

## Blow That Bridge!

Wygonitschi, on the Bryansk-Gomel Rail Line, March 1943. The rail lines continued to be a primary target for partisan activity. The number of raids they made on them was not great, and taken in total never represented a really serious effort. During February they blew tracks in 24 places in the rear of the Sixteenth Army and in the central sector broke rails in 94 places in 170 attempts. On one single night, that of 15 April, they temporarily interrupted all rail lines leading out of Bryansk. They also struck rather sharply at rail bridges. During February they successfully damaged or destroyed 12 bridges behind the Sixteenth Army, and in March in the Bryansk area on orders from the Soviet Central Staff attacked 5 bridges in force (4 of them important ones) and successfully blew up 3 bridges.



**Historical Result:** One of the 3 bridges blown was the span over the Desna River at Wygonitschi on the Bryansk-Gomel rail line. The success of this attack was attributable directly to the German practice of pulling units off security duty in the rear for commitment at the front. For some time a battalion of the 747th Grenadier Regiment had been guarding the section of track which included the Wygonitschi bridge, with good success. During the first part of March 1943 this unit was transferred to the front and replaced with the 974th Security Battalion, an under-strength *Landschützen* outfit new to the area. Before the latter had been in position two weeks the region was out of German control, and the bridge attacked and destroyed.

## BOARD CONFIGURATION:



## VICTORY CONDITIONS

The Partisans win immediately if  $\geq 1$  span of the bridge is destroyed (see SSR#2), otherwise the Partisans win at Game End if they Control Bridge hexes I11 and L12.

## BALANCE



**German:** Remove one DC from the Partisan OB.



**Partisan:** Add a MMG to the Partisan OB.

## + GERMAN Sets Up First

## ★ PARTISAN Moves First

1

2

3

4

5

END



**Bridge Guards, Sicherheit Bataillon 974 [ELR:2]**  
setup  $\leq 4$  hexes from H10 and/or M13; at least 4 MMC must setup in buildings; see SSR#4: {SAN:2}

2 4-4-7	C 4-3-6	1-2-7	8-1	8-0	7-0	MMG 2 3PP 5-12
3	5					

LMG 1 1PP 3-8	MTR 3 5PP 50* [2-13]
2	



**Soviet Partisan Detachment [ELR:3]**  
setup  $\geq 6$  hexes from H10 and/or M13: {SAN:3}

1 5-2-7	3-3-7	9-1	8-1	7-0	LMG M1 1PP 2-6	DC X12 1PP 30-1
2	8				2	4



## Special Rules

#1 - EC are Moderate with No Wind at start. The River is Deep and unfordable. There is a +1 LV DRM (E3.1) in effect at ranges of  $\leq 4$  hexes and a +2 LV DRM in effect at all ranges beyond 4 hexes.

#2 - Place Overlays: **RR1** on 6aE9/D8 and **RR2** on 6aK12/J11. All Railroads are GLRR (B32.1). There is a Wooden RR Bridge (B32.14) in hexes I11, J11, K12, and L12. A RR Bridge span may be destroyed by a DC attack Original KIA on the IFT.

#3 - Partisans (A25.4) may not form Multi-Location Fire Groups. Russian 5-2-7/2-2-7 MMC are considered to be Partisan MMC with an underlined morale factor.

#4 - The Germans may use HIP for  $\leq 1$  Squad Equivalent (and any SMC/SW stacked with it).