

# Holding the Bridgehead: The Battle of the Dneiper, 1943

## *An Active Armor WWII Scenario*



## Background

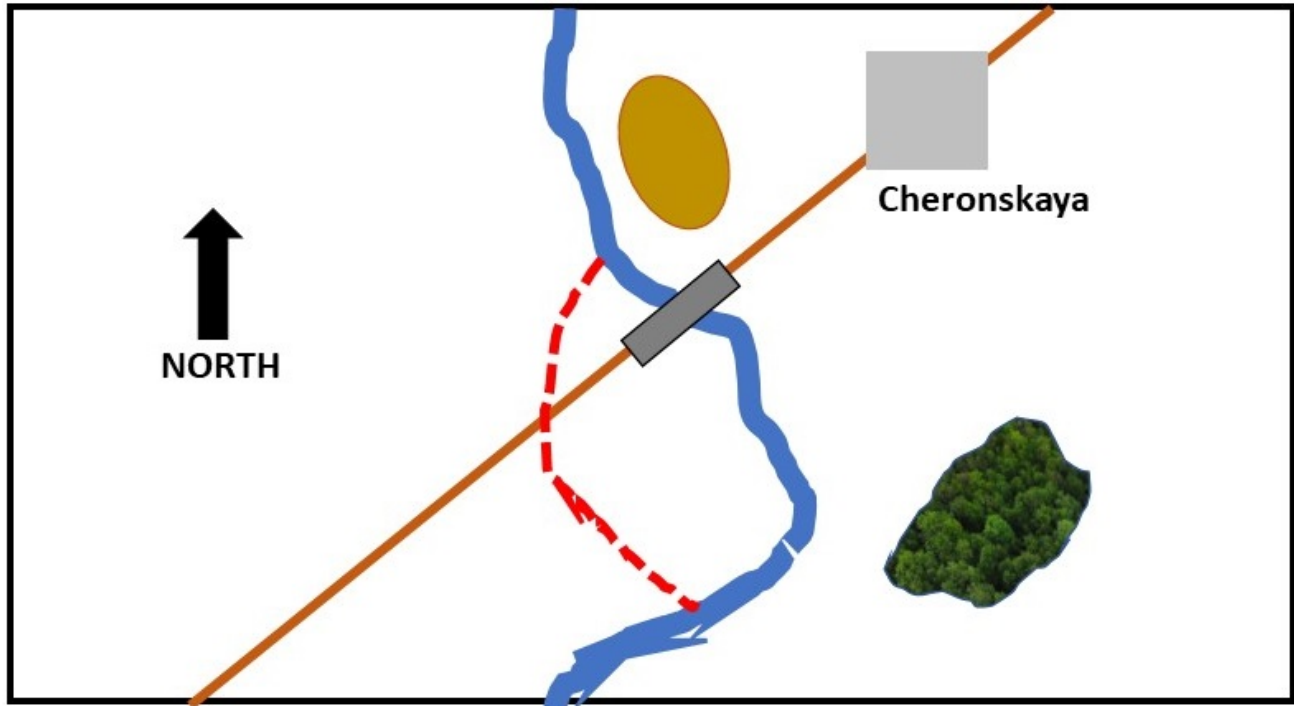
Following Kursk, the Soviets aggressively pushed the Germans back. At the end of 1943, they attempted to hold the line of the Dneiper. The fighting was characterized by repeated Soviet river crossings, where a small bridgehead would be established on the western bank of the river overnight, and gradually fortified, hopefully growing into a base from which further offensive action could be taken. The Germans were determined to wipe such bridgeheads out. This scenario is based on this type of action.

Here, a Soviet infantry division has established a small bridgehead and started digging in when the Germans attack. The Soviets have orders to keep the Germans firmly on their side of the river, and to maintain a means of crossing against the arrival of stronger Soviet armored forces in the near future. The Germans are determined to erase the Soviet bridgehead, and to make sure they are not able to bring stronger forces - especially tanks - across the river.

