

\$25.00 USD

HEAT OF BATTLE PRESENTS:

In the history of warfare, there is no better place to fight from than the...

# “HIGH GROUND!”

HOB's **HIGH GROUND!** features two totally new geomorphic playing boards. These boards create a large four-level hill, large saddle, or valley. Included with these hot new playing boards are 8 blistering new scenarios covering the High Ground in many theaters. The new scenarios are; Australians vs. the Italians near Tobruk, American and Japanese on Guadalcanal, British and Japanese in Burma, Italian and Greeks in Albania, Germans and Greeks in Greece, French and Italians in the Alps, Germans vs. the Russians in the Ukraine and again near Kursk.

You will need boards 8, 16, 18, 22, 30, 31, 33, and 37. Included are boards *I* and *II*.

HG! is not an officially licenced or endorsed game. Please support our hobby by continuing to purchase “Official” products.



## ***HIGH GROUND = A FORCE-MULTIPLIER***

From the ancient slopes of Mount Badon to the disputed territory of the Golan Heights, there has been no better place to fight from than the *HIGH GROUND*. The possession of the heights provides a defending force with both effective cover and a platform from which to observe the movements of the attacker. These natural advantages are compounded by the mental intimidation experienced by the attacker's troops while looking up at their enemy from below, and the combined effects add greatly to the effectiveness of a force entrenched on the *HIGH GROUND*. In these situations, command of the *HIGH GROUND* becomes a "force multiplier".

According to most offensive doctrines, success requires an attacker to seek at least a 3:1 advantage in men and material over the force it is attacking. The same doctrines consider a defensive force entrenched on the *HIGH GROUND* to be twice as effective as a force dug-in on the same level as its attacker, therefore requiring the attacker to amass a 6:1 advantage in men and materials. These doctrines should serve to demonstrate to even the most incompetent military analyst how a small, company-sized garrison holding the *HIGH GROUND* can create a stronghold that would require at least two battalions to successfully assault.

The scenarios of *HIGH GROUND* viscerally demonstrate the hard truth behind these strategic concepts. In them, you will feel the effects of the "force-multiplier" from the position of a well-entrenched defender. With command of the heights, and experience, the frightening responsibility of assaulting such a force from the dangerous ground below.

### **RECON by Fire: Issue #1**

#### **Errata**

1. **RbF I-5, PAPER LINE:** Tactical Objectives should read "...to either 16A6 or 35GG6."

2. **RbF I-7, INTO THE CAULDRON:** German OB should include one 2-2-8 Crew. German Reinforcements enter from the north *not* the south.

3. **RbF I-7, INTO THE CAULDRON:** The German reinforcements should enter from the *NORTH* board edge.

4. **RbF I-8, GERMETER BY METER:** Germans should receive 12 AP Mine Factors *not* 2.

5. **BLOOD REEF: TARAWA AID PACKAGE (back page)**

1. The "Sand" column: delete the horizontal line creating an extra column above the title "Sand" (i.e. There should be four separate notes in the "Notes" row).

In the "LOS/Hind row, delete "X Level 1" (this should be included in the "Palm Trees" column below it); in the "MF Cost" row, delete the last ".5+COT/" (this should also be included in the "Palm Trees" column below it).

2. **Palm Trees:** see above.

3. **Palm Debris "Notes":** "(T.30)" should be "(T.4.22)".

4. **Building Palm "Notes":** should read, "Outside building depiction, Level 1 Hindrance."

5. **Note "&" (at bottom):** change "(T1.1)" to "(T2.31)".

6. **Note "R" (at bottom):** should read, "Or Road cost if crossing a Road hexside."

#### **O&A**

1. **Q: RbF I-1, WEATHER THE STURM:** Should

you cross out the last two sentences of HSR #1?

