

TAC NEWS

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Total German Stands needed: 121

2x Hs.129 Aircraft	3x SdKfz.7/2
7x Pz.VIA	1x 20mm FlakPz.38t
6x Pz.V	1x 105mm "Wespe"(3)
6x Pz.IVH	1x 105mm FH.18(3)
4x StuG.IIIG	1x 150mm "Hummel"(3)
1x SdKfz.250/1	2x 150mm sFH.18(2)
1x SdKfz.233	2x Infantry GHQ
2x SdKfz.231	5x Infantry HQ
7x SdKfz.251/1	24x Infantry
1x SdKfz.251/2(2)	8x Engineer Infantry
3x SdKfz.251/7	5x MMG
4x SdKfz.251/9	4x 81mm Mortar(1)
1x SdKfz.251/10	1x 120mm Mortar(2)
3x SdKfz.251/17	1x 88mm Flak.36
8x SdKfz.7	1x 75mm PAK.40 ATG
3x SdKfz.7/1	2x Truck

1. Each Infantry GHQ stand requires 6x Infantry figures.
2. Each Infantry HQ stand requires 5x Infantry figures.
3. Each Infantry Stand requires 4x Infantry figures.
4. Each Engineer Stand requires 4x Infantry figures & must be marked to identify the stand as engineers.
5. Each MG Stand (MMG) requires 2x MG teams.
6. 81mm Mortar stands require 2x Crew figures.
120mm Mortar stands require 3x Crew figures.
7. 75mm PAK.40s require (at least) 3x Crew.
8. 88mm Flak Guns require (at least) 4x Crew.
9. 105mm FH.18s require (at least) 4x Crew.
10. 150mm sFH.18s require (at least) 5x Crew.
11. Mark 1x Pz.IVH stand as a "Recon" stand ([R]).

GAME LENGTH: 15-20 TURNS

(There is a strong chance of dense fog descending just before sunset.)

SPECIAL RULES

1. During the course of the game, off-map artillery and air-strikes will occur from time to time. The players have no control over these.
2. This area has been fought over for weeks. All of it is thoroughly pre-registered. F.O.s are not required for indirect artillery fire.

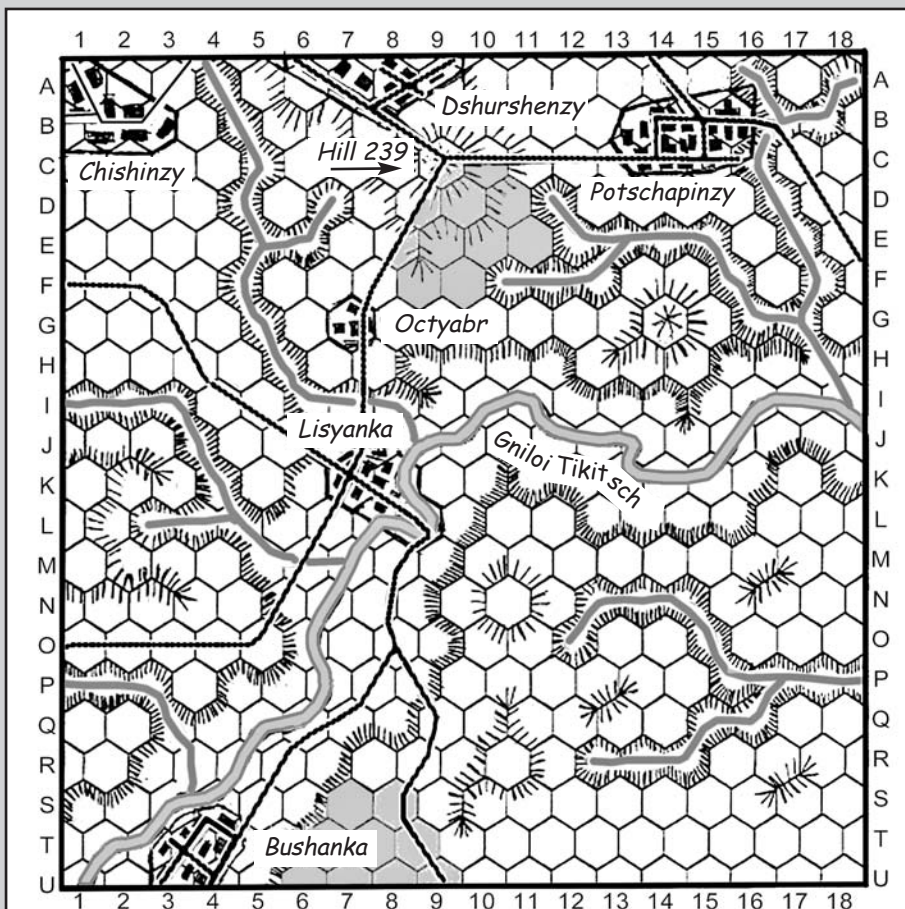
HELL IS COLD!

