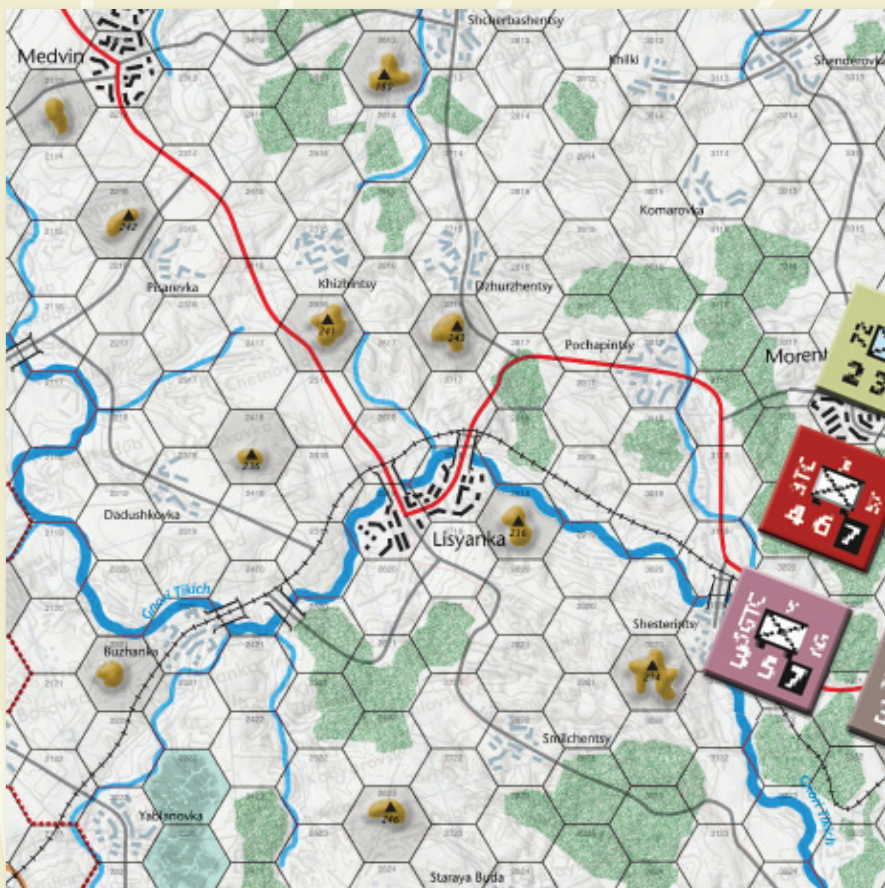


WORLD_{at}WAR

#57: ESCAPE HELL'S GATE, KORSUN POCKET 1944

The battle of Korsun began on 25 January with an attack by the Soviet 2nd Ukrainian Front's forces spearheaded by the 5th Guards Tank Army from the eastern side of the Korsun salient; followed a day later by a second attack from the western side of the salient by 1st Ukrainian Front's forces. The forces of the two Soviet Fronts met each other near Zvenigorodka three days later. The Pocket the Soviets created centered on the airfield at Korsun. It encircled most of the units of two German Corps and was the largest encirclement the Soviets had achieved since the Battle of Stalingrad in November 1942.

Escape Hell's Gate covers the final attempt of the German 3rd Panzer Corps formations to reach those German units that were encircled within the Korsun Pocket between 10-17 February, 1944. A two-player game using the standard *Fire and Movement* Folio rules and a set of exclusive rules that model the actual campaign. The game presents some unique challenges to both the German and Soviet player as the German relief forces attempt to break through to the pocket, while the German forces within the pocket struggle to survive the Soviet onslaught. The Soviet player will be faced with moving his forces to block the relief attempt while making a final attempt to reduce the pocket. Both players will be fighting two battles and how well each player allocates his forces will determine the victor.



Target Market

- WWII history buffs

Up-Sells & Cross-Sells

- Barbarossa Deluxe (DG Zip game)
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- Dubno [EFB#3] (WW Issue #31)
- Winterstorm [EFB#4] (WW Issue #36)

Selling Points

- Easy to play system
- Great Value (boxed version would be \$50 or more)

Stock no

- WW57

MSRP

- \$35.00

UPC Code

- 07447003010212

Contents

- One 22 x 34 inch map
- 280 counters
- Magazine with historical background

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