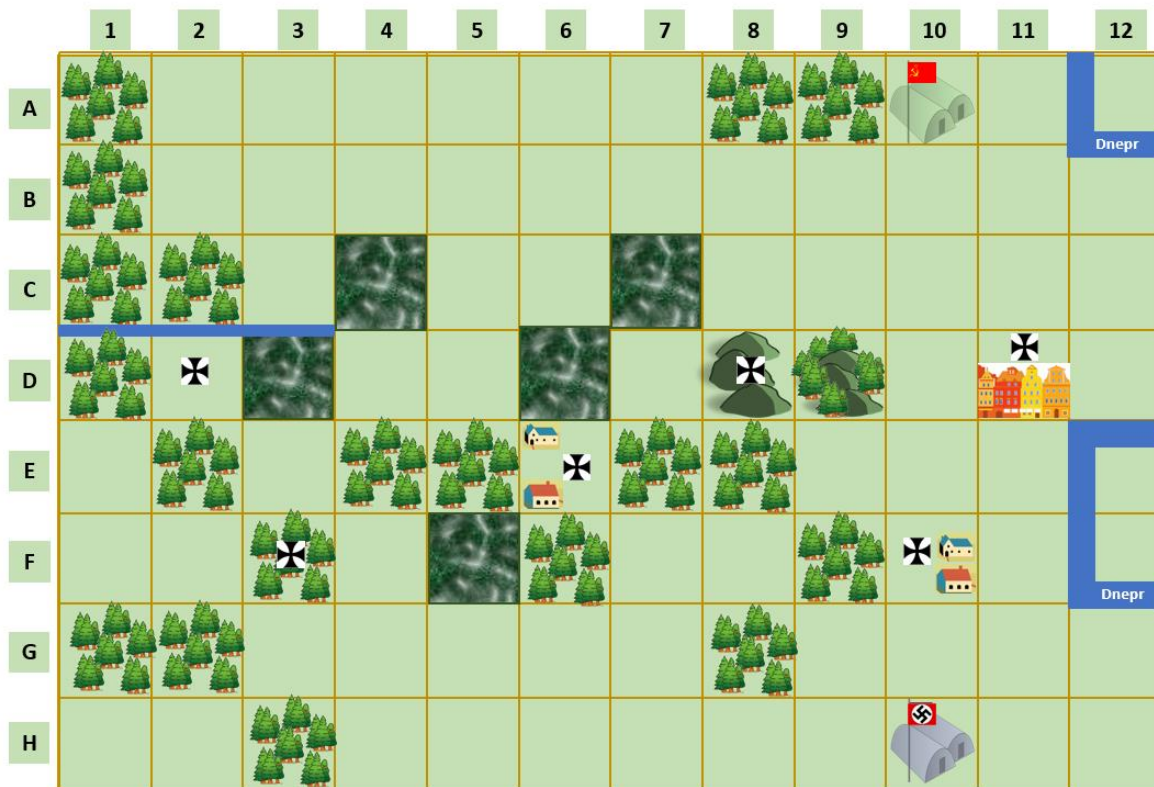


Lyutezh Bridghead Breakout – 4 November 1943



The weather is clear. Objective squares are denoted by crosses. The dark green squares are swamps and count as soft ground. The Dnepr River is unfordable. Units can cross the minor river [C1 to C3] at any point, but crossing it is like moving into non-open terrain, units can only move a maximum of 1 square. Additionally, any unit attacking across the river is vulnerable in combat. Units cannot cross this river using road movement, but supply lines can cross it. Square D11 is an urban area for combat purposes whilst E6 and F10 are hamlets which can be placed for scenic purposes but have no impact on combat.

Starting Ops:

The Soviets start with 6 Ops and the Germans start with 3 Ops. Both sides use their mid war ops.

Description:

The Soviets have established a number of bridgeheads across the Dnepr River. One of them at Lyutezh, north of Kiev, seemed to have been safely contained. However, Russian General Rybalko has moved elements of his 3rd Guard Tank Army into the Bridgehead ready for a breakout to the south towards Kiev.

Victory:

The game is a standard single day of 16 moves. The Soviets need to be holding the four or more objectives at the end of the 16th turn to win.

ROMMEL SCENARIO

Elements:

The Axis have 3 Elements, the 68th and 82nd Infantry Divisions and the 2nd Panzer Division. The Corps level support artillery can support any unit without penalty.

The Soviets have 3 Elements. These constitute forces from the 50th and 51st Rifle Corps [98th and 123rd Rifle Divisions] and the 5th Guards Tank Corps. The infantry support element can support units of the two Rifle Divisions without penalty.

Set Up:

Soviet: The Russian Rifle Divisions and the Infantry Support deploy anywhere in line A and B. The Russians move first

Axis: The German Infantry Divisions and the Artillery units deploy anywhere in line D to H. The Germans have 8 prepared defences which they can place in their deployment area, but no more than 2 per square. The Germans can place 3 minefields in open squares in rows C and D but not in D2.

Reinforcements:

The Soviet 5th Guards Tank Corps arrives in the Marker Phase of turn 1 anywhere in Row A.

The German 2nd Panzer Division arrives in the Marker Phase of turn 2 in Row H from H1 to H6.

Soviet	1R	3	5	7	9	11	13	15
Axis	2R	4	6	8	10	12	14	16

ROMMEL SCENARIO

SOVIET FORMATIONS	COMBAT	ARMOUR	SPECIAL
98th Rifle Division			
11 x Rifle Infantry	3[4]-2[3]-1[2]		Leg
1 x Rifle Infantry	3[4]-2[3]-1[2]		Leg, Pioneer
1 x 76mm Artillery	8 / 2 / [0-1]		Motorised
123rd Rifle Division			
11 x Rifle Infantry	3[4]-2[3]-1[2]		Leg
1 x Rifle Infantry	3[4]-2[3]-1[2]		Leg, Pioneer
1 x 76mm Artillery	8 / 2 / [0-1]		Motorised
Infantry Support Units			
1 x 122mm Artillery	12 / 3 / [0-1]		Motorised
2 x SU-122	3-2-1	2-3	Infantry Support
5th Guards Tank Corps			
2 x Light Tanks	3-2-1	1	Recon
8 x T-34	3-2-1	3	
4 x Motor Rifle Infantry	4-3-2		Motorised
1 x Katyusha	4 / 4 / [0-1]		Self Propelled, Rockets
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
68th Infantry Division			
8 x Infantry	4-3-2		Leg
1 x Infantry	4-3-2		Leg, Anti Tank
82nd Infantry Division			
8 x Infantry	4-3-2		Leg
1 x Infantry	4-3-2		Leg, Anti Tank
8th Panzer Division			
1 x Light Tank	5-4-3	1	Recon
2 x Panzer IV	5-4-3	4	
1 x Marder	2-1-1	1-4	
2 x Panzergrenadier Units	5-4-3		Armoured
2 x Motorised Infantry	4-3-2		Motorised
1 x Nebelwerfer	3 / 5 / [0-1]		Rocket, Motorised
Corps Artillery			
1 x 105mm Artillery	12 / 3 / [0-1]		Motorised
1 x Heavy Artillery	16 / 4 / [0-1]		Motorised