

# Panzer Battles

## Scenario Booklet

This scenario covers Breith's second attempt to reach the pocket.

For the Germans, the senior HQs are panzer divisions. The junior HQs are regiments. The units of manoeuvre are battalions and battlegroups.

For the Russians, the senior HQs are infantry and tank corps. The junior HQs are infantry divisions and regiments and tank and motorized brigades. The units of manoeuvre are regiments and battalions.

### PLAYER'S NOTES

**GERMANY.** Fortunately, it's not your job to worry about the dreadful strategic situation which has got you into this position. All you need concern yourself with is getting your panzers to Lisyanki as fast as you can. That won't be enough to win unless you've killed plenty of Russians and kept most of your own troops alive. 1st and 17th Pz should be used to keep a corridor open through which 16th Pz can drive on Lisyanki with minimum interference. The Russians receive plenty of armoured reinforcements and you'll need all your strength to deal with them. If you can capture Dzhurzheritsy and/or Khizhintsy by game's end, you'll not only win but also be responsible for liberating Gruppe Stemmerman!

**RUSSIA.** Resign yourself to losing most of your infantry on the front line. They won't be able to stand for long against the panzers. What you can do, however, is delay their advance. Every turn you prevent the Germans from breaking through makes your eventual victory more certain. The 80th Tank Brigade in Lisyanki can be sent forward at the end of the first day. Just make sure you can replace it with a new arrival.

### SCENARIO VARIANTS

(a). There was some squabbling going on between Konev and Vatutin. Assume a more unified command had resulted in a better disposition of Soviet reserves. Place all units of the 155 Tank Brigade within 1 hex of Zmilchentsy. Bring forward the arrival of the 7Gd and 181/18 brigades by 4 turns.

(b). Assume (just for the fun of it) that the Germans were able to rustle up a battlegroup of Tiger tanks supported by some panzer grenadiers. Add a junior HQ to the 17th Pz Div. Its values are (KG Tiger) (Panzer) (6) (7) (7) (0). Assign three units to this junior HQ. The values for the first unit are (1T) (0,15) (11) (0) (20) (10) (3) (9) (9) (15) (1) (7) (7). The values for the second unit are (2T) (0,15) (11) (0) (20) (10) (3) (9) (9) (15) (1) (7) (7). The values for the third unit are (1PG) (0,15) (2) (0) (12) (12) (3) (9) (9) (8) (0) (7) (7).

## Run 5 Magazine

Additional scenarios have been published in our support magazine, *Run 5*. Each issue contains at least two new scenarios for our various game systems as well as suggestions on game play, variations to existing scenarios, order of battle information for scenario designers, errata (features?) and historical articles. The magazine is a very useful tool for anyone interested in getting more from their original investment in the game. Subscription details are provided on a separate enclosure.

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# PART ONE

# THE TUTORIAL

## 1. GETTING THE GAME TO RUN

To get the game up and running, consult the appropriate paragraphs in the following section. Read the opening chapter of the game manual and then go on to play the tutorial in this scenario booklet.

### 1.1 On the Apple II Family

**(a). Starting the Game.** Place the game disk into your disk drive. Be sure the master side is facing up. Close your disk drive and turn on your computer. Menu A (the Start Up Menu) will appear on your screen.

**(b). System Set Up.** The master disk is configured for Apple IIc's and IIe's with one disk drive and no printer. If this description fits your system, please skip this section. To change the set-up, use the arrow keys to locate the <KEYS> line and type (RET) to select Menu M (Customize Keyboard). Locate the <EDIT> line with the arrow keys and type (RET) to enter the keyboard display.

**(c). The Arrow Keys.** Apple II+ owners will have to select keys to substitute for the UP and DOWN arrow keys. We suggest the (') and (/) keys. This substitution is made by typing (')(RET)(RET)(/).

**(d). The Data Drives.** If you have two drives, position the cursor on the <Data Drive> line and type (2). This will instruct the computer to look at the second disk drive for scenario, save game and backup disks.

**(e). The Print Slot and Dump Code.** Cntl(P) will activate a high resolution screen dump routine reproducing the current screen image onto an attached printer. Enter the slot # of your printer. The words <Enter dump code now> will appear and you should enter the appropriate dump code for your printer. Type (RET) when you have finished entering the code. An incorrect entry may cause the program to hang so please check that you know the correct dump code for your printer. (See your printer manual or ask at a computer store). Apple IIc owners should note that their machine does not have this facility.

**(f). Saving the Set Up Values.** Type (ESC) to go back to Menu M. Use the arrow keys to locate the <SAVE> line and type (RET). The set up information is saved to your Master disk. Type (ESC) to return to Menu A.

**(g). Backing Up Your Disks.** The Master disk may be backed up once. Use the arrow keys to locate the <BACKUP> line from Menu A and type (RET) to obtain Menu L (the Backup Menu). Locate the <MASTER> line and type (RET). Follow the instructions given on the screen until the duplication is complete and Menu A is recovered. The Scenario disk, on the reverse side of the Master disk, may be backed up any number of times. At least one backup of the Scenario disk is essential if you wish to make use of the two disk drive option. Save game disks can always be backed up.

As an additional precaution we suggest you write-protect your disks once your back-ups have been made.

### 1.2 On the C-64/128

**(a). Starting the Game.** Place the game disk into the disk drive. Close the disk drive and turn on the monitor, disk drive and computer.

Type in the following instructions.

LOAD "SSG", 8 (RET)

RUN (RET)

Menu A (the Start Up Menu) will appear on the screen after a short delay.

### (b). Features Peculiar to the C-64/128

**(i).** The left/right and up/down arrow keys referred to in the manuals are replaced by the cursor arrow keys on the C-64. For example, to move the cursor upwards, hold down the (SHIFT) key while tapping the up/down cursor key. To move the cursor downwards, just tap the up/down cursor key.

**(ii).** When editing the design routines you must hold down the (SHIFT) key should you wish to use lower case text.

### 1.3 On the IBM (and Compatibles)

**(a). System Requirements.** This program requires an IBM PC/XT/AT or PS/2, a Tandy or other IBM compatible computer, with 512K of memory. The program supports the following graphics cards - EGA, CGA, MCGA, VGA, Hercules and uses the 16 colour version of Tandy CGA. The program disk does not include DOS and requires IBM/MS-DOS Version 2.1 or higher to run.

**(b). Backup and Hard Disk Installation.** The game disks are not copy protected. Floppy disk users should use the standard DOS commands to copy the disks before use. Do not use the original disks for game playing.

Hard Disk users should create a directory on their hard disk and copy all of the files from the floppy disks to that directory. All program files must be in the same directory for the game to run. The path to this directory should not be longer than 26 characters.

**(c). 3.5" Disk Offer.** If you need 3.5" disks for your system, please return the 5.25" disks to us together with \$5.00 plus \$2.50 for postage and packing. North American users should send their disks to our US Office, everyone else should use our Australian Office.

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**(d). Starting the Game.** Boot your computer with DOS. Floppy disk users should insert their copy of Disk One in drive A: and type pz followed by (RET). Hard Disk users should change to the directory containing the program files and type pz followed by (RET).

Floppy disk users should note there is one scenario on Disk One as well as the program files. The other five scenarios are on Disk Two. The tutorial will explain how to locate and load in the scenario of your choice. There is a readme file on Disk One.

**(e). System Set Up.** The Set-Up menu allows you access to the user options in the game. It is not necessary to worry about it while you're learning the game. Use the arrow keys to locate the <SET UP> line and type (RET).

Choosing <EDIT> will allow you to customize four options. Use the arrow keys to cycle through the options.

**(i). Scrolling.** The settings are 0-6. 0 = no scrolling; 1-6 = scrolling speed where 1 is slow and 6 is fast. The default setting is 3. CGA users have only one scroll speed (it doesn't matter which setting you choose). Type (RET) to cycle through the speed settings when the <SCROLLING> line is high-lighted. Type (ESC/DEL) to recover the menu window.

**(ii). DEL = ESC.** The default settings in the game allow the DEL key to substitute for the ESC key. If you dislike this option, type (RET) to disable it.

**(iii). Sound.** This toggles the sound effects in the game to 'on' or 'off'.

**(iv). Auto-Save.** Setting this option to 'on' will automatically save the game as soon as <RUN 5> is selected. Only one file is maintained and it is overwritten each turn keeping the last turn always available. This file can be loaded using the <LOAD AUTO> command in the Save Game Utility.

Choosing <SAVE> will save your choices to disk in a special file.

Choosing <LOAD> will load the current options from that file, *if it exists*.

The <PATH> command sets the DOS path for all DOS operations like loading and saving files. It is restricted to 26 characters in length. When specifying drive names you must include the colon (:) as part of the path.

