

“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)

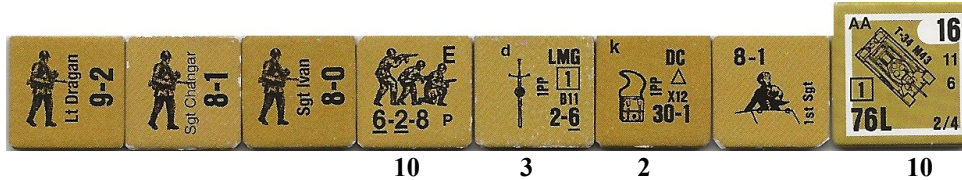
VICTORY CONDITIONS: The German Player wins immediately by successful destroying the Bridge on or after Turn 5. The Russian Player wins immediately by successfully clearing the Bridge Demolition Charges. Failing either of these outcomes, the Player controlling the Bridge at game end is declared the winner.



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



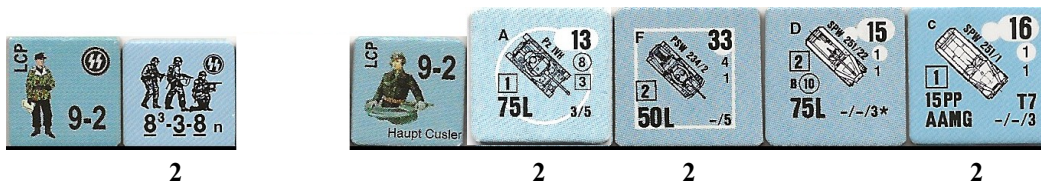
200th Tank Brigade (ELR 5) (SAN 2) (Set up: Enter on the east edge as passengers with tanks having already expended half of their MP.)



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 between Hexes GG6 and Y1.)



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 Stream (B20.1) is flooded. (B20.44).
3. A One-Lane Stone Bridge is in Hex 66W6.
4. Hex X5 is subject to Street Fighting by adjacent Hexes X6 and Y6.
5. Both German and Russian squads are Fanatic when on or adjacent to the Bridge in Hex W6.
6. Germans have Anti-Tank Magnetic Mine (ATMM C13.7) capability.
7. The German have a Set DC (A23.7) on the bridge Hex W6.
8. The Russian player may attempt Set DC Clearance (B24.76),



Scenario GJ119

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.