

Three days at the Monastery

German XI Corps desperate bid to break out

Korsun, February, 1944

Situation

In early February 1944 the German XI and XXXXII corps were surrounded by Soviet forces and trapped in a pocket near the Dnepr River, about 130 km southeast of Kiev. After almost two weeks ammunition was running low, and they wouldn't hold out much longer.

The Soviet 5th Guards Tank Army stood in the direct path of the German XI Corps breakout. Its 20th Tank Corps and 252nd Rifle Division held the sector most threatened by the Germans; it was here the hammer would fall the hardest.

The unit chosen to lead the breakout was SS Brigadeführer Gille's 5th SS Panzer Division "Wiking" and its attached SS-Sturm Brigade "Wallonien" now led by the charismatic Major Leon Degrelle. To maintain mobility all towed guns had been abandoned and what transport remained carried the wounded and the division's meagre supplies.

In the early stages of the battle the Soviet perimeter was pierced and one Tank Brigade of the 20th Tank Corps destroyed. Soviet defensive efforts needed to crystallize at the Orthodox monastery on a tributary of the Gniloi Tikich River. Here General Rotmistrov 5th Guard Tank Army threw its considerable resources into defending the only high ground for miles around.

Wiking and its attendant infantry divisions the 72nd and 389th, suffered heavy losses, but the monastery was taken. On the afternoon of the second day German morale was boosted by the arrival of several Ju-52s loaded with fuel, ammunition and medical supplies; but, General Rotmistrov was not finished yet!

Scenario Notes

Duration of battle: 0800 to 1600 (16 Turns)

Number of players: 3-5

Weather: Overcast and cold with 1-2 feet of snow

Visibility: 6" on Turn 1, then 24" (spotting ranges halved)

Battlefield

The Monastery: The monastery complex is a BUA along with several small BUA. All BUA have been reduced to rubble over the past two days of fighting and provide -2 (medium) cover to direct and indirect fire.

Cemetery: The cemetery provides light cover (-1) to direct and indirect fire.

Light Snow: All cross country movement (even on tracks) is through light snow and cost x2 movement for both vehicles and personnel. The swampy ground to the north of the monastery is frozen counts as light snow.

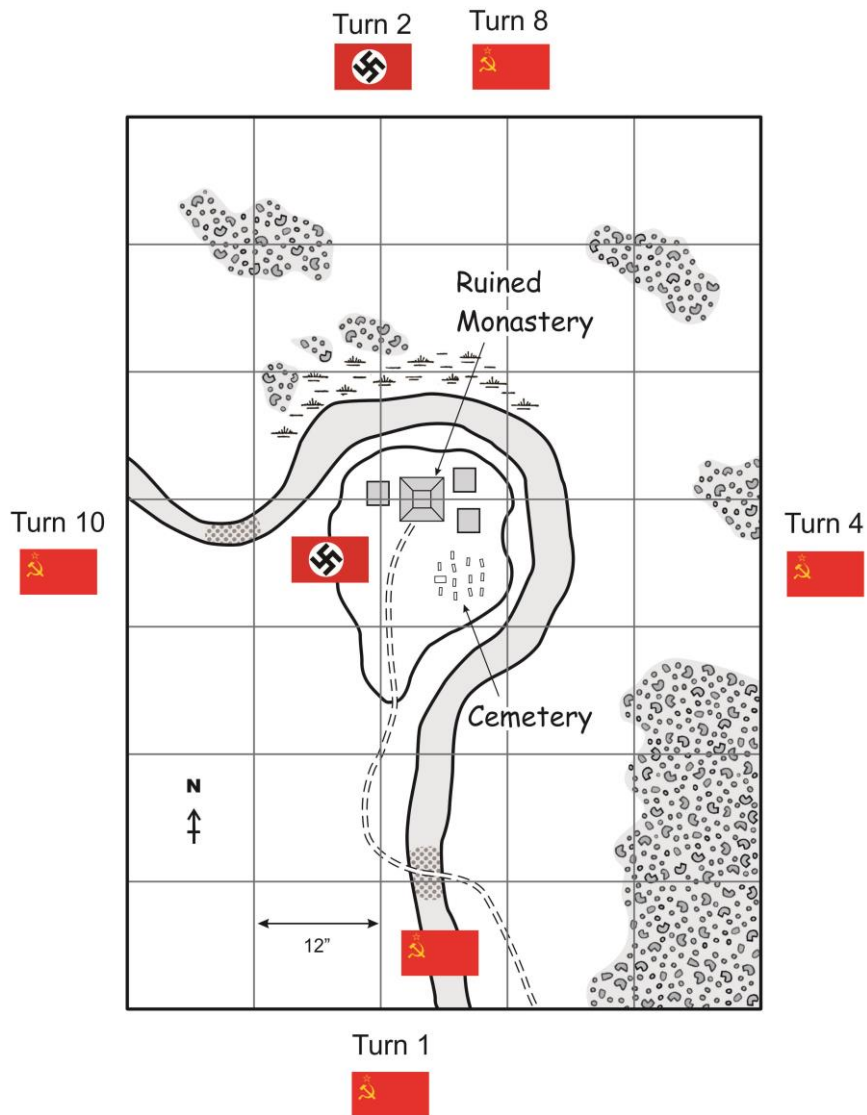
Crossing the River: Vehicles can only cross the river at the identified fords and must test for miring (deep mud). Personnel stands can cross the river anywhere but pay x4 movement.

