

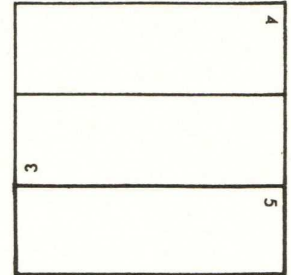
# DEBACLE AT KOROSTEN

## Scenario 17



**ALONG THE KIEV ROAD, August 30, 1941:** As the front spread with each German success, vast gaps were left in the main line. These gaps proved to be perfect avenues of approach for the far-ranging Russian cavalry. One such daring group, the 1st Regiment, 2nd Cavalry Division, rode deep behind German lines to the map depot of the 6th Army, near the town of Korosten. Waiting until twilight, they drew their sabres and came sweeping across the steppes like the Cossacks of old.

### Board Configuration



### Rules Introduced: Sections 92-93

### VICTORY CONDITIONS

The Russians win by eliminating any 11 German squads/crews which start the game on board 3, and exiting at least 5 mounted cavalry units permanently off the board 3 to the south of board 5. The Germans win by avoiding the Russian victory conditions.

### TURN RECORD CHART

⊕ German sets up first	1	2	3	⊕ 4	5	6	7	8	9	END
★ Russian moves first										

**⊕ German rear echelon units set up first on any whole hex of board 3; crews must set up on following specified hexes of board 3: R6, N2 (upstairs), M2, V5, M7, S3, O5, X3, P3, M4. Trucks must set up on R7 and K4. PSW231 must start in 302. Remaining squads set up anywhere on board 3 but not aboard a vehicle or in a building already containing another squad or crew. Leaders may set up anywhere on board 3 except in a vehicle.**

4-6-7	2-4-7	9-1	8-1	8-0	7-0	6-1	4-12 B12	2-8 B12	35 -4 -5 20L(6) -/2	24 1S/7PP	35 1G/1SW
3	10			3				3		2	2

**Relief column from the 16th Motorized Division enters as per Special Rule 17.1 on hex 4Y10:**

4-6-7	9-2	18 -4 -5 1S/5PP -/14	18 -4 -5 37L(6)
5		5	

**★ Elements of the 1st Regiment, 2nd Cavalry Division set up second on any whole hex of board 5 out of LOS of German units:**

5-3-7	9-2	9-1	8-1	8-0	2-6 B10-	4-10 B11-	12(18)
18					3		18

### SPECIAL RULES

**17.1** Commencing on turn 4, the German player rolls two dice at the start of each German Rally Phase. A dice roll of "4" or less on turn 4 allows the German to bring on his relief column. On turn 5, a dice roll of "5" or less allows him to bring on his relief column; on turn 6, a "6" or less is needed, and so on. The scenario continues until one side or the other accomplishes its victory conditions.

**17.2** The German armored car may not move or fire until turn 2.

**17.3** Players should keep a side record of units destroyed for the Battlefield Integrity rule. Unit values for this scenario only are as follows: GERMAN—crew 20, squad 25, 6+1 10, 7-0 20, 8-0 30, 8-1 50, 9-1 65, 9-2 80. RUSSIAN—cavalry 30, horses 5, 8-0 60, 8-1 80, 9-1 100, 9-2 120. NOTE: These point values differ in some cases from those provided for designing your own scenarios. As a bookkeeping aid, the following base unit point value percentages have been calculated. Whenever a side suffers losses in excess of the point values listed, possible morale changes could occur.

% LOSSES	RUSSIANS	GERMANS	
		BEFORE RELIEF	AFTER RELIEF
30	297		
40	396	204	286
50	495	255	358
60	594	306	429
70	693	357	501
80	792	408	572
90	891	459	644

**17.4** German squads and crews are not allowed to leave the playing board except as prisoners. Prisoners count double for victory conditions only if moved off board 5 to the south.

**17.5** Neither side may use bore sighting.

**AFTERMATH:** The German rear echelon troops were totally stunned, and many were indeed dispatched by the sword. Desperate calls for help to the nearby 16th Motorized Division succeeded in saving only a few dazed survivors—all that remained of the map depot by the time help arrived.