



SOUTH OF BYKOVKA RUSSIA, 5 JULY 1943: 0405-hrs SS-PanzerGrenadier Regiment 2, Leibstandarte Adolf Hitler supported by the Tiger-Kompanie and Sturmgeschütz Abteilung Leibstandarte Adolf Hitler, moved forward toward the day's objective, the village of Bykovka. It was their job to clear a string of small towns along the Vorskla River of enemy forces and prevent the Soviets from outflanking them from the west bank of the Vorskla. Moving northward, the first Soviet defensive position of Hill 220.5 was soon encountered. This stronghold was riddled with mines, covered with barbed wire, and dotted with well-fortified bunkers and trench systems. This Soviet field position had been developed into an elaborate deeply echelon and widely ramified fortification system. The crack 52nd Guards Rifle Division occupied the trenches and earth bunkers reinforced by artillery regiments, anti-tank artillery, battalions of anti-tank riflemen, tank companies, mortar regiments, and other formations resisting stubbornly and refusing to give ground. The II/SS-PanzerGrenadier Regiment 2, Leibstandarte Adolf Hitler began its fight to take the hill. In the following hours of tough fighting the SS-Grenadiers supported by Sturmgeschütze and Tigers, moved forward meter by meter. In a final desperate thrust, the Kompanie Commander Oberleutnant Karck, with a handful of men, knocked out five bunkers with demolition charges. He then lead the remainder of the kompanie through the maze of trenches up on to the high ground, finally overcoming the last bunker which tore open the Soviet position. The job was done! But no, far from it! For immediately behind the hill a new Soviet trench system began.

BOARD CONFIGURATION

BALANCE

★ Add 12 AP-Mines and 3 AT-Mines to OB

⚡ Exchange 105mm for 150mm OBA

VICTORY CONDITIONS:

The Germans win at the end of any Game Turn they control the Hillock Summit (26oT5), provided the Russian has not amassed > 75 CVP.

TURN RECORD CHART

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	8	9	END
⚡ GERMAN Moves First										

SPECIAL RULES:

- EC are Moderate, with a Mild Breeze from the Northeast. Steppe Terrain (F13.2) is in effect. Treat the stream as a fordable River (B21.41).
- Place overlays as follows: H1 on 26T3-U3, St3 on 26G6-F6.
- The Russian receives one module 82mm Battalion Mortar OBA (HE & Smoke) with plentiful Ammunition and three pre-registered hexes (Barrage is NA).
- The Russian may set up two squad-equivalents (and any SW/SMC stacked with them) using HIP.
- The Russian has MOL capability (A22.6).

- The German 8-3-8/3-3-8 MMCs are Assault Engineers with Sapper capabilities (H1.22/1.24). Assault Engineers are the only MMCs that use FTs and DCs without the Non-Qualified Penalty (A21.13) applying.
- The German receives one module 105mm OBA (HE & Smoke) with plentiful ammunition, directed by an Offboard Observer at ground level along the south edge.
- The German receives Air Support in the form of three Stuka 42 (E7.403) with bombs, which automatically enter on Turn 1 and are automatically Recalled at the end of Turn 4.

Elements Soviet 52nd Guards Rifle Division supported by 1108th Anti-Tank Regiment sets up on any hex on boards 26 & 27

4-5-8 16	2-2-8 10	9-1 2	8-1 2	8-0 2	2-6 2	6-12 4
1-12 6	3-20 2	11 10	? 10	72 AP-Mines	12 AT-Mines	45LL M11 2
76L M9 4	1+3+5 4	2+3+5 2	25 WIRE	12 ANTI-TANK	25 TRENCH	3+3+5 3

[ELR: 4]
(SAN: 4)

Element II/PanzerGrenadier Regiment 2 supported by Pioniere Kompanie, Tiger-Kompanie and Sturmgeschütz Abteilung Leibstandarte Adolf Hitler enters on/after Turn 1 along the south edge; all, some or none may enter on each/any Turn