A KORSUN'-SCHEVCHENKOVSKII SCENARIO

Total Soviet Stands needed: 132

2x Ilyushin-2M3	8x MMG
"Sturmovik"	4x 45mm ATG
6x T-34/85	3x 82mm (3)
20x T-34/76 GHQ	2x 120mm M43(3)
3x Su-85	6x 76mm M33(3)
2x Su-76(2)	4x 76mm IG(3)
4x T-70	2x 122mm M38(3)
1x Infantry GHQ	1x "Quad" AA MG
6x Infantry HQ	Truck
11x Infantry	3x 37mm AA
3x M'cycle Infantry	5x Halftrack
12x SMG Infantry	21x Truck
	5x 4 Horse Limber

1. Each Infantry GHQ stand requires 6x Inf. figures.
2. Each Infantry HQ stand requires 5x Inf. figures.
3. Each Infantry/SMG Inf. stand requires 4x Inf. figures.
4. Each MG stand (MMG) requires 2x MG teams.
5. 82mm Mortar stands require 2x Crew figures.
120mm Mortar stands require 3x Crew figures.
6. 76mm Guns(IGs & Divison Guns) require (at least) 3x Crew.
7. 45mm ATGs & 37mm AA Guns require (at least) 2x Crew.
8. 122mm M.38s require (at least) 4x Crew.
9. 150mm sFH.18s require (at least) 5xCrew.
10. Motorcycle Inf. stands require (at least) 3x M'ycles.



GENERAL TERRAIN- "MIXED"

1. The tree-clad areas north of Hill 239 and east of Bushanka are WOODS. purposes only. There are no Combat Effects or LOS restrictions.
 2. All roads are POOR ROADS.
 3. Towns are LIGHT BUILDINGS.
 4. The Gniloi-Tickitch is broad but shallow. It is not crossable everywhere, but there are two "fords". The river may be crossed in Hexes I10 and J14. These crossings are considered MARSH/ FORD/ SOFT SAND/ MUD terrain.
 5. All streams are fordable. They are MARS/ FORD/ SOFT SAND/ MUD terrain.
 6. Slopes are standard SLOPE, with an additional one (1) movement point penalty for vehicles moving uphill (The ground is muddy).
 7. All CLEAR terrain is "Rough Terrain One" for movement
8. "Balkas" are steep sided ravines impassable to all vehicles except at designated "tracks" in hexes D05, D07, D17, G16, and G17. The locations of these "tracks" are only generally known, however. Exact locations must be ascertained by scouting them out as follows:
 - a. A personnel stand must move to the exact location of a track and have it verified by a referee.
 - b. The personnel stand must remain on the track to guide vehicles across.
 - c. Any vehicle stand crossing a Balka may move a total of 2" per turn until the entire stand has cleared it.

MAX. VISIBILITY: TURNS 1-15: 20 Inches

At the end of turn 15, and each turn thereafter, each player must roll a six-sided die (D6), with the following results:

TURN 15: On a roll of 1 the game ends immediately. Otherwise, maximum visibility is now 19".

TURN 16: On a roll of 1 or 2 the game ends immediately. Otherwise, maximum visibility is now 17".

TURN 17: On a roll of 1 - 3 the game ends immediately. Otherwise, maximum visibility is now 14".

TURN 18: On a roll of 1 - 4 the game ends immediately. Otherwise, maximum visibility is now 10".

TURN 19: On a roll of 1-5 the game ends immediately. Otherwise, maximum visibility is now 5".

TURN 20: This is the last turn. The entire area is now shrouded in darkness and fog.

