

# 'Foxtail'



## Foxtail Island—Dneiper River Bridgehead near Kasev — October 10th, 1943

Since October 5th, the SS-Panzer Grenadier-Regiment 10 "Westland" had been trying to dislodge a Russian bridgehead across the Dneiper River on Foxtail Island. The constant fighting had worn down Germans and Russians alike. On the 10th, Gen. Herbert Gille of the 5th SS Wiking Division ordered SS-Obersturmbannführer August Dieckmann to attack once more and throw the Russians back across the Dneiper. Worried about the potential futility of the assault, Dieckmann nevertheless gathered together the remnants of two companies, a platoon of MKIII's, a Stug and two Halftracks. This battlegroup would try once and for all to eliminate the Russian bridgehead. The woods and marshes surrounding Foxtail island also harbored Russian Partisans, whose snipers were a constant worry.

**VICTORY CONDITIONS:** The Germans win at game end by controlling these Board 7 Hexes: R1, P2, and Q3 and R1 on Board 5.



### Board Configuration:

7
5

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

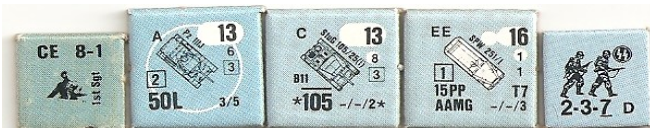


**SS-Panzer Grenadier-Regiment 10 'Westland' (ELR 4) (SAN 2) Setup:** on Board 5, south of Row M in hexes  $\geq 7$



12                      5

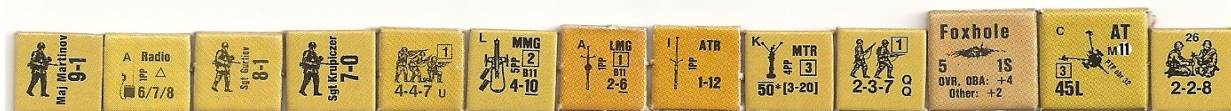
**Armor Elements— 'Westland' (ELR 4) Setup:** Enter on Turn 2 along the west edge of Board 5.



3                      2                      2



**Elements of 193rd Rifle Division (ELR 3) (SAN 5...per SSR) Setup:** East of the River on Board 7 and on Board 5 Hexes  $\leq 2$



8                      2                      2                      2

**Dneiper River Marsh Partisans (ELR 2) Setup:** HIP in wood hexes of Board 5 north of row G



2

### Special Rules/Notes:

- Place pontoon bridge counters on Board 7 in Hexes Q4, Q5, Q6, Q7, Q8, and Q9.
- The Russian SAN number is 5 for as long as a good order Partisan Squad is on the map. Once the Partisans are eliminated or recalled, the SAN will reduce to 3. Furthermore, as the Snipers specifically targeted German officers, anytime the Sniper counter falls on a hex containing both MMC and SMC counters, the SMC counter will automatically be the target of the Sniper attack.
- The Russian radio must be placed in one of the following Building locations: Board 5 Hex R1, Board 7 Hexes R1 or P2. The radio cannot be moved.
- The Partisans are in contact with the Russian command post via their radio. Should the German player control the building location housing the Russian Radio, the Partisans will be immediately recalled and must exit the game via the North edge.
- The Board 7 River depth is deep and current is moderate.
- The German 10-2 represents August Dieckmann. Should he be killed, all units not only in his hex but adjacent to him as well, must take a leader loss morale check.



Scenario GJ020

### Aftermath:

Despite heavy losses, the men of Westland succeeded in eliminating the Russian bridgehead on Foxtail Island. But August Dieckmann would not celebrate the success with his men. A sniper's bullet would find Dieckmann as he lead the attack.