**A:** Yes, please refer to HSR 8.

2. **Q: RbF I-2, AGGRAVATION AT AGRIGENTO:** Which Italian 75 Art piece do I use? The piece listed in the scenario set up is a blend of both the 75/13 Art (M# & B12) and the 75/27 Art (75/27 listing but no B#11 or M10#)?

**A:** Please use the 75/27 piece.

3. **Q: RbF I-3, SOUTH PARK:** Is the M151 in the US OB supposed to be marked as a M51?

**A:** Yes.

4. **Q: RbF I-3, SOUTH PARK:** Should the reference to HSR 5 (in the set up instructions for the US ART) be to HSR 4, instead?

**A:** Yes.

5. **Q: RbF I-3, SOUTH PARK:** Do German 447 Battle Harden to 548 or 467?

**A:** Because they are not Paratroops they should Battle Harden to a 467.

6. **Q: RbF I-6, DESERT FORTRESS:** what is the Battlefield Integrity for the Australian player?

**A:** The Australian player's battlefield Integrity number is 312.

7. **Q:** On page 34, should the middle desert board be labeled #28 instead of #26?

**A:** Yes, it should be 28.

**PLAYTESTING:** Rob Banozic, Dave Coleman, Tom Connelly, Greg Dahl, Steve Dethlefsen, Dick Eichenlaub, Chuck Hammack, Scott Holst, Magnus Hindsberger, Steve Linton, Bo Mikkelsen, Simon Mugford, Stephen Mugford, Phil Pomerantz, Dave Reinking, Scott Thompson, Eric Topp, Derek Ward, Eddie Zeman.

**PROOFREADING:** Theodore Beale, Chuck Hammond, Dave Shipani, Jan Spoor, Steve Tinsley.

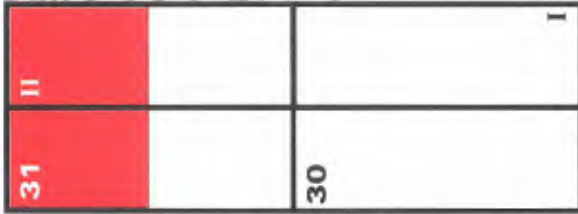


# PINCHED A TANK

HOB

HG! 1

Battlefield Orientation:



Hexrows A-Q on boards II and 31 are not in play.

**Tactical Objective:** The Australian Player wins if there are no Good Order Italian units (or AFVs with functioning MA) between hexrows IIBB-IZ.

Play Balance:

**Italian:** Replace both OB given Italian MMGs with Italian HMGs.

**Australians:** Replace both OB given Italian MMGs with Italian LMGs.

## Historical Special Rules:

- EC are Moist with no wind at start. Treat all buildings and wheat fields as Scrub. Desert (F.) Rules are in effect [EXC: All roads exist on boards I and II].
- The M13/40s in the Australian OB are Captured Italian tanks, however, there is no Captured use penalty and they are treated as being radio equipped. No AFV may be voluntarily abandoned while still mobile or with a functioning MA.



## Historical Perspective:

**Fort Pilastrino, TOBRUK, TUNISIA, 22 January 1941:** The initial Australian assault on Tobruk punched a hole in the southeast perimeter of the Italian garrison. However, a second line of defense based on Fort Pilastrino had to be negotiated. The defense was in front of an escarpment with 37 dug-in tanks along with prepared fighting positions. "Borrowed" Italian M13/40s made up the Dingo squadron of the 6<sup>th</sup> Australian Cavalry. With large kangaroos painted on the sides the tanks, the "Dingos" and the 2/8 Battalion tried to dislodge the Italians. **AFTERMATH:** A series of bloody fights ensued. The Italian tanks fought to the bitter end. The Australians, with additional support of one Matilda finally started to make headway. By the time the infantry were in the Italian positions, they began taking heavy casualties. They had to resort to the bayonet and grenade. Just as the attackers regained their momentum, the Italians launched their own attack with mobile tanks. The Dingos managed to destroy 3 of the attacking Italian tanks and force the rest onto the defense.

