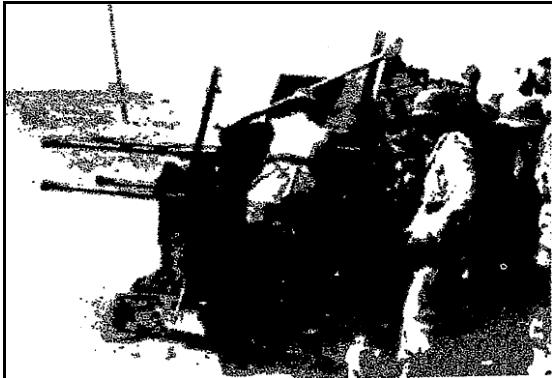


THE BUKRIN BRIDGEHEAD

Scenario C

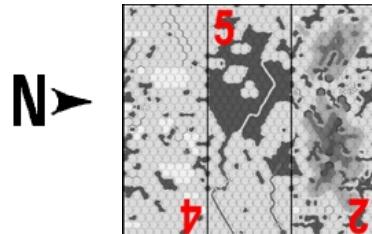
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VICTORY CONDITIONS: The Russians win if at the end of their 10th player turn there is no unbroken enemy squad or AFV with functioning armament within normal range and clear LOS of the Russian objective hexes. The normal range of infantry squads may be extended by functioning MGs. See Special Rule C.3. The Germans win by preventing the Russian victory conditions.

50 MILES S.E. OF KIEV, Sept. 24, 1943: In mid September 1943 Manstein's Army Group South initiated a full scale retreat along the entire length of its 600 mile front. The plan was to fall back to the west bank of the Dnieper and redeploy for defense before the Russians could form any bridgeheads across the river. One spot where the race was won by the Red Army was near the village of Bukrin, where the Third Guards Tank Army with the help of partisans crossed in company strength, during the first hours of Sept. 22; reinforcement of the bridgehead was begun forthwith. The Germans immediately rushed the advance elements of the 19th Panzer Division down from Kiev to seal off this dangerous foothold. On the 24th the Russians pressed their attack in an attempt to break through the weakly held German defensive line and link up with a simultaneous paratroop drop of three Airborne Brigades further to the southwest.

BOARD CONFIGURATION:



TURN RECORD CHART:

German Sets up First	1	2	3	4	5	6*	7	8	9	10	END
Russian Moves First											

Elements of the ARMORED RECON BATTALION 19 - set up west of road 5A6-5Y10-5GG6:											
	SPW251/1	PSW233	PSW231	SPW250/3							
	Mtr 8-1 81	AA 8-1 20L(24) V	SPW251/1 18 75*	SPW233 33 20L(6) -12	PSW231 35 20L(6) -12	SPW250/3 20 20L(6) -12					
Miscellaneous reinforcements - enter on turn 6 via any one west edge road hex:											
	HMG 6-16 B12	MMG 4-12 B12	LMG 2-8 B12	30 A	8 X9+ 50 #2-13	Mtr 7 B12	CE 9-2	CE 8-1	STG-III-F	Hvy Truck	
	2	4	2	2	2	2	2	2	13 0 -1	15 *	
	8-0 8-0	4-3-6 4-3-6	LMG 2-8 B12	43b 2	75	2S12PP					
	3	2	2	2		2					

Elements of the 51st GUARDS TANK BRIGADE - set up on any whole or half hexes of board 2:											
	9-2	9-1	8-0	7-0	CE 8-1	6-2-8	4-4-7	2-3-7	HMG 8-20 B12	MMG 4-10 B11+	LMG 2-6 B10+
	2	12	4	4	2	4	4	4	ATR #12 B11+	5-7 △ B12	
	T34/76C 16 76L 4/2	T70 16 45L -12	Art 76L	AT 45LL 2 120 #16-75	Mtr						

SPECIAL SCENARIO RULES:

SSR C.1: No infantry units may make smoke.

SSR C.2: Germans have one module of 80-mm offboard artillery commencing on turn 5; the Russians may use their radio only to direct on-board artillery.

SSR C.3: After the Germans set up but before the Russians do, the Russian player must determine his objective by inverting, mixing, and randomly choosing one of the artillery chits which is kept secret from the opposing player and set aside for end of game verification. The chit drawn determines the objective as follows: "1": 4A5-4A6-4B5; "2": 4I1-4I2-4I3; "3": 4Q1-4Q2-4R2; "4": 4Y1-4Y2-4Y3.

AFTERMATH: The combat troops of the recon battalion were hard put to contain the Russian push but by throwing in the supply and repair units and anyone else who could be scraped up, a near disaster was averted and the situation restored. The line had held, and although the Russians attempted for several more weeks to effect a breakout, they had become effectively bottled up. They would have to turn elsewhere to crack the Dnieper line.

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A QUICK PLAY CROSS OF IRON SCENARIO
Originally printed as a special insert for Vol. 15, No. 6 of THE GENERAL magazine.
Scenario Design by Robert McNamara;
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VSQ Graphic Layout by Bill Sosnicki Updated 090412; rev A
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