

Scenario No. I

BRIDGE

Historical scenario simulating events that took place from 22 to 24 September 1943. When XXIV German Panzer Corp fought great battle on the eastern shore of Dnepr. German task was to stop assault of the 47th Soviet Army and part of the 3rd Guards Mechanized Army. Numerical superiority of the Russians and their mobility can lead to German defeat and capture of the bridge in Kaniow – location of the great strategic importance.

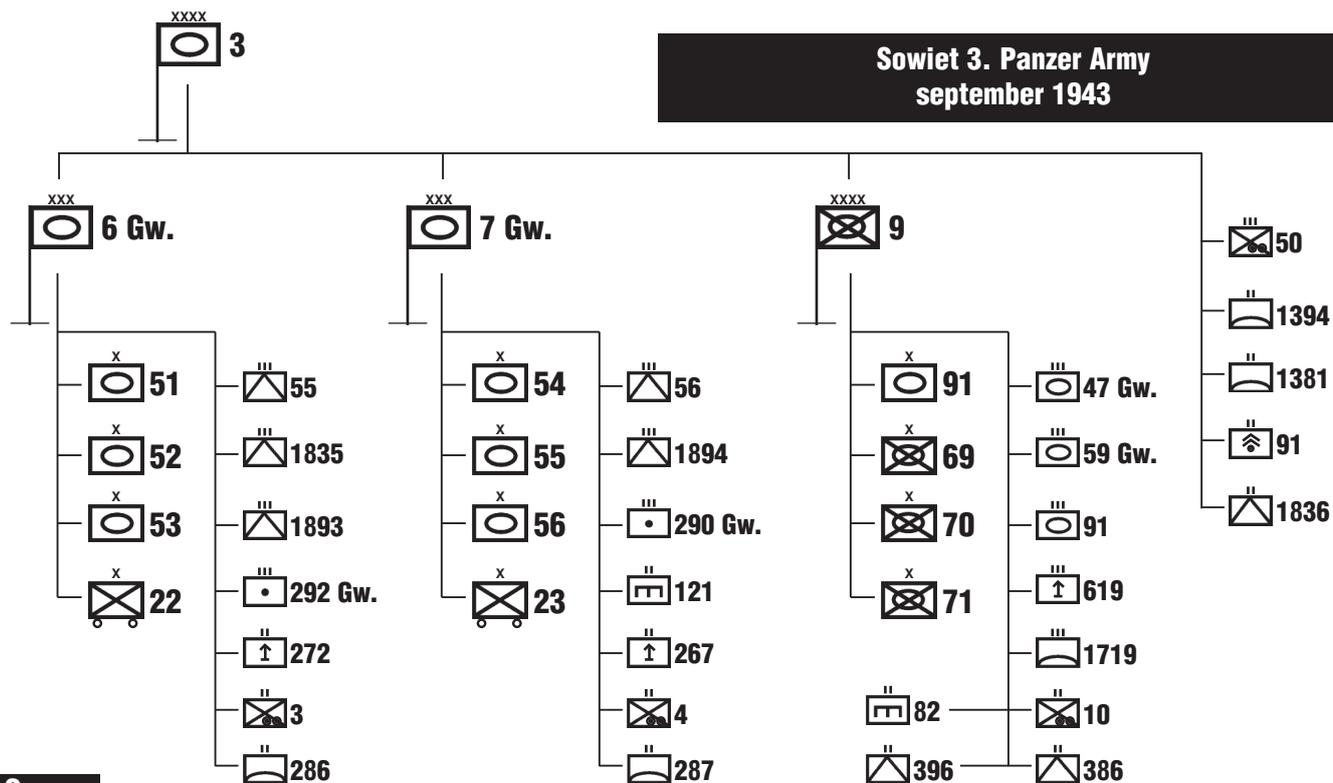
Germans aware of the serious threat could destroy the Kaniow bridge, but it's the only one they have on

Dnepr. Without the bridge they couldn't save their forces withdrawing on the western shore. The most important of the withdrawing units is the 10th Panzer Division which loss is not taken under consideration. Division has only one order – cross the river, hold the bridge till the rest of the German forces arrive from the east.

This scenario is very dynamic and occurring changes of the positions of both sides are very spontaneous. Nevertheless, Russians has to cut off the German way to escape, regardless of the losses.

