

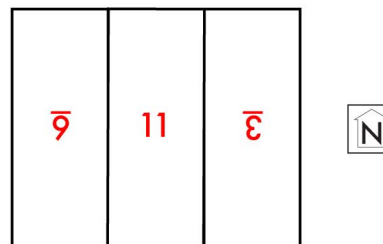
IS PB #5: Situation 7, Experimental

MEETING ENGAGEMENT during the German Relief of Kiev (23/11/43): The Russians had just liberated Kiev and were continuing their advance. The Germans made a desperate attempt to drive them back. Armored units of the Russian 5th Guards Tank Corps (20th, 21st, and 22nd Guards Tank Bdes; 7th, 9th, and 11th Guards Heavy tank Regts; 1462nd Medium SU Regt, 1835th Heavy SU Regt, and 80th Motorcycle Bttn) meet elements of the German 19th Panzer Div. (27th Panzer Regt, 1st Bttn/7th Panzergrenadier Regt, HQ Coy/19th Armored Recon. Bttn, 234th Assault Gun Bttn, and 1st Bttn/19th Panzer Artillery Regt).

SPECIAL RULES: All units on both sides are free to fire and move at their full Movement Factors at the beginning of the game.

GAME LENGTH: 10 Game Turns – Germans move first.

Map Configuration



German Order of Battle

13 A 6 2 75 mm CO1 0	15 M 20 2 120 mm PO1 0	3 ! 6 8 RIFLE 1CO1 1	0 C 0 1 Sdkfz 8 4CO1 10	2 C(I) 4 4 Halftrack 4DO1 10	5 C(A) 2 4 Sdkfz 251/10 4EO1 10	5 H 8 2 Sdkfz 233 5DO1 14	40 H 32 5 Wespe 6CO1 8	60 H 24 6 Hummel 6EO1 8	12 A 8 12 Stug III G 8DO1 8	14 A 8 8 Panzer IV H 9101 8	16 A 12 12 Panther 9J01 10
2	1	4	3	3	1	1	1	1	4	6	5

Units are set up on the board in road march order in the following hexes; 11R3, 11Q2, 11Q1, 6Q1, 6Q2, 6R3, 6S3, 6S4, 6S5, 6S6, 6S7, 6S8, 6R9, 6Q9, and 6Q10. Units are set up one counter per hex (a unit mounted on a transport unit counts as one unit) with infantry and artillery units mounted on Halftracks and Trucks (when available). Any remaining units not set up on the board are set up off the board in road march order, following the criteria listed above, and enter the board on the first turn at Hex 6Q10, at the road movement rate (first unit enters at 1/2 movement point, second unit enters at one movement point, third unit enters at 1 1/2 movement point, etc.).

Russian Order of Battle

6 I 6 2 12.7 mm AO1 0	7 A 3 3 45 mm BO1 0	12 A 5 2 76.2 mm DO1 0	3 I 1 4 RECON 1BO1 1	8 I 1 12 SMG 1EO1 1	2 C(I) 1 2 Halftrack 4EO1 10	0 C 0 1 Truck 4BO1 12	40 H 10 16 SU-152 7CO1 7	14 A 8 12 SU-85 8CO1 11	12 A 6 9 T-34 C 9KO1 11	12 A 6 13 KV-1 C 9SO1 7	12 A 6 11 KV-1 S 9TO1 9	15 A 8 11 KV-85 9UO1 8
1	3	2	2	6	2	12	2	2	12	2	2	2

Units are set up on the board in road march order in the following hexes; 11P5, 11P6, 11P7, 11P8, 11P9, 11P10, 11Q10, 3Q10, 3Q9, 3R9, 3R8, 3R7, 3R6, 3Q5, 3Q4, 3P4, 3P3, 3P2, and 3Q1. Units are set up one counter per hex (a unit mounted on a transport unit counts as one unit) with infantry and artillery units mounted in Trucks and Halftracks. Any remaining units not set up on the board are set up off the board in road march order, following the criteria listed above, and enter the board on the first turn at Hex 3Q1, at the road movement rate (first unit enters at 1/2 movement point, second unit enters at one movement point, third unit enters at 1 1/2 movement point, etc.).

Victory Conditions

Both sides score one VP for each friendly unit on Board 11 and ten VPs for the control of each town hex on Board 11 at the end of the game.

Russian Victory Conditions:

Marginal Victory – Have more victory points than the Germans at the end of the game.

Tactical Victory – Have twice as many victory points than the Germans at the end of the game.

Decisive Victory – Have three times as many victory points than the Germans at the end of the game.

German Victory Conditions:

Marginal Victory – Have as many victory points as the Russians at the end of the game.

Tactical Victory – Have twice as many victory points than the Russians at the end of the game.

Decisive Victory – Have three times as many victory points than the Russians at the end of the game.