"Die Totenkopf Bruecke"

Murafa, Ukraine — August 11, 1943

In mid-August 1943, the fourth Battle of Kharkov was in progress. Lt. General Vatutin was sending his 1st Tank Army across the entire front. Two major rivers were found in the contested region, the Merla and the Merchik, a tributary of the Merla. Stretched thin due a severe lack of infantry, the SS Divisions in this region, Das Reich and Totenkopf had all available grenadiers in the front with next to no available reserves to counter any breakthroughs. On the 11th, the Russians, gathered tanks and assault engineers to make an armored strike to seize a bridge over the Merchik at Murafa. Infantry detachments of the Totenkopf Division were defending the bridge and the Russians assumed it had been wired demolition. They believed a quick strike with T-34's loaded with assault engineers, could seize the bridge and clear the demolition charges before the Germans could destroy the bridge.

Board Configuration: (Boards 66 & 70)

66	70	

Only Rows A-P are playable on Board 70
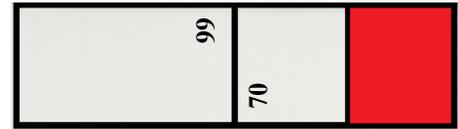
VICTORY CONDITIONS: The German Player wins immediately by successful destroying the Bridge on or after Turn 5. The Russian Player wins immediately by successfully clearing the Bridge Demolition Charges. Failing either of these outcomes, the Player controlling the Bridge at game end is declared the winner.

	1	2	3 ✠	4	5	6	7
German Player Sets up first							
Russian Player moves first							

Elements of 200th Tank Brigade (ELR 5) (SAN 2) (Set up: As passengers with Tanks in Brush or Orchard Hexes on Board 70)
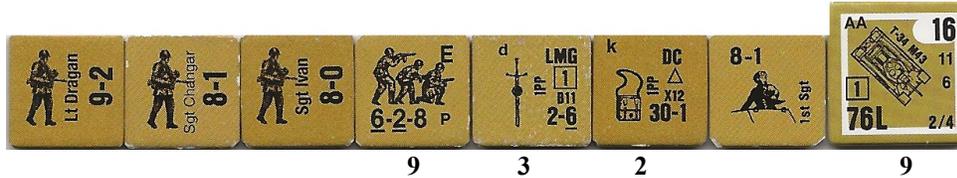
Elements SS Grenadier Regiment 6, 3rd SS Panzer Division (ELR 5) (SAN 3) (Set up: On Board 66 west of Row R)
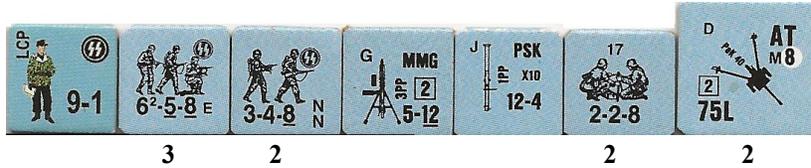
Elements 3rd SS Panzer Division (ELR 5) (Set up: enter Turn 3 on the west or south edge of Board 66)
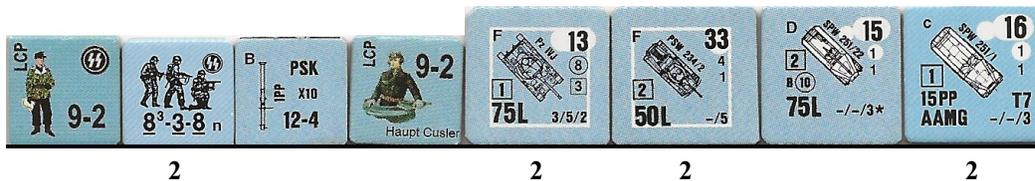
Special Rules/Notes:

1. EC are Moderate, with no wind at start. Kindling (B 25.11) and Bore Sighting (C 6.4) are N.A.
2. The River on Board 66 is Deep with a Moderate Current (B21.)
3. Russian 6-2-8's are Assault Engineers (H1.22) Riders Restrictions (6.21) are N.A.
4. Germans are LAX on Turn 1—AT Guns have no rate of fire during German Turn 1 Defensive Fire.
5. Russians are Fanatic while mounted on T-34's and when on or adjacent to the Bridge in Hex 66W6.
6. SS MMC's (excluding crews) are Fanatic when on or adjacent to the Bridge in Hex 66W6.
7. A One-Lane Stone Bridge is in Hex 66W6. The Germans have wired the bridge for demolition. At game start, the German player secretly picks a Hex that is two hexes away from the bridge as the location of the firing mechanism. On and after Turn 5, the German Player may attempt to blow the bridge after placing a unit in the location of the hidden firing mechanism and passing a successful Radio Contact (C1.2) dr. In the Close Combat Phase, the German unit may attempt to blow the bridge with a Destruction dr. On a 1 or 2, the bridge is destroyed and any units on the bridge are eliminated. On a 3-5, the attempt fails and may be retried. And on a 6—wires to the bridge are cut and the bridge cannot be destroyed. If the German unit is in Close Combat and wins the Ambush dr, it may opt to blow the bridge instead of the enemy unit in close combat.
8. The Russian player may attempt to remove the Bridge Demolition Charges by a successful Roadblock Clearance Attempt (D24.76).

Aftermath: Bursting out of cover near the village of Kosijevka, the T-34's and their riders rolled as fast as possible towards the bridge. The Russian assault engineers quickly dismounted under cover fire from the tanks and began engaging the surprised SS Grenadiers. A vicious face to face firefight occurred at the bridge. The Russians quickly attempted to find and disarm the demolition charges. But the SS were quick to react and armored reconnaissance units quickly rushed to the bridge and killed or routed the Russian combat engineers away from the bridge. With the Russians knocked back on their heels, the SS quickly reconnected the charges and successfully detonated the bridge dropping it into the Merchik.

Scenario GJ119