant that it moves adjacent to any unit of the 40th Army or 6th Tank Army. Place it on the Turn Record Track two turns ahead of the current turn. During the *Soviet Replacement Phase* in which the turn marker reaches the turn containing the "Tish" unit, remove the "Tish" unit from the scenario and increase the number of steps in both the Soviet 136th/40A Infantry Division and 6G/5G Tk brigade by one step each. Place a Regroup marker on each unit during the turn in which the step increases occur.
- If the "Tish" unit is eliminated due to combat "prior to rescue" then remove the "Tish" unit from the map (no step increases occur).

[23.2.4] German Special Rules

HISTORICAL NOTE: *The following restrictions reflect Hitler's insistence on holding a defensive position (a continuous front) along the Dnepr River. He forbade withdrawal, even in the face of the significant penetration by the 1st Ukrainian Front. Also, the Germans were generally not aware of the magnitude of the Soviet operation for the first two days.*

General Rule:

1. Continuous Front: Units of Ka-B and the 88th Division must maintain a Continuous Front as defined by section 22.1. In maintenance of the continuous front the following units have additional restrictions:

- A. 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. 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 Game-turns 2 through 3 unless activated, surrounded or released.* Rotate

these units as a reminder. Exception: 475/Ka-B (1913), 472/KaB (AT) (1913), and the Fus/88 (1814) are free to move and declare combat beginning Turn 2 for the remainder of the scenario.

- C. 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 beyond those needed to hold a *continuous front* along the Rossawa/Karapyschi line are free to move and declare combat for the duration of the scenario.
2. The 88th Division units south of the Ross are free to move and declare combat beginning Turn 2 for the remainder of the scenario.
3. All units of 7th Korps (389th, 34th and 75th divisions and support) units may move and declare combat for the duration of the scenario.
4. All units of the 82nd Division (recently transferred to 3rd Pz Army) at the west map edge cannot move east of row 05xx for the duration of the scenario.
5. The German player may employ the optional Truck Movement rule starting on Turn 3 (see 18.5).
6. During the Mutual Air Stage, the number of CAS Points received is halved (rounded up).
- ▶ 7. The Korsun rail terminal is a supply source at the start of scenario 23.2. During Turn 3, (a) the rail line to Korsun from Map A is cut during the Soviet Player-turn, (b) the German player must declare Korsun isolated during his Turn 3 Event Phase, and the Korsun Airfield is activated with 8 SPs (not 15), (c) during Turn 4, Korsun becomes a supply source. During subsequent Korsun Air Supply Stages the number of SPs added to the Korsun Supply Track is halved (rounded up).

- ▶ 8. Scenario 23.2 only: Units of the 11th Korps may be supplied only from Korsun and may not move farther than six hexes south of Korsun (hexrow xx24).

- ▶ 9. The 529Sch (Eng) and the Ersatz/5ss (I) cannot move until Turn 3.

[23.2.5] Victory Conditions

The level of Victory is determined by the total number of Victory Points (VPs) accrued to the Soviet player. Victory Points are added to the Soviet player's total for the following:

1. The Soviet player receives 1 Victory Point (VP) for occupying each of the following towns and villages: Medvin (2020&2021-both hexes needed), Lisyanka (2225), Vinograd (1526), Tikhonovka (1929), and Zvenigorodka (2730&2731-both hexes needed). The occupying units must be able to trace a line-of-supply via any road to the east edge of Map B in order to receive VPs.
2. The Soviets receive 2 VPs for occupying each of the following towns regardless of whether the occupying units can trace a line-of-supply to the east edge of Map B: Novaya Greblya (1129), Boguslav (2215), and Steblev (2819).
3. The Soviets lose 1 VP for each unit of Ka-B or the 88th Division that can trace a line of supply to a road (west of hexes 31xx) that leads to the south edge of the map and that road is not occupied or in the ZOC/ZOI of a Soviet unit.
4. The Soviets lose 1 VP for each unit that is OOS2 (other than those units occupying towns in 2 above).

Victory Levels

Soviet Decisive Victory: 6 or more VPs

Soviet Marginal Victory: 0 to 5 VPs

German Marginal Victory: -1 to -5 VPs

German Decisive Victory: -5 or less VPs



German Armor Reliability; a Tiger I requiring roadside assistance.

[23.3] A Brittle Sword Breaks

von Vormann Reluctantly Strikes



HISTORICAL NOTES

By February 1, the 2nd Ukrainian Front's drive through Lebedyn, Shpolia and Zvenigorodka had successfully pocketed the German 11th Korps. Furthermore, 4th Guards Army had pushed the infantry divisions of 11th Korps to a line behind the Gniloi Tashlyk thus creating a narrow gap between the inner and outer rings of the pocket. In an attempt to relieve the trapped Korps, Army Group South ordered the Panzer Divisions of 47th Pz Korps to attack the outer ring of the Pocket and relieve the trapped divisions. This scenario simulates that counterattack.

[23.3.1] Scenario Set-up

Maps:

Only Map A (East Map) is used.

Scenario Length and Start:

The scenario is nine turns long and begins with the *German Movement Phase* of Game-turn 8. Ignore the Turn 8 Weather, Mutual Air, Mutual Supply Stages and the Soviet Player Turn. These turn phases are accounted for in the set-up. Begin the normal turn sequence beginning on Game-turn 9. The scenario ends at the end of Game-turn 16.

Units and Markers On-map Placement:

Place the Soviet 2nd Ukrainian Front, the German 8th Army and Alarm units on Map A per the Initial Deployment cards. Any Soviet division may "extend" into an adjacent hex during set-up. Use the following scenario cards for the set up:

- Scenario 23.3 and 23.5 - German Initial Deployment Card
- Scenario 23.3 and 23.5 - Soviet Initial Deployment Card

Breakdown Boxes:

Soviet: Place the 4th Guard's and 16th Artillery Division Barrage units and their three *Barrage Effect* markers in their Artillery Division Holding Box per the scenario set-up card. Place all Soviet or German parent or breakdown units that do not start on the map in their Unit Breakdown Box per the initial deployment cards.

Eliminated Unit Box:

Place German eliminated units per the scenario initial deployment cards.

Destroyed Bridges:

The Map A bridges listed on the German deployment card are destroyed at the beginning of the scenario. Place a bridge destroyed marker on the map pointing toward the bridge hexsides. All other bridges behind the German and Soviet starting positions are controlled by their respective sides and are not destroyed.

At Start Game Track Settings:

Place the following markers on their corresponding tracks.

Turn Record Track:

Set the Game-turn Marker to Turn 8 (German side up)

Set the *Start Operation Wanda* marker to Turn 10

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 Combat Air Support marker to 1

Soviet 2 Uk Combat Air Support marker to 0

German 8th Army Replacement Point Track:

Set the RP markers as follows:

11th Korps Infantry RPs marker to 1

47th Pz Korps Armor RPs marker to 1

47th Pz Korps Infantry RPs marker to 1

Soviet 2nd Uk Replacement Point Track:

Set the RP markers as follows:

2Uk Armor RPs marker to 0

2Uk Infantry RPs marker to 2

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

Replacements and Reinforcements:

Replacements: Replacement Points received per the Turn Record Track

Reinforcements: Reinforcements arrive per the Reinforcement Schedule

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.

[23.3.2] Soviet Special Rules

1. 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. *Minefield* markers may be used on those turns for construction of minefields (see 15.3). *Minefield* markers not used during the current Game-turn are moved to the next turn on the Turn Record Track that

does not contain a *Minefield* marker for that Front.

2. 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".
3. The three breakdown regiments of the 206 Division (27Army) are automatically in supply during the 23.3 Scenario.

[23.3.3] German Special Rules

1. Korsun has been declared isolated and therefore is considered activated as a supply source (see 13.1.3 and 14.5).
2. German units are released from all "Continuous Front" rules and restrictions (22.1).
3. During the *Mutual Air Stage*, divide the number of CAS points received by 2 (round fractions up).
4. During the *Korsun Air Supply Stage* the number of SPs added to the Korsun Supply Track is halved (rounded up).
5. Hex 3644 serves as a supply source for the 13th Panzer Division and Kampfgruppe Haake.
6. 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.
7. The 24th Panzer Division (option rule 18.7) is available beginning on turn 10 at hex 3644.
8. Units identified as Kampfgruppe Haake may be supplied by either the Haake or 47th Panzer Korps SDM.
9. Place "Bridge OK" markers on any three bridges on Map A.

[23.3.4] Victory Conditions

The level of Victory is determined by the total number of Victory Points (VPs) accrued to the German player. Victory Points are added to the German player's total for the following:

1. The Germans receive 1 victory point (VP) for each 47th Pz Korps unit that is north of the *Shpolka River* between hexes 3132 and 3731.
2. The Germans receive 1 VP for each 47th Pz Korps unit that is north of the *Turiya River* between hexes 4232 and 4634.
3. The Germans receive 1 VP for each non-isolated unit of the 11th Korps that is south of hexrow xx26.

Victory Levels

German Decisive Victory: The 47th Panzer Korps creates a supply path to any unit of the 11th Korps.

German Substantive Victory: 5 or more VPs

German Minor Victory: 3 to 4 VPs

Soviet Minor Victory: 1 to 2 VPs

Soviet Decisive Victory: 0 VPs



[23.4] Operation “Wanda”

The 3rd Panzer Korps Attacks

HISTORICAL NOTES

By February 1, the 1st Ukrainian Front’s drive through Medvin, Boyarka, and Zvenigorodka had successfully pocketed the German 42nd Korps. Furthermore, 27th Army had pushed the 88th Infantry division and elements of Korpsabteilung-B to a line in front of Boguslav/Steblev thus creating a significant gap between the inner and outer rings of the pocket. In an attempt to relieve the trapped korps, Army Group South ordered the 3rd Panzer Korps to attack the outer ring of the Pocket and relieve the trapped divisions inside. The panzer divisions arrived piecemeal and launched an initially successful attack. However, the dreaded “Rasputista” (mud) severely strained the capabilities of this otherwise powerful force.

[23.4.1] Scenario Set-up

Maps:

Only Map B (West Map) is used.

Scenario Length and Start:

The scenario is nine turns long and begins with the German Player-turn 8. Ignore Turn 8 *Weather*, *Mutual Air*, *Mutual Supply Stages* and the Soviet Player-turn. These turn phases are accounted for in the set-up. Use the normal Game-turn sequence beginning on Turn 9. The game ends at the end of Game-turn 16.

Units and Markers On-map Placement:

Place the Soviet 1st Ukrainian Front and German 1st Pz Army units on the map per the Initial Deployment cards.

Use the following cards for the scenario set up:

- Scenario 23.4 and 23.5 - German and Soviet Initial Deployment Card

Soviet divisions may “extend” into an adjacent hex.

REMINDER: Place the Soviet and German units indicated in the “Additional Combat Units” section on their respective set-up cards onto the map. The German “Additional Combat Units” are at full strength and considered part of the 42nd Korps for all purposes.

Breakdown Boxes:

Place all Soviet or German parent or breakdown units that do not start on the map in their Unit Breakdown Box per the initial deployment cards.

Eliminated Unit Box:

Per the scenario initial deployment cards.

Destroyed Bridges:

The Map B bridges listed on the German deployment card are destroyed at the beginning of the scenario. Place a bridge destroyed marker on the map pointing toward the bridge hexsides. All other bridges behind the German and Soviet starting positions are controlled by their respective sides and are not destroyed.

At Start Game Track Settings:

Place the following markers on their corresponding tracks.