Italian Sets Up First [ELR: 3] [SAN: 3] [72]

Elements of the 61st Infantry Division set up on/west of hexrow I of board I or anywhere on boards 31 and 30. AFVs must set up "dug in" (see D9.5) and  $\geq 2$  hexes from any other AFV:



8

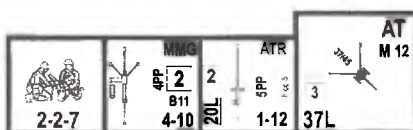
May set up in foxholes if in suitable terrain.



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2

Enter on turn 4 from the north edge:

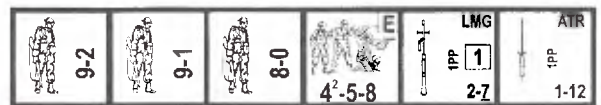


3

TURN

Australian Moves First [ELR: 4] [SAN: 3] [130]

C Company, 2nd Battalion, 8th Australian Infantry Regiment and A Squadron "Dingo" 6th Australian Cavalry Regiment enter on/after turn 1 on/between 30Q10-30GG10-IA6:

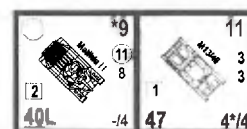


2

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4

# THE GIFU

HOB

HG! 2

## Battlefield Orientation:



**N** Play Area: Only hexes Q-GG on all boards are playable.



Play Balance:

**Japanese:** The Japanese player may Battle Harden any two squads.

**American:** The American player may Battle Harden any two squads.

**Tactical Objective:** The American Player wins at Game End by having captured or destroyed 5 pillboxes, provided he has also earned more CVP than the Japanese. For each pillbox the American captures/destroys beyond the 5 necessary, the American player receives 2 CVP.

## Historical Special Rules:

1. EC are Moist with no wind at start. PTO is in effect including Heavy Jungle. Treat all buildings/huts as Jungle.
2. Japanese suffer from Ammunition Shortage (A19.131). Bore Sighting is NA.

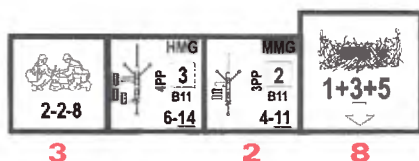


## Historical Perspective:

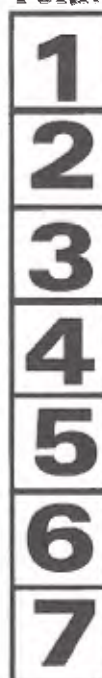
The GIFU, GUADALCANAL, 22 January, 1943: For more than a month the area known as the Gifu near the Mantanikau had been giving the U.S. Army fits as they tried to clear the remaining Japanese from the area and the island of Guadalcanal. The Japanese had made a labyrinth of interlocking pillboxes in such good cover that any attempts to penetrate the lines proved too costly. The 35<sup>th</sup> Infantry Regiment was able to pocket the area by January 19<sup>th</sup>. The Japanese under Colonel Oka decided to stick it out instead of attempting to slip out of the noose. With little water and no food the Japanese desperately tried to hang on. **AFTERMATH,** Despite their deteriorating situation, the Japanese still made the area a killing ground for the men of the Cactus Regiment. On the 21<sup>st</sup> some Marine tanks on loan to the 25<sup>th</sup> Cavalry Reconnaissance Troop arrived in the area. The men of the 35<sup>th</sup> hacked a path to the area. One tank made it to the front of the Gifu and immediately made its presence felt. Quickly destroying 5 pillboxes, the tank with infantry support blew a 200 yard hole in the positions that had withstood repeated assaults for over a month.