Setup:

NIEMCY:		112 Inf.Div	5428 (2)	218 DS	6220 (1)
HQ XXIV KPanc.	3823			3 KZmech.Gw.	6325 (2)
34 Inf.Div	4622 (1), 4822 (1)			HQ 23 KS	6230
10 DGPanc:		ROSJANIE:		23, 30 DS	6230 (2)
20 PGR	4715 (2)	3 APanc. Gw.			
41 PGR	5315 (2)	(HQ and army units)	5000		
others	5016 (5)	6 KPanc.Gw:			
57 Inf.Div:		3 mot., 22 BZmot.	4212 (2)		
164 pp	5716 (2)	51, 52 BPanc. (+fiz.)	4212 (2)	Reinforcement	
199 pp	5718 (2)	others	4708 (2)	Russian:	
217 pp	5721 (2)	9 KZmech.	3802 (2)	22 IX, 1 etap	
676 pp	5623 (2)	47 Armia		7 KPanc.Gw.	3401
others	5618 (2), 5622 (2)	HQ 21 KS	6319	22 IX, 2 etap	
		206 DS	6216 (1)	HQ 47 Armii	6426



Victory conditions:

RUSSIANS:

- Instant Great Victory – whenever, at any point of the game, Russians control whole Kaniow and the bridge wasn't destroyed
- Instant Lesser Victory – when, after finished game, Soviets capture the undestroyed bridge (both ends must be under Russians control)
- For every destroyed German 1 PS +1 VP
- For controlling Lepiewo at the end of game +10 VP
- For controlling Keliewierda at the end of game +10 VP
- For every surrounded German unit on eastern bank of Dnepr +1 VP
- For every destroyed German Headquarters +30 VP
- For destroying headquarters of XXIV KPanc. +50 VP

GERMANS:

- For every destroyed Soviet 1 PS +1 PZ
- For controlling Lepiewo at the end of game +5 VP
- For controlling Keliewierda at the end of game +5 VP
- For every destroyed Soviet Headquarters +10 VP
- For stopping Soviets from crossing Dnepr +50 VP
- For every withdrawn on western river bank 1 PS +1 VP

Notes:

- Scenario is played on the part of map located between vertical rows 33xx and 64xx.
- Scenario has 9 stages.
- Kaniow Bridge cannot be rebuild.
- Russian support at first stage move using 1/2 SPs.

Initiative:

Russians

Supply:

Germany: W, S

Russians: N, E

Air Support:

Russian: 1 LS, 1 LB, 1 LR

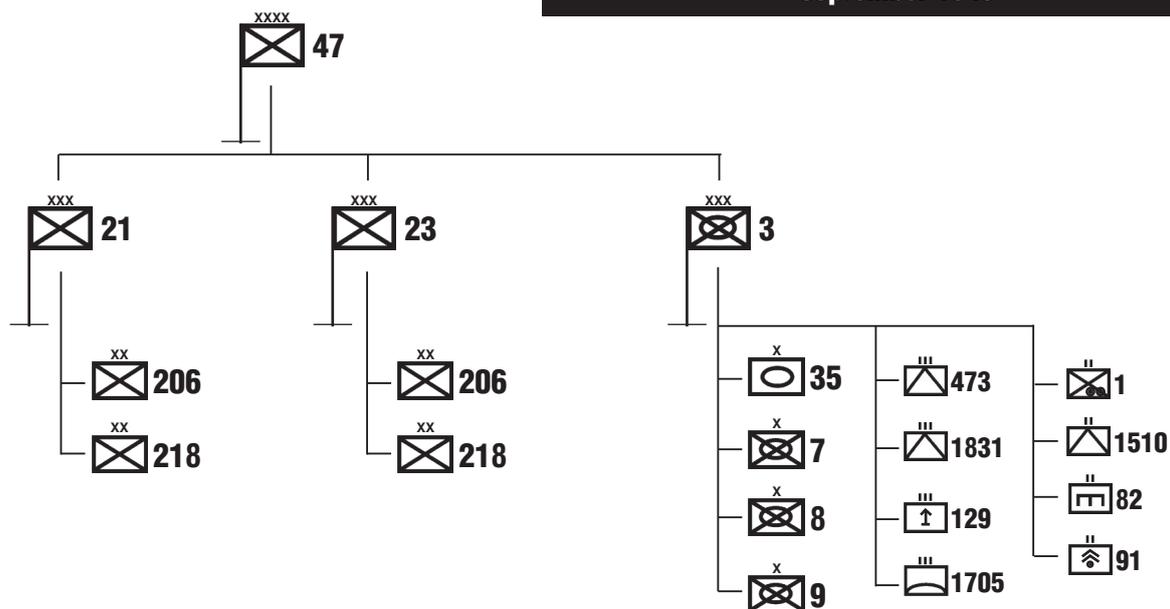
Germany: 13, 14 LS, 14 LR

22 september	
1 etap	
2 etap	
3 etap	

23 september	
1 etap	
2 etap	
3 etap	

24 september	
1 etap	
2 etap	
3 etap	

**Sowiet 47. Army
september 1943**



Scenario No.II

BLOODY DNEPR

Historical scenario simulating crossing Dnepr by Soviet 40th Army, supported by units of 3rd Guards Mechanized Army. The situation is very simple. On the other riverbank awaits only 72nd Panzer Division, whole XXIV Panzer Corp is fighting on the left bank of Dnepr.

Crossing the river and fast capture of the Kaniow bridge, the only one in the region, can defeat of whole German forces. Almost nothing can stand in the way of Soviet victory apart from swampy and very wide Dnepr.

Setup:

GERMANS:		RUSSIANS:		Reinforcement	
19 Rozp./19 DPanc.	3212	HQ 47 KS	2808	Germans:	
72 Inf.Div.	2917 (4)	sap. 253 DS	2709 (M)	24 IX, 1e	
		pozostałe 253 DS	2808 (2)	19 DPanc.	W
		sap. 161 DS	3706 (M)	Sztab XXIV KPanc.	3922
		pozostałe 161 DS	3804 (3)	34 Inf.Div.	3922
40 Armia		sap. 38 DS	3813 (M)	20 MPs/112 Inf.Div.	3922
Sztab 40 Armii	2700	pozostałe 38 DS	4111 (3)	24 IX, 2e	
Sztab 52 KS	2700	337 DS	3500 (1)	P/112 Inf.Div.	3922
sap. 237 DS	1604 (M)	8 KPanc.Gw.	3802 (2)	10 DGPanc.	3922
pozostałe 237 DS	1802 (2)	10 KPanc.	2904(2)	25 IX, 1e	
sap. 309 DS	2207 (M)	Air drop:		7 DPanc.	S
pozostałe 309 DS	2305 (2)	1 BSpad.	3627	25 IX, 2e	
42 DGw.	2700 (1)	3 BSpad.	2316, 2716	255 Inf.Div.	3834
68 DGw.	2302 (2)	5 BSpad.	3122	Russians:	
				24 IX, 2e	
				1 KKGw.	1600, 1899

Notes:

- Scenario has 9 stages
- 19 DPanc. does not belong to XXIV Panzer Corp
- 7 DPanc. belong to XXIV Panzer Corp
- German <> units enter the game with lowered PS
- 112 DP -5 SPs
- 10 DGPanc. -4 SPs
- All aircraft tokens of both sides are used in play
- Scenario is played on the part of map located between vertical rows 1xx and 32xx

Bridges on Dnepr:

On the first stage on one bridge constructed on Dnepr (Not Applicable to Kaniow bridge) can cross maximally 10 SPs of panzer, mechanized and motorized units.

Airborne Landing:

For this scenario there is a modified rule about airborne landing. For each unit roll a D6:

1-3 - Troops landed 2 hexes from the destination. Roll 2xD6 to set unit location accordingly to diagram.

4-5 - Troops landed 1 hex from the destination. Roll 2xD6 to set unit location accordingly to diagram.

6 - Unit landed normally

Initiative:

Russians

Supply:

Germany: W,S

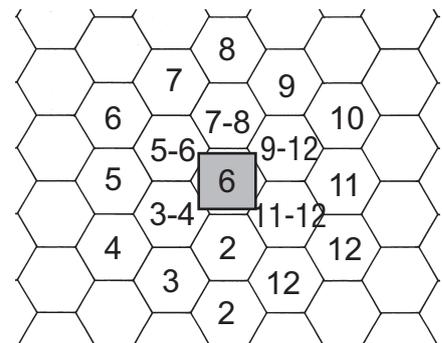
Russians: N, E

Air Support:

Russian: 1 LS, 1 LB

Germany: 13 LB

24 september		25 september		26 september	
1 etap		1 etap		1 etap	
2 etap		2 etap		2 etap	
3 etap		3 etap		3 etap	