Turn Record Track: Set the *Game-turn* marker to Turn 8 (German side up)

Set the *Start Operation Wanda* marker to Turn 10

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 Combat Air Support marker to 1

Soviet 1 Uk Combat Air Support marker to 0

German 1st Pz Army Replacement Point

Track: Set the RP markers as follows:

7th K Armor RPs marker to 0

7th K Infantry RPs marker to 1

42nd K Infantry RPs marker to 1

3rd Pz Korps Armor to 0

3rd Pz Korps Infantry to 0

Soviet 1st Uk Replacement Point Track:

Set the RP markers as follows:

1Uk Armor RPs marker to 0

1Uk Infantry RPs marker to 2

Uman Airfield Track: Set the:

Air-Drop marker to 0

Korsun Air Supply marker to 5

Korsun Supply Track:

Set the Korsun SPs marker set to 6

Replacements and Reinforcements:

Replacements: Replacement Points received per the Turn Record Track

Reinforcements: Reinforcements arrive per the Reinforcement Schedule

Supply Status:

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

[23.4.2] Soviet Special Rules

1. 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 units may not move or declare combat south of a line extending from hexes 0135 to 2735 during the scenario. This restriction is eliminated if the Germans declare “Operation Wanda”.
3. Part of the 5th Mech Corps enters (returns) per the Reinforcement Schedule with the number of steps indicated on the schedule.
4. 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.
5. 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.
6. The 11th Tank Corps reinforcements are assigned to the 40th Army. *Rule Exception: These tank corps units may stack with and can attack and defend with the 40th Army. They may be supplied only by the 11Tk/11Tk SDM and can only receive artillery support from 11Tk artillery.*

[23.4.3] German Special Rules

1. Korsun has been declared isolated and therefore is considered activated as a supply source.
2. German units are released from all “Continuous Front” rules and restrictions (22.1).
3. 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.
4. During the *Korsun Air Supply Stage*, the number of SPs added to the Korsun Supply Track is halved (rounded up).
5. Optional Rail Capacity Rule hexes are: The “-1SP” hex is 1038. The “-2SP” hex is 2137.
6. The 239/7 (T) unit was transferred to the 42nd Korps during the initial 1st Ukrainian Front’s attack. It is considered part of the 42nd Korps for Scenarios 23.4.
7. Units of the 7th Korps and 3rd Panzer Korps cannot cross the Gniloy Tikich River between hexes 2628 and 2834.

[23.4.4] Victory Conditions

The level of Victory is determined by the total number of Victory Points (VPs) accrued to the German player. Victory Points are added to the German player’s total for the following:

1. The Germans receive 2 victory points (VPs) for each of the following towns occupied: Boyarka (1823), Buzhanka (2026) or Shesterintsy (2627).
2. The Germans receive 1VP for each hex that is occupied by German units north of the Gniloy Tikich River between hexes 1422 and 2637 (exclusive of the above occupied towns).

Determining Victory Level:

German Strategic Victory: The 3rd Pz Korps creates a supply path to a unit of the 42nd Korps

German Decisive Victory: 6 or more German VPs

German Minor Victory: 4 to 5 German VPs

Soviet Minor Victory: 1 to 3 German VPs

Soviet Decisive Victory: 0 German VPs

[23.5] a Cold Wind to Valhalla The Germans Counterattack

The Germans Counterattack scenario is a later starting, shorter version of the battle that begins after the pocket has been formed.



HISTORICAL NOTES

By February 1, the Soviets had isolated the German 42nd and 11th Korps; having formed both an outer and inner ring. They began preparing for the inevitable German counterattack while continuing to close the inner ring around Korsun. But, Hitler and von Manstein had their own plan—counterattack with the 3rd and 47th Pz Korps in a double envelopment to bag the 5th Guards and 6th Tank Armies while rescuing the two trapped korps in the process. However, their ambitious plan fell short as the Rasputisa and the tenacious Soviet defense stalled the counter-offensive. In desperation, they would change the plan to a all out single thrust directly toward “Gruppe Stemmermann”.

[23.5.1] Scenario Set-up

Maps:

Both Maps A and B are used.

Scenario Length and Start:

The German Counterattack scenario combines scenarios 23.3 and 23.4. The scenario begins with the German Player-turn of Game-turn 8. Ignore the turn 8 Weather, Mutual Air, Mutual Supply Stages and the Soviet Player-turn. These turn phases are accounted for in the set-up. Use the normal Game-turn sequence beginning on turn 9. The scenario ends at the end of Game-turn 25 or the Game-turn after the German player declares a breakout..

Units and Markers On-map Placement:

Place units of the Soviet 1st and 2nd Ukrainian Fronts, the German 8th and 1st Panzer Armies and Alarm units on maps A and B per the Initial Deployment cards for 23.3 and 23.4.

Use the following cards for the scenario set up:

- Scenario 23.3 and 23.5 - German Initial Deployment Card
- Scenario 23.3 and 23.5 - Soviet Initial Deployment Card
- Scenario 23.4 and 23.5 - German Initial Deployment Card
- Scenario 23.4 and 23.5 - Soviet Initial Deployment Card

Soviet divisions may “extend” into an adjacent empty hex during set-up.

Breakdown Boxes:

Soviet: Place the 4th Guard's and 16th Artillery Division Barrage units and their three *Barrage Effect* markers in their Artillery Division Holding Box per the scenario set-up chart. Place all

Soviet or German parent or breakdown units that do not start on the map in their Unit Breakdown Box per the initial deployment cards.

Eliminated Unit Box:

Place eliminated Soviet and German units in the eliminated box per the initial deployment cards.

Destroyed Bridges:

The bridges listed on the German 23.3 and 23.4 deployment cards are destroyed at the beginning of the scenario. Place a bridge destroyed marker on the map pointing toward the bridge hexsides. All other bridges behind the German and Soviet starting positions are controlled by their respective sides and are not destroyed.

At Start Game Track Settings:

Place all track markers on their corresponding tracks per the above initial deployments cards. Where indicated use the 23.5 scenario setting for the German Combat Air-Support Track, the Uman Airfield Track, the Korsun Supply Track and the Turn Record Track.

Replacements and Reinforcements:

Replacements: Replacement Points received per the Turn Record Track

Reinforcements: Reinforcements arrive per the Reinforcement Schedule

Supply and Supply Points:

1. All units are in supply at the start of the scenario.
2. Each artillery units ammunition state is indicated per the above scenario set-up cards
3. Set the SP availability of all SDMs to the value indicated in the scenario set-up cards.

[23.5.2] Soviet Special Rules

1. The 1st and 2nd Ukrainian Fronts each receive 6 *Minefield* markers (see 15.3). The Soviet player may place two *Minefield* markers for each Soviet Front on the map (completed side up) in any hex occupied by a Soviet unit. Place the remaining four *Minefield* markers for each front on Turns 9 through 12 of the *Turn Record Track*. *Minefield* markers may be used each Game-turn for construction of minefields. *Minefield* markers not used during the current Game-turn are moved to the next turn on the track that does not contain a *Minefield* marker for that Front. *Minefield* markers may not be transferred from one Front to another but must remain with their designated Front.
2. Soviet units may not move or declare combat south of a line extending from hexes 0035 to 2735 and 2837 to 4537 during the scenario.

This restriction is eliminated if the Germans declare “Operation Wanda”

3. Part of the 5th Mech Corps enters (returns) on Turn 9 per the *Reinforcement Schedule*. Units enter with the number of steps indicated on the *Reinforcement Schedule*.
4. When the 107th and 109th Tank Brigades of the 16th Tank Corps enter as reinforcements (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 they may return to the 16th Tank Corps when the remainder of the 16th Tank Corps arrives.
5. The 11th Tank Corps reinforcements are assigned to the 40th Army. Rule Exception: These tank corps units may stack with and can attack and defend with the 40th Army. They may be supplied only by the 11Tk/1Tk SDM and can only receive artillery support from 11Tk artillery.
6. Place the Kamenka marker on Game-turn 21 of the Turn Record Track.

[23.5.3] German Special Rules

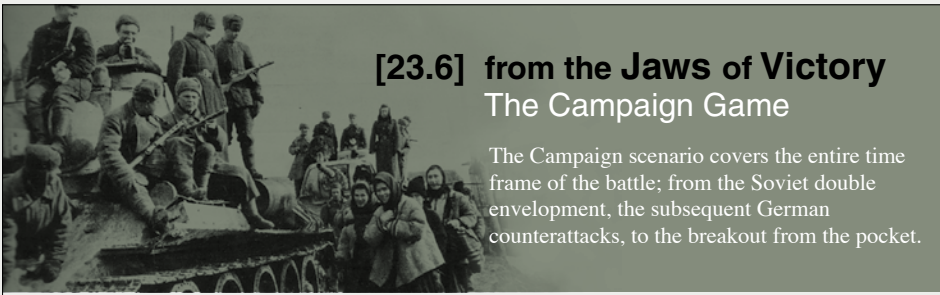
1. Korsun has been declared isolated and therefore is considered activated as a supply source (see 13.1.3 and 14.5).
2. German units are released from all “Continuous Front” rules and restrictions (see 22.1).
3. The Germans receive the full complement of 5 SPs per turn on the Uman Airfield Track.
4. Optional Rail Capacity hexes: The “-1SP” hex is 1038. The “-2SP” hex is 2137.
5. 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.
6. The 24th Panzer Division (Optional Rules, rule 18.7) is available beginning on Game-turn 10 at hex 3644.
7. Units identified as Kampfgruppe Haake may be supplied by either the Haake or the 47th Panzer Korps SDM.

[23.5.4] Victory Conditions and Levels

The victory conditions and Victory Point Levels for this scenario are the same as that of The Campaign Scenario (see 23.6.6)

[23.5.5] Optional Scenario Rules

It is recommended that players play at least one game using the above scenario rules before using any of the optional scenario rules of Section 23.6.6.



[23.6] from the Jaws of Victory The Campaign Game

The Campaign scenario covers the entire time frame of the battle; from the Soviet double envelopment, the subsequent German counterattacks, to the breakout from the pocket.

HISTORICAL NOTES

By mid-January, 1944, the 11th and 42nd Korps commanders (Stemmermann and Lieb) were well aware of the danger to their two Korps—lodged up against the Dnepr River in the “Korsun Salient”. Only a fool could not see it. Their requests to withdraw to more defensible lines had been denied by the “higher authority”. There would be nothing to do but to prepare and wait for the inevitable Soviet blow. That blow came on January 25th and 26th in the form of a coordinated, two-pronged offensive by the 1st and 2nd Ukrainian Fronts. The struggle for survival was on.

Players Note: The set-up and scenario special rules are designed to replicate the historical situation and constraints placed on the participating Soviet and German Forces. Section 23.6.6 contains optional scenario variations to examine possible “what if” scenarios.

[23.6.1] Scenario Set-up

Maps:

Both Maps A and B are used.

Scenario Length and Start:

The scenario begins on Turn 1 with the Event Phase of the Soviet player turn. Ignore the Turn 1 Weather, Air, Mutual Supply and German Air Supply Stages. These turn phases are accounted for in the set-up. Map A begins play on Turn 1 and Map B begins play on turn 2. See section 23.6.2 for special Map A and B start rules. The scenario ends on turn 25 or the Game-turn after the German player declares a breakout.

Units and Markers On-map Placement:

The Campaign Game uses and combines scenarios 23.1 and 23.2. Place units of the Soviet 1st and 2nd Ukrainian Front, the German 8th and 1st Panzer Armies and Alarm units on the map per the Initial Deployment cards for 23.1 and 23.2. Soviet divisions may “extend” into an adjacent empty hex during set-up.

Use the following cards for the scenario set up:

- Scenario 23.1 and 23.6 - German Initial Deployment Card
- Scenario 23.1 and 23.6 - Soviet Initial Deployment Card
- Scenario 23.2 and 23.6 - German Initial Deployment Card
- Scenario 23.2 and 23.6 - Soviet Initial Deployment Card

Breakdown Boxes:

Soviet: Place the 5 component units of the 4th Guards artillery (marked with a B) and the 16th

Artillery Division (53rd Army artillery units marked with a “B”), and their Barrage Effects markers in their Artillery Division Holding Boxes per the scenario set-up card (see 22.3).

Place all Soviet and German parent or breakdown units that do not start on the map in their Unit Breakdown Box per the initial deployment cards.

Eliminated Unit Box:

None.

Destroyed Bridges:

The bridges listed on the German 23.1 and 23.2 scenario deployment cards are destroyed at the beginning of the scenario. Place a *Bridge Destroyed* marker on the map pointing toward the bridge hexsides. All other bridges behind the German and Soviet starting positions are controlled by their respective sides and are not destroyed.