REFEREE INFORMATION ONLY

GERMAN OFF-MAP ARTILLERY

- Turn 1: 1x210mm N.42(2) Location(s): A08
Turn 2: 3x170mm K.18(4) Location(s): B14, C13, D14
Turn 3: 2x210mm N.42(2) Location(s): A07, A08
Turn 4: 3x210mm N.42(2) Location(s): M10, N11, O10
Turn 5: 2x210mm N.42(2) Location(s): G09, G10
Turn 6: 1x210mm N.42(2) Location(s): T06
Turn 7: 1x210mm N.42(2) Location(s): T06
Turn 8: 3x170mm K.18(4) Location(s): B08
Turn 9: 1x210mm N.42(2) Location(s): C13
Turn 10: 3x210mm N.42(2) Location(s): B9, C9, D10

GERMAN AIR STRIKES

- Turn 3: 2xHs-129 Location(s): C09, C09
Turn 4: 2xHs-129 Location(s): G09, G10

SOVIET OFF-MAP ARTILLERY

- Turn 3: 3x203mm M.35(2) Location(s): S04, T05, U04
Turn 4: 2x310mm BM.31(8) Location(s): M08, N08
Turn 5: 2x310mm BM.31(8) Location(s): J08, K08
Turn 8: 1x310mm BM.31(8) Location(s): G07
Turn 10: 3x310mm BM.31(8) Location(s): B09, C09, D10

SOVIET AIR STRIKES

- Turn 1: 2xIL-2M3 Location(s): T05
Turn 2: 2xIL-2M3 Location(s): O07
Turn 3: 1xIL-2M3 Location(s): K08
Turn 4: 1xIL-2M3 Location(s): G07
Turn 5: 2xIL-2M3 Location(s): C09

SETUP: The referees will be setting up the forces of both sides. Special care must be taken to deploy the models as if the first game turn is actually the seventh or eighth turn of a previously begun game. Some infantry should be deployed in contact with enemy stands to represent "Close Assaults" in progress. Tanks should be placed as if they had simply halted in mid-advance to fire. One "wreck" marker should be placed on the map for every three actual vehicle stands in action (to represent previous casualties). In addition, one stand in four should receive an "S" marker (white bead) and one in four should receive a "D" marker (black bead). Take care to be sure these make sense (no "D" markers way back in the rear, etc.)

OFF-MAP Artillery: All off-map arty should be targeted on the center of the hexagon listed, then 1D8 should be rolled. A 7-8 means there is no scatter. 1-6 is the direction of "drift" using the six sides of the hexagon as a guide. 1D4 gives the distance.

AIR-STRIKES: All air-strikes are targeted like artillery with the addition of an entrance and exit hex. However, in this scenario you roll 1D8 like before for on target or "drift" (scatter) direction and then attack the first stand(s) (friend or foe) along this axis beginning at the new target location.

GERMAN BRIEFING - (1640 HRS, 17 FEBRUARY, 1944)

The situation is serious, but we have good reasons to be optimistic. 1st SS Panzer Division "Leibstandarte Adolf Hitler" maintains positions stretching from Bushanka in the southwest to Octyabr in the northeast, forming a corridor roughly following the course of the Gniloï Tickitch River. To the north (left) of these positions, the 16th & 17th Panzer Divisions are strung out in a defensive arc west of the town Chishinzy aiming to keep Soviet 1st Ukrainian Front from interfering with the current operation. A KampfGruppe based on 503rd Heavy Panzer Abteilung has occupied part of Chishinzy earlier today. This should prevent any Soviet interference from that quarter.

Between now and nightfall KampfGruppe Bäke will launch a final attack in co-ordination with KampfGruppe "Frank", coming up from Lisyanka on a piece of high ground identified as Hill 239. Occupying Hill 239 will open a gap in the Soviet

ring surrounding the Korsun' garrison. On or about 2300 hrs tonight, General Stemmerman will lead these troops out of the pocket, through the corridor held open for them, and into the safety of our lines centered around Lisyanka.

Unless a fog bank descends without warning (which has happened 3 out of 4 days the last month), there should be time enough to capture Hill 239, but not enough time for the Soviets to take it back before dark. Artillery support will be available from Corps and Army assets, but due to communications and atmospheric conditions, it will be out of your control. The eyes of the Führer are upon you and the lives of 50,000 of your comrades are in your hands.

At 1646, a yellow flare rockets up above the ruins of Lisyanka. The fight is on... again!