**(f). Video Trouble Shooting.** EGA and VGA systems will start up with our "full-map" graphic routines. Other graphic boards use our standard graphic routines. The program makes its best guess at your computer's video mode and should run. In the unlikely event that the program gets it wrong you can use a command line switch to force the program into the appropriate video mode. This takes the form (pz)(space)(n)(RET) where n is a single character c = CGA, e = EGA, t = Tandy, m = MCGA, h = Hercules, v = VGA and f = switch off "full-map" graphics. The only reason EGA/VGA users would have to switch off "full-map" graphics (and instead use standard graphics) is for rapid testing of original scenarios or the initial creation of an original game map as described in the *WarPaint*™ chapter of the Game Manual.

**(g). DOS Details.** In the real world of DOS, save game files are maintained with the name BF\_nnn.BTG where nnn is a number between 001 and 050. Scenario files have the scenario name followed by a .BTS suffix. You can use normal DOS commands to delete or copy these files if necessary, but since you save over existing files it should not be necessary to use DOS often. In addition, the "full-map" graphic routines use an additional file with the same prefix as the game file and a .LBM suffix. Again, see the *WarPaint*™ chapter in the Game Manual.

## 1.4 On the Macintosh

**(a). System Requirements.** This program requires a Mac/Plus/SE/II/Icx with 1 Mb of memory. Colour Macs require a little more memory; 1.5 Mb should do the trick. System 6.0 or higher is necessary to run the game.

**(b). Backup and Hard Disk Installation.** The game disks are not copy protected. Floppy disk users should make a backup before use. Do not use the original disks for game playing. Hard

Disk users should make a new folder in any convenient location and copy the contents of the game disks to in that folder.

**(c). Starting the Game.** Insert Disk One into the drive and double-click on the *Panzer Battles* application. Also on Disk One are the readme file and the tutorial scenario. The tutorial chapter tells you what to do next. There is a Readme file on Disk One.

## 1.5 On the Apple IIgs

**(a). System Requirements.** This program requires a IIgs system with 1 Mb of memory, a mouse and one 3.5" disk drive. System 5.0 or higher is required to run the game.

**(b). Backup and Hard Disk Install.** The game disks are not copy protected. Floppy disk users should copy the game disks before use. Do not use the original disks for game playing.

Hard Disk users should create a directory on their hard disk and copy all of the files from the game disks to that directory. All program files must be in the same directory for the game to run.

**(c). Starting the Game.** Insert Disk One into the drive and turn on your computer. The disk will automatically boot. To run *Panzer Battles* from the Finder, simply double click on the PZ icon. The tutorial chapter tells you what to do next. There is a Readme file on Disk One.

**(d). Loading and Saving Games.** *Panzer Battles* will load and save games through the standard file locator. The standard file name restrictions will apply to save game names.

## 1.6 On the Amiga

**(a). System Requirements.** *Panzer Battles* requires an Amiga with Kickstart™ 1.2 and 1 Mb of memory. *Panzer Battles* should work normally with other multi-tasking programs but at least 2 Mbs of memory will be required to run the program in conjunction with another substantial program.

**(b). Backup and Hard Disk Install.** *Panzer Battles* is not copy protected. Floppy Disk users should use the normal Workbench™ disk copying procedures to make a backup of the program disk. Do not use the original disk for game playing.

Hard disk users should copy the contents of the floppy disk to a single directory on their hard disk. All the files must be located in the same directory.

**(c). Starting the Game.** Insert Disk One into the drive and turn on your computer. The *Panzer Battles* application will appear as a normal Workbench icon and can be started by double-clicking on it. The tutorial chapter tells you what to do next. There is a Readme file on Disk One.

**(d). Loading and Saving Games.** *Panzer Battles* uses the standard Amiga file requestors to load and save games. When using a separate save game disk, it must be initialized before starting the game.

**(e). Graphics Dump.** The Graphic Dump command under the File menu will attempt to print the current screen contents. This requires that you have a graphics capable printer and the appropriate printer driver. The driver must be installed on Disk One using the Preferences program.

## 2. LEARNING TO PLAY THE GAME

There are 2 tutorials in this booklet. The first has been prepared for Apple II, C-64/128 and IBM users. The second has been prepared for Macintosh, Apple IIgs and Amiga users.

By the beginning of December, 1941, most of the German Army Group Centre was poised within reach of the Soviet capital, Moscow. Autumn mud, and now winter snow, had reduced the German advance to a crawl and wreaked havoc with the supply network. Cold, tired and hungry, the German troops were ripe pickings for a Soviet offensive. And, unbeknownst to Germany, just such a force had been carefully built up, mostly from experienced troops recently withdrawn from the Far East. Part of this force was the Soviet 20th Army, under the command of General Vlasov.

On December 4th, they struck at exposed elements of 4th Panzer Armee, some 40 km north-west of Moscow. It is at this point that the tutorial starts. You will assume command of Vlasov's troops and lead them to glory! Moscow is the second scenario in this booklet. Examine the situation map which accompanies the historical notes. You'll need to refer to it while you play through the tutorial.

## 2.1 Game Tutorial (Apple II, C-64/128 and IBM)

**(a). Starting Up.** Start up your computer using the procedure given in the preceding chapter. Menu A (Start Up Menu) appears to the right of the title page. As is the case with every menu in the game, you use the arrow keys to locate your choice from the menu and then type (RET) to select it. IBM users may alternatively use a function key to locate and select a menu item. The <SET-UP> line in Menu A is the third line in the menu; therefore f3 will select it. Similarly, f4 will select the <GOTO DOS> line.

If you select the wrong menu, don't worry. Apple II and IBM users type (ESC) to go back to the previous menu; C64/128 users type (f1). IBM and Apple II users note that the (DEL) key will also serve as an (ESC) key in most situations.

**(b). Selecting the Moscow Scenario.** Before we can start play, we have to select the Moscow scenario, tell the computer that we will control the Allied forces and decide whether we wish to use a handicap.

Use either arrow key to locate the <GAME> line and type (RET) to go to Menu B (Location Select). At this point, IBM owners using 5.25" floppy disks should remove Disk One from the drive and replace it with Disk Two. Apple II owners with one disk drive should remove the game disk, turn it over and put it back in the drive.

Use an arrow key to locate the <SCENARIO> line and type (RET) to go to Menu C (Scenario Menu).

Use an arrow key to locate the <Moscow> line and type (RET) to go to Menu E (Edit Utility). The scenario briefing screen is displayed to the left of the menu window. IBM users must select the <LOAD GAME> line and then position the cursor over the <Moscow> line and type (RET).

Use an arrow key to locate the <EDIT> line and type (RET) to go to Menu N (Enhanced Opponent). We must now decide whether to play an enhanced computer opponent. Since we are just starting out, this probably isn't a good idea. Locate the <NORMAL> line and type (RET) to go to Menu F (Handicap Utility). Since this is only a tutorial, we will give ourselves a break. The handicaps below the <NO EFFECT> line benefit the Allies, those above benefit the Axis.

Use an arrow key to locate the <MAJOR> Allied line and type (RET) to go to Menu G (Player Select). Locate the <ALLIED> line (Apple II and C-64) or the <RUSSIA> line (IBM) and type (RET). The cursor has been thrown into the briefing screen and you have the opportunity to change the commanders' names. Do this if you wish, otherwise type (RET) until you get back to Menu E (Edit Utility).

Have a last look at the briefing screen and you'll see the Soviet Union has a major handicap advantage, the German forces will be run by the computer and the Russian forces will be run by human hands.

Use an arrow key to locate the <START> line and type (RET) to go to Menu H (Game Master).

That's the preliminaries over with. We're just about ready to play.

Turn your menu card over to the game side.

**(c). The First Turn.** Back to Menu H. A current turn briefing appears to the left of the menu window. This scenario starts on the a.m. turn and it is turn 1 of 15. Subsequent lines tell you the time of day and the date, the atmospheric weather and the expected weather forecast. The weather looks dreadful! IBM users should note that the <AXIS> and <ALLIES> lines have been replaced with <GERMANY> and <RUSSIA>.

The <AXIS> and <RUN 5> lines in the menu have been overprinted with a solid bar to show that you cannot access them. The solid bar will disappear from the <RUN 5> line after the <ALLIES> line has been accessed. This is to guard against accidentally selecting <RUN 5> before issuing your orders. The <AXIS> line will always be overprinted during the game. The computer does not want you to see what it is doing!

Locate the <ALLIES> line and type (RET). This brings you Menu 2 (Operations). Your choices here are <ORDERS>, <REPORTS> or <OPTIONS>. Apple II and C-64/128 users can only access the <RESIGN> option.

