



The Russians can mass several corps in bridgehead hexes. The scenario rules don't preclude the Russians from deploying tank armies in either of the two bridgehead hexes.

German armored units attacking the bridgehead hexes will be forced to treat these hexes like the initial fortification hexes. Their strengths are halved and they must face potential heavy casualties. The bridgeheads allows the Russians a safe sanctuary to build up their strength for the final turns of the game.

The Germans face a strategic dilemma on how to cope with the Russian bridgeheads. They can cordon off the bridgehead with infantry divisions and hope that the Russians will hesitate to emerge from the bridgeheads for two turns. Another alternative is for the Germans to mass their panzer corps for a concentrated attack on the bridgeheads.

A direct German attack on the bridgehead is risky because of the enormous casualties they would encounter attacking the fort hexes. They would need help from the great god of die rolling.

The Russians can sit back in the forts and build up strength in order to expand out of the bridgeheads on turns 16-17. Sudden Death rules have been suspended for this scenario. However, they are pressed for time—they must build up the VPs quickly in order to have 31 VPs by end of the game. Their best strategy is to use the Tank armies to attack the relatively weaker cordonning German infantry units with mobile assaults and then return to the safety of

the bridgeheads hexes during the first or exploitation phase.

At the point that the Germans have lost some of their protective infantry divisions, then the Russians can emerge from the bridgehead to capture the victory point cities.

A better German strategy calls for retreating and setting up a defensive perimeter out of range of Russian mobile units. Mass the panzers and wait for the Russians to emerge from the security of their fortified bridgeheads. At this point, the panzers may blunt the Russian offensive capacity, damaging it so that it cannot capture enough VP cities to win the game.

The Russians will mass their forces in the bridgehead hexes on turn 19 and

probably take Kiev on turn 20 or 21. Since both sides must treat this as a front suspended in time, the Germans cannot mass in order to defend Kiev in depth.

The Southern Front is limited due to the lack of railroads in the southernmost regions. The Russians cannot field too many mechanized forces due a shortage of railroads. They must roll on the petrol table. The Russians can capture Melitopol and then attempt to cross the river and join in the battle for Nikopol. The Russians can concentrate on taking Nicopol for 3 VPs and one or two additional VPs in the far south.

*UKRAINE '43* is a fast moving enjoyable game on the subject. It deserves many replays.