## Japanese Sets Up First [ELR: 2] [SAN:4]

Elements of 124th and 128th Infantry Regiments set up on any whole hex of board 37:

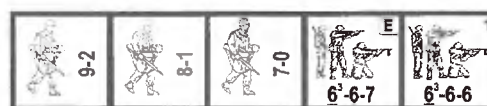


## TURN



## American Moves First [ELR: 4] [SAN: 3] [134]

2nd Battalion 35th Infantry enter on Turn 1 from any one board edge or may set up on any hill hex of one board:

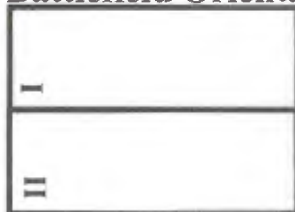




# BUMPS ALONG THE TIDDAM ROAD HOB

HG! 3

## Battlefield Orientation:



**Tactical Objective:** The Indian Player wins if there are no Good Order Japanese units on any level 4 hill hex at Game End.

## Play Balance:

**Japanese:** Add one 4-4-7 Japanese First Line squad to the Japanese OB.

**Indian:** Add one 6-4-8 to the Gurkha OB.

## Historical Special Rules:

1. EC are Dry with no wind at start. PTO is in effect.
2. For purposes of BOG Check (only), MUD rules are in effect as per D8.23 for all hill hexes. Additionally, a separate BOG Check must be made for each vehicle attempting to make an increased elevation change.
3. All Carrier HS are 248s as per D6.82. All Indian units are treated as Gurkhas. The Indian player may use any other Carrier counter to represent any Carrier C that is not available in the counter mix.



## Historical Perspective:

**SAKAWNG BURMA, 22 March, 1944** In the advance to Imphal along the Tiddim Road, the Japanese 3<sup>rd</sup> Battalion 215<sup>th</sup> Regiment of the 33<sup>rd</sup> White Tiger division was poised to strike north using some of the same tactics that were so successful in 1942. The Japanese would establish a strong road block and ambush the British as they ran into or tried to move around the block. While establishing a block near milepost 110 the Japanese "liberated" over 1,000 trucks and enough food and water to last a whole division for two months. After the windfall of so many supplies the White Tigers dug in for the next move. Indian forces of the 17<sup>th</sup> Black Cat Division made that move. Not the same shattered force of 1942 the new division was tough and skilled. The key to the Japanese position were the hills outside of Sakawng overlooking the Tiddim road.

**AFTERMATH.** The 1/7 Gurkhas and the 9<sup>th</sup> Borders had to attack uphill in open terrain in order to dislodge the Japanese from overlooking the Tiddam road and to recapture the supply depot. The Japanese waited to the last minute to open fire and in doing so caused massive casualties in the Indian force. The attack started to gain momentum when the reserve company of carriers tried to overrun the Japanese positions. But this attack fared no better and the attack had to be called off. Later in the week with a change of command and additional troops for the Brigade the Cats forced the Tigers to withdraw.

## Japanese Sets Up First [ELR: 4] [SAN: 3] [145] TURN

Elements of the 33<sup>rd</sup> "White Tiger" Infantry Division set up on any hill hex:



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## Indian Moves First [ELR: 5] [SAN: 3] [162]

1/7<sup>th</sup> Gurkhas, 17<sup>th</sup> "Black Cat" Indian Infantry Division enter on/after Turn 1 from any west board edge:



6

3

2

9<sup>th</sup> Borderers Enter on/after turn 2 from EITHER the North, East, or South board edge:



6

6

3

# COHORT AND THE PHALANX

HOB

HG! 4

Battlefield Orientation:



Play Balance:

**Italian:** Increase Game Length by one Game Turn.

**Greek:** Decrease Game Length by one Game Turn.

**Tactical Objective:** The Italians win at Game End if they have earned  $\geq 18$  Victory Points. The Italian earns CVP's normally [EXC: Captured VP are not counted]. Additionally, the Italians earn Exit VP for Good Order Italian units on the West side of the river at Game End.