River Banks: Troops adjacent to the river are concealed and gain medium cover (-2) to direct fire and light cover (-1) to indirect fire.

Woods: All woods count as woods as per TOB rules.

Campaign

This battle was fought as part of our Korsun Pocket campaign and was a hard fought and expensive victory for the Germans, repelling the Soviet counter attack and buying valuable time to re-organise and allow 72nd and 389th to now take the lead. On the following days after this battle the German forces fooled the defending Soviets by retreating south instead of going the shortest distance to their objective; the Gniloi Tikich River and freedom. The Germans eventually reached the River at a less defended location and, with the help of 8th Panzer Division attacking from the north, punched a hole through the encirclement. Less than 20% escaped, but in terms of the Eastern Front, it was deemed a 'victory'.



	Condition
Soviet Victory	Undisputed hold all BUAs in the Monastery precinct.
Draw	Soviet forces have one or more BUAs in the Monastery precinct but not all of the BUAs.
German Victory	Undisputed hold of all BUAs in the Monastery precinct.



Soviet Army

Mission: attack

Capture all BUA's of the Monastery

Initial Troops

Entrenched (-2 cover) within 6" of the southern table edge or anywhere within the woods in the south eastern corner of the table.

Troop Quality: Regular
Morale: 8

Elements 252 nd Rifle Division	
Regimental Headquarters	1 command stand 1 staff telephone stand
Mortar Company	3 82mm mortar stands
Anti-tank gun Detachment	1 command infantry stand
	2 76mm A/T gun stands
2 Infantry Battalions, each	1 command stand+
	3 infantry stands
	2 MMG stands

Enter anywhere along the southern board edge on Turn 1.

Troop Quality: Regular
Morale: 9

123 rd Separate Tank Battalion	
HQ	1 command T70 light tank
	3 T70 light tanks

96 th Motorcycle Battalion	
Battalion HQ	1 command stand & car
3 Motorcycle Companies, each	1 command M/C stand
	1 M/C stand, 1 M/C SMG stand
	1 MMG stand

Troop Quality: Experienced
Morale: 9

27 th Engineer Sapper Battalion	
HQ	1 command stand
Reece Company	1 command engineer stand 2 recon engineer stands
3 companies, each	3 engineer stands

Preliminary bombardment
Off-board Artillery (available Turn 1 only)

406th Guards Mortar Battalion (*Regular, Morale 8*)
2x 130mm BM launchers

291st Mortar Regiment (*Regular, Morale 8*)
1st Battalion: 3 x120mm mortars
2nd Battalion: 3 x120mm mortars
3rd Battalion: 3 x120mm mortars

Ammunition depletion: Red 1



Reinforcements (Turn 4)

Arriving anywhere along the eastern table edge

Troop Quality: Regular
Morale: 8

155 th Tank Brigade	
Brigade HQ	1 command stand & car
	1 staff radio truck

2 Tank Battalions each of:	
Battalion HQ	1 command T34/43
2 companies, each	2 T34/43

Motorised Infantry Battalion	
Battalion Headquarters	1 command stand & car
	1 SMG stand
	1 engineer stand
	2 light trucks
Anti-Tank Rifle Company	2 PTRD ATR stands
	1 medium truck
3 Infantry Companies, each	1 command infantry stand+
	2 infantry stands
Mortar Battery	1 82mm Mortar stand
	1 medium truck



Reinforcements (Turn 8)

Arriving anywhere along the northern table edge

Troop Quality: Regular
Morale: 8

1834 th Heavy SU Regiment	
Headquarters	1 command white scout car
SU companies	2 SU152
	2 SMG stands