Terms of victory

RUSSIANS:

- Instant victory – if, at any point of the game Russians capture and supply line to north edge of board to Kagarylko
- For every destroyed German 1 PS +1 VP
- For controlling town on the south bank of Dnepr at the end of game +10 VP (for each)
- For every destroyed German Headquarters +30 VP
- For destroying headquarters of XXIV KPanc. +50 VP

GERMANS:

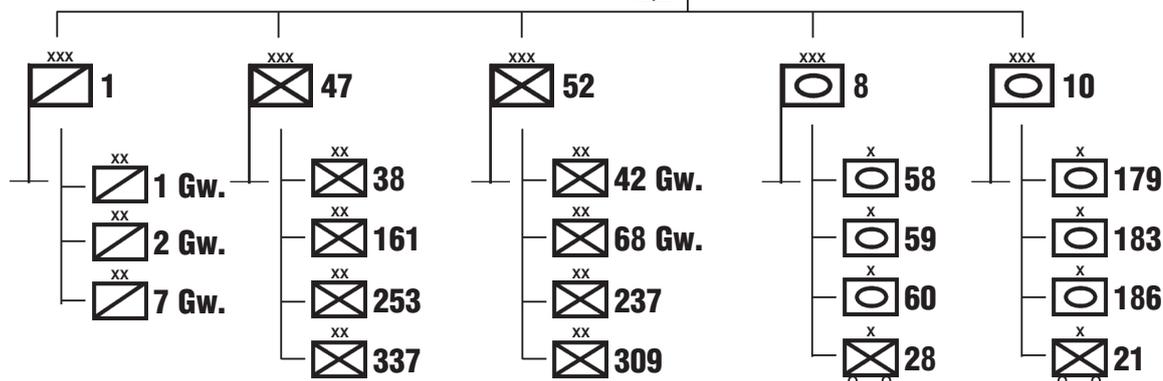
- Instant victory – when, after German fighting faze, on the south bank of Dnepr are no Soviet units
- For every destroyed Soviet 1 PS +1 PZ
- For controlling Rżiszew, Chorow, Grigorowka Truszew and Pii at the end of game +5 VP (for each)
- For every destroyed Soviet Headquarters +10 VP

Explanations

- u** – reinforced unit
- 30 VII, 3e** – unit comes into play at 30th July, on third stage (at its own movement faze)
- M** – unit started constructing bridge on big river. At first stage can perform action from pkt. 22.2.2, lit b.
- (2)** – number of hexes that units can be deployed in radius from the given one.
- (P)** – rest of the units of the division/corp.
- 24 PS/19DPanc.** – 24 points of strength of 19 Division Panzer.
- P/19 DPanc.** – rest of the units of 19 DPanc.

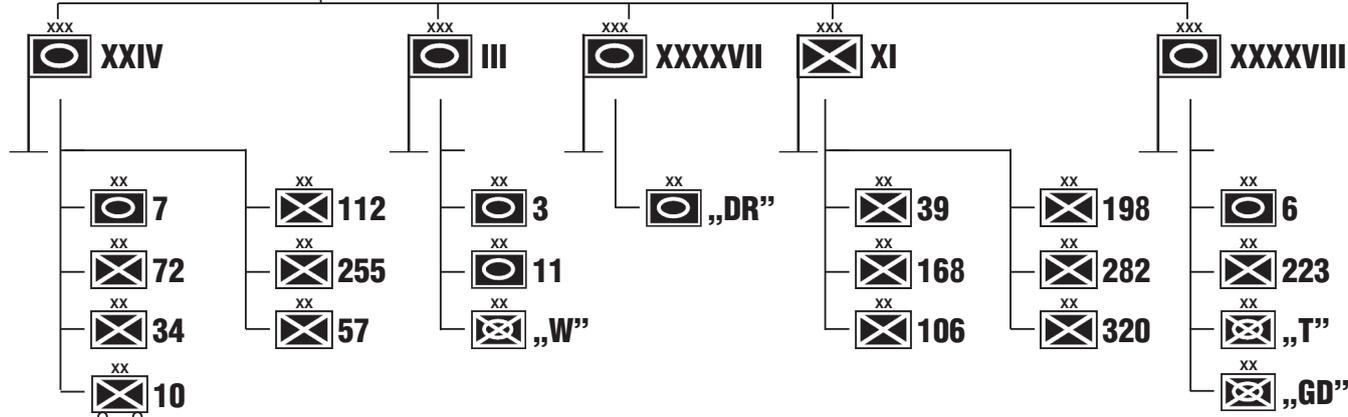
Sowiet 40. Army september 1943

XXXX 40



XXXX 8

Sowiet 8. Army 24 september 1943 r.