1ST SS PANZER DIVISION "LEIBSTANDARTE ADOLF HITLER" (+)

PLAYER A: Shwerer Panzer Abteilung "Bäke" (Attached)

Deploy in Hexes B2, B3, C2, and/or C3.

Cohesion Level: 15 Break Point: 46

Abteilung GHQ: 1x Pz.VIa GHQ

Hvy Panzer Bn: 6x Pz.VIa

Recon Battalion¹: 1x SdKfz.250/1 HQ, 1x SdKfz.233[R],
2x SdKfz.231[R],
2x Infantry[R]/SdKfz.251/1,
1x SdKfz.251/9[R], 2x SdKfz.7/2[R]

Assault Gun Bn¹: 4x StuG.III G

PLAYER D: SS Panzer Grenadier Regiment 1 (-) /

1st SS Panzer Division Deploy in Hexes G7 and/or H8.

Cohesion Level: 15 Break Point: 32

Grenadier Bn: 4x Infantry, 1x 81mm Mortar(1),
2x MMG, 1x SdKfz.251/9,
1x SdKfz.251/17

PzG Engineer Co: 3x Engineer/SdKfz.7³, 1x SdKfz.251/9

Flak Battalion: 1x 88mm Flak.36/SdKfz.7³,
1x SdKfz.7/2

Medium Arty Bn: 1x Infantry HQ/Truck,
2x 150mm sFH.18(2)/SdKfz.7³

PLAYER B: KampfGruppe "Frank"/1st SS Panzer Division

Deploy within one inch of the road in Hexes N8, O8, P8, Q7 and/or Q6.

Cohesion Level: 15 Break Point: 40

Gruppe GHQ: 1x Pz.V GHQ, 1x 20mm FlakPz.38t

Panzer Bn: 5x Pz.V, 1x Engineer/SdKfz.251/7⁴

Panzer Bn: 1x Pz.IVH HQ, 4x Pz.IVH, 1x Pz.IVH[R]

Artillery Bn (SP): 1x 105mm "Wespe"(3),
1x 150mm "Hummel"(3)

Engineer Bn: 2x Engineer/SdKfz.251/7⁴,
1x SdKfz.251/2(2), 1x SdKfz.251/17

PLAYER E: SS Panzer Grenadier Regiment 2 /

1st SS Panzer Division

Deploy in Hexes S4, T4, T5 and/or U4.

Cohesion Level: 15 Break Point: 46

Regimental GHQ: 1x Infantry GHQ/SdKfz.251/6²

Grenadier Bn: 1x Infantry HQ, 4x Infantry,
1x 81mm Mortar(1), 2x MMG

Grenadier Bn: 1x Infantry HQ, 3x Infantry,
2x 81mm Mortar(1),
1x MMG, 1x SdKfz.7/1

PzGren Bn: 4x Infantry, 1x SdKfz.251/9,
1x SdKfz.7/1

PzG Engineer Co: 2x Engineer/SdKfz.7³

PLAYER C: SS Panzer Grenadier Regiment 1 (-) /

1st SS Panzer Division

Deploy in Hexes J8, K7, K8, L8 and/or L9.

Cohesion Level: 15 Break Point: 35

Regimental GHQ: 1x Infantry GHQ/SdKfz.251/6²

Grenadier Bn: 1x Infantry HQ, 4x Infantry, 1x SdKfz.7/1,
1x 75mm PAK.40, 1x 120mm Mortar(2)

PzGren Bn: 1x Infantry HQ/SdKfz.251/10,
3x Infantry/SdKfz.251/1,
1x SdKfz.251/17

Light Artillery Bn: 1x 105mm FH.18(3)/Truck

Notes:

1. The Assault Gun Battalion and Armored Recon Battalion of the 1st SS Panzer Division were "attached" to Bäke's command for this operation by Brigadeführer Theodor Wisch, the division commander.