At Start Game Track Settings:

Place all track markers on their corresponding tracks per the above Initial Deployments Cards. Where indicated use the 23.6 scenario setting for the German Combat Air-Support Tracks, the Uman Airfield Track, the Korsun Supply Track and the Turn Record Track.

Replacements and Reinforcements:

Replacements: Replacement Points received per the Turn Record Track

Reinforcements: Reinforcements arrive per the Reinforcement Schedule

Map A Supply and Supply Points:

1. All units are in supply at the start of the scenario.
2. All artillery units are fully supplied (front side up)
3. All Soviet combats and engineering actions are automatically supported during Turn 1
4. Any German Turn 1 combat support and engineering action must use SPs that are available from their SDM per the set-up.
5. Begin normal supply rules starting with Turn 2

[23.6.2] Map B Delayed Start Special Rules

Use the following delayed start sequence for the scenario.

Turn 1:

The Soviet 1st Ukrainian Front and the German 1st Panzer Armee units on Map B, may not move, have combat, or conduct engineering actions on Turn 1. (Only the 2nd Ukrainian Front and German 8th Armee units on Map A may function normally starting on Game-turn 1.)

Turn 2:

- The Soviet 2nd Ukrainian Front and German 8th Armee on Map A, now uses the full turn sequence starting on Game-turn 2.
- ▶ All 2nd Ukrainian Front artillery units receive automatic artillery resupply.
- The Soviet 1st Ukrainian front and 1st Panzer Armee on Map B, must use the abbreviated turn sequence of scenario 23.2 for Game-turn 2.

Turn 3:

- Use the full turn sequence for both maps beginning on Game-turn 3.
- All 1st Ukrainian Front artillery units receive automatic artillery resupply.

[23.6.3] Soviet Special Rules

Soviet special rules for Scenarios 23.1 and 23.2 apply except as noted below. The following rules take precedence.

- ▶ 1. Soviet units may not move or declare combat south of a line extending from hexes 0135 to 2735 and 2837 to 4537 during the scenario. This restriction is eliminated if the Germans declare “Operation Wanda”
2. Units of the 5th Guard Army (at east map edge) may not move or declare combat until Turn 5. 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. Rotate these units on the map as a reminder.
3. Beginning Turn 7, the 1st and 2nd Ukrainian Front each receive 6 *Minefield* markers (15.3). Place one *Minefield* marker for each Soviet Front on Game-turns 7 through 12 of the Turn Record Track. These markers may be used each turn for construction of Minefields. *Minefield* markers not used during the current Game-turn are moved to the next Game-turn on the Turn Record Track that does not contain a *Minefield* marker for that Front. *Minefield* markers may not be transferred from one Soviet Front to another but must remain with their designated Front.
4. The 5th Mech Corps returns during Game-turns 8 and 9. Each returning unit of the corps retains the number of steps at the time of withdrawal from the scenario on Turn 4 (or 5).
5. The 240th, 4thG Abn and 163rd Divisions (at west map edge) may not move east of row 05xx unit until Game-turn 9. Rotate these units on the map as a reminder.
6. When the 107th and 109th Tank Brigades of the 16th Tank Corps enter as reinforcements (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 they may return to the 16th Tank Corps when the remainder of the 16th Tank Corps arrives.
7. The 11th Tank Corps reinforcements are assigned to the 40th Army. *Rule Exception: These tank corps units may stack with and can attack and defend with the 40th Army. They may be supplied only by the 11Tk/11Tk SDM and can only receive artillery support from 11Tk artillery.*

8. The town of Kamenka (5728) becomes a supply source for all units of the 4th Guard Army and the 5th Guards Tank Army beginning on Game-turn 21. Place the Kamenka supply source marker on Game turn 21 of the Turn Record Track as a reminder.

[23.6.4] German Special Rules

1. German special rules for Scenarios 23.1 and 23.2 apply except as noted below.
2. The German player rolls for Combat Air Support starting Turn 2.
3. Optional Rail Capacity hexes: The “-1SP” hex is 1038. The “-2SP” hex is 2137.
4. The 24th Panzer Division (Optional Rule 18.7) is available beginning on Game-turn 10 at hex 3644.
- 5. Units identified as Kampfgruppe Haake may be supplied by either the Haake or the 47th Panzer Korps SDMs. Artillery units of Kampfgruppe Haake may provide artillery support to units of the 47th Panzer Korps.
- 6. All units of the 82nd Division (3rd Pz Army) at the west map edge cannot move east of row 05xx until Turn 8.

[23.6.5] Victory Conditions

In the Campaign Game victory is determined by the number of unit steps from the 11th and 42nd Korps that are able to escape isolation (the pocket) at the end of Game-turn 25 or the Game-turn after the German player declares a breakout. Victory Points are only added to the German Player's Victory Point total.

1. The German player receives 1 Victory Point (VP) for every step from units of “Group Stemmerman” (see 14.5.1) that can trace a supply path to a German map edge supply source. Units

must be able to trace a supply path to either of the following two supply sources:

- tracing directly to a German supply source or rail terminal *or* ...
- tracing to an SDM that can trace to a supply source or rail terminal.

Eliminated units do not count as victory points.

Note: The above steps may include a.) units that evaded inclusion in the pocket, but have not been eliminated in combat, b.) units placed in supply due to the “Breakout” rule of Section 16.3, and c.) other 11th and 42nd Korps units that can trace a line of supply to the south map edge.

Victory Levels

The level of victory is determined by the number of German VPs at the end of the game.

German Decisive Victory: 110 VPs or greater

German Minor Victory: 61 to 109 VPs

German Propaganda Victory: 21 to 60 VPs

Soviet Minor Victory: 11 to 20 VPs

Soviet Decisive Victory: less than 10 VPs

Automatic German Victory

If the Soviets fail to isolate Korsun by the end of Turn 7, then the German player automatically wins a Decisive Victory. Korsun is considered isolated if there is no supply path via rail or road of any length from Korsun to a German supply source. (If this actually occurs, start over or find another Soviet player.)

[23.6.6] Optional Scenario Rules

It is recommended that players play at least one game using the above scenario special rules before agreeing to use any of the below optional scenario rules. Note that the below optional rules

have not been extensively play tested in all combinations nor are victory conditions provided.

1. Ignore the Soviet restriction on movement south of rows 0035 through 4237.
2. Ignore the restrictions of Soviet Tank and Mechanized Corps that Set-up in “reserve” (i.e. they may move in the first movement phase).
3. The Soviet 5th Mech Corps is not withdrawn. If this option is used, then the entry of KG Bäke, and the 17th, 16th, 1st SS and 1st Panzer Divisions should be advanced by two or three turns.
4. Allow all German units to move and declare combat on Game-turn 3.
5. Ignore the Turn 1 through 3 movement restrictions placed on the 11th and 14th Panzer Divisions.
6. Ignore the Mud Rules (a great what-if scenario).
7. The entire 24th Panzer Division arrives on Game-turn 10 (ignoring the die roll).
8. Four player variation on “Stalin intervenes”: If the Stalin Intervenes event occurs (18.13) then the Soviet player (Front) that allowed the event to occur relinquishes control of his inner ring forces to the other Soviet player.
9. The Soviet player may choose to reposition any or all of his tank/mechanized corps, the cavalry corps and army support units. This includes elimination of all reserve and turn release restrictions.
10. Players should feel free to experiment with the scenario set-up and scenario rules to create other “what if” conditions.





[23.7] Through “Hell’s Gate” The Breakout

The Breakout scenario is a one map, solitaire scenario that allows players to practice the breakout.

HISTORICAL NOTES

“... You must advance silently and fall upon the enemy with bayonets affixed. ...”

—Group Stemmermann, 1a Nr. 236/44, dated 15.2.44

On the morning of February 15th it became clear to Manstein that Breith’s 3rd Panzer Corps would not be able to break through to the two pocketed korps. That day, Manstein ordered General Stemmermann to breakout and join Breith’s korps at Lisyanka. General Stemmermann ordered the abandonment of Korsun on the 15th and attacked with his two korps to the southwest the next day. The Breakout began at 23:00 on the night of the 16th. In the moonlight gloom, the two korps launched a desperate assault through the Soviet lines toward Hill 239 and Lisyanka. It would be every man for himself through “Hells Gate”.

[23.7.1] Scenario Set-up

The setup for the scenario is contained in the following sections. No setup card is provided.

Maps:

Only Map B is used.

Scenario Length and Start:

The Breakout scenario begins with the historical situation on the night of February 16th (Turn 23) and consists of only the *German Breakout Phase* of the turn sequence.

Unit Placement:

Units are placed on the map in accordance with the Scenario Set-up schedule in section 23.7.5.

Breakdown Boxes:

Add German regimental units as needed when forming new regiments.

Eliminated Unit Box:

Not applicable.

Destroyed Bridges:

No units.

At Start Game Track Settings:

Turn Marker: not used

Ground Condition Track: Ground Condition set to frozen for the entire scenario.

Visibility Track: Visibility is set to Clear. for the entire scenario.

Combat Air-Support Tracks: Combat Air Support not availability for both sides.

Replacements and Reinforcements:

Replacements: No replacements from the Turn Record Track, but available through recombination

Reinforcements: No reinforcements for this scenario

Supply and Supply Points:

1. All units are In Supply at the start of the scenario.

2. Supply Points (SPs) are not used.

[23.7.2] Soviet Special Rules

The Soviet units do not move or initiate combat during this scenario.

[23.7.3] German Special Rules:

1. A “Breakout” has been declared and the German Movement, Combat, Engineering, and Re-group Phases have been completed.

2. The German player conducts the four breakout stages of the *Breakout Phase* (Section 16.5) following the below special *Breakout Sequence*:

A. Unit Consolidation/Recombination (16.5.1)

B. One hex movement (16.5.2)

C. Staged breakout (16.5.3)

Wave 1 movement and combat

Wave 2 movement and combat

Wave 3 movement and combat

Wave 4 movement and combat

See Procedure in 16.5.3.

3. In this scenario only; German units may only enter a Soviet occupied hex in a *southwesterly* direction.

[23.7.4] Units and Markers On-map Placement

German: Group Stemmerman

Historical note: The following set-up approximates the actual battle lines between the Soviet and German forces on the evening of February 16th, the night of the breakout.

11th Korps

5th SS Panzer Division 5ss Pz 11

2721: Ger (M₃), 5ss (Rcn₁), 5ss (AA₁)

2722: Wst (M₃), 5ss (Eng), 3/5ss (T₁)

SS Walonien & FW (5ss/11)

2822: i/1/ Wal (M₂), ii/2/ Wal (M₂), FW (M₁)

57th Division 57 11

2821: 199 (I₂), 217 (I₃)

2820: 676 (I₂), Fus (I₁), (A)

72nd Division 72 11

2522: 266 (I₄), 124 (I₂)

2623: 105(I₃), Pio (Eng₁)

389th Division 389 11

2620: 544 (I₃)

2719: Pio (Eng₁)

11th Korps Support Units 11

2720: 529 Eng Sch (Eng₂), 410 Con (Eng₁), 228 (T₂)

42nd Korps

Korps Group B Ka-B 42

2520: 475 (I₃), 678 (I₃), Fus (I₂),

2521: 258 (I₂), 110 (I₃), (AA₁),

88th Division 88 42

2621: 1/248 (I₃), RG 593 (I₂), 318+ Sec (I₂)

7th Korps

198th Division 198 7

2428: 326 (I₃)

2328: (A)

3rd Panzer Korps

16th Panzer Division 16 Pz 3Pz

2023: ii/1/2 (T₂), 274 (AA₂), 64 (M₂)

2024: i/1/2 (T₂)

2123: 506 (T₂), 79 (M₃), 2/2 (T₂)

2025: 16 (A)

1923: 16 (Eng₂), 3/2 (T₂)

1st Panzer Division 1 Pz 3Pz

2324: 4 (Rcn₁), ii/1/1 (T₂), 113 (M₂)

2224: 1 (M₃), i/1/1 (T₂), 2/1 (T₁)

2225: 73 (A)

1st SS Panzer Division 1ss Pz 3Pz

2426: 2/1ss (T₂), 3/1ss (T₂), 2ss (M₃)

2427: 1/1ss (T₂), 1ss (M₃), 1ss (T₁)