Terms of victory

ROSJANIE:

- Instant victory – when at end of the game Russians capture Kaniow and Kargalyk and connect them with supply line to north edge of board
- Instant lesser victory - when at end of the game Russians capture Kaniow and Pii and connect them with supply line to north edge of board
- For every destroyed German 1 PS +1 VP
- For every destroyed German Headquarters +30 VP
- For destroying headquarters of XXIV KPanc. +50 VP

NIEMCY:

- For every destroyed Soviet 1 PS +1 PZ
- For controlling Rżiszew, Chorow, Grigorowka Truszew and Pii at the end of game +5 VP (for each)
- For every destroyed Soviet Headquarters +10 VP

INICJATYWA:

Rosjanie

ZAOPIATRZENIE:

Niemcy: S, W

Rosjanie: N, E

LOTNICTWO:

Niemcy: 14 LB, 13, 14 LS, 14 LR

Rosjanie: 1, 2 LB, 1, 2, 3 LS, 1 LR

Among the tokens included in the game, there are counters of „controlling ground point”



At the beginning of the game those tokens are used for marking capture locations and who is controlling them.

WPŁYW TERENU NA WALKĘ I RUCH

RODZAJ TERENU	WPŁYW NA WALKĘ	KOSZT PORUSZANIA SIĘ				
		INFANTRY	ARMOUR MECHANIZED	MOTORIZED	CAVALLRY	ARTILLERY
„clear”	0	1	1	2	1	1,5
forest	-1	+1	+2	+2	+1,5	+2
stream	-1	+1	+3	+4	+2	+2,5
Dniepr	1/2 A	+4	not available	not available	+6	not available
bridge	depend of river	depend of road	depend of road	depend of road	depend of road	depend of road
secondary road	--	1	1	1/2	1	1
road	--	1/2	1/2	1/3	1/2	1/2
railway on swamp and forest	zależy od rodzaju terenu	1,5	2	2,5	1,5	2
swamp	1/2 attacker SPs	+2	not available	not available	3	not available
town*	-2	+1	+1	+1	+1	+1
village	-1	-	-	+1	-	+1
hills	-1	2	2	2,5	1,5	2

1/2 A – The power of the attack lying is divided by two and round-a rounded down.

* – Built-up areas, consisting of at least two hexes.

ROSJANIE

3 Armia Pancerna Gwardii

Sztab			1	1	1	1
1836 p-panc			2	2	1	
91 art. rak			4	2	1	
50 mot.			3	2	1	
1381 p-lot.			2	2	1	
1394 p-lot.			2	2	1	

1 BSpad.Gw.

Sztab				1	1	
I	4	3	3	2	1	
II	4	3	3	2	1	
ckm			2	2	1	
art.				3	1	
p-panc.			2	2	1	

3 BSpad.Gw.

Sztab				1	1	
I	4	3	3	2	1	
II	4	3	3	2	1	
ckm			2	2	1	
art.				3	1	
p-panc.			2	2	1	

5 BSpad.Gw.

Sztab					1	1	1
I	4	3	3	2	1		
II	4	3	3	2	1		
ckm			2	2	1		
art.				3	1		
p-panc.			2	2	1		

6 Korpus Pancerny Gwardii

Sztab				1	1	1	
51 BPanc.	6	5	4	3	2	1	
fiz./51				3	2	1	
52 BPanc.	6	5	4	3	2	1	
fiz./52				3	2	1	
53 BPanc.	6	5	4	5	2	1	
fiz./53				3	2	1	
22 BZmot.	5	4	4	3	2	1	
55 p-panc.					2	1	
292 art. gw.				3	2	1	
1835			4	3	2	1	
1893 p-panc.				3	2	1	
3 mot.				3	2	1	
272 moż.				3	2	1	
286 p-lot.					2	1	
120 sap.				3	2	1	