2. The SdKfz.251/6 was the "Command Post" variant of the standard SdKfz.251D.

3. The SdKfz.7 prime mover was unarmed.

4. The SdKfz.251/7 was the "Combat Engineer" version of the standard SdKfz.251C.

SOVIET BRIEFING - (1640 HRS, 17 FEBRUARY, 1944)

60,000 German Fascist troops have been pent up in the Korsun'-Cherkassy Pocket, and are currently being squeezed to death in a steel vise made up of the heroic men and machines of the Soviet Army of Workers and Peasants. You, the "tankists" and infantry of the 5th Guards Tank Army have been given the mission of preventing Fascist armored forces from rescuing them from suffering this fate. Over the course of this past year you have made magnificent sacrifices and achieved spectacular victories. The current battle is reaching a climax. The Fascist "class enemy" is reeling from your

repeated hammer-blows. Victory is once again in your grasp. Never let up! Press your enemy everywhere. Only you can slam this last escape route shut in its face. The eyes of Comrade Stalin and the whole Soviet people are upon you. They ask you to make this one last effort until darkness puts an end to all the enemy's hopes. You are making history!

At 1646 hrs, a yellow flare is seen to lift above the ruins of Lisyanka. Tank engines roar to life, to be answered by the roar of howitzers and the shriek of artillery rockets. The fight is on... again!

5TH GUARDS TANK ARMY

PLAYER A: 155th Tank Brigade (+) / 20th Tank Corps

Deploy in Hexes A6, A7, A8, A9 and/or B8.

Cohesion Level: 13 Break Point: 48

1x T-34/76 GHQ, 6x T-34/76,
1x Infantry HQ, 5x SMG Infantry,
1x 76mm IG(3)/Limber, 1x 82mm M37(3)/Truck,
3x 76mm M33(3)/Limber

PLAYER D :8th Guards Tank Brigade (+) / 20th Tank Corp

Deploy in Hexes K9, K10, L10, L11, and/or M9.

Cohesion Level: 13 Break Point: 46

1x T-34/85 GHQ, 5x T-34/85, 1x Infantry HQ/Truck,
5x SMG Infantry/Halftrack, 2x 45mm ATG/Truck,
3x Mcycle Infantry[R], 2x 37mm AA/Truck,
1x 76mm IG(3)/Truck

PLAYER B:80th Tank Brigade (+) / 20th Tank Corps

Deploy in Hexes B14, B15, B16, C13, C14 and/or C15.

Cohesion Level: 13 Break Point: 44

1x T-34/76 GHQ, 7x T-34/76, 3x Su-85,
1x Infantry HQ/Truck, 2x SMG Infantry/Truck,
2x 45mm ATG/Truck, 1x 82mm M37(3)/Truck,
2x Su-76(2), 2x 76mm M33(3)/Truck

PLAYER E²: 32nd Tank Brigade (+) / 29th Tank Corps

Deploy in Hexes S7, T7, and/or U6.

Cohesion Level: 13 Break Point: 40

1x T-34/76 GHQ, 4x T-34/76, 4x T-70[R],
1x Infantry HQ, 3x Infantry, 3x MMG,
2x 120mm M43(3)/Truck, 1x 76mm IG(2)/Truck

PLAYER C²: 7th Guards Motor Rifle Brigade (+) / 20th Tank Corps

Deploy in Hexes G8, G9, G10 and/or G11.

Cohesion Level: 13 Break Point: 48

1x Infantry GHQ/Truck, 2x Infantry HQ,
8x Infantry, 5x MMG, 1x 82mm Mortar(3),
1x AAMG Truck, 1x 76mm IG(3)/Limber,
1x 37mm AA/Truck, 1x 76mm M33(3)/Truck,
2x 122mm M38(3)/Truck

Notes:

1. Some Soviet units in the TO&E above are "attached" to the brigades listed, but are not named. These include elements of 21st Mortar Regiment, 678th Howitzer Artillery Regiment, 11th Guards Mortar Battalion, and 1505th Anti-Tank Artillery Regiment, among others.
2. These formations should be placed on the map as if in the midst of assaulting the towns indicated.
3. Soviet "non-vehicle" stands not in actual contact with German stands may be deployed in "Light" improved positions.

COMING SOON FROM GHQ

Great War Micronauts®	Imperial Russia's CA <i>Bayan II</i> & CL <i>Bogatyr</i>
WWII Micronauts®	Soviet Union's BB <i>Octyabrskaya Revolyutsiya</i> , DD <i>Gnevyi Class</i> & CA <i>Kirov</i>
WWII Micro Armour®	German Luftwaffe's JU-52 & Gotha 242 Glider
Modern Micro Armour®	Vietnamese & Middle Eastern Civilians
Micro Force® 10mm	Russian Grenadiers, Artillery & Hussars
Game Rule Book	Micro Force®: The Game - American Civil War

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