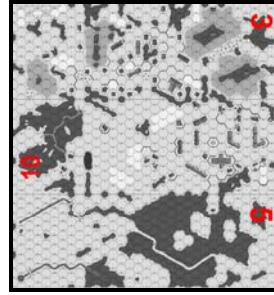


ATTEMPT TO RELIEVE KORSUN



Lysyanka, February 11, 1944: As the 3rd Panzer Corps drove north to relieve the surrounded defenders of Korsun, they came upon the town of Lysyanka just 25 miles south of the pocket. Astride the Gniloi Tikich River, the town held a number of suitable crossing points that would support the heavy German armor. The Soviets were determined to stop the relief force from accomplishing its mission at all costs.

BOARD CONFIGURATION:



VICTORY CONDITIONS: Each stone building that is 'exclusively held' at the end of turn 7 is worth the number of victory points equal to its ground level hex size (i.e. building 10DD5 is worth 4 points, 3M2 is worth 3 points). The side with the most victory points at the end of the game is the winner. There are a total of 23 stone hexes.

TURN RECORD CHART:

★ Russians Setup First	1+	2	3	★4	5	6	7	END
✚ German Moves First								

Elements of the First Ukrainian Front; set up first on any whole hex of board 3 and/or any whole hex of board 10 east of row P inclusive:

★ 9-1 8-1 8-0 4-4-7 2-3-7 4-0 B11+ MMG LMG 2-6 B10+ ATM X10+ ATR #12 B11+ AT 45LL 57LL

12 3 2 4 2 2 2

TURN 4: First Ukrainian Front Armor Reinforcements; Enter on any north edge of board 3 between hexes A through Q inclusive and/or any east edge hexes of boards 3 and 10:

9-2 6-2-8 HMG 6-12 B11+ LMG 2-6 B10+ ATM X10+ T34/85 16 +1 0 85L 4/2 M5 20 -5 -5 5PP Zis Lt Truck 23 1S17PP

4 2 2 3

Elements of the First Panzer Division; set up on or south of the road 5A6/5Y10/5GG6:

✚ 9-2 8-1 7-0 4-6-7 C 5-4-8 HMG 6-16 B12 LMG 2-8 B12 8 4 X9+ '44a 3 30 A STG-III(G) 13 0 -1 H5 105* 4/-12 SMOKE

6 3 4 2 2 3

TURN 1: Elements fob Heavy Tank Regiment Bake; Enter on any south edge of board 5 between hexes Q and GG inclusive laden/or any west hexes boards 5 and 10:

9-1 8-0 4-6-7 MMG 4-12 B12 LMG 2-8 B12 '44a 3 SPW 251/1 18 -4 -5 -14 1S15PP SPW 251/2 18 -4 -5 1S15PP PzKwVG 15 +3 0 75LL 4/2/2 PzKwVIE 13 +2 +1 88L 4/2

6 2 2 3 3 2 2

SPECIAL SCENARIO RULES:

OAF 6.1.1: TERRAIN: Buildings of 3 or more hexes on board 10 are of stone construction. All other buildings on board 10 are of wooden construction. All buildings with staircase hexes are multi-level whether stone or wood. The rowhouse status of buildings on board 10 are ignored (10AA5), treat as level 1 connected stone buildings. The board 5 orchard hexes and the 2 pond hexes are considered marsh (75). All adjacent non-road hexes are considered bog hexes. All orchard hexes are considered open ground. The level two hexes are considered level one woods hexes. Movement along the forest path (10F4) cost infantry 1MF but has no other effect.

OAF 6.1.2: 'Exclusively held' is defined as being the only side in a building or being the last side to solely occupied a building with an unbroken unit. A side would not have to occupy or even traverse every hex of a building in order to hold it exclusively, providing there are no enemy units in the building. A broken unit may prevent exclusive control of a building, but cannot claim exclusive control itself. Any non-broken infantry unit can claim control of a

building. The Russian starts the game with exclusive control of all stone buildings whether occupied or not.

OAF 6.1.3: The German forces must set up off board adjacent to the hexes they will use to enter the board. Sequential movement cost must be paid.

OAF 6.1.4: Bore sighting (78) is not allowed.

OAF 6.1.5: The German 548 squads represent special assault troops. Techs units are treated as engineers in all respects, but may only lay a total of 3 smoke counters during the game.

OAF 6.1.6: The weather is wet (102.3). There is not wind at start of the game.

Optional: As of 11/2005, the Axis scenario record is 4-1. SQLA recommendation is to add 2xATRs to the Russian initial force, in addition the standard SQLA bidding procedure.

This scenario was originally published in ON ALL FRONTS number 6. Original design by Jeff Cebula. This scenario was used at the CVA-CON 1981, COI tournament. Clarifications and/or modifications were made to the original published scenario by Bill Thomson for tournament use.