

## Firestorm KORSUN POCKET @ Belcon 1

**Period: Late War**

**Points: Escalation - 60, 80, 100, 120+ big game Dynamic pts**

**Book: Bagration – Early 1944 units (see below)**

### **Ukraine, Winter 1944**

German forces in the Ukraine have been stuck in place by Hitler's "no retreat" order. Now the Soviets are attacking from the flanks. Will they be cut off? If so, can German reserves break them out again?

#### **Campaign Setting**

Historically Korsun was a huge and complex battle involving 400,000 men fighting over an area 100 square kilometres for three weeks.

To reduce it to manageable proportions, this Korsun Campaign consists of a 3 game Escalation campaign – first the Soviets try to cut off the German pocket with an east-west assault – then themed Big Game north-south German counter-attack tries to free them.

#### **Soviet Briefing:**

Comrades, I bring you glorious news from our beloved Stalin. Once more we are ready to strike a hammer blow deep into the heart of the fascist beast. We will cut off the viper's head at Korsun and turn the town into a second Stalingrad! We have far more tanks than our foes, and the cowardly Huns grow weary after their fourth winter. Now lead the way for your fellow soldiers. On to victory!

#### **German Briefing:**

The Führer has ordered every man to stand firm in his position. Rest assured that in the unlikely event of an enemy breakthrough, strong reserves will smash them and soon come to our relief. Remember that you are German Soldiers, and conduct yourselves accordingly. I do not have to remind you that captivity under the Soviets is an unpleasant prospect. The winter will soon be over and this summer we will finally crush the Bolshevik forces.

#### **Concept**

In this campaign, we'll be playing the Escalation Axis of Attack campaign with 3 rounds on day 1. Players will start with **60pt** forces representing the initial probing attacks and manoeuvres, with forces increasing **20pts** (80pts in round 2 and 100pts in round 3) each round as the pocket shrinks and more force is brought to bear. A thematic Big Game will be played on Day 2 representing the Axis trying to break out of encirclement. Points for the Big Game will be based upon player numbers but at minimum will be **120pts** if not more.

Players are to advise the TO ASAP of preferred side and prepare **60, 80 and 100 point** lists. Lists should be based upon the same formation/units as each other to have some consistency in narrative. To represent the historical theme, Forces should be drawn from the **Bagration compilation** book with the additional restrictions listed below (So no King Tigers... you know who you are). If intending to use lists not from **Bagration**, contact the TO for confirmation. **Berlin**

Formations are not available for this event. Aircraft are permitted in lists on both sides, noting restrictions/modifiers that may occur during gameplay.

Teams are to nominate a commanding general at the event.

Players can expect terrain and Winter Weather effects to have an impact on the battlefield.

Restricted Forces (do not include)	
German	Russian
Tiger II (8.8cm)	IS-2 (122mm) – note the IS-85 is allowed
Hetzer (7.5cm)	SU100 (100mm)
Jagdpanzer IV (7.5cm)	ISU-122 (122mm)
Panzer IV/70	ISU- 152 (152mm)
Elephant	Matilda (2pdr)
Puma	KV-8
Brummbar	OT-34