2326: 1ss (A)

2327: 1ss (AA)

Kampfgruppe Bäke Bäke 3Pz

2223: ii/23 (T₂), 11 (M₂), 503 (T₂)

2124: 23 (A)

3rd Panzer Korps Support 3Pz

1927: 3Pz (SDM-4/1)

Soviet: 2nd Ukrainian Front

52nd Army

52nd Army Divisions 52

2919: 254 (I₃)

2818: 294 (I₂)

2918: 373 (I₄)

52nd Army Support Units 52

2917: 490 (A)

4th Gds Army

4th Gds Army Divisions 4G

2523: 5G (I₄)

2921: 31 (I₄)

2527: 69G (I₄)

2920: 252 (I₄)

4th Gds Army Support Units 4G

2921: 438 (AT₁)

3021: 466 (A)

5th Gds Tank Army

18th Tank Corps **18Tk 5G Tk**

2321: 292 (A), 106G (Rkt)

2423: 170 (T₂), 32 (M₂)

2422: 181 (T₄), 110 (T₁)

20th Tank Corps **20Tk 5G**

2222: 8 (T₄), 291 (A), 406G (Rkt)

2322: 80 (T₃), 1895 (T₁), 1505 (AT₁),

2323: 155 (T₃), 70G (M₃), 1834H (T₁),

29th Tank Corps **29Tk 5G Tk**

2624: 25 (T₂), 53G (M₂), 108 (AT₁)

2524: 31 (T₂), 32 (T₂), 1446 (T₁)

2724: 271 (A)

2nd Uk Front Units

2424: 41G (I₅) – Extended (2425)

5th G Cavalry Corps **5G Cav**

2823: 11G (Cav₂), 150G (AT)

2824: 12G (Cav₃), 12G (T₁)

2922: 63 (Cav₂), 1896 (T₂), 72G (A)

Soviet: 1st Ukrainian Front

27th Army

27th Army Divisions **27**

2519: 512/59FA (I₂), 404/59FA (I₂),

2619: 496/59FA (I₂),

2421: 180 (I₄)

2718: 337 (I₃)

27th Army Support Units **27**

2518: 480 (A)

6th Tank Army

5th Mech Corps **5M 6Tk**

2525: 45 (M₂), 745 (T₂)

2526: 2 (M₂), 233 (T₂),

2626: 548 (A)

2nd Tank Army

3rd Tank Corps **3Tk 2Tk**

1922: 50 (T₄),

2122: 51 (T₂), 103 (T₂), 1818 (T₁)

2022: 57 (M₂), 1540 (T₂)

1st Uk Front Divisions

2420: 202 (I₅)

[23.7.4] Victory Conditions

Victory conditions are the same as the campaign scenario based on the number of steps that escape the pocket. In addition, German units stacked with Soviet units do not count as victory points

[23.8] Stemmermann Holds On Defending the Pocket

Defending the Pocket scenario is a two map, solitaire scenario that allows players to practice defending the pocket.



Players Note: Ignoring the defensive arrangement of the pocket may well cause the German player to lose the game. Once formed, the pocket presents a number of unique and difficult problems associated with creating successive defensive lines against the Soviet onslaught. The German player must also manage a dwindling supply resource; all the while attempting to create a reserve force for an attempted breakout. The defense of the pocket can be a game unto itself. Accordingly, players may wish to practice defending the pocket prior to undertaking a campaign game.

[23.8.1] Scenario Set-up

The scenario begins with the German Play-turn of Game-turn 8 (as in Scenario 23.5). Only units of the Soviet Inner Ring and the German pocket are used. Use the following setup cards:

- Scenario 23.3 and 23.5 - German Initial Deployment Card
- Scenario 23.3 and 23.5 - Soviet Initial Deployment Card
- Scenario 23.4 and 23.5 - German Initial Deployment Card
- Scenario 23.4 and 23.5 - Soviet Initial Deployment Card

Maps:

Both Maps A and B are used.

Unit Placement:

1. Set-up only the German 11th and 42nd Korps units per Scenario 23.5.
2. Set-up units only from the Soviet 27th Army, 52nd Army, 4th Guards Army, 5th Gds Cavalry Corps, and the following units of the 5th Guards Tank Army: 96/20Tk (Mc), 1895/20Tk (T) and the 1G (Mc) per Scenario 23.5.

Breakdown Boxes:

Per the above setup cards.

Eliminated Unit Box:

Per the above setup cards.

Destroyed Bridges:

Per the above setup cards. Note: Players need only place *Bridge Destroyed* markers on those bridges within the German-Soviet front line area of “the pocket”.

Replacements and Reinforcements:

Replacements: There are no replacements for the scenario.

Reinforcements: Do not use any German or Soviet Reinforcements.

[23.7.2] Special Rules

Use only the Soviet and German special rules of scenario 23.5 that apply to the “the pocket”.

[23.7.3] Victory Conditions

There are no Victory Conditions. Play the scenario as a solitaire game until comfortable with German delaying tactics and natural defensive lines.



24.0 Design and Players Notes

My goal was to create a game that reflects the fluidity of mobile armor warfare that occurred in the Korsun-Shevchenkivskii battle. The battle marks one of the last chances for German-Soviet parity in armored warfare. The Germans had lost the ability to conduct offensive operations but were still adept at panzer division counter strokes. On the other hand the Soviets were just beginning to conduct continuous, massive offensive operations built around the growing power and effectiveness of their tank corps and massed artillery. It is my hope that the game captures the armor fluidity of this battle along with the desperation of the Germans to relieve their trapped forces. To accomplish this goal, the game mechanics had to make it possible for the Soviets to create a pocket and for the Germans to successfully counterattack or breakout of the pocket. Hopefully, either player can apply their skill and tactics to achieve a result better than the historical outcome. One overriding question about the battle remains unanswered: What would the result have been without the devastating effect of the early "Rasputitsa" on the German counterattack? The game offers students of the East Front campaign a chance to find out.

—Milt Janosky

[24.1] Historical Basis of the Game Design

I considered the following historical elements during the design of the game. Some factors were weighted more heavily than others and I tried to balance significance against playability.

Geography/Terrain

The majority of the terrain consisted of rolling terrain that provided good observation but not strong defensive benefits. There were only a few forested areas in the main battle area but those that existed provided reasonable barrier to armor mobility and effectiveness. The rivers formed significant barriers to armor and motorized units allowing for excellent defensive lines. River and stream embankments varied from steep sides to shallow sides. There were even some fords across otherwise impassable rivers. Bridges were therefore key to these rivers. But many could not support heavier German armor vehicles. Streams provided some defensive benefit but did not significantly affect armor or motorized movement. Most streams were frozen while some rivers were flowing while others had thin or thick ice cover.

Weather

During the early part of the battle the Soviets benefited from the solid frozen ground. During the middle part of the battle, an early thaw occurred which significantly curtailed German mobility and supply operations. The ground was generally frozen during the night and early mornings but thawed to mud during the remainder of the day. The mud affected both army sup-

ply systems but was a particular disadvantage to Germans because it occurred right at the onset of their counter-offensive. German reinforcements, supply and the relief effort ground to a halt in the mud. Morning fog and haze greatly affected air combat operations on both sides. During the last part of the battle the ground was again frozen allowing both sides to continue operations, however, the predominance of morning fog curtailed air operations



The Two Opposing Armies

The combat strength of Infantry and Armor divisions was significantly reduced for both sides due to heavy fighting that had occurred in the fall and early winter. Few German divisions were at authorized strength. In particular the 88th, 389th, 72nd and 106th infantry divisions were especially weak at the point of the Soviet attacks. The infantry regiments of the 3rd and 14th Panzer divisions were also reduced. The 14th Panzer division had only one tank battalion as did the 5th SS. Their tank training companies (equipped with panzer IIIs) provided minimal capability. The 11th and 13th Pz were also very low on tanks at roughly ¼ strength. In contrast, the Soviets had introduced several fresh divisions and reinforced tank corps into both fronts.

Armor/Anti-tank Quality

Soviet tank quality was still inferior to the Germans at this point of the war. Virtually all Soviet medium tanks were T-34/76 and with a few exceptions were without radios. The T-34/85 and the heavy JSU tanks were in production but had not yet reached the field in significant quantity. The armored artillery consisted of SU-76, SU-85, and SU-152 along with a few SU-122 assault guns. What the Soviets lacked in armor quality they more than made up for in quantity. In addition, the Soviets effectively used large quantities of 76 mm anti-tank regiments to blunt German armor thrusts. "Each battery had to kill one tank before being destroyed." The Soviets were also supplied with American M-4 Sherman tanks in the 6th Tank army and 5th Cavalry Corps.

In contrast, German tank firepower was still superior to the Russian even with the relatively few tanks available. Both the Panzer IV and V units still outclassed the T-34/76 due to superior high velocity guns, crew training and superior radio communication and gun sights. Tank kill ratios were very high in favor of the Germans. Two Panzer VI Tiger battalions participated in the later stages of the battle. It was reported (albeit by the Germans) that no Tigers were lost in the battle to direct Soviet fire. Unfortunately for

the Germans, their armor mobility was severely restricted during the mud periods due to inordinate fuel consumption caused by their poor drive train and narrow tread width.

The Soviet Tank Armies played a significant role in the breakthrough/pocket operation and the defeat of the attempted German relief effort. They were a unique formation in that they contained dedicated infantry permanently embedded in each of its three tank brigades. The tank brigades were used to penetrate deep into the German rear and then hold on with their infantry until follow-on infantry divisions and artillery arrived.

Artillery

Soviet Artillery totally outclassed German artillery in both quantity and quality of weapons. In particular, Soviet Artillery Divisions could deliver overwhelming firepower when compared to German Korps support artillery. That said, it was primarily restricted to offensive support. Soviet mass artillery barrages that preceded infantry assaults were highly effective in disrupting German defenses. However, these required effective reconnaissance and logistics preparation prior to the attack. Soviet defensive artillery was less effective in defense for several reasons. First, the artillery units could generally not keep pace with advancing Soviet Tank Armies and secondly the Soviets lacked an effective communication system to rapidly direct defensive artillery support in a timely manner.

German artillery, while inferior to the Soviet, was quite effective at directing fire at specific objectives. The battle saw many instances where German divisional artillery was able to break up Soviet infantry concentrations or defeat local infantry attacks. German heavy artillery guns were of an older design, not particularly mobile and had limited defensive support ability to the divisions.

Air Support

By the time of the Korsun offensive the Soviets had attained numerical air superiority and had achieved tactical parity. No longer could German Stukas rain fire over the battlefield. In contrast, Soviet Shтурмовик ground attack aircraft flew uncontested attack missions over the battle field. Unfortunately the lack of effective ground-to-air command and control severely limited Soviet combat air support to their ground forces. The general foggy conditions during the operation also constrained the effectiveness of both German and Soviet air operations.

Air Resupply of the Pocket

The Luftwaffe vowed that the Korsun Pocket would not be another Stalingrad. It initiated a major airlift operation that began shortly after the sealing of the pocket. The Luftwaffe eventually committing over 50 transport and bomber aircraft to the resupply effort (each flying several sorties per day), delivering over 2000 tons of supply to Korsun while evacuating over 4000 wounded soldiers. The delivered supply allowed the two trapped corps to sustain operations, albeit at greatly reduced levels, until the breakout attempt.

Logistics

During the 1943-4 winter, both the Soviets and Germans had adequate logistical supply available for their armies; at least in their rear logistics bases. The Soviets had extended their major supply lines across the Dnepr River at Kiev (1st Ukrainian Front) and at Cherkassy (2nd Ukrainian Front) and further to the east. However, they had not extended the rail system into the battle area due to the extensive destruction caused by the retreating Germans. This required a herculean effort to supply their forces advancing into the cauldron.

The German supply situation was somewhat better due to the shortening of lines caused by the 1943 withdrawals behind the Dnepr. Their rail system feeding the Korsun area was still in fairly good working order. That said, the major problem for both sides was the adequate supply of front line troops during periods of mud. In February of 1944, roads used for supply virtually vanished causing offensive operations to halt or bog down.

