LISSJANKA
16th February, 1944
(Ukraine)

A Rapid Fire 2 scenario V1.0.1 (26/2/08)
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Background
In early 1944, six German divisions were encircled in the Korsun (or Cherkassy) Pocket. Desperate attempts were made to force an opening and prevent another Stalingrad. Soviet 5th Guards Tanks Corps sought to close off any chance of relief as Panzer Group Frank thrust towards the pocket near the village of Lissjanka.

The Wargame Scenario

German armour supported by Panzer Grenadiers
attempts to outflank the Soviet position

The game is played on a 9′ x 5′ table. *Buildings* start intact. *Woods* are open. The game length is 8 moves. Terrain covered in *light snow* only and does not affect movement. *Elevations* affect movement. The *Gilnoy Tikitsch stream* has swollen to the size of a small river and is passable only at the *bridge* or the *ford*. The *marsh* cannot be crossed by vehicles and is a continuous obstacle for infantry. Neither side starts on reserved fire.

Aircraft can only operate in "clear weather". To test if clear roll a D6 each turn and on a 5 or 6 an aircraft is available that turn. An aircraft can attempt to target any forces not in woods or intact buildings. If the target is within 12" of friendly forces, the target is switched to the nearest friendly forces on a D6 roll of a 5 or 6. Note that if the target is switched the other side is not subject to suppression as per normal.

Points are awarded for eliminating enemy forces (destruction, rout or surrender) as follows:

Type	Points
Tiger I, Panther, shot down aircraft	10
T34/76, Panzer III, Panzer IV	8
Truck, ATG, HT, A/Car, gun	4
car	2
Infantry	1

To win the Germans must obtain AT LEAST 100 casualty points and at the end of the game have at least 3 tanks or 10 debussed infantry east of the line A-B and within 6" of the Lissjanka Road AND at least 10 infantry from 105th Infantry Regiment west of the line C-D.

To win the Soviets must obtain AT LEAST 80 casualty points and prevent the Germans achieving both terrain objectives. If neither side obtains its objectives the game is a draw.

Sources

Eastern Front, 1944 (Volume 1) – Tac II Scenario Publication – Nick Murray
Hell's Gate – Douglas Nash
Rapid Fire – Third Supplement – Scenarios for the Russian Front – Richard Marsh
Rapid Fire – Second Supplement – Unit Organisations for the Russian Front – Richard Marsh
German & Russian Vehicle and Gun charts
http://www.rapid-fire.uk.com/germanvgchart.pdf
http://www.rapid-fire.uk.com/russianvgchart.pdf
German & Russian Aircraft charts
http://www.rapid-fire.uk.com/germanaircraft.pdf
http://www.rapid-fire.uk.com/russianaircraft.pdf

Soviet counter-attack forms up in the woods north of Lissjanka

Soviet order of battle all regular
Elements 5th Guards Tank Corps

20th Tank Brigade

HQ	T34/76, BA64 a/car
1st, 2nd & 3rd Battalions	each 2 x T34/76 (AT3)

1499th Anti-tank Artillery Regiment
16 figures, 4 x 76.2mm ATG, 4 x medium trucks

motor rifle battalion (test @ 20 casualties)

HQ	CO + 3 figures, ATR, car
1st, 2nd and 3rd Companies	each 8 figures, medium truck
HW Company	12 figures, MMG, 82mm mortar, 57mm ATG 37mm AA, 3 x medium truck
Gun Company	3 figures, 76.2mm ATG, medium truck

Sturmovik 2 x 37mm, 2 x bombs

Initial Soviet forces start deployed in hard cover (but not prepared positions) with the Soviet Motor Rifle Battalion in slit trenches and the AT Regiment in weapon pits. The Soviet 3rd Battalion, 20th Tank Brigade arrives on Soviet turn 2. The Soviet player moves first.

Unfortunate Soviet T34/76 brews up from a long range rear shot
from the Panther on top of the hill in the centre distance.

German order of battle	all regular
elements 6th Army Group	

Panzer Group "Frank"

1st Panzer Regiment

HQ	Panzer III (L50)
1st Company	3 x Panther (75mm) ^
2nd Company	3 x Panzer IV (L75)
attached AA Platoon	HT with mounted single 20mm AA

Panzer Grenadier Battalion	test @ 20 casualties
HQ	CO + 3 figures, Sdkfz 251/10*
3 companies	each 8 figures, P/faust, Sdkfz 251.1
HW Company	9 figures, 2 x MMG, 81mm mortar, Sdkfz 251/2, Sdkfz 251/9*

Panzer Regiment "Baeke"

