

Chernobyl, 1943 – Crossing the Dnepr

Flames of War Mega-Game Scenario

After the debacle of Kursk, and the withdrawal of significant German forces from the Eastern Front due to the Allied landings in Sicily, Soviet forces launched a series of attacks all along the front. The weakened German forces were unable to hold everywhere, and this was particularly true in the Ukraine, where Soviet forces pushed strongly forward. The mighty Dnepr River was seen by both sides as a strong defensive position, and the Soviet forces raced to cross it before the Axis forces could fortify the western bank.

One of the first places a crossing was successfully executed was near Chernobyl. If the Soviets could hold and expand a bridgehead here, it would unhinge the entire Dnepr line, and threaten the Ukrainian capital of Kiev. As the Soviets raced to get more forces across the river, the Germans realized the danger and sent a stream of mobile reserves to counterattack and seal the penetration.

This scenario sees an interesting situation, with Soviet infantry and guns holding initial positions as bridges are built, with an escalating German counterattack building, creating a race to employ the arriving armor of both sides.

Special Terrain rules:

- Buildings – the scattered villages of the region were used by both sides for defensive cover. Any stand touching or inside a building should be treated as in concealing terrain and bulletproof cover.
- Marshes – this area has a high proportion of marshy terrain, which made it difficult for vehicles in many areas. Marshes are treated as difficult terrain but are impassable to wheeled vehicles and gun teams. They provide concealment to any infantry team touching them.
- Peat bogs – peat bogs and cuttings were quite common in this region. Peat bogs are treated like marshes, except that they provide no concealment
- Railroads– due to the marshy nature of the ground, railway lines offered a decent level area for vehicle movement. Any unit moving along a railway line treats it as cross country, and any unit crossing a railway line treats it as terrain. Railways are not elevated enough to provide any cover or concealment for stands in contact with them.
- The Dnepr – is impassable terrain (see crossing rules).
- Other Rivers – the other rivers in this area were significant obstacles. Rivers are impassable to vehicles and non-infantry gun teams, except at fords or bridges, and require a 4+ cross check for infantry. Fords are treated as difficult terrain.
- Fields – the board should reflect numerous fields in the areas not covered by woods or villages. The fields hold standing crops, and they are treated as short terrain.

Deployment:

See the Forces and Deployment sections below.

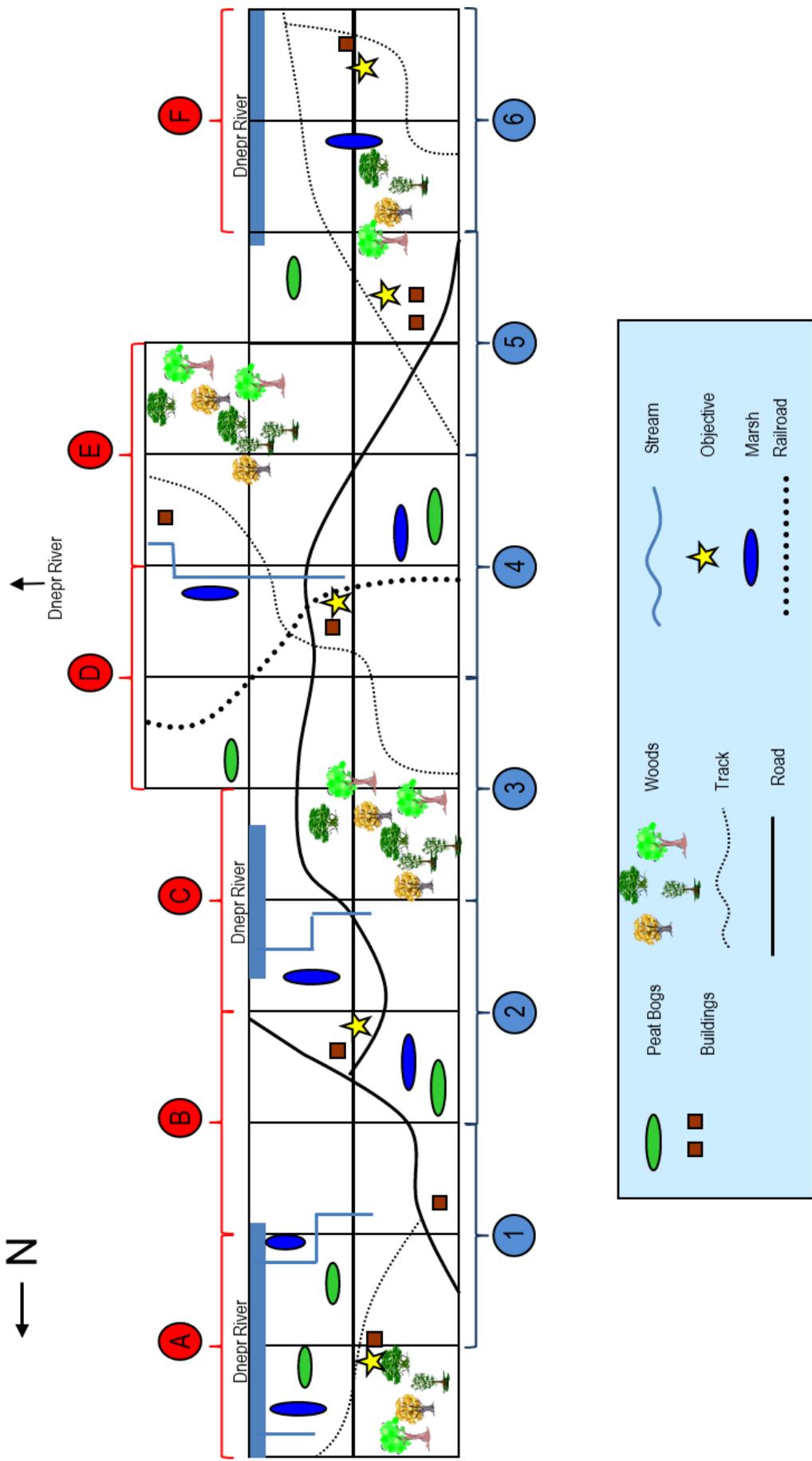
Crossing the Dnepr / Entry Points:

Each Soviet force will designate a crossing or entry point when they deploy. This represents the only passable entry point for that player's forces.

If an opposing force has a unit within 4" of a player's crossing or entry point, that player may not receive any reinforcements at that point until the enemy have been pushed away or destroyed. If an opposing force gains control of a player's crossing or entry area that player's force is considered to have failed a formation last stand, and is destroyed as survivors flee.

Map:

Flames of War Mega-Game Chernobyl, 1943



Soviet Forces and Deployment –

Each Soviet player may field a 100 point force drawn from either Enemy at the Gates or Red Banner, and their associated command cards.

Prior to the start of the game, the Soviet CiC will assign each Soviet force to a sector (A-F). Each Soviet player may deploy up to 1 infantry or non-artillery gun unit on the table, within 12” of their deployment zone. These units start in prepared positions.

In addition, each Soviet player must designate a crossing / entry point along the table or Dnepr River edge of their deployment area. Mark the crossing point with an objective marker.

Any Soviet artillery units are deployed “Across the Dnepr”, and are available and ready to fire starting on Soviet turn two.

All of the player’s remaining forces arrive one unit per turn, and measure their arrival move from the player’s crossing / arrival point.

German Forces and Deployment –

Each German player may field a 100 point force drawn from either Iron Cross or Ghost Panzers, and their associated command cards.

Prior to the start of the game, the German CiC will assign each German force to a sector (1-6).

After the Soviet forces and crossing points are deployed, each German player must designate an entry point along the table edge of their deployment area. Mark the entry point with an objective marker. Any German units with the spearhead special rule may then make a spearhead move onto the table from their entry point at this time.

On turn one, one German unit, which must have vehicles (ie – a tank unit, or a unit with transports) arrives at their entry point. All of each German players’ remaining units arrive at their entry point on their turn two.

First Turn –

After deployment has been completed, the German forces receive the first turn.

Weather:

The weather during the actions near Chernobyl was generally good. Weather plays no role in the game.

Airpower:

Soviet forces had achieved air superiority over much of the Eastern Front by this point in the campaign, but the Luftwaffe was still a presence where it was a priority. The Soviets were also hampered by their quick advance to the Dnepr, having outrun the range many of their airfields. This, combined with the reduced numbers of German planes available for the area, meant that air support was quite sporadic for both sides, although the Soviets retained a small advantage.

To reflect this, no players may purchase air support for their force. at the start of each turn commencing on turn two, each side's CiC may roll for airpower on the table below:

<u>Roll</u>	<u>German Result</u>	<u>Soviet Result</u>
1	-	-
2	-	-
3	-	-
4	-	IL-2 Shturmovik Flight
5	Stuka flight – cannons	IL-2 Shturmovik Flight
6	Stuka flight - bombs	2x IL-2 Shturmovik Flight

Winning the Game:

The bridgeheads over the River Dnepr near Chernobyl represented an existential threat to the German position in the Ukraine, and both sides tried desperately to control this area.

To reflect this, there are five objectives placed on the table, plus each player's crossing or entry point is also an objective, for a total of 17.

The side controlling the greater number of objectives at the end of turn 7 has won. A side controlling an opposing crossing or entry point counts each of these as 2 objectives.

If both sides control an equal number of objectives, the result is a draw.