The screen will show the upper half of the map. Below is a summary of your force identity and the victory points you have accumulated to date; i.e. if you were to end the game at this point, you would have scored 57 VPs.

**(d). Reviewing Your Forces.** Before issuing orders we'll review our forces, examine the battlefield, the objectives and the enemy forces.

Select the <REPORTS> line to go to Menu 4 (General Reports). This is just a branch menu. Select the <STATUS> line to go to Menu 5 (Unit Status).

For Apple II and C-64/128 users, the name of your senior HQ appears beside its I.D. code in the menu window. You have one senior HQ under your command. IBM users will see the name of the senior HQ appear in the window itself.

Select the <SHQ 1> or the <20 Army> line to display the 20th Army. This screen displays the status of an entire senior HQ at a time. There are four junior HQs, all of which are on the board at the start of the scenario. Each junior HQ controls three units while the senior HQ controls an additional four units which can be freely allocated to the junior HQs. These flexible units are called assets and are shown at the top of the display. For example, the 112th Tank Bde is currently attached to JHQ 3 (the 5th NKVD Div) while the other three assets are attached to JHQ 2 (the 233rd Rifle Div).

The display tells you the identity, unit type, level of fatigue and the experience of each unit. Any losses sustained by the unit are shown on the right-hand side of the screen.

The status screen is quite useful and should be consulted about once a day to get an overview of the condition of your troops.

Type (ESC/f1) twice to go back to Menu 4. Select the <OBJECTIVE> line to obtain Menu 6 (Examine Friendly Objective).

The cursor will be highlighting a Russian objective.

Use the arrow keys to cycle through all of your objective hexes. There are eleven of them. The information in the lower centre of the screen tells you the name of the objective and, for IBM

users, the name of the division (if any) assigned to that objective. The icons display the terrain type, the presence of cities, forts or minefields and who controls the hex.

The text in the lower left of the screen summarizes the turns for which Victory Points are received, the number of VPs per turn, the VPs awarded for control at the end of the game and how many turns the objective has been held to date. For example, the town of Ozerezkoye is a Russian objective for turns 1 to 15; for each turn the Soviets occupy it they receive 10 VPs as well as an additional 50 VPs if they hold it at the end of the game.

Look at all of your objectives to gain an idea of your overall requirements for winning the game. Check this screen often as the game progresses to make sure you are on track.

Consider the display in the bottom right of the screen. The solid area is the overall map size. The smaller white box represents the current location of the cursor on the screen. As you move the cursor to different parts of the map, the small box will move to show the relative location of the cursor against the overall map.

Type (ESC/f1) to return to Menu 4. We can examine the battlefield with the aid of the <MAP WALK> routines. Select <MAP WALK> to bring up Menu 7.

The cursor and any visible objectives will be flashing. Use the arrow keys or the I,J,K,M keys to move the cursor over the battlefield. You can examine the terrain, the objectives or enemy and friendly units.

Move the cursor to the German unit in the town of Gorki. You are told it is a large infantry unit contacted by friendly forces. Note the presence of a fort in the town.

Move the cursor to the Russian unit in the town of Shigalovo. A full status report is provided about the unit.

Now type (RET) to bring up the <MAP WALK> menu. Selecting the <CONTROL> line will display the who controls each hex on the battlefield. Hex control is very important for movement and resupply.

Selecting the <ROADS> line will temporarily remove the roads from the map.

Selecting the <CLEAR MAP> line will temporarily remove all units from the map.

These three features are cumulative; i.e. any or all of them can be active at the one time.

Type (ESC/f1) to go back to Menu 4.

It's time to get stuck into the Germans... at last!

**(e). Issuing Orders.** Type (ESC/f1) to bring up Menu 2 and select the <ORDERS> line to bring up Menu 8. Select the <SHQ 1>/<20 Army> line to bring up Menu 9 and then select <ORDER> to bring up Menu 13. We have four junior HQs to give our orders to.

Select <JHQ1>/<129 Div>. The menu window tells you that this formation is in the <ENGAGED> state. This determines what sort of orders we can give. The 20 Army HQ and the component units of the 129 Div have been highlighted and their target is indicated by the target marker. Select the <UNITS> line. The arrow keys will cycle the cursor through the component units of the 129 Div. You can see that there are three units of veteran infantry. All are sited on the snow terrain type.

The <UNITS> line is always available from this menu. Use it to keep up with the location and condition of the units in each junior HQ as we go through them. Note that IBM users can access the Map Walk routines from menu 14.

Type (ESC/f1) to return to Menu 14 and select the <ENGAGED> line to bring up Menu 18. This is the menu with the actual orders for a formation in the <ENGAGED> state. We won't waste time, so select <ATTACK> to bring up Menu 19. This lists the attack options available to us.

The options are <PROBE>, <PREPARE>, <ASSAULT> and <EXPLOIT>. Select <PREPARE> and you will be returned to Menu 14. This order will set you up for an attack on the next turn. Type (ESC/f1) to go back to Menu 13. Give JHQ 2 (the 233 Div) <PREPARE> orders as well.

JHQ 3 (the 5 NKVD) is too far away from the enemy to be in the engaged or contacted state. It is in the <READY> state. Type (RET) to bring up Menu 16. Select the <ENEMY> line. Use the arrow keys to cycle through the enemy units until the infantry unit north north-west of Scholochovo is located. Type (RET) to select it.

JHQ 4 (Ind Bdes) is also <READY> and should be ordered to move against the German infantry unit occupying the high ground between Lunevo and Polyana.

Type (ESC/f1) until you return to Menu 9. Select the <SUPPORT> line. You will have somewhere between 0 and 15 support points to allocate to your junior HQs. Only the 129 and 233 divisions can make any use of support points in this turn. Allocate half the number available to each division.

Go back to Menu 9 and select the <ASSETS> line. The assets are four special units which can be attached to any junior HQ.

Use the arrow keys to cycle through your assets. You have 2 tank brigades, 1 anti-tank brigade and an artillery group. Do not change their present assignments. You should check your assets every turn and reassign them as necessary.

**(f). The First Turn Reviewed.** We have issued prepare orders to the 129 and 233 divisions and advance on enemy orders to the 5 NKVD and the Independent Bdes formation. We have examined all the troops in our command and allocated support points. Now it is time to watch the fight!

**(g). The Computer's Role.** Type (ESC/f1) until you return to Menu H, the Master Game Menu. If you think all is ready select <RUN 5>. Combat and movement will then occur. Hit the space bar to continue after each report. Each junior HQ is identified as the attacker or defender and their current orders appear underneath. IBM users are provided with some additional graphics. Up to three bomb icons can appear to the right of the I.D. This tells you how much support has been added to the formation; none, light, medium or heavy. Up to three crosses can appear beside the formation order. This tells you how many strength points have been lost by that formation; none, light (less than 10%), medium (20%-30%) or heavy (more than 30%). If three 'death heads' appear, the unit has been KIA'd (killed in action, destroyed, rubbed out... however you like to describe it!).

After the first turn is finished you will be returned to Menu H.

**(h). The Game Plan.** War being what it is, it is not exactly possible to tell what will have happened by now. You may have inflicted some damage on the Germans; you may have taken some casualties yourself. In any case, you will advanced against the enemy across the front.

You should <ASSAULT> with the 129 and 233 divisions and <PROBE> with the other two formations. After that, you're on your own! Refer to the game manual for a full description of all the game menus.

## 2.2 Game Tutorial (Macintosh, Apple Iigs and Amiga)

**(a). Starting Up.** Open the Moscow scenario from the tutorial folder. Colour Mac users should select the Moscow (c) scenario; monochrome Mac users should select the Moscow (b&w) scenario.

The game preparation screen will appear and three radio buttons have to be edited for each side. The Germans are going to be commanded by the computer so click in the appropriate

radio button below the German headquarter description. Do not make the Germans enhanced. The Russians will be under human control (that's you) and you should select enhanced if you wish to be absolutely sure of winning your first game.

Go to the Environment menu and select Play from it.

**(b). Reviewing Your Forces.** The game map opens and to the right of it is the Command Window. All of your orders are issued through the Command Window.

The picture in the top left corner tells you the current weather while the time of day, the date, the weather forecast and the extent of any air superiority is displayed to the right of the picture.

Before issuing orders we'll review our forces, examine the battlefield, the objectives and the enemy forces.

The display menu contains seven items. The five items above the line are on-off switches. The Objective switch will reveal/hide the location of the objectives assigned to your forces. Holding the mouse button down while the cursor is positioned over an objective will tell you its name, which turns it is active, how many victory points (VPs) you earn for capturing it and how many turns to date you have held it. Objectives which have been assigned to the formation currently displayed in the Command Window will be identified by a flashing star icon instead of the cross-hair icon.