## The Battlefield

The map below shows the battlefield. The river can be crossed by any unit at the bridge, and Soviet infantry units which abandon their vehicles adjacent to the river may use the maneuver that turn to cross by making ad hoc rafts from their vehicles. The Soviet sappers may spend a turn bridging (Stand orders) if undisordered, and thus create a bridge crossing once during the game. They may

demolish the existing bridge using a similar process. In neither case may they do so while being close assaulted by the enemy. Woods, hill, and the village of Cheronenskaya are as per normal rules. The red dotted line is a set of impromptu fortifications created by the Soviets the preceding evening.



Soviets may set up to four units on the western side of the river inside the entrenchments. All other units must deploy on the eastern side. The woods, village, and hill may each conceal a single unit, specified before play begins, and revealed as soon as any movement, firing, or combat action is taken by the unit. They will be spotted by any enemy ground unit which comes within 4 inches of them.

All German units will move onto the table from the western board edge.

## Orders of Battle

### Soviets

#### 322nd Rifle Division

**1st Infantry:** 400 Average Motorized Infantry, Light AntiTank and HE.

**2nd Infantry:** 400 Average Motorized Infantry, Light AntiTank and HE.

**3rd Infantry:** 400 Average Motorized Infantry, Light AntiTank and HE.

**4th Infantry:** 400 Average Motorized Infantry, Light AntiTank and HE.

**5th Infantry:** 400 Average Motorized Infantry, Light AntiTank and HE.

**6th Infantry:** 400 Average Motorized Infantry, Light AntiTank and HE.

**7th Infantry:** 400 Average Motorized Infantry, Light AntiTank and HE.

**8th Infantry:** 400 Average Motorized Infantry, Light AntiTank and HE.

**9th Sapper Battalion:** 400 Average Motorized Infantry, Anti-Personnel only (Combat Engineers).

**10th Artillery Regiment:** 300 Towed Medium Artillery, Medium AntiTank and HE.

### Attached

**11th Infantry:** 400 Average Armored Infantry, Light AntiTank and HE.

**12th Tank Battalion (T-26s):** 300 Average Light Tanks, Light Armor, Light AntiTank and HE.

**14th Independent Tank Brigade (T-34s):** 300 Medium Tanks, Heavy Armor, Light HE, Medium AntiTank, Light AA.

**15th Mortar Battalion:** 400 Towed Medium Artillery, Heavy HE.

### German

#### 13th Panzer

**1st Panzer Grenadier:** 400 Veteran Armored Infantry, Light AntiTank and HE.

**2nd Panzer Grenadier:** 400 Veteran Motorized Infantry, Light AntiTank and HE.

**3rd Panzer Grenadier:** 400 Veteran Motorized Infantry, Light AntiTank and HE.

**4th Panzer Grenadier:** 400 Veteran Motorized Infantry, Light AntiTank and HE.

**5th Panzer (Mk IVs):** 400 Medium Tanks, Medium Armor, Heavy AntiTank and Medium HE.

**6th Aufklarungs:** 400 Armored Cars, Light Armor, Light AntiTank and HE.

**7th Panzerjager:** 300 SP Medium AntiTank, Medium Armor, Heavy AntiTank, Medium HE.

**8th Panzer Artillerie:** 300 SP Medium Artillery, Light Armor, Light AntiTank, Medium HE.

**9th Nebelwerfer Battalion:** 300 Towed Heavy Artillery, Heavy HE.

### Attached

**506th Schwere Panzer Abteilung (Tigers):** 300 Veteran Heavy Tanks, Heavy Armor, Extra-Heavy AntiTank, Heavy HE, Light AA.

**10th Stuka Geschwader:** 300 Veteran Ground Support Aircraft (Airstrike), Heavy HE.

## Victory Conditions

The Soviets must maintain a bridgehead on the eastern side of the river. If, at the end of the day, they have an undestroyed unit on the eastern side of the river, that is a victory. If there is a functional bridge crossing at that time, it is a major victory.

Germans win by wiping out the Soviet bridgehead. If there are no undestroyed enemy units west of the river at the end of play, that is a German victory. If there is no undestroyed bridge crossing at the end of play, that is a major victory. Bridges may be destroyed by any German unit in the same fashion as the Soviet sappers (attached engineering companies) but they have no capacity to create new

bridges. If a bridge exists, the Germans may still win a major victory by having at least one unit across the river on the eastern side at the end of play, unordered and not in close assault with an enemy unit, so long as the western side of the river is clear of enemy units.