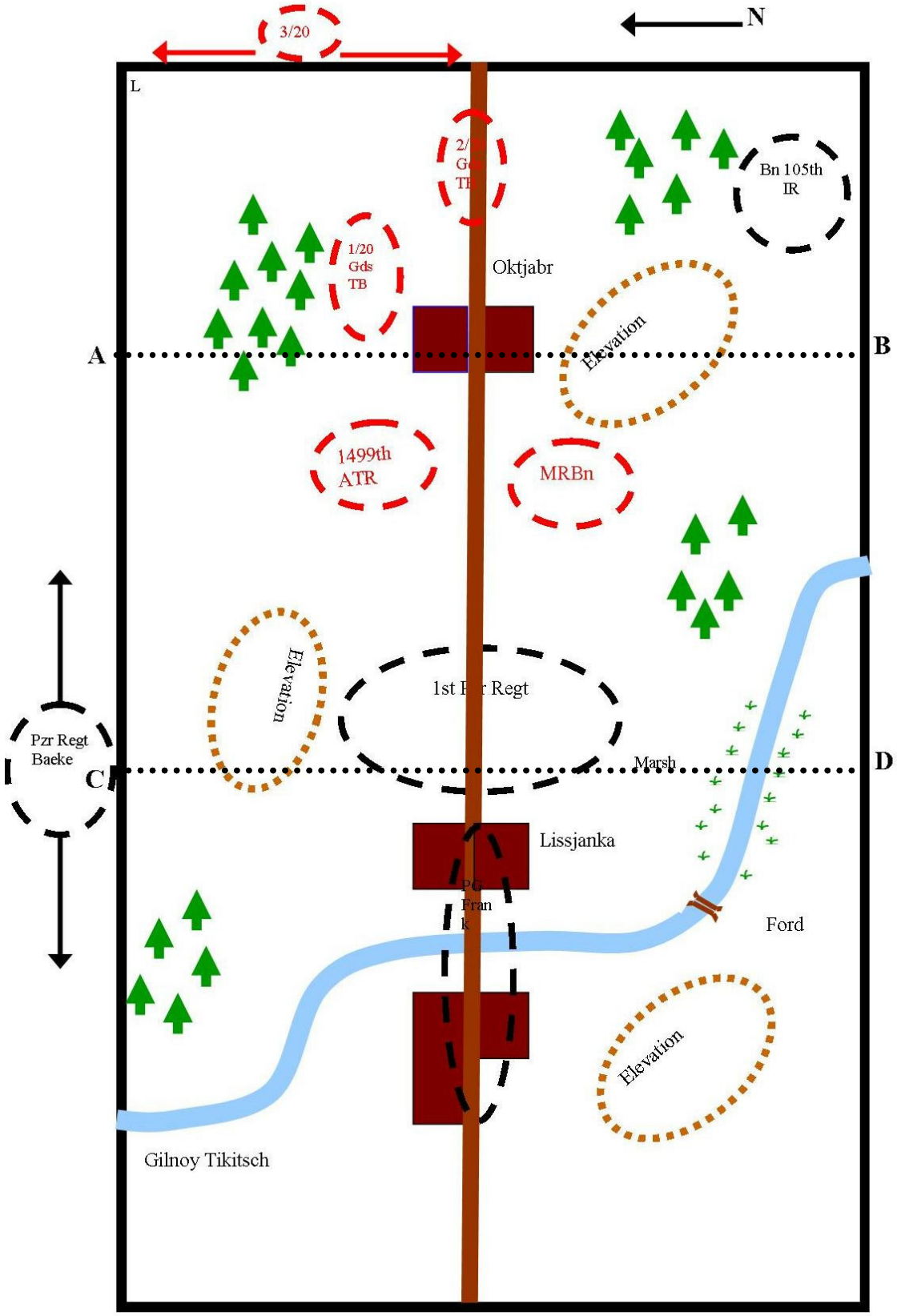
HQ	Tiger I (88mm)^ **[turn 4]**
1st Company	2 x Tiger I (88mm)^ **[turn 2]**
2nd Company	3 x Panther (75mm)^ **[turn 3]**

105th Infantry Regiment	test @ 20 casualties
HQ	CO + 3 figures, P/schrecke
3 x companies	each 8 figures, P/faust
HW Company	12 figures, 2 x MMG, 81mm mortar

JU 87G "Stuka"	2 x 37mm a/cannon

^ AT ranges = short 12", medium 36", long 60" HE = 6 X 10"
*3 figures for morale purposes

German forces are deployed on table as shown on the map. The 105th Infantry Regiment is on foot and cannot be embussed during the game. The Panzer Grenadier Battalion starts embussed. Panzer Regiment Baeke arrives in German turn 2/3/4. The German player moves second.

German Stuka targets a Soviet AT position near Lissjanka

Battle map : Lissjanka