The Minefields switch will reveal friendly minefield hexes. There are none of these in the scenario.

The Control switch will reveal the exact location of the front line. Knowing which hexes are under friendly control is very important for maintaining supply lines.

The Arrival Hex switch will tell you where reinforcements are scheduled to arrive.

The Units switch will temporarily remove units from the map to allow you to examine the battlefield.

The two items below the line are reports.

The VP Report presents a breakdown of the situation to date. It tells you the result if the game were to end at this point.

The Objectives Report summarizes the details of all your objectives in a single table. Clicking on an objective in the table will centre the map on that objective.

Whenever the cursor is positioned on the map and the mouse held down, you will be told the type of terrain in the hex and who controls it. If friendly or enemy units are in the hex, you will be given details about them.

**(c). Issuing Orders.** Back to the Command Window. There is one button below the weather picture which corresponds to the single Russian formation; the 20th Army. Larger scenarios can have up to three senior HQs. Below these buttons you are told the condition of the 20 Army. A single click in a senior HQ button will select that formation. A double click in a senior HQ button will open up the dialog box which contains the asset units. The 20 Army has four assets; 2 tank brigades, 1 anti-tank brigade and 1 artillery group. These units may be assigned to any junior HQ from the 20 Army on a turn by turn basis.

Similarly, there are four junior HQ buttons. The information panel to the right of the buttons displays information about the high-lighted junior HQ; in this case the 129 Div.

At the bottom of the Command Window is a palette of 12 orders which can be issued. Not all of them will be available at any one time. Reading from left to right and from top to bottom the orders are Reserve, Objective, Enemy Unit, Deploy, Defend, Delay, Support, Prepare, Probe, Assault, Exploit and Wake Up (used only at night).

Click in the top junior HQ button. This is the 129 Div. Its current order is defend. You can confirm this by holding down the mouse over the order icon next to the 129th's junior HQ button and a small dialog box will open up to identify it. The junior HQ information tells us the formation is ENGAGED and this defines which orders are available to us. The enemy target unit is high-lighted on the game map.

Give the 129 Div a Prepare order by clicking on the Prepare icon from the Orders palette. A Prepare order will set you up for an effective assault in the following turn. The support box appears next to the junior HQ's Order icon. You will have somewhere between 0 and 15 support points available. Click on the small + button in the support box until half the available support points have been allocated to the 129 Div. Click in the next junior HQ button to bring up the display for the 233 Div. Similarly, give a Prepare order to the 233 Div and allocate the remaining support points to it.

The 5 NKVD is in the READY state and therefore has a different set of orders available to it. Click on the Enemy Unit icon from the Orders palette. To select which enemy unit the 5 NKVD will be directed against, position the cursor over the enemy unit north north-west of Scholochovo and click on it. The final junior HQ (the Ind Bdes formation) is also in the READY state and should be directed against the enemy unit on the high ground between Lunevo and Polyana.

To get a full report on the units in each junior HQ, double-click on the appropriate junior HQ button. The units permanently assigned to the junior HQ appear at the top of the display, those temporarily attached from the senior HQ's asset pool appear underneath. The 233 Div has three assets and the 5 NKVD has one. Do not alter the asset distribution.

During the game it is vital to continually monitor your assets. Switch them to whichever junior HQ needs them the most. When losses mount and/or the asset becomes fatigued, place it in reserve (i.e. click on the reserve button instead of a junior HQ button).

**(d). The First Turn Reviewed.** We have issued prepare orders to the 129 and 233 divisions and advance against enemy orders to the 5 NKVD and Ind Bdes formation. We have examined all the troops in our command and allocated support points. Now it is time to watch the fight! Go to the Play menu and select Run 5 from it.

**(e). The Computer's Role.** Combat and movement will then occur. Combat and movement will then occur. Click the OK button to continue after each report. Each junior HQ is identified as the attacker or defender and their current orders appear underneath. There are two boxes to the right of the orders line. The left box describes the amount of support points allocated to the junior HQ; the right box describes how much damage the junior HQ has sustained. Up to three bomb icons can appear in the left box. This tells you how much support has been added to the formation; none, light, medium or heavy. Up to three crosses can appear in the right box. This tells you how many strength points have been lost by that formation; none, light (less than 10%), medium (20%-30%) or heavy (more than 30%). If three 'death heads' appear, the unit has been KIA'd (killed in action, destroyed, rubbed out... however you like to describe it!).

After the first turn is finished you will be returned to the Combat Window.

**(f). The Game Plan.** War being what it is, it is not exactly possible to tell what will have happened by now. You may have inflicted some damage on the Germans; you may have taken some casualties yourself. In any case, you will advanced against the enemy across the front.

You should Assault with the 129 and 233 divisions and Probe with the other two formations. After that, you're on your own! Refer to the game manual for a full description of all the game menus.

## PART TWO THE SCENARIOS

There are 6 scenarios included with the *Panzer Battles* game. The Moscow scenario (#2) is the tutorial and is highly recommended for beginners. In order of difficulty, the other scenarios are Minsk (#1), Korsun (#6), Prokhorovka (#4), Kharkov (#3) and Kanev (#5).

Each scenario is accompanied by a short historical briefing, a situation map which shows the locations of the opposing junior HQs at the start of the battle, player's notes and scenario variants.

Before playing a scenario, we recommend you read all the notes and examine the situation map.

### 1. MINSK

June 27th, 1941

Army Group Centre's initial attacks against the Soviet Union achieved complete surprise. Russian troops of the Western Military District were routed by the impact of Germany's panzer troops. Within days, Guderian's and Hoth's Panzer Groups had sliced through the Russian front, pocketing half a million men.

Remnants of the Soviet 3rd and 10th Armies were all that opposed the capture of Minsk, backed up by the 13th Army in Minsk itself. The battle for Minsk lasted two days and then the panzer groups were off again; Hoth's group taking the high road through Vitebsk and Orsha to Smolensk while Guderian's group took the low road through Bobruisk to Rogachev and beyond.

The hastily thrown together 16th and 20th Armies were all that stood in the way. Predictably they were smashed, then pocketed and finally overwhelmed by the infantry which followed hard on the heels of the panzers.

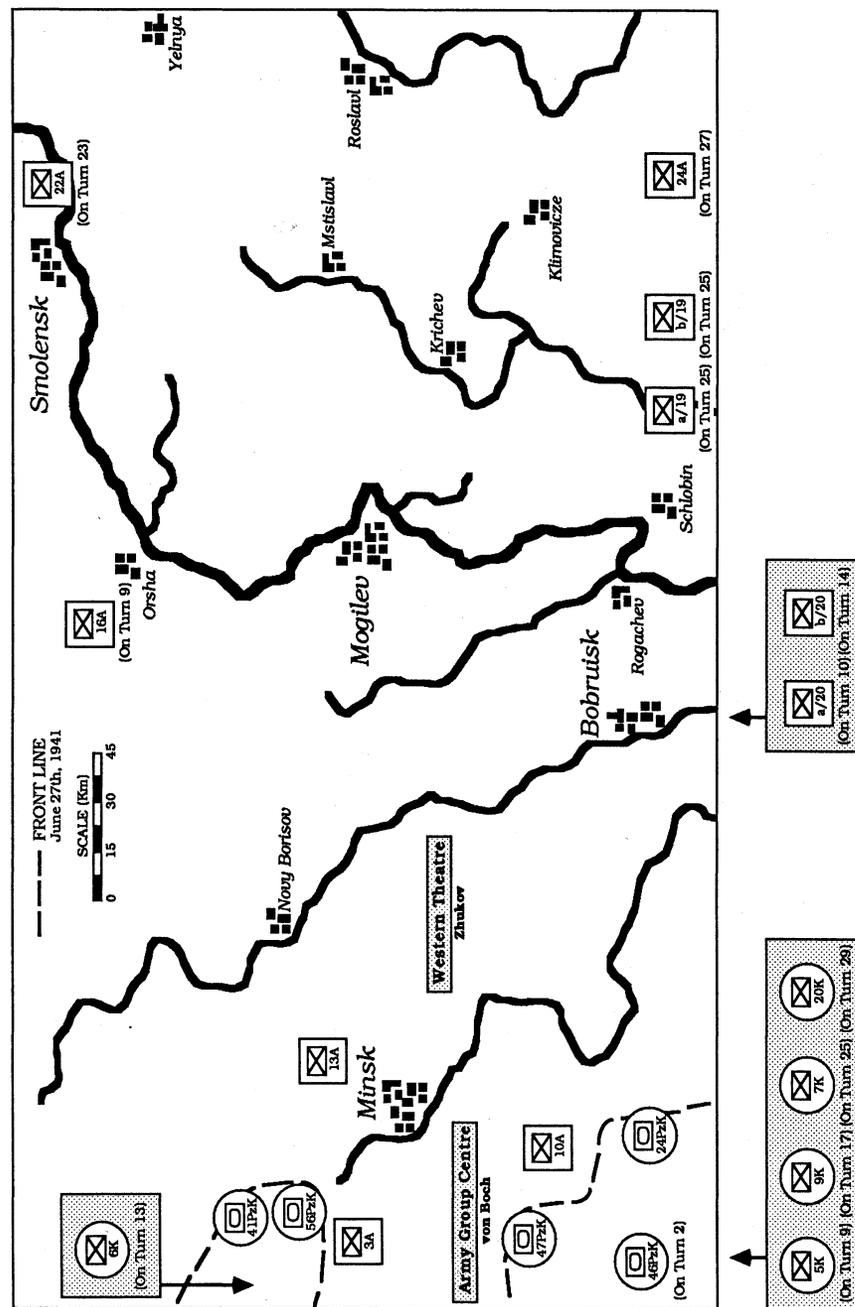
The panzer groups reached Orsha and Rogachev on July 3rd. Here they regrouped for a day before preparing to get across the Dnepr.