8-3-8 6	5-4-8 20	9-2 2	9-1 2	9-1 3	8-1 3	8-0 3
3-8 8	5-12 4	24-1 4	30-1 6	75L 6	88L 4	

[ELR: 5]
(SAN: 2)



NORTH OF LUCHKI II RUSSIA, 7 JULY 1943: By noon on 6 July General Hausser' SS-Panzerkorps II was twenty miles deep into the Soviet's defence zone. A huge gap had been torn into the Soviet's Sixth Guards Army and the front line lay wide open like a barn door, which Hausser now drove everything he had. Hausser ordered Leibstandarte Adolf Hitler to move through Luchki but not to cross the road north of Luchki because the adjacent unit on the left was lagging behind. SS-PanzerGrenadier Regiment 2 Leibstandarte Adolf Hitler had taken Hill 230.5 in tough trench fighting. With that victory an important precondition of the deployment of the Panzergruppe had been created. However, a crisis situation was building. The Soviets had moved strong tank forces of 5th Guards Tank Army from the northeast into an area just east of the Donets River. II/PanzerGrenadier Regiment 2 Leibstandarte Adolf Hitler received orders to immediately set out for Luchki II where it was to provide cover for the march route to the west and northwest. 0500 hours 7 July the II/PanzerGrenadier Regiment 2 had just reached their designated defensive position and began to dig-in when the first wave of seven Soviet tanks laden with infantry of the Soviet 2nd Guards Independent Tank Corps hit. The SS-Grenadiers, with the support of anti-tank guns of the Panzerjäger Kompanie, managed to beat back this first wave. Two command Panzer III and five Panzer IVs of Kompanie 7 Leibstandarte Adolf Hitler arrived had just freed themselves from a minefield just as the second wave of Soviet tanks appeared from behind the smoking ruins of the Soviets' first wave. In the fierce fighting, which saw no less than dozen Soviet tanks destroyed, the German defences had held. To their front a wall of steel and fire. The Soviets would require a third wave with more than sixty tanks to break through later that morning.

BOARD CONFIGURATION

BALANCE

✚ Exchange one 5cm Pak 38 for a 7.5cm Pak 40

★ Riders are Fanatic (A10.8)

VICTORY CONDITIONS:

The Russians win immediately upon exiting > 75 Exit VP off the south edge or at Game end if they are no unbroken German (non-vehicular crew) MMC or Good Order, mobile, tank with functioning MA on a Hillock hex

TURN RECORD CHART

✚ GERMAN Sets Up First

★ RUSSIAN Moves First

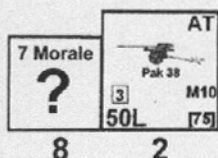
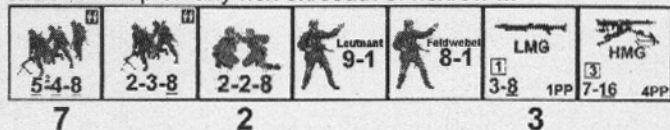
★ 1 2✚ 3★ 4 5 6 END

SPECIAL RULES:

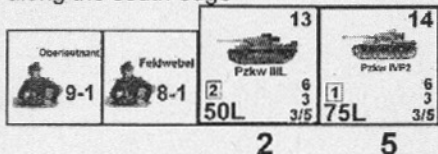
1. EC are Moderate, with a Mild Breeze from the Northeast. Steppe Terrain (F13.2) is in effect.
2. Place overlays as follows H2 on 31V4-V5, H6 on 29W4-W5.
3. The German AT-Guns may not set up using HIP, but after all set up, the German may make an Entrenching Roll DR for any/all of his anti-guns and set up emplaced on a DR ≤ 5.

4. ATMM (C13.7) are available to German Infantry, but with +1 drm to the availability check. The effect of an original 6 remains the same.
5. After set up, the German may make an Entrenching DR (B27.11) for any/all of his (non-crew) MMC.
6. Boresighting is NA.

Elements II/PanzerGrenadier Regiment 2 Leibstandarte Adolf Hitler sets up on any hex on/south of hexrow M



TURN 2: Elements Kompanie 7, Panzer Regiment LAH enters along the south edge

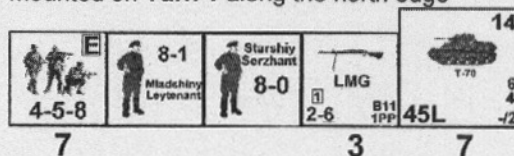


[ELR: 5]

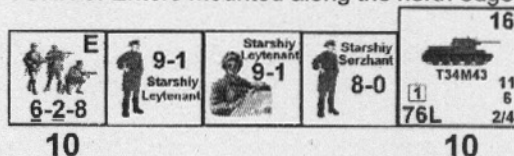
(SAN: 3)



Elements Soviet 2nd Guards Independent Tank Corps enters mounted on Turn 1 along the north edge



TURN 3: Enters mounted along the north edge



[ELR: 4]

(SAN: 2)





SOUTHWEST OF PROKHOROVKA RUSSIA, 12 JULY 1943: On 11 July SS-PanzerGrenadier Division 1 Leibstandarte Adolf Hitler pushed ahead towards Prokhorovka between the railway and the Psel making a thrust to the north to capture the forest southeast of Hill 252.2. Simultaneously, SS-PanzerGrenadier Division 2 "Das Reich" had gained a bridgehead over the Psel between Bogoroditskoye and Veselye. The very thing, which the strict orders of the Soviet High Command had said, must on no account be allowed to happen, had now happened. Not only had the last natural obstacle before Kursk been overcome, but also the Soviet Sixth Guards Army had been knocked out and the Soviet First Tank Army badly battered. The Soviets had no choice but to employ their strategic Reserve and hurriedly brought up Fifth Guards Tank Army piecemeal. The result was disastrous. The newly arrived Soviet 18th Independent Tank Corps with its fifty tanks was immediately thrown into battle against the leading elements of Leibstandarte with the clear intention of destroying them. At the same time the lead elements of Leibstandarte Adolf Hitler, the III/PanzerGrenadier Regiment 2 supported by II/Panzer Regiment were setting out for their attack on to Hill 252.2. As both forces closed on to the line of hills that made up Hill 252.2 neither was aware of others presence. Then as they caught sight of each other all hell broke loose with each side launching straight into battle. The Panzers roared forward intermingling with Soviet infantry along the line of hills. Behind them the halftracks rushed up disgorging their passengers directly into hand-to-hand combat. The battle was at times confusing as both forces fought desperately for each hill. In the end 19 Soviet light and medium tanks laid burning on the battlefield. SS-PanzerGrenadier Division 1 Leibstandarte Adolf Hitler spent the remainder of the afternoon defending itself against Soviet counter-attacks from arriving units of the Fifth Guards Tank Army.

BOARD CONFIGURATION

BALANCE

☞ Moves First

★ Moves First



26	27	28	29
H5	H4	H3	H6



VICTORY CONDITIONS:

The side controlling most hillock hexes at Game End is the winner (see SSR 6)

TURN RECORD CHART

Simultaneous Set Up; First Move Randomly Determined (see SSR 3)

1 2★ 3 4 5 6 ? END

SPECIAL RULES:

- EC are Moderate, with a Mild Breeze from the Northeast. Steppe Terrain (F13.2) is in effect.
- Place overlays as follows; H3 on 28K1-L1, H4 on 27H2-H1, H5 on 26I5-I4, H6 on 29G6-G5.
- Prior to set up, stand up an extra board between the two players. Both players now set up simultaneously, after which both sides enter simultaneously with all units having their normal inherent MP/MF allotments halved. After all movement has been completed the intervening board is removed and Game Turn 1 now begins with the Russian player making a dr to determine the

side moving first. On a dr of 1-3 the Russian moves first, on a dr of 4-6 the German moves first.

4. ATMM (C13.7) are available to German Infantry, but with +1 drm on the availability check. The effect of an original 6 remains the same.

5. The inherent HS of SPW 251sMG is an SS 2-3-8 HS.

6. If tied for hillock hexes at Game end play an additional Game Turn. If after this extra Game turn there is still no winner the side with the most CVP amassed is the scenario winner.

Elements Soviet 18th Independent Tank Corps enters on along north board edge as per SSR 3

4-5-8	10-2	8-1	8-1	8-0	2-6	4-10
24					4	2

1-12	3-20	14
4	2	10

[ELR: 4]

(SAN: 2)



TURN 2: Enters mounted along north edge

6-2-8	9-1	8-0	17
10			10

Elements III/PanzerGrenadier Regiment 2 supported by II/Panzer Regiment Leibstandarte Adolf Hitler enters mounted on along south board edge as per SSR 3

5-4-8	2-3-8	9-1	9-1	8-1	8-1	8-0
15	2			2		2

3-8	5-12	15PP	7PP	37L	81*
6	2	10		2	

14	13	14
3	2	10

[ELR: 5]

(SAN: 2)





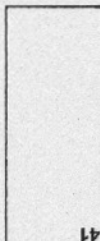
PARMA ITALY, 9 SEPTEMBER 1943: SS-Panzer-Grenadier Division 1 Leibstandarte Adolf Hitler learned that it was been transferred to Italy because the collapse of Italy from the Axis could be expected. Moving first to Innsbruck Austria by express train, then by road over the Alps into Northern Italy, Leibstandarte Adolf Hitler arrived in the Po River Plain 8 August 1943. Initially Leibstandarte Adolf Hitler was protecting important railway and highways in the Trient-Verona sector before moving into the Parma-Reggio area. Once in their designated area Leibstandarte Adolf Hitler began to disarm the Italian units at their barracks. In the following month there were a few minor skirmishes; the most serious in the in the town of Parma, where the local Italian Commander proved to be particularly energetic, wanting to test the resolve of his former Allies. When asked for their weapons he stated that they would "fight to their last drop of blood" before they would turn them over. To back up his threat, he deployed a company of officer cadets from the nearby infantry school to guard the entrance to the town. The SS-Grenadiers of I/PanzerGrenadier Regiment 1 hurried forward in trucks supported by a halftrack mounting a 3.7cm anti-rifle and light field howitzer, to seize the town. The officer cadets rushed across the river to set up their defences just as the Germans arrived. The cadets' enthusiasm for combat was soon overcome by the more experienced SS-Grenadiers who in a few short minutes brushed aside the cadets and crossed the bridge into the town. The cadets attempted a tank attack, but their inexperience once more proved to be their undoing, as one of the tanks drove into the river and the remainder were abandoned soon after. The Italian commander's courage soon wafted away when shell from the howitzer was fired into his office and with that the resistance was broken by 0930 hours.

BOARD CONFIGURATION**BALANCE**

III Add one L3/35 Tankette to Turn 3 OB

✚ Exchange Kfz 1 for SPW 250/1

▲
N

**VICTORY CONDITIONS:**

The Germans win at Game end, if they have more Good Order squad-equivalents north of the stream than the Italians, provided the Italians have not amassed > 20 CVP.

TURN RECORD CHART

III ITALIANS Sets Up First	✚	1	2	3	III	4	5	6	END
✚ GERMANS Moves First									

SPECIAL RULES:

1. EC are Moderate with no wind at the start. Treat the stream as a Fordable River (B21.12) with a moderate current to the east. Any vehicle that attempts to ford the river must make a Bog Check (D8.21) with a +2 DRM when entering/exiting a fordable river hex.

2. Place Overlay O2 on 41FF2-3.

3. The Italian crews of the L3/35 are Inexperienced (D3.45). The L3/35 are Radioless AFV (D14.1).

4. ATMM (C13.7) are available to German infantry, but with a +1 drm to the available check. The effect of an original 6 remains the same.

Elements Officer Training School sets up on any hex ≤ 5 hexes from 41X5

1 3-4-6	8-0 Sergente	6+1 Colonnello	LMG B11 1PP 2-5	MMG B11 4PP 4-10	7 Morale ?
10	2	6			

TURN 3: Enters on the 41GG5/6 road

13 L3/35 1 B11 BMG 4/-
3

[ELR: 2]

(SAN: 3)



Elements I/PanzerGrenadier Regiment 1, Leibstandarte Adolf Hitler enters mounted on Turn 1 on 41A5/6 road

5-4-8	2-3-8	2-2-8	Leutnant 9-1	Feldwebel 8-1	LMG 3-8 1PP	MMG 5-12 3PP
6					3	

ART 105 M6 9PP	Kfz 1 T10 T7	Opel Blitz 21PP T6	Schütz 11 16PP	SPW 250/1 37L 1-43
		3		

[ELR: 5]

(SAN: 2)

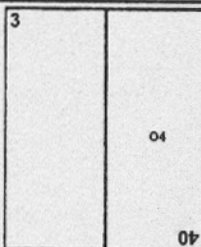


(SAN: 3)



ISTRIA PENINSULA YUGOSLAVIA, 2 OCTOBER 1943: Since the collapse of Italy there has been a daily increase in Partisan activity in the area around the Istria Peninsula. These groups of partisans numbering as large as 12,000 belonged either to the Communist Antifascist Council of National Liberation of Yugoslavia party (often known by its Serbo-Croatian acronym, AVNOJ) under the leadership of Josip Broz Tito or part of the nationalist force known as the White Guard. These forces had received considerable help from the "Isonzo" and "Torino" Divisions of the Italian Army of both men and quantities of weapons and materials, including artillery pieces and armoured reconnaissance vehicles. These Partisan groups had established strong, and in some cases fortified, positions all around the peninsula. They tended not to attack but hold their positions stubbornly and had recently intensified their artillery fire along the mountain and coastal roads. The reinforced Kampfgruppe SS-PanzerGrenadier-Regiment 1 LAH was moved to northeastern Italy along the border with Yugoslavia in preparation to launch a rapid three-phase operation, with the objective to sweep clean the Istria peninsula of Partisans. Kampfgruppe SS-PanzerGrenadier-Regiment 1 LAH was to push south down the centre of the peninsula before turning west and advancing along three separate roads. It would then capture the Quieto River establishing a bridgehead across it, then form a blocking position along the Montone-Pinguente road. The III-Battalion's rapid advance along three routes caught the Partisans off-guard and they quickly made it through the pass and captured the section of the Quieto near Cittanova. The Pioniere-Battalion LAH then assaulted across the river under the fire support of self-propelled artillery and SPW of III-Battalion, establishing a 300m deep bridgehead. The II-Battalion raced forward launching an assault into Cittanova, clearing the village. By the evening of all elements of Kampfgruppe SS-PanzerGrenadier-Regiment 1 LAH had reached the western coast of Istria. A week later Kampfgruppe Stabs received orders to move to Gurfeld where it would load trains bound Germany. A month later SS-PanzerGrenadier Division 1 Leibstandarte Adolf Hitler would find itself back in Russia.

BOARD CONFIGURATION



BALANCE

★ Delete one sIG II from German OB

✚ Add one SPW 251/1 to Turn 1 German OB

VICTORY CONDITIONS:

The Germans win at Game End, if they control ≥ 18 buildings west of the river, provided the Partisan has not amassed ≥ 30 CVP.

TURN RECORD CHART

★ PARTISAN Sets Up First	✚	1	2	✚	3	4	5★	6	7	END
✚ GERMAN Moves First										

SPECIAL RULES:

1. EC are Dry, with a Mild Breeze to the Northeast. The River is Deep with a two-lane stone bridge in 40Q2-Q3. All orchard hexes are Olive Groves (F13.5) and Grain is Vineyards (F13.6). Kindling is NA.

2. Place overlays as follows: O4 on 40O4-P4.

3. The German 8-3-8/3-3-8 MMCs are Assault Engineers with Sapper capabilities (H1.22/1.24). Assault Engineers are the only MMCs, which use FTs and DCs without the Non-Qualified Penalty (A21.13) applying.