7 Korpus Pancerny Gwardii

Sztab				1	1	1	
54 BPanc.	6	5	4	3	2	1	
fiz./54				3	2	1	
55 BPanc.	6	5	4	3	2	1	
fiz./55				3	2	1	
56 BPanc.	6	5	4	5	2	1	
fiz./56				3	2	1	
23 BZmot.	5	4	4	3	2	1	
56 p-panc.					2	1	
290 art. gw.				3	2	1	
1894 p-panc.				3	2	1	
4 mot.				3	2	1	
467 moż.				3	2	1	
287 p-lot.					2	1	
121 sap.				3	2	1	

9 Korpus Zmechanizowany

Sztab						1	1	1	
91 BPanc.			6	5	4	3	2	1	
fiz./91						3	2	1	
69 BZmech.	7	6	5	5	4	3	2	2	1
70 BZmech.	7	6	5	5	4	3	2	2	1
71 BZmech.	7	6	5	5	4	3	2	2	1
47 panc.gw.						4	3	2	1
59 panc.gw.						4	3	2	1
386 p-panc.							2	2	1
396 p-panc.							2	2	1
1823 p-panc.							3	2	1
10 mot.							3	2	1
616 moż.							3	2	1
1719 p-lot.								2	1
82 sap.							3	2	1

47 Armia

Sztab			1	1	1	1	1	1
-------	--	--	---	---	---	---	---	---

21 Korpus Strzelecki

Sztab			1	1	1	1	1
-------	--	--	---	---	---	---	---

206 DS

Sztab				1	1	1	
722 ps	4	3	3	2	1		
737 ps	4	3	3	2	1		
748 ps	4	3	3	2	1		
206 sap.				3	2	1	
I/661 art.				5	3	1	
II/661 art.				4	2	1	
206 p-panc.				2	2	1	

218 DS

Sztab				1	1	1	
372 ps	4	3	3	2	1		
658 ps	4	3	3	2	1		
667 ps	4	3	3	2	1		
218 sap.				3	2	1	
I/663 art.				5	3	1	
II/663 art.				4	2	1	
218 p-panc.				2	2	1	

23 Korpus Strzelecki

Sztab				1	1	1	1
-------	--	--	--	---	---	---	---

23 DS

Sztab				1	1	1	
7 ps	4	3	3	2	1		
168 ps	4	3	3	2	1		
274 ps	4	3	3	2	1		
131 sap.				3	2	1	
I/160 art.				5	3	1	
II/160 art.				4	2	1	
52 p-panc.				2	2	1	

30 DS

Sztab				1	1	1	
35 ps	4	3	3	2	1		
71 ps	4	3	3	2	1		
256 ps	4	3	3	2	1		
101 sap.				3	2	1	
I/59 art.				5	3	1	
II/59 art.				4	2	1	
145 p-panc.				2	2	1	

3 Korpus Zmechanizowany

Sztab						1	1	1	
35 BPanc.			6	5	4	3	2	1	
fiz./35						3	2	1	
7 BZmech.	7	6	5	5	4	3	2	2	1
8 BZmech.	7	6	5	5	4	3	2	2	1
9 BZmech.	7	6	5	5	4	3	2	2	1
743 p-panc.							2	2	1
1510 p-panc.							2	2	1
1831				5	4	3	2	1	
1 mot.							3	2	1
129 moż.							3	2	1
1705 p-lot.								2	1
62 sap.							3	2	1
334 Rak.							4	2	1

ROSJANIE

40 Armia					
Sztab			1	1	1
202 panc.		4	3	2	1

8 Korpus Pancerny Gwardii					
Sztab			1	1	1
58 BPanc.	6	5	4	3	2
fiz./58			3	2	1
59 BPanc.	6	5	4	3	2
fiz./59			3	2	1
60 BPanc.	6	5	4	5	2
fiz./60			3	2	1
28 BZmot.	5	4	4	3	2
15 panc.		4	3	2	1
58 p-panc.			2	2	1
301 p-panc.				2	1
5 mot.			3	2	1
269 moż.			3	2	1
300 p-lot.				2	1
74 sap.			3	2	1

10 Korpus Pancerny					
Sztab			1	1	1
178 BPanc.	6	5	4	3	2
fiz./178			3	2	1
183 BPanc.	6	5	4	3	2
fiz./183			3	2	1
186 BPanc.	6	5	4	5	2
fiz./186			3	2	1
21 BZmot.	5	4	4	3	2
390 p-panc.			3	2	1
727 p-panc.			2	2	1
1450 p-panc.			3	2	1
77 mot.			3	2	1
128 Rak.			4	2	1
287 moz.			3	2	1
169 3 p-lot.				2	1