The Soviet position had become desperate. Zhukov, freshly promoted to command the Western Theatre, assembled a force of 20 divisions between Schlobin and Klimovtze. This force was thrown against the German bridgeheads on the east bank of the Dnepr. It was to no avail. The panzers could not be stopped.

This scenario is a lot more fun for Germany than Russia. It begins on the outskirts of Minsk and should end with the Germans somewhere on the east bank of the Dnepr.

For the Germans, the senior HQs are Armees or Panzer Groups. The junior HQs are Korps. The units of manoeuvre are divisions.

For the Russians, the senior HQs are Fronts. The junior HQs are Armies. The units of manoeuvre are divisions.



Minsk (Situation Map)

## PLAYER'S NOTES

**GERMANY.** The key to winning this scenario is to keep on the move. You won't have much trouble with the Russians, at least until you reach the Dnepr. The victory points assigned to each objective are a timetable for your advance. There is little point in capturing an objective *after* the VP time-frame has expired. Be careful you do not exhaust the panzer divisions. Rest them as soon as they become tired. You have plenty of air support which is pretty well uncontested. Concentrate your airpower on single targets. The Russian armies are brittle so that once their casualties reach a critical level, they will disintegrate.

**RUSSIA.** What can we say? It's a brave soldier who is prepared to take command in this dreadful situation. All you can do is delay the German advance as long as possible. Do not waste the 16th and 20th Armies by fighting too far forward. Hold them back so they can team up with the 22nd, 19th and 24th Armies and hopefully hold the Germans on the line of the Dnepr. If you can keep the east bank clear of the enemy, then you'll win for sure.

## SCENARIO VARIANTS

(a). Assume the Russians had not been so completely disorganized in the face of the initial German invasion. Make all Soviet HQs *not* brittle.

(b). Assume the VVS (Soviet Air Force) had not been destroyed in the first days of the war. Give the Soviets 15 daylight support points with a reliability of 2 and a rating of 8.

## 2. MOSCOW December 4th, 1941

As luck would have it, the winter of 1941 was one of the worst this century while, in contrast, the winters of both 1940 and 1942 were very mild. Germany was ill-prepared for the onset of poor weather, in fact the decision to equip army troops with winter clothing was not made until August.

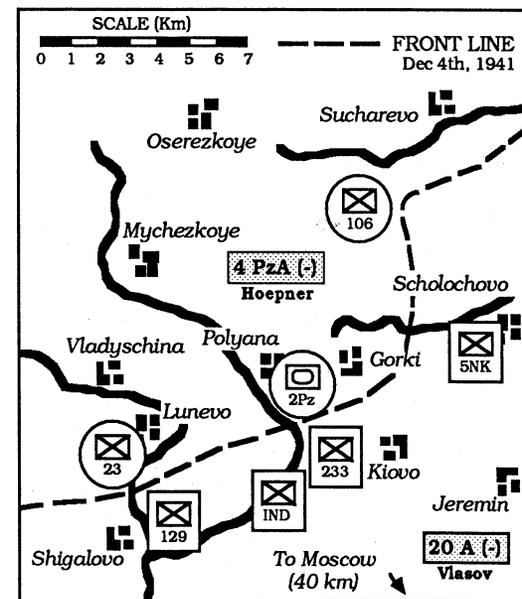
Nor was any provision made for the supply of mobile forces in bad weather. Only tracked vehicles were capable of hauling supplies through the quagmires which had once been Russian roads. There were precious few of these and in consequence the armoured formations which had performed so well in good weather were reduced to shadowy remnants of their former selves.

There were other difficulties confronting the German drive on Moscow. Chief among them were the time lost when large parts of Army Group Centre were sent south to assist in the capture of Kiev and the hesitation resulting from Hitler's indecision about the next major objective. By the time Moscow was finally settled on, and the mobile elements of Army Group Centre recalled, October had rolled around and the heavy rains had begun.

Operation 'Typhoon' was the name given to the German assault on Moscow. Throughout October and November, German forces ground their way ever closer to the Soviet capital, meeting ever stiffer resistance. By the end of November, the German advance had been halted, as much from exhaustion, lack of supplies and the bitter cold as from the Soviet defense.

The Russian High Command (commonly referred to as STAVKA) had been carefully biding its time, building up a fresh reserve of experienced troops, many of them from Far Eastern stations. A counter-offensive was planned. General Vlasov's 20 Army would lead the way!

This scenario examines part of that Russian offensive. The map area (as shown in the accompanying situation map) describes some 500 sq. km about 40 km north-west of



**Moscow (Situation Map)**

## PLAYER'S NOTES

**GERMANY.** This is the only scenario in the game where you must defend grimly without any hope of reinforcement. You will have to withstand continual attacks from the Russians. You score your victory points through occupation of key objectives so you are compelled to hold your ground no matter what. If the Russians bust through you've had it; there are no reserves to repel them. The Russians score big victory points for killing your men while get hardly any for killing theirs. Your only hope is to hang on to those objectives!

**RUSSIA.** Time and the tough German forts are the major obstacles you must overcome if you are to break through the enemy position and thrust into the undefended rear areas. You should be aware that most of your junior HQs are brittle (60%). Don't be too alarmed about this, the German junior HQs are also brittle (70%). If you're lucky you will get some off-board support, if not you'll have to use your lone artillery group wisely. Killing Germans is the main job. Don't forget to take advantage of the minor combat routines to achieve this. The more units you have adjacent to a particular enemy unit, the greater the chance you'll inflict casualties through the minor combat routines.

## SCENARIO VARIANTS

(a). Assume the Germans had been better prepared for the poor weather. Add 2 to the supply values for all German HQs.

(b). Assume the VVS (the Russian Air Force) had been in a better condition to assist the ground offensive. Increase the reliability of the daylight support points to 2, change the Air Superiority status to 5 and change the Air Superiority reliability to 4.

Moscow. Three divisions from General Hoepner's 4th Panzer Armee defended the section of front to be attacked by the first wave of Vlasov's 20 Army.

After 4 days of continuous fighting, the German line still held. The cost to both sides was tremendous. Just days later, a second wave, as well as pressure on other sections of the front, forced the Germans to withdraw. Moscow was safe... and never seriously threatened again.

For the Germans, the single senior HQ is 4th Panzer Armee. The junior HQs are divisions. The units of manoeuvre are regiments.

For the Russians, the single senior HQ is 20th Army. The junior HQs are divisions or their equivalent. The units of manoeuvre are regiments and brigades.

### 3. KHARKOV May 12th, 1942

The bitter, protracted winter of 1941-42 finally came to an end about the beginning of May. Both Russia and Germany planned major summer offensives... and in the same place.

The Russians attacked first, on May 12th. Kharkov was the primary objective with second phase operations planned against Krasnograd and eventually Poltava and Dnepropetrovsk away to the south-west. The main impetus of the Soviet onslaught came from 6th Army, attacking out of the bulge below Kharkov. Above Kharkov, the 28th Army attacked southward from Belgorod. Flushed from their winter successes against the Wehrmacht, the Russians badly underestimated the condition and resolve of their enemy.

German plans for the summer envisaged a pincer operation to trap the Russian armies between the Don and the Donets to be followed by an advance to the Caucasus oil fields. Before these plans could be put into effect, the bulge below Kharkov had to be straightened out. This operation was named *Fridericus* and scheduled to kick off on May 18th.