Leadership/Morale

German morale was still relatively high during the Korsun battle. Leadership at the company and lower level units was still effective enabling them to extract themselves from locally isolated positions and reform their new defensive positions.

The Soviet leadership was greatly improved over the 1941 army. Inept political "appointees" had long been weeded out and political interference with military operations had generally ceased. However, the average soldier that made up the bulk of the army was still illiterate, poorly trained and generally lacked initiative. New Ukrainian "volunteers" from recently recovered territory, were not always the most enthusiastic soldiers.



The Rasputitsa began surprisingly early. It is the advent of the spring mud, of the total loss of ways and tracks, the period when the native peasant withdraws to his stove and never leaves his cottage. He knows the pointlessness of doing any work in the open. Under the effect of sun, rain and warm winds the very heavy, black Ukrainian soil is transformed in a day into viscus, thick mud. There are no consolidated roads. The pedestrian sinks down to the calf, after a few steps loses boots and socks, wheeled vehicles become hopelessly bogged down. Even the narrower tracks of our SPWs were sucked off.

—Nikolaus von Vormann commander XXXXVII Panzer Korps

The Game System vs. Historical Context

I initially started the game design using "The Killing Ground" basic system. As the design progressed it became clear that the Ukraine was not Normandy, the Soviet Army was not the US or British Armies, and the above historical context needed to be molded into the game. This realization led to several adaptations to the *The Killing Ground* rules, including new supply rules, enhanced armor and anti-tank capability, altering the combat system to include breakthrough, eliminating the things that just didn't apply and adding the game features that did. Hopefully the final game design captures the complexity, context and anxiety of the horrific battle that became known as the Korsun-Cherkassy Pocket.

[24.2] Players Notes

Players should consider the following guidelines prior to playing the scenarios. The notes apply primarily to the campaign game.

Strategies

Soviet Strategy

Players should find it fairly easy to isolate the 11th and 42nd Korps by the fourth or fifth turn. This is where the game really begins. It is important to dictate the shape of the pocket before the German panzer reinforcements arrive. The Germans will certainly counter attack as soon as they arrive. The attack will be directed toward either the weakest point of the Soviet line, the shortest route to the pocket or the easiest river crossings. A northerly compressed pocket will make it harder for the panzer divisions to reach the pocket and harder for the encircled units to breakout. A compressed pocket also allows more units to become available to defend against the panzers and will help to consolidate the dis-

persed regiments of the 27th and 52nd Armies.

Once the 5th Mechanized Corps is withdrawn it will be difficult to conduct offensive operation against the 7th and 42nd Korps. The corps should be used to its maximum capability prior to its withdrawal.

A possible option for the Soviet player is to turn the exposed flanks of the 11th and 42nd Korps and drive northward into the gap. This option holds the possibility of capturing Korsun or splitting the two isolated korps. However, allocating too many resources to compress, split or crush the pocket may leave the outer ring vulnerable to the arriving panzer divisions.

As the battle progresses, keep an eye on the possibility of cracking the pocket from the north. If the German diverts too many resources to the south of the pocket the infantry divisions of the 52nd and 27th Armies in the north and east just might be able to do so.

Another option is to use the Soviet tank corps for a deep penetration toward the south of the map. However, a southern thrust must be conducted with caution. While a southern thrust may seem inviting, the Soviet player must keep in mind where he ultimately intends to defend. When the four panzer divisions of the 3rd Panzer Korps arrive, they are capable of inflicting heavy damage to the Soviet tank corps in open terrain south of the Gniloy Tikich and Shpolka Rivers.

Carefully plan in advance the final defensive placement of the minefields, tank armies and the supporting infantry reinforcements. The rivers obviously form the best line of defense for the outer ring. Make sure you reinforce the outer ring with infantry divisions and anti-tank units so that they are available to contain any German breakthroughs. It may be too late to plan a defensive line once the panzers attack. Note that the cavalry korps cannot stand up to the panzers and is best used in the inner ring.

Also, the 2nd Ukrainian Front player cannot ignore the threat from 3rd Panzer Army against the rivers on his right flank in the vicinity of Zvenigorodka. Once the Germans cross the rivers it may be difficult to stop them.

Remember your mission is to prevent escape of the trapped units in the pocket and not to destroy the German units outside of the pocket. That would be another battle. Finally, pray for mud.

German Strategy

The German player will be faced with four strategic problems: 1.) the Soviet penetration to the east, 2.) the Soviet penetration to the west 3.) what to do with the large gap between the 7th Korps and 47th Panzer Korps and 4.) how to manage the pocket.

East Map: The Germans should attempt to close the penetration or at least attempt to keep the width of the penetration to a minimum. The 3rd, 11th and 14th Panzer Divisions are available for this effort. Delaying the penetration of the Soviet 5th Guard Tank Army into the base of the cauldron allows time to reposition the outflanked 11th Korps divisions. Holding Kapitanovka or Pastyrskoye or putting pressure on the Soviet supply lines through those towns can also slow

the Soviet advance. Holding firm to the southern rim of the cauldron will greatly complicate the Soviet Strategy

The 47th Pz Korps can also attempt to hold territory north of Novo-Mirgorod. This can help preserve the supply path for future panzer relief operations toward Korsun and also keep pressure on the Soviet 53rd Army. If the korps falls back behind the river line then re-crossing the river will be difficult and the Soviets will be able to extend the 53rd Army into the base of the cauldron. It is also important for the 11th Korps to delay the Soviet penetration into the Korps southern flank between Pastyrskoye and Matusov. Holding Pastyrskoye can delay the Soviet penetration and allow time for the 57th infantry division and other units to shift to the south. Once Pastyrskoye falls its time to run for the Gniloi Tashlyk River because the 4th Guard Army will grind up your 11th Korps infantry divisions.

West Map: It will be very difficult to contain the 1st Ukrainian Front penetration on the west map. In the 42nd Korps area, the Korps Gruppe-B units will be immediately outflanked along with most of the 88th Division. The task there will be to prevent the Soviets from reaching Steblev and Korsun. Even worse, if the 88th Division is driven north of the Ross it will create a very difficult position for the Germans. Prevent this at all costs and try to keep as much of the 88th Division as far south of the river as possible. Initially keep the pocket large and try to avoid collapsing too far. The farther the korps falls back the farther the distance for the relief forces to travel.

In the 7th Korps area the situation is also bleak. However, depending on where the 6th Tank Army attacks there are several options. If the Soviet main thrust is north of the Gniloy Tikich River it might be possible to delay their armor forces from crossing to the south side of the river. If the thrust is south of the river your armor and anti-tank units can help stem the tide. There are some nice defensive positions near Vinograd and Pogiblyak that can delay their advance. In either case destroy the bridges across the Gniloy Tikich. Your engineers are your best friend in this instance. Eventually you will need to collapse the right wing of the 7th Korps to avoid total collapse of the korps. Fall back too far and the 3rd Panzer Korps will have too far to go for the relief effort. Defend too far north and you will get chewed up by the 5th Tank Korps. Not a good set of options.

The arrival of the 17th Panzer Division and Kampfgruppe Bäke will immediately take the pressure off of the 7th Korps. The arrival of the rest of the panzers will increasingly do so. At this point consider when and where to direct the relief counter-attack. Clearing the area south of the Gniloy Tikich can take some effort but crossing the Gniloy Tikich will be a major challenge. You can choose either the crossing with the shortest distance to the pocket or the easiest crossing of the river. Pick your crossing point, hide your intentions, strike quickly and support your crossing well. The 3Pz Korps "J" bridging engineers and rocket units will be of help. Plan carefully

because you may only get one opportunity to cross before additional Soviet armor and infantry reinforcements arrive. And finally, don't forget to look for fords at hexsides that are not protected by the Soviets!!

The Large Gap: In most cases the penetration by the two Soviet fronts will create a large, undefended gap between the 47th Panzer Korps and 7th Korps. This happened historically. If the Germans couldn't close the gap neither can you. If the Soviet player chooses to push deep into the gap so be it. Those units will have to deal with your panzer divisions. Remember, the Soviets must form an inner and outer ring that can withstand both the German counter attack and prevent a breakout from the pocket. The Soviet forces are finite; they will be stretched thin and can barely form the two rings. Depending on the Soviet strategy, they may not be able to defend against all of the German options.

The Pocket: Managing the pocket can be a game unto itself. Here are your simple options: a.) big pocket – easier to escape or be rescued; but the Germans will be spread thin, b.) small pocket – easier for the Germans to defend, easier for the Soviets to contain and farther to go for a breakout.

The biggest challenge will be to manage supply within the pocket. Once normal supply is cut off you will need to rely on air supply to Korsun. Do everything to maximize incoming supply. Deploy your anti-air units near Korsun to ward off Soviet air. Be disciplined with your artillery consumption. Don't be afraid to convert artillery, SDMs, and the "Korsun rule" into replacements when your supply points get low or your infantry strength gets desperate. Choose your defensive lines carefully in order to make it difficult for the Soviets to compress the pocket. Don't lose Korsun until you're ready to breakout and be mindful of a sneaky backdoor attack by the 27th and 52nd Armies. The 5th SS and Wallonien are your strongest forces in the pocket. Consider preserving their strength for a breakout or for when you really need them. Preserve their armor for a breakout. You can also try high odds attacks against the battalions of the FA divisions. They can't hurt you offensively but it might be possible to weaken them before a breakout. Finally, plan your pocket shape early – don't let the Soviets dictate the shape.

Tactics

Effective tactics require understanding the capabilities, strengths and weaknesses of each type of unit in the game. Armor, infantry, engineers, air and artillery all have unique capabilities. When skillfully combined they can serve as a force multiplier greater than that of the individual combat unit.

Soviet Tactics

The strength of your offensive is your four tank corps and the artillery of your infantry armies. Unfortunately the tank corps don't have much artillery and the infantry armies don't have much armor. That said each has enough power to wear down the Germans if used effectively.

Tank Brigades: Tank brigades have a minimal combat strength but against infantry they can offer two combat shifts for Armor Superiority and one shift for Combined Arms. Attack with a second brigade and throw in a mortar or rocket artillery for support and your chances for success are pretty good.

Motorized Brigade: The motorized infantry brigade of a tank corps can be broken down into regiments and stacked with armor brigades or Armor Superiority type SUs. Breakdown allows attack and defense across a wider area. This tactic is useful in the early stages of the battle, however, the tactic may not stand up to the panzer divisions during the German counter attack.

Infantry Divisions: Your infantry division will have five usable combat steps (out of six). You have a lot of divisions so risking division step losses at lower odds attacks is a tactic to consider. The "divisional shift" plus added shifts from artillery or armor units can increase the initial low odds to a more effective combat ratio. Remember, in the long run, either a German retreat or step loss is a Soviet success. In defense, Russian infantry divisions are very resilient. Don't panic if you get one surrounded. The Germans will have to allocate precious time and resources to eliminate them.

Extending and Recombining Divisions: There will be instances where the Soviets will need to "thin" the defensive line to free up divisions for use elsewhere. Leaving vacant hexes between divisions is not always the best tactic (Germans can move ZoC-to-ZoC. An alternative is to use the extended division rule to occupy continuous hexes along the defensive line. This is especially an effective technique when defending positions along a river line. However, players should be mindful of the vulnerability of these extended divisions to armored attack.

Artillery: Your tank corps mortars and rockets are mobile and can keep up with your armor units. However, they provide minimal offensive or defensive support. Supplying them deep in penetration may also be difficult, so save them for when you need them. However, your army artillery support units are strong and numerous. They can usually give you one or two shifts in any attack and sometimes more. They are more effective in attack than defense so manage them carefully, because you only get one fire per unit per turn. Plan your 53rd, 4th Guard and 40th artillery placement carefully because if they move (except mortars and rockets) they cannot fire during the turns that they move.

Artillery Divisions Barrage: The 53rd and 4th Guard armies have the ability to conduct barrage attacks. It takes a bit of planning (and time) to use the barrage attack and it may not seem worth the trouble. However, barrage attacks are useful when you want to crack a stubborn defensive line, especially where the Germans are not expecting it. A well prepared barrage attack with follow up by "reserves" may just break open the line. Keep the individual barrage capable artillery units together and in supply so that you can swap them out for a barrage unit at a moment's



notice. Also, you can use the artillery barrages in a ‘preemptive defensive barrage’ to break up an obvious pending German attack.