## Historical Special Rules:

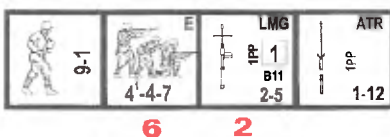
1. EC are Moist with no wind at start. Ground Snow (E3.72) is in effect. Place a Shellhole counter in hexes 8V6, 8W6, 8X7, AA6 (buildings do not exist). All other multi-hex buildings have a ground and first level only, with an inherent stairwell in each hex. All buildings are also wooden.
2. Place Bridge counters in hexes: 8 Q3, Q4, Q5, Q6, Q7, and Q8. This is a one-lane wooden bridge. The River is Shallow with a Moderate current flowing to the south. The River is NON-Frigid (B21.41).
3. No unit from the Italian Bridge Security Force may set-up/enter a bridge/River hex until at least one unit from the "Retreating force" has entered a bridge location or crossed to the west side of the river. Additionally, no unit from the Bridge security force may move or advance during the first Game Turn.

**Italian Sets Up and Moves First [ELR: 3] [SAN: 3] [78]**

**Division Alpina "Julia" (Bridge Security Detachment)** set up east of the river and  $\leq 5$  hexes from a river hex:



**(Retreating Force) Division Alpina "Julia"** enter from the east board edge on turn 1 (HSR: 3):



TURN

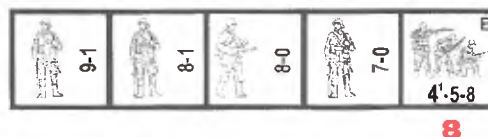


## Historical Perspective:

**PERATI, ALBANIA 20 November, 1940:** After 3 weeks of attacking the new legions of the Italian Army were in the midst of a humiliating defeat. The invasion of Greece had not gone at all according to plan. The terrain, weather and fanatical resistance of the Greeks forced the Italians all along the front to take notice of their classical foe. The Greeks, for their part, had no intention of letting the Italians off the hook. As soon as possible they launched a counterattack. In most areas the Greeks meet with initial success, due to the low quality of the Italian defenders. The 1<sup>st</sup> frontier division however, met the cream of the Italian army along the Vojussa river. **AFTERMATH.** The "Julia" Alpine division found itself hard hit and needing to cross a small tributary of the Vojussa. The river crossing was guarded by a detachment of the Julia supported by artillery and machine-guns. Conducting an almost perfect retrograde movement under fire the majority of the Julia's Battalions crossed safely. The last unit, however, was moving back with the Greeks hard on its heels. The small detachment guarding the crossing held firm and allowed their harried comrades to cross the river. Then, intermixed with the Greeks, the security force moved across themselves. The Greeks then set up positions along the banks and poured devastating fire into the brave Italians.

**Greek Moves Second [ELR: 4] [SAN: 3] [160]**

**1st Greek Frontier Infantry Division** enter on/after Turn 1 from any east board edge:





# MOUNT ISTIBEI

HOB

HG! 5

**Battlefield Orientation:** Only hexrows Q-EE are in play.



**Play Balance:**

**Greek:** Greeks may Battle Harden any two leaders in their OB.

**German:** Add one FT and one DC to the German OB.

**Tactical Objective:** The Germans win at Game End if they eliminate/control all Pillboxes (otherwise, the Greek wins); or if the Germans have earned  $\geq$  twice the CVP's than the Greeks earn they need only to control/eliminate 5 Pillboxes.

## Historical Special Rules:

1. EC are Moist with no wind at start. The German player will make no Wind Change DR in the first Player Turn.
2. The Greeks receive three tunnels (B8.6) and have Boobytrap Level C on board I only (B28.9). On Turn 4 the Greeks receive one module of 75mm OBA (HE only) with Normal Ammo. The Greek Radio may be exchanged for a Field Phone.
3. All German 8-3-8s are Assault Engineers (H1.22).
4. Due to the intense Stuka and heavy artillery bombardment that precedes this action, each hill hex on boards I and II is considered covered by a cumulative two-level, +1 DRM Smoke Hindrance for the first Player Turn.