Caught by surprise, the first few days of the offensive went well for the Soviets. The German defenders were forced into strong-points to avoid annihilation, allowing the Russians to rush through the gaps in the front. Lead elements of the Soviet 6th Army got as far as Krasnograd before the German counter-attack went in.

Timoshenko, in overall command of the Soviet operation, detected the German build up and the danger it presented and advised Stalin to call off the offensive and pull back before it was too late. Stalin refused to listen and on the May 16th, troops from Ruoff's 11th Armee and von Mackensen's 3rd Pz Korps tore into the southern flank of the Soviet advance.

By the 22nd, Izyum was captured and the Russian 6th, 9th and 57th Armies neatly pocketed. 240,000 men were lost in what was to be the last, major Soviet pocket of the war.

With these Soviet troops out of the way, there was little to stop the German drive on the Caucasus. The German 6th Armee, victorious at Kharkov, got as far as Stalingrad.

This scenario examines both the initial Russian offensive and the the subsequent German counter-attack.

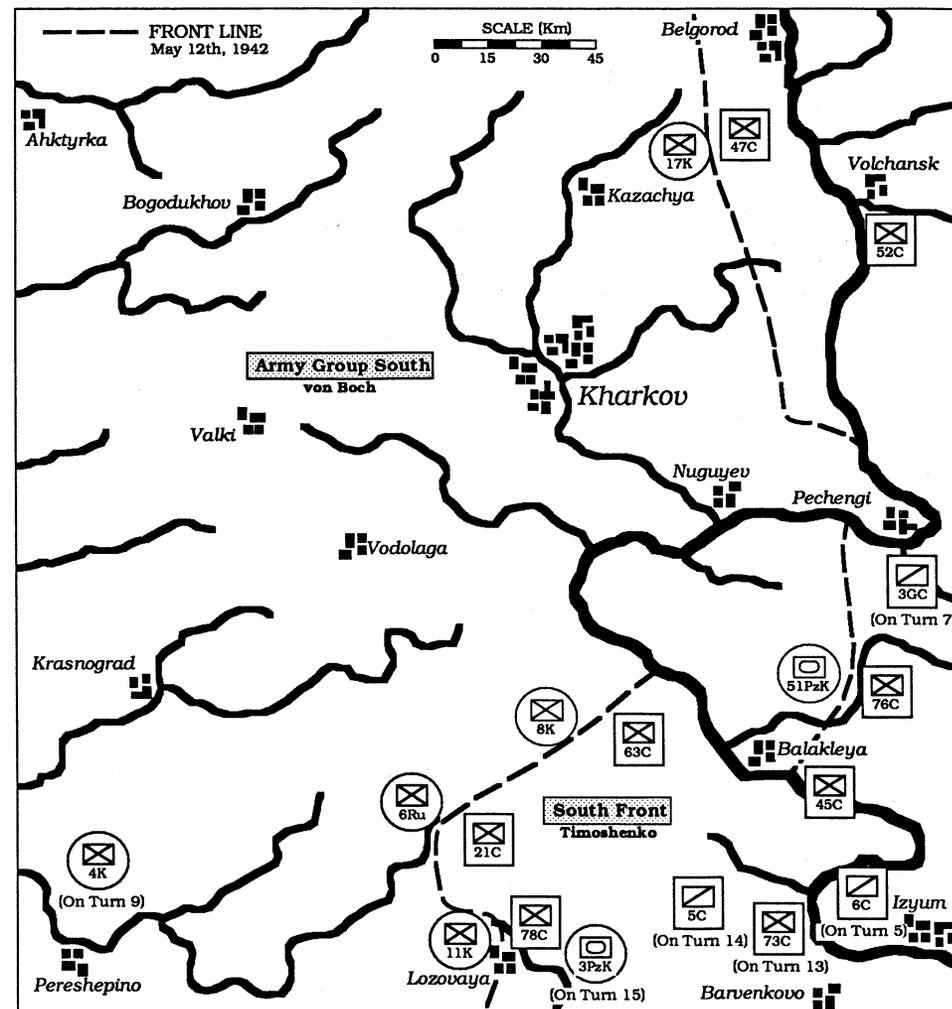
For the Germans, the senior HQs are Armees. The junior HQs are Korps. The units of manoeuvre are divisions.

For the Russians, the senior HQs are armies. The junior HQs are corps. The units of manoeuvre are divisions.

#### PLAYER'S NOTES

**GERMANY.** For the first couple of days the situation is pretty grim. You have two options with the isolated divisions of 6th Armee. You can leave them where they are, in the security of their forts, and hope that they will survive the Soviet attack. Or you can withdraw back to Kharkov and try to hold out there. You are on the defensive until reinforcements arrive in the south. The 3rd Pz Korps is a powerful force and will cut right through the Russians. You can make either Izyum or Balakleya your objective but don't forget your main responsibility is to destroy Russians. Once the pressure comes off 6th Armee, and some reinforcements arrive to strengthen it, attack south to assist 11th Armee.

**RUSSIA.** Make hay while the sun shines! To be in a position to withstand the German counter-attack, you must have smashed their initial forces. The best technique to eliminate the fortified, but isolated, front line divisions is to concentrate on them one at a time. Capture Kharkov and then set up a defense in the rugged terrain south of that city. When the German



**Kharkov (Situation Map)**

counter-attack develops, delay the inevitable as long as you can. You can afford to the southern objectives provided you hang onto Kharkov and don't lose too many troops.

#### SCENARIO VARIANTS

(a). Assume Operation *Fridericus* had been scheduled to jump off at the same time as the Soviet offensive. Bring forward the arrival time of all units in 3rd Pz Korps to turn 3. Change the arrival hex to 18,27. Bring forward the arrival of the Soviet 5th and 6th Cavalry Corps and 73rd Infantry Corps to turns 6, 1 and 4 respectively.

(b). The Soviets were tardy in committing reserves to the offensive once the initial breakthrough had been made. To rectify this, bring forward the arrival of 3rd Guard Cavalry Corps

to turn 2 and redeploy the divisions of 52nd Infantry Corps to the front line (21,6; 21,7; 21,8). Increase Soviet daylight support points to 20.

#### 4. PROKHOROVKA July 12th, 1943

Following the German defeat at Stalingrad, huge tracts of territory in southern Russia were reclaimed by the victorious Soviet armies. The Caucasus, except for a small lodgement on the Taman Peninsula, was cleared of Axis forces thus removing the threat to Soviet oil supplies. The Soviet advance took them as far as Kharkov, the scene of the Soviet disaster a year earlier, before the Germans rallied, counter-attacked and stabilized the front.

Kharkov was recaptured yet again so that when the summer campaigning months came around the German front line had a large bulge in it. This was the Kursk salient. Assuming, correctly, that the Germans would make this salient the prime target of their summer offensive, the Russians fortified... and then fortified some more. By the beginning of July, the Soviet position had been made virtually impregnable. Masses of armour were grouped in reserve to deliver a resounding counter-attack at the right moment.

True to form, Hitler's rigid military judgement committed the rebuilt German armies to a frontal assault on the Soviet fort-wall. The plan was code-named Zitadelle. Some progress was made in the northern corner of the salient, slightly more in the southern corner.

Hausser's IJSS Pz Korps was thrown into the southern corner and after a week of heavy fighting, finally broke through the fixed defenses. Three SS Panzer divisions raced for the township of Prokhorovka. Waiting for them were four tank corps and a mechanized corps.

A mighty tank clash ensued. The battlefield was linearly divided into three sections by the Psel River to the west and a railway embankment to the east. In effect, three separate battles were fought. Tactically, the Germans had slightly the better of the engagement though losses were frightful on both sides. However, it was all to no avail. The Allied landings in Sicily compelled the Germans to withdraw troops, including Hausser's SS force, to bolster the failing Italians and the Zitadelle offensive was brought to a halt.

On July 17th, the Soviets went over to the offensive and in two months drove the Germans back to the Dnepr.

This scenario examines the clash between Rotmistrov's 5th Guards Tank Army and Hausser's IJSS Pz Korps.