Anti-tank Regiments: Once the Germans start their counterattack, your anti-tank regiments will be your best friend against their Panthers and Tigers. They have a 50% chance of causing a step to a German armor unit and you have a lot of them to spare. Unfortunately most are assigned to the infantry armies. So plan your defensive line early so that you have adequate anti-tank units at the point of German attack.

Combat Air Support (CAS): Soviet CAS is less effective in defense than in attack. However, you will generally have more air support than the Germans. Don’t be afraid to call for defensive support in desperate situations.

Engineers: It may be tempting to throw the Soviet engineers into the defensive line. But they die easily and are better served repairing and destroying bridges. Once the outer ring is established you will need them to construct minefields along the chosen defensive line.

Minefields: Minefields are both a combat and psychological deterrent to the Germans. You have a limited number, they arrive over several turns and they take two turns to construct. Plan your defensive line early so that most of the minefields are constructed before the German counter attack gets to the planned-for line.

Supply: The road network is your supply life line. Know the road network and plan your advance accordingly. For example, how do you plan on supplying your units as they approach Korsun?

German Tactics

German Divisions: The game is designed to make German Panzer and Infantry divisions most effective when their component units cooperate in combat. Understand how each unit type

within a division functions. All divisions have an artillery regiment. During the defensive period of the battle, use the division artillery regiment to fire two defensive fires during the *Soviet Combat Phase*. If they do fire at least once, then they cannot support an offensive counter attack during the following *German Combat Phase*. When on the offensive, the division artillery regiments should not fire defensively if you intend to use them offensively that same turn. Plan your artillery fire and resupply accordingly.

Panzer Divisions: The offensive strength of a panzer division lies with its two tank battalions. A stack with a tank battalion, an infantry regiment, and the assault engineer can usually provide four combat shifts against a Soviet infantry division (2 Armor Superiority, 1 Combined Arms, and 1 engineer). If attacking along with another stack that has Combined Arms, artillery and combat air support it’s possible to get another three shifts. While that may look promising it might be worth considering attacking two adjacent hexes rather than using all of the divisions assets in a one hex attack.

Infantry Divisions: Each infantry division has an engineering unit that can be used to either build improved positions or provide an assault combat shift. Also, don’t forget the black dot on your infantry units. There is always a chance that it can cause an armor step loss to an attacking Soviet armor unit. If things get really desperate and you really need to cover a lot of area, consider breaking down your regiments to cover more area. You can also breakdown your regiments during retreat to muck up any possible “reserve” movement and combat.

Armor Strength/Steps: The Panzer IVs, Vs, and VIs will give the German player armor superiority in every combat and at least a 50% chance of inflicting a step loss on Soviet defending armor and anti-armor units. Over time the armor

kill ratio will favor the Germans. Use your armor aggressively to penetrate the Soviet lines and do not be afraid to take armor losses. You will not relieve the pocket if you do not use your armor aggressively. Also, do not fear Soviet armor intercept especially when using armor units that have multiple steps.

Combined Arms: German infantry division units (except cadre) are eligible to receive Combined Arms support. Your StuG corps support units can be put to good use when stacked with these infantry units. They can provide an armor shift and Combined Arms shift in both the attack and defense. The Soviets infantry divisions cannot match this. When defending a line, it is good practice to keep the StuG units hidden one hex behind the infantry division line. If the line is attacked the StuG can use reaction movement to move into the critical combat hex to provide the above Combined Arms and armor shifts. The final odds in a combat may not be what the Soviet player was expecting.

Engineers: German division engineers provide a shift if used in assault combat. However, they die easily. Be mindful of your need for division engineers to destroy and construct bridges and to construct improved positions. There are a limited number of corps engineering units during the initial phase of the battle. They are best used destroying bridges in front of the Soviet advance and constructing improved positions for retreating infantry units.

Korps Artillery: The 3rd Panzer Korps has an abundance of artillery that can be used to support the Korps’ counterattack. It is possible to create 3 to 4 combat shifts by combining korps rocket units with divisional artillery. It is best to keep them supplied so that they can be used when needed.

Breakdown Battalions: German regiments and Regimentsgruppe (RG) can breakdown into two battalions. Unit breakdown can help extend defensive lines along river lines and in areas where there is minimal risk of Soviet penetration. In the northern part of the pocket, unit breakdown is absolutely necessary in order to maintain a continuous front while making other units available to defend against the Soviet penetrations.

Supplying Panzer Divisions: Consider allocating one (or two) Air-Drop SPs to keep your penetrating panzer divisions supplied, especially during mud turns.

German Armor Unit Tactics: Use your armor unit “night withdrawal” and “reaction” capabilities to bolster your defensive lines and to keep the Soviet player from attacking the obvious weak hexes. A StuG armor unit placed behind the line can neutralize an otherwise powerful Soviet attack.

Reserve Movement and Combat: Consider placing units in “Reserve”; as an example, infantry units can be used to fill a hole created by units that advance after combat. Combined Arms stacks can be used to penetrate (and attack) into a gap that was created during the combat and exploitation segments. Also, if you have units in Reserve, be cautious about advancing into the

vacated hex after combat, because you may not be able to move your reserve units into the vacated hex to attack the retreated unit again in the *Reserve Segment*.

Supplying the Pocket: Once the Korsun airfield is activated it is important to maximize the amount of SPs delivered by air. Players may make better use of their anti-air units by placing them adjacent to the airfield rather than putting them in the defensive line.

Replacements in the Pocket: The 11th and 42nd Korps will not receive external replacements once the pocket is formed. The Germans do have options, however, for generating infantry replacements from artillery, cadre, alarm units and rear area troops within the pocket. Also con-

sider converting SDMs and the Korsun airfield to replacement points as the supply situation collapses or if Korsun must be abandoned.

Common Play Errors

During playtesting, players were occasionally observed committing the following rule omissions and/or play errors. The list is provided to remind players to properly employ all game rules.

- Forgetting to roll for bridge destruction during opponent's movement or advance after combat.
- Forgetting to pay 1 SP to begin construction of a river bridge and forgetting to roll for completion the next turn.
- Forgetting to conduct armor/anti-armor combat when present.

- Improper calculation of Armor Superiority.
- Improper resupply of German division artillery.
- Failure to expend 3 movement points for motorized type units crossing a stream.
- German player forgetting that units within supply range of a supply source are in-supply.
- Failure to transfer the correct number of steps when breaking down or recombining units.
- Failure to subtract movement points from units that move during Reserve Movement or during mud turns.
- Failure to use procedural discipline during the turn sequence and the combat sequence.

[24.3] Order-of-Battle Notes

The order of battle was derived from a compendium of sources listed in the below sources. Certain support units were eliminated to keep counter density to a manageable level. In addition, the following historical nuances have been added to reflect historical accuracy.

- The German 320th division did not have an anti-tank battalion (i.e. no black dot).
- The German Heim unit consisted of four marginal StuG IIIs that were not completely functional.
- The German 529 Sch unit was the engineering school for the 11th Korps.
- Some German Panzer Divisions retained Panzer IIIs from their 1st tank battalion while that battalion was being refitted in Germany with Pzkw Vs. These Panzer IIIs were sometimes referred to as training (Trn) companies.

- Kampfgruppe Haack was formed from German "Urlander" troops that were returning from leave, illness, or wounds and from other rear area troops.
- German divisional artillery units with a "Rus" unit ID were batteries equipped with captured Soviet guns.
- The 47th Panzer Korps was not equipped with "J" bridging units capable of supporting Panzer V or VI armor units. The "K" bridge unit of that korps would only support Panzer IVs or smaller armor units.
- The Soviet 5th Mechanized Corps did not have sufficient motor transport for its mechanized infantry brigades. Exact figures are not available, however, it is known that these units marched to and from the field during the battle. The game counters indicate a non-motorized movement allowance of 5 for these units.

- Soviet anti-tank brigades (Examples: 1, 2, & 3/33) contained three regiments; two with 76 mm cannons (3 dots) and one with either 57 or 45 mm cannons (2 dots).
- The Soviet "Tish" unit is a collection of battalions from the 136th Infantry Division and the 6th Motorized Brigade of the 5th Guard Tank Corps. They were isolated by the Germans during the Soviet penetration toward Uman that occurred during 1st Ukrainian Front's previous Zhitomir-Berdichev operation.
- The Soviet 13th Guard Tank Brigade was equipped with new IS-1 (KV-85) tanks. They suffered heavy losses from the 1st Panzer Division in their initial engagement.
- The four units identified by 49/5G Tk (blue unit subordination) are the newly formed 49th Infantry Corps that was assigned to the 5th Guards Tank Army.



The effects of "advance after combat" on a Ukrainian village; not found on the Combat Result Table.

25.0 Examples of Play

[25.1] Movement

The below example illustrates typical movement actions during the *Soviet Movement Phase*. (See Section 9.0)

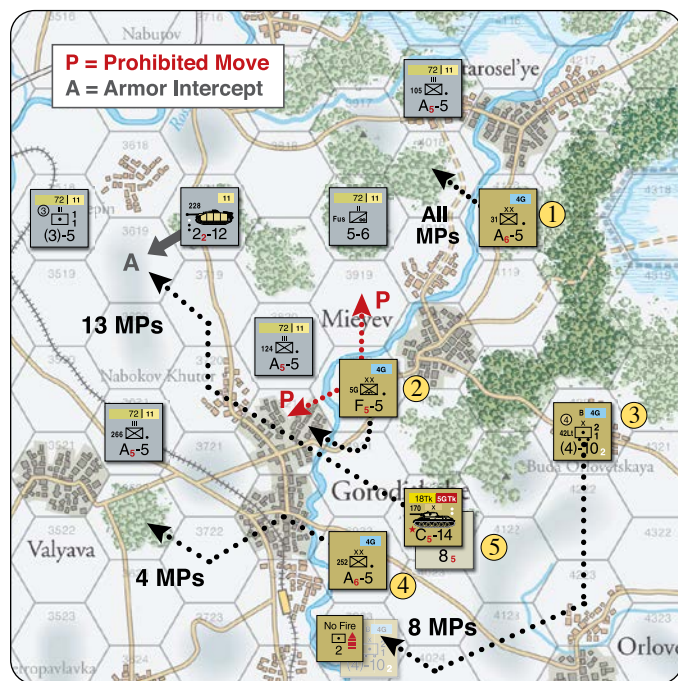


Figure 1. Soviet Movement Phase – Example

1. The 31st infantry division (4118) uses all of its 5 Movement Points to cross the river. The cost to enter the ZOC (or ZOI) of the German regiment (or battalion) is absorbed by all of the unit's movement points.
2. The 5th Guard Airborne division (3920) is prohibited (P) from directly crossing the river into hexes 3919 or 3821 due to rule 10.6.2. Instead it spends 1 MP to enter hex 3921 and then spends 1 MP to enter hex 3821 via the bridge using a total of 2 MPs. Note: because ZOCs do not extend across rivers or into a town the unit did not pay additional movement points to exit hex 3920 or enter hex 3821.
3. The 42Lt artillery unit (4221) spends 8 movement points to enter hex 3923: 1 MP each for entering hexes 4222 and 4223, 3 MP to cross the stream, and 1 MP each for entering hexes 4123, 4024 and 3923. The Soviet player places a *No Fire 2* marker on the unit after movement because it is an artillery unit designated with a subscript "2" (See Section 9.10.3).
4. The 252nd infantry division (3922) pays 4 MPs to enter hex 3622: 1 MP to enter hex 3822 (via a bridge), 1 MP to enter hexes 3722 and 3622, and 1 MP to enter the ZOC of the German 266 infantry regiment.
5. The 170/18th Tank Corps armor brigade (4022) pays 13 MPs to enter hex 3619:
 - 1 MP for hex 3921, 1 MP to cross the river (via the bridge) into hex 3821 (Note: the ZOC of the 124/72 regiment does not extend into the town),
 - 3 MPs for hex 3720 (1 for the hex and 2 for entering the ZOC (or ZOI) of the German 124 Infantry Regiment) and
 - 4 MPs for hex 3719: (1 to exit a ZOC., 1 MP to enter the hex and 2 MP to enter a ZOC.
 - 4 MPs to enter hex 3619 (1 MP to exit the ZOC, 1 MP to enter a clear hex, and 2 MPs to enter the ZOI of the artillery unit).