Reinforcements (Turn 10)

Arriving anywhere along the western table edge

Troop Quality: Experienced
Morale: 9

Elements 11 th Guards Cavalry Division	
Regiment Headquarters	1 mounted command stand
	1 mounted engineer stand
MMG Squadron	2 MMG stands
	2 Tachanka MG carts
3 Sabre Squadrons, each	1 command cavalry stand+
	2 cavalry stands
	1 mounted MMG stand
	1 mounted PTRD ATR stand

Notes

1. All units of the 252nd Rifle Division in line of sight of the enemy at the start of the game are 'spotted'.
2. The Soviet player must announce the imminent arrival of reinforcements at the end of the previous turn's movement phase.
3. 406th Guards Mortar Battalion and 291st Mortar Regiment direction of fire is from the southern table edge.

German Army

Mission: defend.

Hold at least one of the BUA's of the Monastery

Initial Troops (see notes for placement)

5th SS Panzer Division "Wiking" (*remnants*)

Troop Quality: Experienced

Morale: 8

Divisional Headquarters (<i>Experienced 9</i>)	
Headquarters Company	1 command stand & kubelwagon <i>SS Brigadefuhrer Gille</i>
	1 staff radio truck
	1 support stand
Escort Company	1 command infantry stand+ <i>(integral panzer faust)</i>
	1 infantry stand+
	2 Sd Kfz 251/1

SS Panzer Regiment 5	
HQ	1 command Pz IIIIM
1st Battalion	1 command PzIIIIM
	2 Stug IIIIG
2nd Battalion	1 command PzIVH
	1 Pz IVH



SS Panzer Grenadier Regiment 9	
Headquarters	1 command stand
	1 SMG recon stand
Weapons Company	1 Sd Kfz 251/9 with 75mm L24
	1 Sd Kfz 10 SP 2cm AA
	1 Panzer Schrek stand
Infantry Abteilung	1 command infantry stand+ <i>(integral panzer faust)</i>
	3 infantry stands+
	1 weapons stand

SS Panzer Grenadier Regiment 10	
Headquarters	1 command stand
	1 SMG recon stand
Weapons Company	1 Bison 15cm SP
	Sd Kfz 10 SP 2cm AA
	1 Panzer Schrek stand
Infantry Abteilung	1 command infantry stand+ <i>(integral panzer faust)</i>
	3 infantry stands+
	1 weapons stand

SS Panzer Jager Abteilung 5	
	1 command Marder III
	1 Marder III

SS Panzer Artillery Regiment 5	
Headquarters	1 command stand
	1 Sd Kfz 250/1
	2 Wespe

**SS Panzer Grenadier Brigade “Wallonien”
(remnants)**

Troop Quality: Experienced
Morale: 8

Brigade Headquarters	
Headquarters Company	1 command stand & Kubelwagon <i>Major Leon Degrelle</i>
	1 staff radio truck
	1 assault engineer stand
Infantry Battalion	1 command stand
	1 command infantry stand+ <i>(integral panzer faust)</i>
	3 infantry stands+
	1 weapons stand
	1 MMG stand
Heavy Company	1 command Stug IIIIG
	1 Stug IIIIG
	2 Sd Kfz 10 SP 2cm AA

Reinforcements (Turn 2)

Kampfgruppe Frankl, 72nd Infantry Division

Arriving anywhere along northern board edge

Troop Quality: Experienced
Morale: 8

Infantry Abteilung	
Headquarters	1 command stand
MG Company	2 MMG stands
	1 Sd Kfz 10 w/5cm PaK38 portee'
2 Infantry Companies, each	1 command infantry stand <i>(integral panzer faust)</i>
	3 infantry stands

911th Army Stug Brigade

	1 command Stug IIIIG
	1 Stug IIIIG with 105mm how



Notes

1. SS Panzer Grenadier Regiment 10 and SS Panzer Jager Abteilung 5 start the game spotted, anywhere on the monastery hill.
2. SS Panzer Grenadier Brigade “Wallonien” starts on the western side of the monastery hill and south of the river.
3. All other German units may be placed no closer than 12” from known enemy troops or table edge.
4. Due to Degrelle’s combative qualities, he has FoW Card 38 *Fanatical Colonel* at the start of the game. This is in addition to the first card draw for the German side.
5. Due to scarce fuel supplies no German vehicle can use “Hasty Movement”.
6. Ammunition depletion for direct and indirect fire is on Red 2.

