## "Brueke des Gebirgsjaeger"



VICTORY CONDITIONS: The Player controlling both Hexes Q11 and Q12 at game end is the winner. Any other result is a draw.

| German Player Sets up first | $\forall_{1}$ | 2 | $\mathrm{H}_{3}$ | 4 | 5 | 6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Russian Player moves first |  |  |  |  |  |  |


| Russian Player moves first | Boards: BFP DW-8a \& DW8b |
| :--- | :--- | :--- | :--- |



Elements of 7th Guards Army (ELR 4) (Setup: Enter Turn 3 on any Board DW-8b road hex.)


## Special Rules/Notes:

1. EC are wet with no wind.
2. Place a Single Lane Stone Bridge in Hexes Q11 and Q12.
3. The Stream is deep with a fast current and may not be entered.
4. Kindling is N.A.
5. The Russian Sniper is not placed on Board until the start of Turn 2.
6. Russians must enter as passengers/riders on a road hex.
7. Each entering Russian force may choose to enter on any road hex on their respective entry board, but all units must enter on the exact same road hex.
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[^0]:    Aftermath: The grenadiers of the 118th Gebirgsjaeger Regiment had dug foxholes, laid AP mines at the approaches to the bridge and had sited their available anti-tank weapons in anticipation of a Russian attack. Despite their preparedness...they were surprised by an assault from both sides of the bridge. As Russian armor and infantry rushed the bridge, the Germans let loose with their available firepower and staggered the attack. After several more attempts were successfully repulsed, the Russians pulled back to reform. Kampfgruppe Hanke would evacuate that evening and pass safely into the perimeter of the 1 st Mountain Division.