1 Korpus Kawalerii Gwardii					
Sztab			1	1	1

1 DK Gw.					
1 pk	3	2	1	1	1
3 pk	3	3	2	1	1
5 pk	3	3	2	1	1
61 panc.	4	3	2	1	1
I/1 art.		4	2	1	1
II/1 art.		4	2	1	1

2 DK Gw.					
2 pk	3	2	1	1	1
4 pk	3	3	2	1	1
7 pk	3	3	2	1	1
67 panc.	4	3	2	1	1
I/2 art.		4	2	1	1
II/2 art.		4	2	1	1

7 DK Gw.					
19 pk	3	2	1	1	1
21 pk	3	3	2	1	1
26 pk	3	3	2	1	1
58 panc.	4	3	2	1	1
I/7 art.		4	2	1	1
II/7 art.		4	2	1	1

Lotnictwo					
1 LR		4	3	2	1
1 LS	5	4	3	2	1
2 LS		4	3	2	1
3 LS		4	3	2	1
1 LB				2	1
2 LB				2	1

47 Korpus Strzelecki					
Sztab			1	1	1

38 DS					
Sztab			1	1	1
29 ps		4	3	3	2
48 ps		4	3	3	2
343 ps		4	3	3	2
132 sap.			3	2	1
I/214 art.			5	3	1
II/214 art.			4	2	1
134 p-panc.			2	2	1

161 DS					
Sztab			1	1	1
565 ps		4	3	3	2
569 ps		4	3	3	2
575 ps		4	3	3	2
336 sap.			3	2	1
I/1036 art.			5	3	1
II/1036 art.			4	2	1
413 p-panc.			2	2	1

253 DS					
Sztab			1	1	1
979 ps		4	3	3	2
981 ps		4	3	3	2
983 ps		4	3	3	2
551 sap.			3	2	1
I/808 art.			5	3	1
II/808 art.			4	2	1
327 p-panc.			2	2	1

337 DS					
Sztab			1	1	1
1127 ps		4	3	3	2
1129 ps		4	3	3	2
1131 ps		4	3	3	2
616 sap.			3	2	1
I/899 art.			5	3	1
II/899 art.			4	2	1
889 p-panc.			2	2	1

52 Korpus Strzelecki					
Sztab			1	1	1

42 DGw.					
Sztab			1	1	1
127 pgw.	4	4	3	3	2
132 pgw.	4	4	3	3	2
136 pgw.	4	4	3	3	2
42 sap.			3	2	1
I/75 art.			5	3	1
II/75 art.			4	2	1
42 p-panc.		2	2	2	1

68 DGw.					
Sztab			1	1	1
198 pgw.	4	4	3	3	2
200 pgw.	4	4	3	3	2
202 pgw.	4	4	3	3	2
68 sap.			3	2	1
I/136 art.			5	3	1
II/136 art.			4	2	1
68 p-panc.			2	2	1

237 DS					
Sztab			1	1	1
835 ps		4	3	3	2
838 ps		4	3	3	2
841 ps		4	3	3	2
237 sap.			3	2	1
I/691 art.			5	3	1
II/691 art.			4	2	1
237 p-panc.			2	2	1

309 DS					
Sztab			1	1	1
955 ps		4	3	3	2
957 ps		4	3	3	2
959 ps		4	3	3	2
309 sap.			3	2	1
I/842 art.			5	3	1
II/842 art.			4	2	1
309 p-panc.			2	2	1

NIEMCY

XXIV KPanc.

Sztab			1	1	1	1
-------	--	--	---	---	---	---

34 DP

Sztab			1	1	1	1
I/80	4	4	3	2	2	1
II/80	4	4	3	2	2	1
I/107	4	4	3	2	2	1
II/107	4	4	3	2	2	1
I/253	4	4	3	2	2	1
II/253	4	4	3	2	2	1
34 mot.				3	2	1
34 p-panc.				2	2	1
34 sap.			3	3	2	1
I/34 AR				5	3	1
II/34 AR				5	3	1
III/34 AR				5	3	1
I/70 AR					4	2

