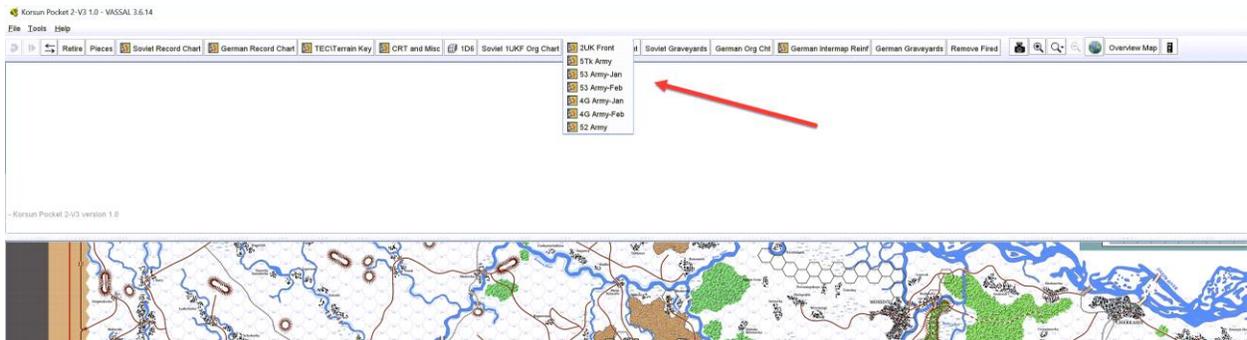


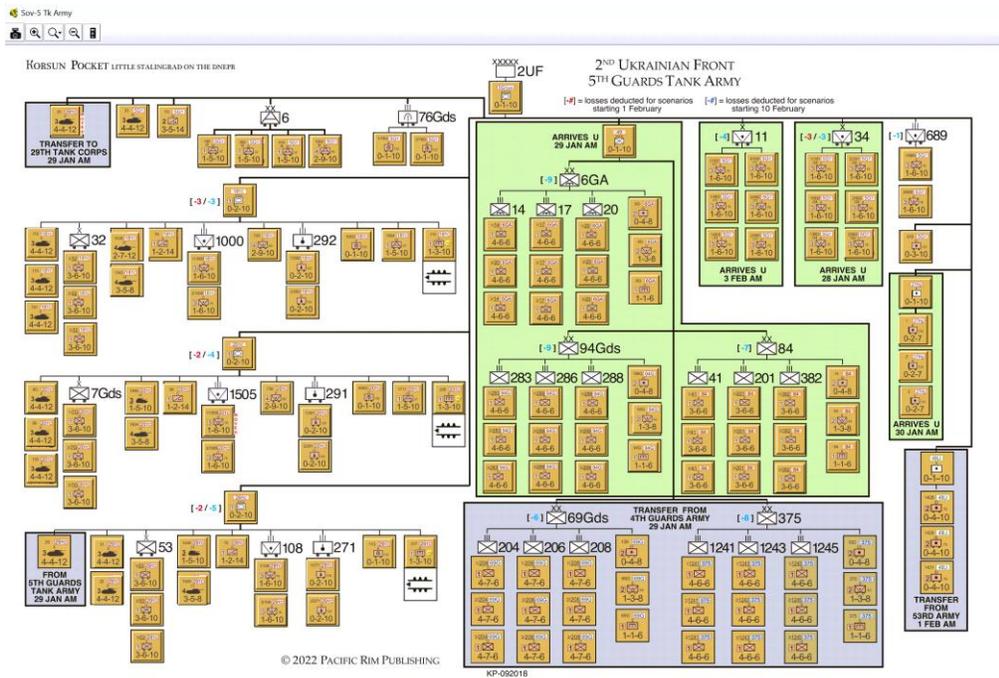
# Korsun Pocket 2 Vassal Module Help

Scenario Setups: The OOB diagrams from the game are included in this module. All of the starting units are placed on the diagrams as opposed to the game map. The player has a good degree of latitude as to where each individual unit goes in the formations defined area and so it is not practical to define the formation setup areas with markers. See the Situation maps included with the game. Some units will start the game with step losses already accrued, these step losses are on the setup displays.

To access the setup displays press one of the three menu buttons and select one of the displayed setups to view. See below:



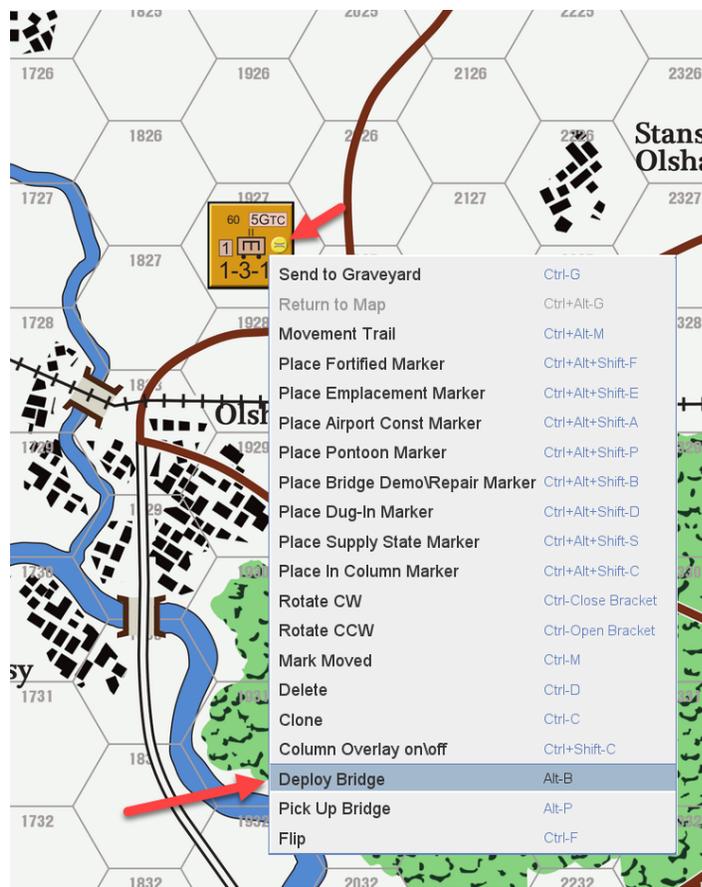
Example of 5 Guards Tank Army setup display:



## Pontoon capable engineer units:

The setup displays show certain Engineer units with a Pontoon Bridge. The players can stack that counter under the Eng unit as the rules allow. As an option they can just use the Eng counter with the bridge symbol on the middle right side and then when they are at the hex they wish to start constructing the pontoon bridge right click on the Eng unit and use the “Deploy Bridge” option. The Bridge symbol disappears from the Eng counter to show that it no longer can deploy a pontoon bridge. If the player wants to ‘pick up’ the pontoon simply delete the Pontoon bridge counter and right click and select the “Pick up Bridge” option.

Counter showing bridge available and the two options concerning it.



Counter showing no bridge available:

