

THE BRIDGE AT KANEV

WWW Scenario 90

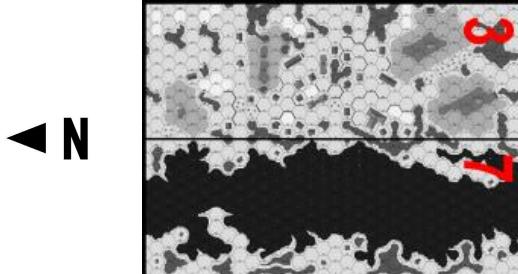
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VICTORY CONDITIONS: The Russian wins by capturing the bridge intact (see Scenario Special Rules). The German wins by exiting at least 4 of the half-tracks in convoy off the west edge of Board 7 *and* demolishing the bridge. Any other result is a draw.

KANEV, 23rd September 1943: The Soviet offensive had reached the Dnieper north of Kanev. Wishing to capture the bridge in the town the Russians sent a force southwards along the East edge of the river. In their way stood a small German rearguard set up to delay the Russians long enough to give other German units still east of the Dnieper the chance of crossing to the safety of the West bank before blowing the bridge.

BOARD CONFIGURATION:

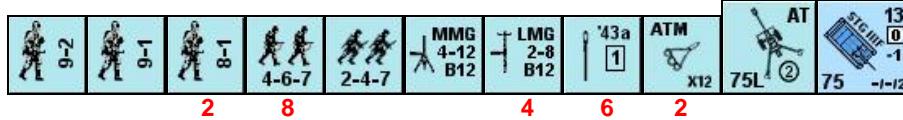


TURN RECORD CHART:

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



Remnants of the 253rd Grenadier Regiment, supported by elements of Panzer Jaeger 34 - Set up first on any whole hex of board 3, south of hexrow V inclusive.



Elements of Engineer Battalion 10 - set up on the following hexes:

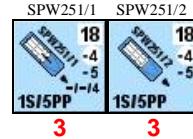
Hex 7O3:



Hex 7R1:



Convoy of 57th Infantry Division - Enter via hexes 3A5/6 as per special rules:



Elements of the 51st Guards Tank Brigade with supporting infantry - Set up second on any whole hex north of hexrow Z on board 3.



SPECIAL SCENARIO RULES:

WWW SSR 90.1: No bore sighting allowed.

WWW SSR 90.2: Terrain: The river is deep and running high and a two lane vehicular stone bridge extends from 7Q4 to 7Q9 inclusive. Treat all marsh and island hexes as water. No unit may enter a water hex except via a bridge hexside. All buildings on board 7 are made of wooden construction.

WWW SSR 90.3: EC are clear and dry with no wind at start.

WWW SSR 90.4: To capture the bridge the Russian player must solely occupy hex 7Q10 with at least one good order squad, and have at least three good order squads at the same time in any or all of hexes 7P2, 7Q1, 7R2 at the end of his close combat phase on any turn. The game ends immediately if this occurs. A tank counts as two squads for the purposes of this rule, providing all its guns and machine guns are functioning.

WWW SSR 90.5: The German player may demolish the bridge from Game Turn 5 onwards; (*as per detonation rules 133.7-7.78*). The bridge has been pre-wired with a hidden demolition charge in hex 7Q5. The demolition charge represents the “plunger” and may not be moved. Only the 10-2 Leader may attempt detonation.

WWW SSR 90.6: Immediately upon the loss of the third T-34 the Russian squads (not leaders or berserkers) must take a normal morale check. This check can be leader modified in the usual fashion. Failure of this check does not break the unit, but does require it to move towards the north map edge as soon as possible in an effort to exit off the board. During this retreat these units may fire only during the DF and AF Phases, and are immune to any berserk status DR's. Once off the board they are removed from play permanently.

WWW SSR 90.7: Beginning with game turn 1 the German player rolls one die during his close combat phase to see if the convoy will appear in the next turn. A die roll \leq the circled number within the current Game Turn on the Turn Record Track is required for the convoy to appear during the next movement phase of the next friendly player turn. The convey may automatically appear in Turn 5 or thereafter at the discretion of the German. Upon entry the halftracks must obey all convoy rules as per rule 84.

AFTERMATH: Despite overwhelming superiority of numbers the Russians became disheartened by the heavy losses taken by their armor and eventually retreated from the conflict altogether. Having repulsed the attack the Germans held on until every unit possible has crossed to the safety of the west bank. Their engineers then blew the bridge to deny its use to the Russians. It will always remain one of the mysteries of the war why the Russians made no further attempt to take this vital bridge.



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