## Historical Perspective:

**April 6<sup>th</sup>, 1940, Mount Istibei, Greece:** The Germans lunged at the heavily fortified mountain strongholds in the Metaxas Line behind a fierce attack by the Luftwaffe. Huge bombs dropped onto the heavy bunkers but failed to crack them open. Many of the bunkers in the scattered fortresses were simply hidden too well to even be seen by the pilots. Following the Luftwaffe's attacks came a heavy barrage by the guns of the 5<sup>th</sup> Mountain Division. Cautiously, the well trained engineers and mountaineers climbed the hills. The Greeks were still recovering from the shock of the artillery as the German officers watched their men approach the slopes standing up. But it was not to last. The Greeks had prepared a nasty surprise for the Germans and soon the hillsides would be turned into a hail of lead and fear. **AFTERMATH:** When the barrage ended, the shock troops could finally get a close look at the heavy forts they were tasked with capturing. They were stunned when the embrasures opened up and machine gun fire ripped through the air. The engineers went into action quickly. Smoke grenades covered the final advance to the edges of the bunkers. Demolition charges were set and explosions could be seen all over the hilltop. One by one, the bunkers were ripped open but as the Germans neared the top of Mount Istibei, Greek artillery fell all around the exposed mountain troops. This bombardment preceded a Greek counterattack by infantry who poured out from the tunnel complexes to shove the Germans back. Wave after wave of Greek infantry attacked the now dug-in Germans but they were cut down by withering German machine gun fire. By day's end, the mountain fortress would be under new management.











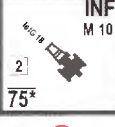
## Greek Sets Up First [ELR: 3] [SAN: 3] [120]

**Istibei Garrison 1st Greek Army** set up on any hill hex of board I:

 8-1	 8-0	 7-0	 4-5-7	 2-2-8
2		7		
 HMG 3 6-12	 MMG 2 4-11	 Radio 1P 1P	 Minefield AP H	 ART M 8 105*
3		12		
 ART M 6 85	 Trench OVR, OBA: +4 Other: +2	 MPH/RtPh: dr = MF CC: +1/-1	 1-5+7 4	
6		4		
 2+5+7 2				
Reinforcements enter on/after turn 5 from the south board edge:				
 5-1	 6+1	 4-5-7	 1 1P 1 B11 2-6	 LMG 1 B11 2-6
8		3		

## German Moves First [ELR: 4] [SAN: 3] [213]

**3rd Company, 2nd Battalion, 100th Infantry Regiment, and 95th Engineers, 5th Gebirgs Division** set up on any board 18 hex:

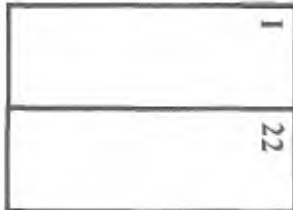
 9-2	 9-1	 8-1	 8-0	 8-3-8
2		6		
 4-6-8	 2-2-8	 LMG 1 3-8	 24-1	 DC 30-1
9	2	6	2	5
 INF M 10 2 75*				
2				

# CORNICHE GAME

HOB

HG! 6

**Battlefield Orientation:** Play Balance:



**Italian:** Pillbox/s that the Italians capture/ eliminate will NOT discount the control of one building (as per the Tactical Objective).  
**Greek:** Each Pillbox/s that the Italians capture/ eliminate counts as TWO buildings (as per the Tactical Objectives).

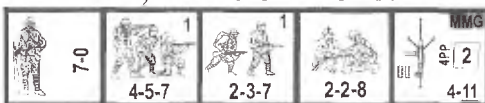
**Tactical Objective:** The Italians win at Game End if they control all multi-hex buildings in the play area. The Italians may discount the control of one such building for each Pillbox that is captured or destroyed.