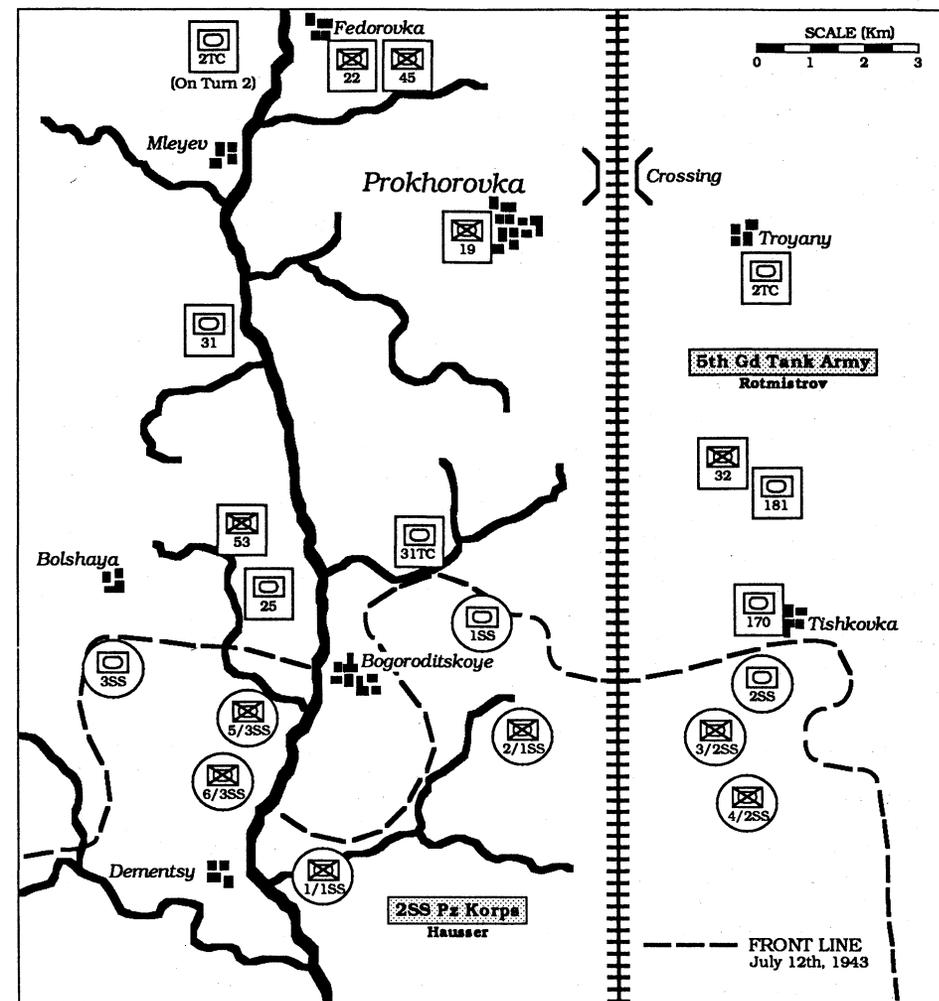
For the Germans, the senior HQs are SS Panzer divisions. The junior HQs are regiments. The units of manoeuvre are battalions.

For the Russians, the senior HQs are corps. The junior HQs are brigades and battlegroups. The units of manoeuvre are regiments and battalions.

#### PLAYER'S NOTES

**GERMANY.** The situation is very simple. You must fight three separate battles. On the left bank of the Psel is 3rd SS Panzer division (*Totenkopf*), in the centre is 1st SS Panzer division (*Liebestandarte Adolf Hitler*) and to the right of the railway embankment is 2nd SS Panzer division (*Das Reich*). The 1st SS will get the worst of it; it must contend with the 33rd Mechanized corps as well as a battlegroup from the weakened 31st Tank Corps.

The 2nd SS has the best chance of breaking through and deserves the lion's share of the off-board support. The only routes of communication between the three battlefields are



**Prokhorovka (Situation Map)**

controlled by the Russians though your chance of getting that far north is fairly remote. By and large, victory will go to the player who destroys the most enemy units.

**RUSSIA.** On the first turn of the game, you have some important strategic decisions to make. You must commit your reserves to one of the three battlefields. The safest course of action is to commit all of the reserves to the sectors they begin the game in. A bolder, and riskier, strategy is to stiffen the centre or right flank at the expense of the other. You are gambling that you can overwhelm one sector of the front before a similar disaster can befall you. If this is your first experience with the scenario, make a conservative decision. There are few vital objectives to worry about. Your main task is to kill Germans.

## SCENARIO VARIANTS

(a). Assume the bridge at Bogoroditskoye had remained intact. To rebuild it, replace the major river hex at 8, 17 with a bridge hex (terrain type 8). Add a road to the hex. IBM users with "full-map" graphics and Macintosh, IIGs, and Amiga users might care to re-paint the hex to show an intact bridge.

(b). Air support throughout this battle was sporadic for both sides. Assume more co-operation could have been achieved. Increase the reliability of the daylight support points for both sides to 3.

## 5. KANEV September 23rd, 1943

In the aftermath of the failed Kursk offensive in July 1943, German forces throughout Russia were in retreat. The Soviet Army was determined to pursue their enemy with the utmost vigour and thereby prevent the establishment of major fortifications on the Dnepr River.

Both sides reached the river at about the same time. The Soviet 3rd Tank Army forced a bridge-head at Zarubentsy while away to the south, lead elements of the German 8th Armee were crossing the Dnepr at Kanev.

The Russians decided to commit their parachute reserve. This was the 1st Airborne Corps of some 10,000 men. The plan was to drop the parachutists on the west bank of the Dnepr to seal off the bulge in the river between Kanev and Khudorov. This would allow the Russians to build up strength on the west bank for a subsequent drive on Kiev, some 100 km further up the river.

The logistics involved in getting the airborne operation underway proved too much for the limited transport capacity of the VVS. 180 transports were required; 6 were available on the 23rd, the day the airlift was supposed to begin. The first parachutists did not drop until the 24th and then only in dribs and drabs. The inexperienced transport pilots dropped their cargoes all over the place and to compound the troubles, several batteries of flak guns from the 24th Panzer Korps had arrived and gone into action along the Kanev-Ulyanik road.

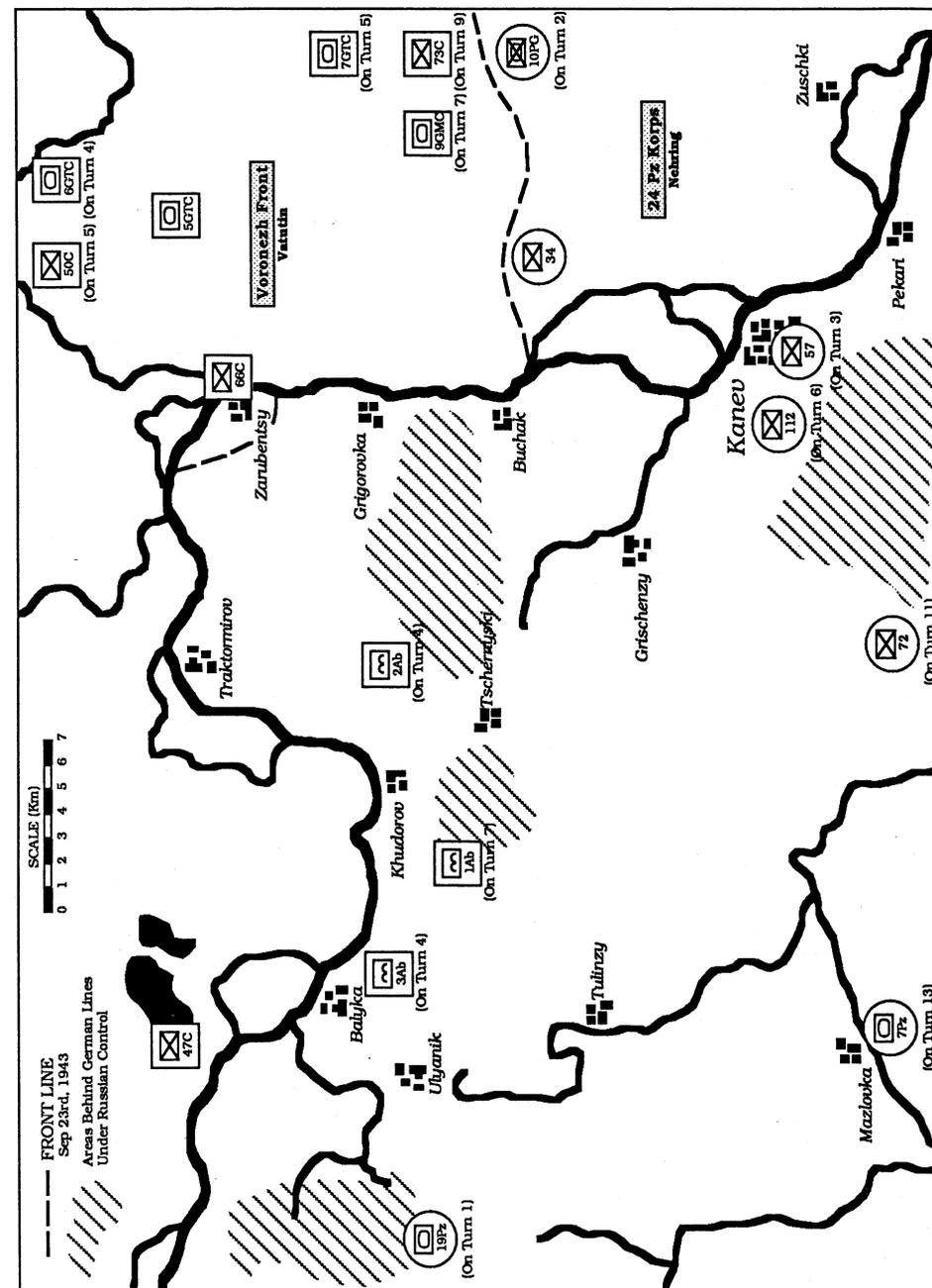
A full-strength panzer division, the 19th, was available to contest the 40th Army's crossing of the Dnepr at Balyka while some infantry divisions from the 8th Armee, now safely across the Kanev bridge, went into action in the rugged terrain north of Tschernyski to stall the advance of 3rd Tank Army.