112 DP

Sztab			1	1	1	1
I/110	4	4	3	2	2	1
II/110	4	4	3	2	2	1
I/256	4	4	3	2	2	1
II/256	4	4	3	2	2	1
I/258	4	4	3	2	2	1
II/258	4	4	3	2	2	1
120 Rozp.				3	2	1
112 p-panc.				2	2	1
238 sap.			3	3	2	1
I/86 AR				5	3	1
II/86 AR				5	3	1
III/86 AR				5	3	1
IV/86 AR					4	2

Lotnictwo

14 LR	5	4	3	2	1
13 LS	5	4	3	2	1
14 LS	5	4	3	2	1
13 LB	5	4	3	2	1

57 DP

Sztab			1	1	1	1
I/164	4	4	3	2	2	1
II/164	4	4	3	2	2	1
I/199			4	3	2	2
II/199			4	3	2	2
I/217	4	4	3	2	2	1
II/217	4	4	3	2	2	1
I/676	4	4	3	3	2	1
II/676	4	4	3	2	2	1
157 Rozp.			3	3	2	1
157 p-panc.				2	2	1
157 sap.			3	3	2	1
I/157 AR				5	3	1
II/157 AR				5	3	1
III/157 AR				5	3	1
IV/157AR					4	2

255 DP

Sztab			1	1	1	1
I/455	4	4	3	2	2	1
II/455	4	4	3	2	2	1
I/465			4	3	2	2
II/465			4	3	2	2
I/475	4	4	3	2	2	1
II/475	4	4	3	2	2	1
255 Rozp.				3	2	1
255 p-panc.				2	2	1
255 sap.			3	3	2	1
I/255 AR				5	3	1
II/255 AR				5	3	1
III/255 AR				5	3	1
IV/255 AR					4	2

7 DPanc.

Sztab			1	1	1	1
1/II/23 PzR	6	5	4	3	2	1
2/II/23 PzR	6	5	4	3	2	1
1/II/25 PzR			5	4	3	2
2/II/25 PzR			5	4	3	2
7 Rozp.			5	4	3	2
42 p-panc.				2	2	1
I/6	4	4	3	3	2	1
II/6	5	5	4	3	2	1
I/7	4	4	3	3	2	1
II/7	4	4	3	3	2	1
58 sap.			4	3	2	1
296 Flak				3	2	1
I/78 AR				5	3	1
II/78 AR				5	3	1
III/78 AR					4	2

72 DP

Sztab			1	1	1	1
I/105	4	4	3	2	2	1
II/105	4	4	3	2	2	1
I/124	4	4	3	2	2	1
II/124	4	4	3	2	2	1
I/226	4	4	3	2	2	1
II/226	4	4	3	2	2	1
72 mot.				3	2	1
72 p-panc.				2	2	1
72 sap.			3	3	2	1
I/172 AR				5	3	1
II/172 AR				5	3	1
III/172 AR				5	3	1
IV/172 AR					4	2

10 DGPanc.

Sztab			1	1	1	1
I/20	5	4	4	3	2	2
II/20	5	4	4	3	2	2
III/20	5	4	4	3	2	2
I/41	5	4	4	3	2	2
II/41	5	4	4	3	2	2
III/41	5	4	4	3	2	2
110 Rozp.				3	2	1
10 p-panc.				2	2	1
10 sap.				3	2	1
I/10 AR				5	3	1
II/10 AR				5	3	1
III/10 AR				5	3	1
275 Flak				3	2	1

19 DPanc.

Sztab			1	1	1	1
1/II/27 PzR	6	5	4	3	2	1
2/II/27 PzR			5	4	3	2
19 Rozp.			5	4	3	2
19 p-panc.				3	3	2
I/73	5	5	4	4	3	2
II/73	5	5	4	4	3	2
I/74	5	5	4	4	3	2
II/74	5	5	4	3	3	2
19 sap.				4	3	2
272 Flak					3	2
I/19 AR					6	4
II/19 AR					5	3
III/19 AR					5	3



APanc.Gw. - Guards Panzer Army
BPanc. - Panzer Brigade
BZmot. - Motorized Brigade
BSpad. - Airlanding Brigade
DGPanc - Panzer Grenadier Division
DS - Strielikowaja Division
KPanc. - Panzer Korps
KZmech. - Mechanized korps
KS - Strielikowyj Korps
mot. - motor regiment
pp - infanrty regiment
PGR - panzer grenadier regiment
sap. - engineer