## Historical Special Rules:

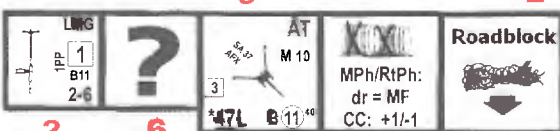
1. EC are Moist. With no wind at start. The San Luigi Stream is Deep (B20.43)
2. All French units inside a Pillbox are considered Fanatic.
3. The bridge/road in 22K2 is NA. Hex 22W8 at level 2 is a Steeple location (P5.2). This is the only level two building location on the map. Building 22H4 is a one-level Factory (B 23.74).
4. The French receive one module of 120mm OBA (HE only). The Italians receive one module of 75mm OBA (HE only). Both sides may choose either a Radio or Field Phone. The French Radio/Field Phone may be set up in either French setup area. No French Fortification may set up HIP.
5. Due to many of the Italian infantry being familiar with the town of Mentone, only Italian Conscripts are LAX for Ambush purposes when in CC inside a Building location (A25.64).
6. Hand-to-hand fighting may be declared by both sides as per J2.31. No Quarter is in effect.

## French Sets Up First [ELR: 3] [SAN: 3] [155]

**Alpine Fortress Garrison** set up on any hill hex of board I (all units/fortifications must set up within two hexes of each other) and west of hexrow F:



Set up on any non-hill hex of Board I on/west of hexrow W, and/or in any board 22 hex west of the San Luigi Stream:



**Reinforcements Sengal Fusiliers** enter from the west board edge on/after turn 5:



## Historical Perspective:

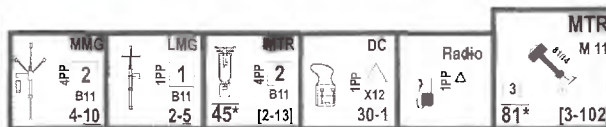
**June 22<sup>nd</sup>, 1940, Mentone, Southern France:** With the Germans in firm control of the fighting in the west Mussolini didn't want to squander the opportunity to take some easy ground and win valuable public support. Along the southern Alpine front the Italians massed for a frontal assault into the wall of east facing fortifications. The French had given up the first few miles of useless hilltops along the border and defended along key crests. When the Italians finally crawled their way to the bunkers they were stopped cold. Along the coast, the Italians smashed into the built-up border town of Mentone. The first two assaults brought heavy casualties as the Italians found all but one bridge over the San Luigi destroyed. The Italians were supported by an armored train that would creep out from under the cover of a tunnel, fire, then sneak back in when the French guns would counter fire. The last time the train appeared the French guns were waiting and three of its four turrets were put out of action. Two assaults on Mentone met with failure other than to capture the buildings on the east side of the San Luigi. **AFTERMATH:** The third and final assault was made with only the small guns and mortars of the mountain artillery available for support. A group of Italian infantry inched past the bunkers guarding the narrow approaches to the town along the hillside and was able to flank and then destroy them. Suddenly, the Italians burst from their cover from across the San Luigi and stormed Mentone. In fierce hand-to-hand fighting the Italian men swept through the town but found the advance frustrating as nearly every type of fortification was encountered. A battalion of the Senegal Fusiliers reinforced the battle for the French but it was too little and too late. Mentone was captured in a swarm. However, the bunkers to the west of the town kept firing on the Italian positions until the Armistice. The Italian offensive had gained little more than a few bald hilltops and one coastal town.

