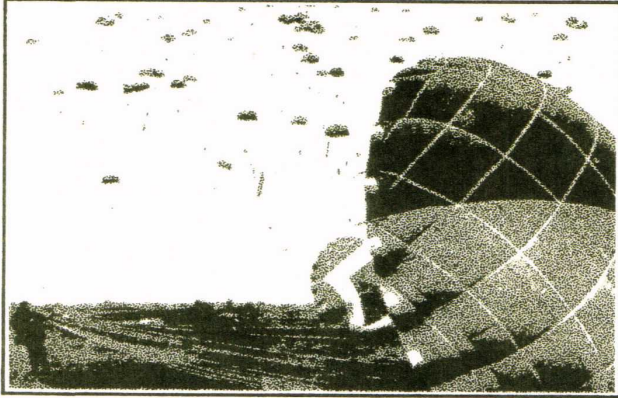


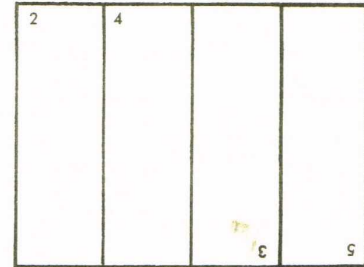
DISASTER ON THE DNEIPEP LOOP

Scenario 107



DNEIPEP RIVER, September 24th, 1943: During late summer of '43 the Russians made an all out effort to force the Dnieper River at Bukrin. Together with ground forces which were to cross the Dnieper River at Balyka, Rzhishchex and near Kanev, a large scale parachute drop was planned to form a second screen around the Bukrin bridgehead. Three brigades were to be dropped with a total of approximately 7000 men. Included in this drop was the 5th Parachute Brigade which was assigned the mission of preventing the movement of German reserves in the direction of the bridgehead.

Board Configuration



VICTORY CONDITIONS

The German player wins by clearing 3Q2, 3Q3, 3R2, 2T2, 2U3, 2U2 and all adjacent hexes of unbroken Russian squads by the end of the last German player turn. The Russian wins by avoiding the German victory conditions.

TURN RECORD CHART

★ Russian sets up first	★ 1	2	3	4	5	6	7	8	9	END
♣ German moves first										

Partisan elements set up on any woods hex(es) on board 5:

★

3-3-6	1-6	LMG 2-6 B10+	ATR 12 B11+	1
8	2		4	

Elements of the 5th Guards Parachute Brigade enter via airdrop rules (99) and Special Rules 107.2 & 107.5:

Drop Group #1, enter turn 1:

6-2-8	4-4-7	1-6	1-6	ATR 12 B11+	LMG 2-6 B10+
6	2			2	2

Drop Group A, enter per 107.5:

6-2-8	4-4-7	1-6	ATR 12 B11+	LMG 2-6 B10+
4	4	2		3

Drop Group B, enter per 107.5:

6-2-8	4-4-7	4-3-6	1-8	1-7	ATR 12 B11+	MMG 4-10 B11+	LMG 2-6 B10+
2	4	2					2

Drop Group C, enter per 107.5:

4-4-7	4-3-6	1-6	LMG 2-6 B10+	MMG 4-10 B11+
4	4		2	

Elements of Armored Troop Carrier Battalion, 73rd Pz. Gr. Reg't, 19th Panzer Division enter turn 1 on hex 3A5 or 2GG6:

+

4-6-7	1-6	1-8	LMG 2-8 B12	18 FT (24) x11	18 1S/5PP -/-/4	18 1S/5PP	18 37L(6)	15 20L(4)	24 1S/7PP	30 20L(6) -/2
7	2	5		3	2			2		

SPECIAL RULES

- 107.1 Night rules (49) are in effect.
- 107.2 All Russian drop hexes (two per group) must be secretly recorded before play starts. A special +1 DRM is applied to the drop point board determination (99.22) die roll. No place may have a drop hex plotted within 5 hexes of any other—even if in separate drop groups.
- 107.3 All hexes of hills 534 & 547 are considered 'marsh' (75). The building in hex 3110 does not exist.
- 107.4 Note that the Russian player does not have a turn 9 player turn.
- 107.5 Prepare a special deck of playing cards consisting of four each aces, deuces, threes, fours, fives and sixes. Secretly draw one card for each of groups 2, 3 and 4 before starting play. The number drawn indicates turn of entry for the drop group.

107.6 Note that the crew must be CE to operate the flamethrower of the Flamm halftrack.

AFTERMATH: Dropping at night and from an unusually high altitude of over 3,000 feet, the 5th Brigade missed its drop area by more than twenty miles. The Russians dropped right on top of elements of the 73rd Panzer Grenadier Regiment near the village of Dudari which had been moving up from Kiev. No parachute unit could have been dropped in a more disastrous area. While still in the air the Russians were caught in the fire of machine guns and flak guns. Once on the ground the troops tried to find cover, but were soon flushed out and taken prisoner or killed. The disaster of the Bukrin bridgehead was a serious blow to the Russian airborne forces which they never recovered from. The Russians mounted no further airborne operations of any significance.