

Hill 239: 16 February 1944

Some of the most violent fighting in the entire "War in the East" took place in the "Korsun Pocket". On January 26, 1944, two armored corps of the Soviet 6th Tank Army ripped through the 1st Panzer Army front between the VII and XLII Corps. With a show of daring they had, until then, not often displayed, Soviet armored units headed south at full speed. Dithering on the part of German higher headquarters prevented quick reaction. By the afternoon of the 28th, air recon showed the spearheads meeting at Shpola. 56,000 German troops and Russian auxiliaries were surrounded.

But the Soviets were dangerously extended. Their supply echelon could not keep the spearheads supplied. On February 1, Manstein ordered the relief to begin. SS Panzer Division "Wiking" attacked southwest toward Dzhurzentsy. At the same time Heavy Panzer Regiment "Baeke" armed with PzVI "Tiger" tanks, attacked to the northeast to meet them. On February 16, 1944 "Tiger" met "T-34/85" south of "Hill 239" as the Germans struggled desperately to open the jaws of 6th Tank army to allow their comrades to escape.

From: Army Historical Series, "Stalingrad to Berlin", by Earl F. Ziemke



Germans - 1xPzVI A (GHQ+0)
15xPzVI A "Tiger I"

Cohesion
15

This force represents the contents of one G151 Combat Command, less the non tank vehicles.

Soviet 1xT-34/85(GHQ-1)
2xT-34/85 (HQ),
18xT-34/85

Cohesion
13

This force represents the contents of one R151 Combat Command, less the Stalinetz tractors.

INITIAL DEPLOYMENT:

Both sides enter the playing surface on turn one (1), Germans from one narrow edge, Soviets from the other.

SPECIAL RULES:

The Soviet force represents a brigade(-) consisting of a GHQstand, and two battalions. Each battalion consists of nine T34's and a T-34(HQ) stand.

VICTORY CONDITIONS:

The Germans must destroy more than 60% of the Soviets by the end of turn ten (10), keeping their own losses under 50%.

The Soviets must eliminate more than 50% of the German force by the end of turn ten (10).

- TERRAIN SUGGESTIONS:**
- The map should be approximately 24"x 48".
 - Terrain is "Open": Maximum sighting distance - 40"
 - There should be one or two towns of no more than eight square inches in all.
 - There may be some high ground (Hills or Ridges), but no more than 15% of the map may be such.
 - You may add other terrain as you wish. But total terrain features equal no more than 20% of the map.

NOTES ON PLAY BALANCE:

This scenario is already balanced and needs no further modification.

SCENARIO LENGTH: 10 TURNS

RECOMMENDED FORCES: G151 & R151

WEAPONS STATISTICS:							
Weapon	Points	Firepower AP / HE	Range AP / HE	Defense	Speed W/T/F	Cargo Capacity	Transport Requirement
PzVI-A	111	10 / 6	25 / 25	[11]	9T	-	-
T-34/85	94	10 / 6	20 / 20	[9]	12T	-	-