## TURN



## Italian Moves First [ELR: 3] [SAN: 2] [183]

**Remnants of the 21st, 80th, and 90th Regiments and 33rd Battalion "Imperia" Infantry Division** set up in any non-hill hex east of the French perimeter and/or on any hill hex on/east of hexrow IF10-IF6 (may not set up adjacent to a non-HIP enemy unit):





# SKILL IN KHILKI

HOB

HG! 7

## Battlefield Orientation:



Play Balance:

**German:** The Germans need only exit 28 EVPs to win.

**Soviet:** The German must have 32 EVPs to win.

## Tactical Objective:

The German player must earn 30 Exit VP (at Game End) by exiting German units off of the west map edge. Each Sledge is worth 3 Exit VPs (but is worth only 1 CVP for the Russian player if destroyed or captured) while all other German units are treated normally for CVP/Exit-VP purposes. The Russians may deduct 1 Exit VP from the German total for each CVP that they earn (including double CVPs for captured Germans [EXC: Sledges]). The German Arty Gun is worth 2 CVPs if captured and 0 CVPs if it is deliberately Disabled by the German player (other than by Intensive Fire).

## Historical Special Rules:

1. Deep Snow rules are in effect (E3.73). Place a Wooden Rubble counter in hex I-13. Due to the continuous and heavy traffic all roads are Plowed.
2. Only the 658s are SS and are treated as having an underlined ML and an ELR of 5. The Germans suffer from Ammunition Shortage (A19.131)
3. All Sledges have a 1 PP capacity only. Due to the sledges being packed with the most heavily wounded soldiers, they may not use Gallop.



## Historical Perspective:

**Khilki, Western Ukraine, February 17th, 1944:** The Russian Winter campaign in the Southern Front had been blunted in two places, but the third, near Cherkassy, succeeded in overwhelming the thin German infantry line. Russian General Konev rushed fresh units into the breach and the subsequent breakout netted a huge pocket containing no less than 10 of the German Eighth Armies' best motorized Divisions. After nearly a month trapped inside the Russian pocket the Germans were desperate to breakout to freedom. The planned breakout called for a relief attack from the forces outside the pocket and a breakout from those forces trapped inside. On the northern flank of the breakout force the Russians were trying to collapse the corridor at the small village at Khilki. If Khilki were captured the entire corridor would be exposed to ruthless Russian interdiction fire. The relief force had been stopped just a few kilometers from the breakout line thus leaving the breakout force on its own. **AFTERMATH:** General Lieb waited in Khilki until almost the very end and then looked for a replacement officer to hold the village until the last column had fought its way through. An experienced Austrian artillery commander volunteered and promised, "I'll hold this dump, Herr General-you may rely on it." The Russians assaulted the village relentlessly knowing full well that the entire German breakout could be prevented here. The Russians even threw in their newest heavy tanks, the Joseph Stalin-II in an attempt to capture Khilki. The Austrian officer was true to his word and with only 100 men he held the village until the last man passed through. He was even able to affect the escape of his surviving rearguard under the heavy onslaught of Russian tanks. Ultimately, the Germans were able to complete their breakout with heavy losses suffered only by the assaulting units as they battered their way through the Russian defenses.

German Sets Up First [ELR: 3] [SAN: 4] [177] **TURN**

Soviet Moves First [ELR: 3] [SAN: 2] [108]

**Austrian Artillery Regiment** set up on/south of hexrow Q:



9



3

**Elements of the 72nd and 389th Regiments SS Division "Wilken"** enter on Turn One on hex IIA6:



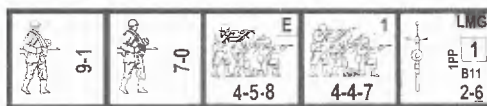
2

6

5

**1**  
**2**  
**3**  
**4**  
**5**  
**6**

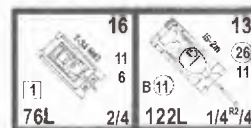
**Vanguard of the 5th Guards Tank Corps** enter between hex(es) IY1 to IGG6 (inclusive) on/after turn 1:



6

8

4



3

2

# НОВ

## Battlefield Orientation:

33			I
16			II



6

1

2

3

4

5

6

7