Total movement points expended were 13 (1+1+3+4+4).

As the unit enters hex 3719 the German player declares an "Armor Intercept" from his 228/11 armor unit and temporarily halts the Soviet move-

ment in hex 3619 (See Section 9.11). The German player rolls a single die with a result of 1. Because the die roll was less than (or equal to) the number of white dots on the 228 StuG tank unit the 170 Armor Brigade takes a step loss and rotates its strength marker from a 8₅ to a 6₄). The Soviet player could return the fire but does not do so.

[25.2] Supply

The below example illustrates typical supply actions during the Mutual Supply Stage (See Section 14.0).

The example turn is a *mud turn* so the German "Range Increment" to its supply source is 4 hexes along a road.

1. The German player selects the Rail Terminal at 1038 for the 16th Panzer supply source. The 16th Panzer SDM has 4 available SPs prior to SDM placement.
2. The German player places his 16th Panzer SDM in the road hex at 1331 during the *Supply Marker Phase*.
3. During the *Supply Point Reception Phase* the player traces a supply path from the "Rail Station" at hex 1038 along a road to his SDM. The path length is two full increments plus 3 hexes which reduces the number of SPs from 4 to 2. He flips the SDM marker to its SP side and rotates the marker such that the 2 (SP) value is at the bottom of the hex (readable from the south side of the Map.) The 16th Panzer Division now has 2 SPs for use during the current turn.
4. During the *Supply Determination Phase* the player determines the supply state of his 16th Panzer units. All units are within a 4 hex range of the SDM and thus are in supply except for the 79th Regiment at 0929 (blocked by the river) and the ii/1/2 armor unit at 1734. He places an OOSI marker on these two units. Note: the 506/16Pz armor unit is in supply because it is on a road between the SDM and the supply source.
5. During the *Extended Supply of OOS Units Phase* the player could expend one of the two remaining SPs to place the ii/1/2 Armor (Panther) unit in-supply. He chooses not to do so because he would rather expend the remaining SPs for other activity. The 79th Regiment cannot be placed in supply because it cannot trace a supply path to the SDM due to the ZOC of the Soviet 136/40 unit and the river.

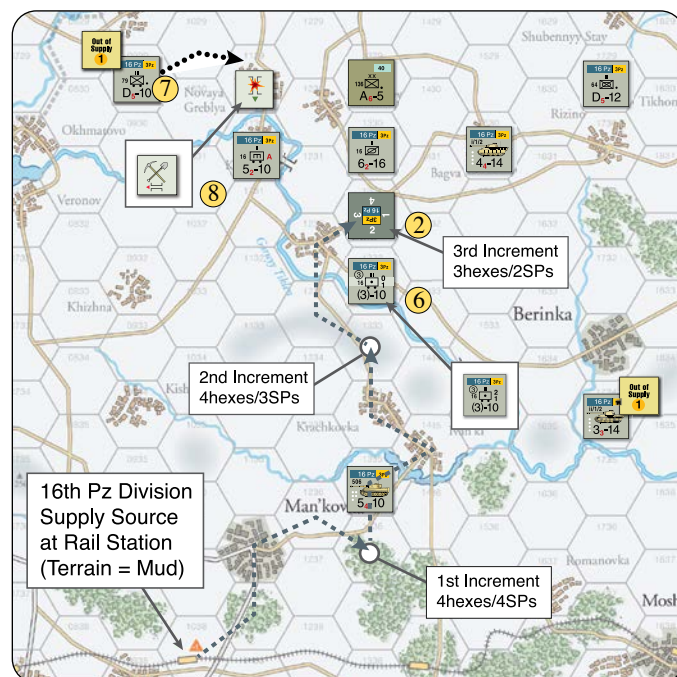


Figure 2. Mutual Supply Stage – German Example

Note: At this point the German player must decide what to do with his two remaining SPs: i.e. use them for artillery resupply, supported combats, or engineering activity. In this example the player decides to resupply his artillery unit and begin repair of the destroyed bridge at hex 1129.

6. During the *Artillery Resupply Phase* the German player expends 1 SP to resupply the 16th Panzer Artillery unit. (If the division artillery unit was out-of-ammo it would require 2 SPs to flip to its front side.) He rotates the SDM marker such that the 1 value is readable from the south edge of the map and flips the artillery unit to its front side.
7. During the *Movement Phase* the German player uses infantry movement to move the 79th Motorized Regiment into hex 1129 (to control the bridge hexside). The unit retains its OOS1 marker. Note that the regiment could have used motorized movement but it would revert to OOS2 because it would have moved more than 1 hex. He does not move the engineer unit.
8. During the *Engineering Phase* the German player begins repair of the destroyed river bridge at hex 1130. He expends the final SP, flips the SDM to its front side, and flips the bridge destroy marker to its construction side.

[25.3] Combat

COMBAT DECLARATION

1. The German player declares 3 combats and places combat markers on hexes 2325 (No. 1), 2326 (No. 2) and 2628 (No. 3). The units in hex 2529 had been placed in Reserve during the *Movement Phase*.
2. The Soviet player declares Combat Air Support for the combat at hex 2326, draws an air unit from his air unit cup and places it front side up on the hex.

COMBAT RESOLUTION 1

3. Combat Support

- a. The German player expends 1 SP to support the attack and rotates the 3Pz Korps SP marker from 2 to 1.
- b. The German player allocates 1 OBS artillery point from 23/Bäke Artillery and flips it to its back side.
- c. The Soviet player allocates 1 DBS artillery point from 454/5G artillery and flips it to its back side.

4. Combat Odds Determination

The German player declares which units will attack and both players determine the initial combat odds ratio. The attacker has a total combat value of 7 and the Soviet has 9; [(5+2):(4+5)] or 1:2 initial odds ratio.

5. Combat Odds Shifts

- a. The German player receives one shift (to the right) for Combined Arms, 2 for Armor Superiority, and 1 for artillery (die roll; 3). [+4 shifts total]
- b. The Soviet player receive one shift (to the left) for Combined Arms, and none for artillery (die roll is 5). [-1 shifts total]
- c. The original CRT odds of 1:2 are shifted 4 to the right and 1 to the left for a final odds ratio of 3:1

6. Combat Results

- a. The die roll is: 5 (Black German die) and 1 (Red Soviet die) for a total of 6.
- b. **Armor Loss:** The strongest German armor unit has 5 white dots so the Soviets suffer an armor loss [5 ≤ 5 dots]. The strongest Soviet armor unit has 2 total dots so the Germans suffer an armor loss [1 ≤ 2 dots]. The Soviets must take the armor loss from their strongest unit so the 21/5G Tk Armor Brigade unit rotates its strength marker from 5₃ to 4₂. The 503/Bäke unit flips to its back side.
- c. **Combat Results:** the combined die roll was a 6 on the 3:1 CRT column with a result of 1/1R (attacker: 1 step loss/defender; one step loss and a retreat). The Germans must take a step loss from the 23/Bäke Recon unit and it is eliminated. The Soviets must take a second step loss from the 21/5G Tk Brigade. The Soviet player removes the 21/5G Tk strength marker from play and flips the 21/5G Tk unit to its back (Cadre) side (See Section 12.12.3 and 4).

7. Retreat/Advance

The Soviet armor cannot retreat across the river except at a bridge so the Soviet player retreats both units across the bridge into hex 2225. The German player advances the armor unit into the hex.

COMBAT RESOLUTION 2

8. Combat Support

- a. The German player expends 1SP to support the attack (the second supported attack) and flips the 3PzK marker from 1 to its back SDM side (zero SPs remaining).
- b. The German player allocates combat air support, draws an air unit from his air cup and places it face down on the combat hex.
- c. The German player allocates 5 OBS artillery points from S1/3PzK and 54/3PzK rocket units and flips both units to their back side.
- d. The Soviet player allocates 1 DBS artillery point from 33Cn/40A and flips the unit to its back side.

9. Combat Odds Determination

The German player declares which units will attack and both players determine the initial combat odds ratio. The attacker has a total combat value of 17 and the Soviet has 12: [(5+12)/12] or 1:1 initial odds ratio.

10. Combat Odds Shifts

- a. The German player receives 1 combat shift (to the right) on the CRT for Combined Arms, 2 for Armor Superiority and 2 for artillery (die roll; 3) and flips the air unit to reveal a combat shift of 1 (OCAS; 1). [+6 total shifts total]
- b. The Soviets receive no shifts for artillery (die roll; 5), they flip their air unit and receive no air shifts (DCAS; 0) and receive 1 shift for hilltop. [-1 total shifts]
- c. The net CRT odds are 6:1 [1+6-1]

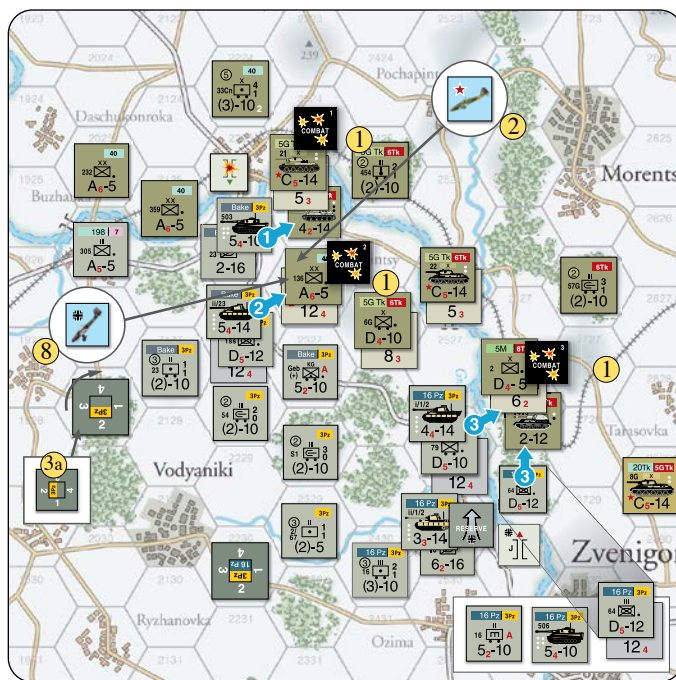


Figure 3. Combat Declaration Segment – German Example

11. Combat Results

- a. The die roll is: 1 (Black German die) and 2 (Red Soviet die) for a total of 3.
- b. **Armor Loss:** There is no Soviet or German armor loss because the defending 136/40 Infantry Division had only one black dot [2 red die roll > 1 black dot]. Note: if the Russian (red) die would have been a one then the German armor unit would have suffered a step loss due to the black dot on the Soviet 136/40 Infantry Division.
- c. **Combat Results:** the combined die roll was a 3 on the 6:1 CRT column with a result of •/1DR. The Germans take no losses. The Soviets take a step loss (rotates the strength marker to a value of 9₃ and places a disorganized marker on the unit).

12. Retreat/Advance

The Soviet player retreats his unit into hex 2426. The German player advances both units into the combat hex.

COMBAT RESOLUTION 3

12. Combat Support

- The German player expends 1SP to support the attack and rotates the 16Pz SP marker from 2 to 1.
- The German player allocates a total of 3 OBS artillery points from 2/67/3Pz and 16/16Pz/3Pz and flips both units to their back side. He places an Out-of-Ammo marker on the 16Pz artillery unit.
- The Soviet player allocates 1 DBS artillery point from 57G/6Tk and flips it to its back side.
- The German player declares engineering support from the 16th Pz engineer.

13. Combat Odds Determination

The German player declares which units will attack and both players determine the initial combat odds ratio. German units in hex 2528 are halved due to attacking across a river. The defender receives 2 strength points for defending in woods. The attacker has a total combat value of 30 and the defender has 10. The initial combat odds ratio is calculated as 30/8 for a 3:1 combat ratio $(1/2\{4+12\} + \{5+5+12\}) / (2+6+2)$.