With each passing day, the German build up made the chance of a successful Russian breakout increasingly slim. The Russians persistently tried to force the German position throughout October with no success. Finally, they withdrew, in secret, most of the mobile forces and sent them north where a successful assault broke through the German defenses, resulting in the liberation of Kiev on November 7th.

This scenario examines the first five days of the battle, that period when the Soviets had a real chance to force the Dnepr.

For the Germans, the senior HQs are corps. The junior HQs are divisions. The units of manoeuvre are regiments.

For the Russians, the senior HQs are armies. The junior HQs are mechanized, tank and infantry corps. The units of manoeuvre are infantry divisions and tank and motorized brigades.



Kanev (Situation Map)

## PLAYER'S NOTES

**GERMANY.** You begin the scenario in a very vulnerable position. Except for the 34th division screening the east bank of the Dnepr, you have no troops on the battlefield! The 19th Pz Div trickles in from the west over two days while two infantry divisions and a panzer grenadier division reinforce you from the east. Disengage the 34th as soon as you can and move to the west bank of the Dnepr. Do not leave any troops on the east bank. As soon as you are able, push north with your infantry to contain whatever Soviet troops have pushed their way into the Dnepr bulge. The Soviet parachutists begin landing on the second day and if you can catch them before they link up with supporting troops, you can kill the lot. Do not abandon Kanev and do not let the Russians sneak across the Dnepr at Pekari.

**RUSSIA.** You have more troops than your opponent and by and large they are of comparable quality. You must not hesitate for a moment. Force the Dnepr at Balyka and Khudorov and reinforce the bridgehead at Zarubentsy. Move your men at night! Use the 5th Guard Tank Corps to pin the 34th division. Send the 6 GTC into the Dnepr bulge while the 7 GTC and the 9 GMC should keep pressure on the crossing points between Zuschki and Buchak. If the Germans build up substantial forces in the Grischenzy-Tschernyski area, then the likelihood of a breakout is remote. You can still win provided you protect your parachutists and hold most of the objectives in the Dnepr bulge.

## SCENARIO VARIANTS

(a). Assume the Russians had been better prepared to drop their airborne forces. Advance the arrival turn for all units of the 1st Airborne Corps to turn 2. Increase the supply value of the 1st Airborne Corps HQ to 5.

(b). Assume the 7th Pz Div had been able to move in support of 24th Pz Korps a few days earlier. Bring forward the arrival turn of all units in the 7th Pz to turn 3.

## 6. KORSUN

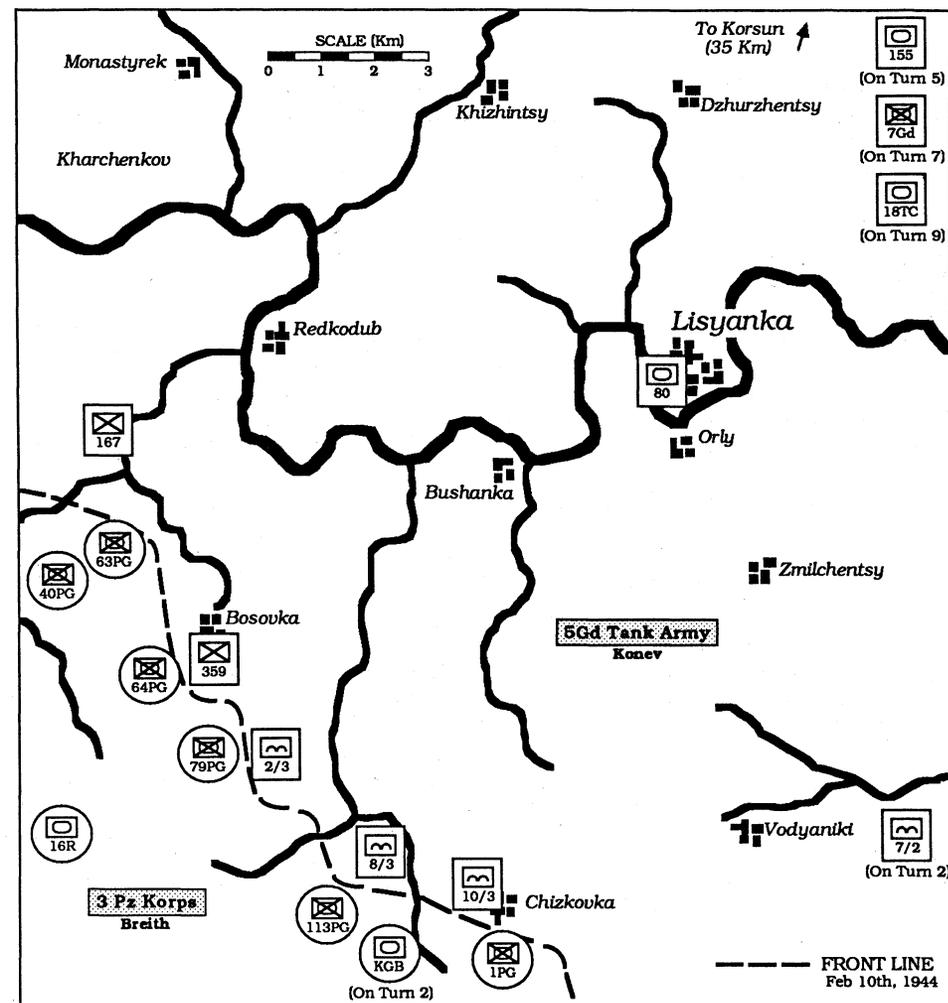
### February 10th, 1944

The German 8th Armee managed to hang onto Kanev throughout the months that followed the abortive Soviet parachute drop across the Dnepr in September, 1943. In the terrible battles which raged all over the Ukraine in the autumn and winter of 1943, the Soviets had more or less pushed the Germans away from the line of the Dnepr River. By January 1944, only the salient at Kanev remained.

It was risky business for both sides. The Germans threatened to roll up the rear of the Soviet 1st Ukrainian Front to the north of Kanev while the exposed nature of the German position made it vulnerable to encirclement, in much the same way as the 6th Armee had been destroyed at Stalingrad the previous year.

The Russians stole the initiative. On January 25th, First and Second Ukrainian Fronts tore into both flanks of the German salient with such force that two Korps were trapped in the region Zvenigorodka-Korsun-Shpola... the Korsun Pocket! The pocket was sealed in just three days.

Mud and more mud hampered the initial German rescue efforts. Nonetheless, by February 1st, 47th Pz Korps from the south-east and 3rd Pz Korps from the south-west were denting the hastily thrown up ring which formed the outer wall of the pocket. Soviet counter-attacks combined with plenty of air support stopped the Germans after several days of repeated probes.



**Korsun (Situation Map)**

The pocket was shrinking. Both sides reinforced their positions and another plan was laid to rescue the trapped soldiers of Gruppe Stemmerman. On February 10th, Breith's 3rd Pz Korps made a second attempt to cut through to the pocket. His initial objective was the bridge over the Gnloi Tikich at Lisyanka. From there, the panzers would push northward, toward Korsun, until they linked up with the remaining troops from the pocket.

Breith got as far as Lisyanki. Soviet heavy tanks (JS IIs and some JS IIIs) attached to the 5th Guard Tank Army prevented a further breakout. On the 16th, Gruppe Stemmerman was ordered to break out, whatever the cost. Abandoning everything, desperate German soldiers raced for the security of 3rd Pz Korps' position. Perhaps some 12,000 made it; 40,000 did not.