14. Combat Odds Shifts

- The Germans receive a +1 shift for Combined Arms (hex 2630 only), 2 shifts for Armor Superiority (5 - 1; net four white dots for the Germans), and +2 shifts for artillery (die roll; 2) and +1 for the Assault Engineer. [+6 shifts total]
- The Soviets receive a -1 shift for Combined Arms, and -1 shift for artillery (die roll; 3). [-2 shifts total]
- The net CRT odds are 7:1 $[3:1 + (6 - 2) = 7:1]$

15. Combat Results

- The die rolls are: Black (Ger.); 4, Red (Rus.); 4 = 8 total.
- Armor Loss:** The strongest German armor unit has 5 white dots so the Soviets suffer an armor loss [4 black die roll ≤ 5 white dots]. The Soviet 1416 SU tank unit is eliminated. The Soviet 1416 SU armor unit has 2 total dots so the Germans do not suffer an armor loss [4 red die roll > 2 total dots].
- Combat Results:** the combined dice roll was an 8 on the 7:1 CRT column with a result of •DR►. The German units take no losses. The Soviet units are Disorganized and suffer a Breakthrough result (►) and must retreat two hexes.

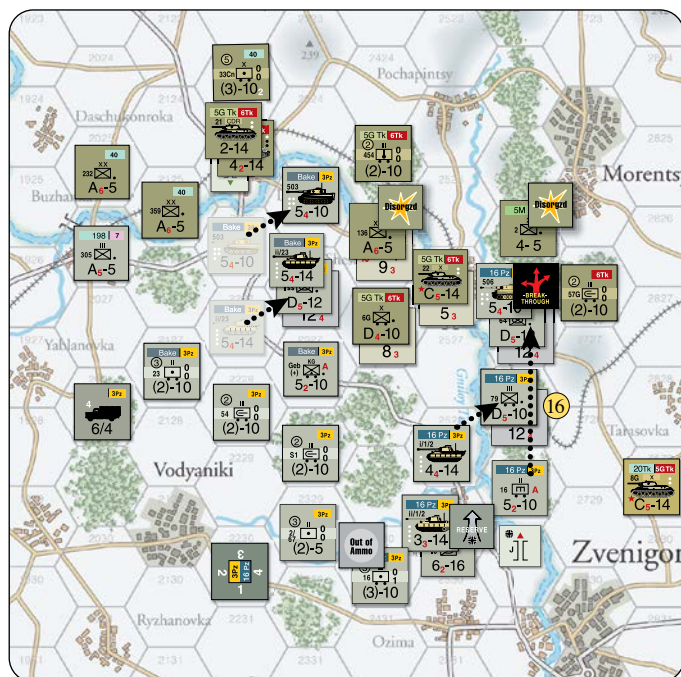


Figure 4. Situation after the Combat Resolution Segment; German units advance after combat.

16. Retreat/Advance

Due to the breakthrough result, the German player retreats the remaining Soviet 2/5M unit into hex 2626 and places a Disorganized marker on the unit. The 79th/16Pz Regiment advances across the river into hex 2628 (but can advance no further due to crossing the river). The i/1/2 armor unit cannot advance across a non-bridged river. The German player chooses to not advance the engineer unit but advances the 506 Armor and the 64th Mechanized Infantry into hex 2627. The German player places a Breakthrough marker on units in hex 2627. Figure 4 shows the map situation after completion of the *Combat Resolution Segment*.

BREAKTHROUGH SEGMENT

The German player has several options with his two breakthrough units in 2627: move each unit one hex, separately attack the adjacent Soviet units or combine an attack against one of the adjacent units. He decides to attack the 2/5M motorized infantry with both the 506 Armor and the 64th Mechanized Infantry. He flips the *Breakthrough* marker to the Combat side and places it on the attacked hex. Because this combat occurs in the *Breakthrough Segment* no air, artillery or engineering support is allowed.

1. Combat Support

The combat is automatically supported because the original combat was supported.

2. Combat Odds

The attacking units are in the ZOC of the adjacent 22/5thGTC (no previous combat in the current turn) so the German units attack at half strength. The Soviet 2/5M unit is halved because it is Disorganized. The initial combat odds are $\frac{1}{2}(12+5) : \frac{1}{2}(4)$ or 9:2 down to 4:1.

3. Combat Odds Shifts

- The Germans receive a +1 shift for Combined Arms and 3 shifts for Armor Superiority (The Soviet unit's black dot only counts for armor loss.) [+4 shifts].
- The Soviets receive 0 shifts.
- The net CRT odds are 8:1 $[4 + 4 - 0]$

4. Combat Results

- The die rolls are: Black (Ger.); 4, Red (Rus.); 1 = 5 total.
- Armor Loss:** Because the Soviet unit had 1 black dot and the Soviet die roll was a 1, the German 506 armor unit must take a step loss. The armor unit is flipped to its reduced side.
- Combat Results:** The combined die roll was a 5 on the 8:1 CRT column with a result of •2R. The Germans take no losses. The Soviet 2/5M unit takes its remaining step loss and is eliminated.

5. Retreat/Advance

The German player chooses to not advance into the combat hex.

RESERVE MOVEMENT SEGMENT

The German player expends 8 MP by moving the two reserve units in hex 2529 into hex 2727. (1 MP for hex 2830, 2 MP each for the woods hexes of 2828 and 2827, 1 MP for hex 2727 and 2 MP for entering a ZOI). Note: The J Bridge allows the PzV Tank (Panther) unit to cross via the bridge without the optional bridge collapse die roll.

RESERVE COMBAT SEGMENT

The German player declares a combat against the 57G/6Tk rocket unit in hex 2726 and places a combat marker on that unit.

1. Combat Support

The German player expends 1SP to support the attack and flips the 16Pz SP marker from 1 to its back STM side. No other declarations are made in the *Reserve Combat Segment*.

2. Combat Odds

The initial combat odds ratio is calculated as $(3+6) : 2$ or 4:1.

3. Combat Odds Shifts

- The Germans receive a +1 shift for Combined Arms and 2 shifts for Armor Superiority. [+3 total]

- b. The Soviet receives a -1 shift for hilltop. [-1 total]
- c. The net CRT odds are 6:1 [4+3-1]

4. Combat Results

- a. The die rolls are: Black (Ger.); 6, Red (Rus.); 4 = 10 total.
- b. **Armor Loss:** There is no armor combat.
- c. **Combat results:** the combined die roll was a 10 on the 6:1 CRT column with a result of •/RD. The Germans take no losses. The Soviet mortar unit retreats one hex and is Disorganized.

5. Retreat/Advance

The German player chooses to not advance into the combat hex.

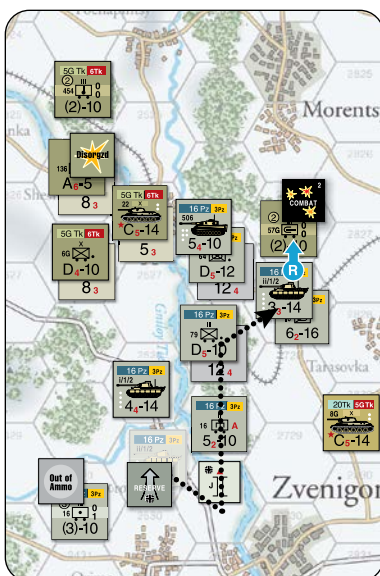


Figure 5. Reserve Movement and Reserve Combat.

[25.4] Engineering

The following example illustrates Bridge destruction and construction rules. See Figure 6

1. During the previous German turn the Ka-B engineer did not participate in an attack and was able to expend 1SP from its Ka-B SDM to begin construction of a bridge across the river hexside at 2509/2610.
2. During the current Soviet Player-turn *Movement Phase* the Soviet 180/27A Division moves into hex 2808 which is adjacent to the road and rail bridge hexsides in that hex. Because the bridges are in a hex that is within 3 hexes of an engineering unit, the German declares his intent to destroy both of the bridges in the hex; the Soviet player temporarily stops movement. The German player rolls a die for the railroad bridge hexside 2808/2809 with a result of 3. Adding the railroad bridge modifier of +2 gives a final result of 5. The bridge is destroyed and the German player places a *Bridge Destroyed* marker in hex 2809 with the arrow pointing toward the bridge. The German player then rolls a die for hexside 2808/2908 with a result of 6. The bridge is not destroyed and no marker is placed. The Soviet player decides to end his movement.
3. During the *German Engineering Phase* of the same Game-turn, the German player rolls a die to see if the bridge under construction at hexside 2509/2610 is completed. The die roll is a 4 and the bridge is completed.



Figure 6. Engineering Examples

The German player flips the Bridge Construction marker to its front (completed side) with the arrow pointing toward the river hexside.

4. During the same *German Engineering Phase*, the German player again attempts to destroy the bridge at hexside 2808/2908. He rolls a die with a result of 4 and adds +2 to the roll (hex is adjacent to an enemy unit) for a total of 6. The bridge is not destroyed and no *Bridge Destroyed* marker is placed.
5. The German player attempts to destroy the bridge at hexside 2708/2709. He rolls a die with a result of 4 and bridge is destroyed. A *Bridge Destroyed* marker is placed in the hex with the arrow pointing toward the bridge hexside.

[25.5] German Air Supply to Korsun

In this example the Soviet player was able to cut the rail line to Korsun during turn three by moving a unit into Shpola. The below sequence illustrates possible German actions during the following turns. The German player had not allocated any SPs to Air-Drop Supply up to this point. Note: Refer to the *Game-turn Sequence of Play* and the *German Player Card*.

Game-turn 3:

1. During the *German Event Phase* of Game-turn 3, the German Player declares "Korsun Isolated". He immediately sets the *Korsun SPs* marker to 15 on the Korsun Supply Track. The player chooses to not expend any SPs for the remainder of the turn.

Game-turn 4:

2. During the *Mutual Supply Stage* of turn 4, the German player begins using the Korsun Supply Track for supply. He receives two SPs on the Korsun Supply track because there is still a road path from Korsun to a supply source. He increases the SPs on the track from 15 to 17. He then uses Korsun as a supply source for the 42nd and 11th Korps and places his SDMs accordingly. He resupplies three artillery units and reduces the SPs from 17 to 14 on the Korsun Supply Track.
3. During the *German Air Drop Supply Phase* and *Korsun Air Supply Phase* the German player cannot conduct Air-Drop Supply or Korsun Air Supply missions because he has not yet allocated SPs to those missions on the Uman Airfield Track.
4. During the *Air-Drop Supply Allocation Phase* the German player allocates zero SPs to Air-Drop Supply.
5. During the *Korsun Air Supply Allocation Phase* the German player allocates 5 SPs to Korsun Air Supply on the Uman Airfield Track.
6. The German player expends no SPs from the Korsun Supply Track during the German combat or engineering phases.

Game-turn 5:

7. At the beginning of Game-turn 5 all road paths from Korsun to German supply sources have been blocked by Soviet units (i.e. The German player no longer receives 2SPs via road on the Korsun Supply Track.).
8. During the *Mutual Supply Stage* the German player uses Korsun as a supply source for the 42nd and 11th Korps and places his SDMs accordingly. He resupplies five artillery units and reduces the SPs from 14 to 9 on the Korsun Supply Track.
9. The German player cannot conduct any supply air drops during the *Air-Drop Supply Phase* because he had not allocated any SPs to air drop supply during the previous turn.
10. During the *Korsun Air Supply Phase* the German player attempts to deliver the 5 allocated SPs to Korsun. The ground is frozen. He rolls a die on the Korsun Air Supply Loss Table with a result of a 3. He adds the following modifiers to the roll: +1 for an AA unit located in a hex adjacent to the Korsun airfield, 0 for not mud, and 0 for no Soviet artillery units within range of the airfield. The net roll is a 4; resulting in a loss of 1 SP from the table. He reduces the 5 allocated SPs to 4 and then adds the 4 remaining SPs to the Korsun Supply Track. The *Korsun SPs* marker is advanced from 9 to 13. He sets the *Korsun Air Supply* marker to zero on the Uman Airfield Track.
11. The allocation sequence is repeated during the *Air-Drop Supply* and *Korsun Air Supply Allocation Phases* for attempted delivery during the next turn.

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