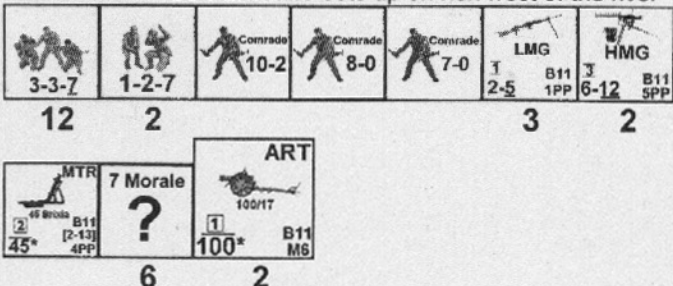
4. The inherent HS of the SPW 250/7 is an SS 2-3-8 HS.

5. The Partisan may not deploy, make entrenching attempts, Bore-Sight, or participate in Multi-Location FG. The Partisan uses Italian SW/Guns/Vehicles and captured weapons penalties do not apply. Partisan infantry moves through woods hexes at a cost of 1 MF per hex. Use 1-2-7 Russian crews as Partisan crews.

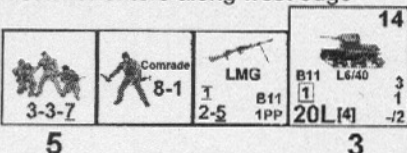
6. The Partisan has MOL capability (A22.6).

7. The Partisan may set up two-squads (and any SW/SMC stacked with them) using HIP and fortify 5 building locations.

Elements AVNOJ Partisans sets up on hex west of the river



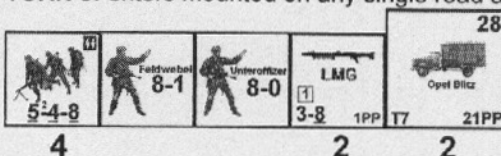
TURN 5: enters along west edge



Elements of Kampfgruppe SS-Panzer-Grenadier Regiment 1 LAH enters on Turn 1 on/adjacent to any east edge road hex



TURN 3: enters mounted on any single road along east edge



[ELR: 5]

(SAN: 5)



[ELR: 5]

(SAN: 2)

LSSAH #31

HOLD AT ANY PRICE



KOTSCHEROVO RUSSIA, 18 NOVEMBER 1943: Kampfgruppe Frey had orders to hold Kotscherovo at any price. It was not the first time in the course of this war this order had been given. Any time that this order was given in the German Wehrmacht, the man giving the order weighed in his mind what it really meant. The man who received the order knew that it was necessary. It required that final, highest dedication. It required that final consequence of a soldier's existence, the sacrifice of the individual for a greater need, sensed by all. One thing was clear; the Russians wanted Kotscherovo and were encircling the town in preparation for an attack. As the cold dawn morning arrived they came, punctually at 0630 hours. The Fifth Guards Tank Corps' attack was heralded by the screams of Stalin's Organs followed by the incessant whistling, hissing, and crumpling of the earth as they erupted in the centre of the town. After the attack the Soviet infantry arrived on all sides with tank support and stormed the German's position. First from over a rise directly in front of the town, the grey figures of the Soviet infantry swarmed. The SS-Grenadiers opened fire on them with their MG42s and they hit the ground. The Russian's hoarse battle cry of "Urrah" fell silent. Rottenführer Schneiderent had set up his 5cm Pak 38 along the side of the road directed anti-tank fire on the escorting T34s. The second attack, once more supported by tanks, charged over the hill on the opposite side of the town. The SS-Grenadier quickly shifted positions to meet the attack as Schneiderent and his crew hauled their gun into a position to provided support. Within a half an hour, two T34 were destroyed and another two were damaged. The Soviet onslaught did not let up new waves stormed forward without pause, new tanks churned the earth and new artillery explosion sprayed dirt over the besieged defenders. By noon the SS-Grenadiers exhausted and low on ammunition withdrew to the centre of the town. Schneiderent and his wounded crew, with no ammunition left, abandoned their gun and fell back into the centre of the town. Through out the night the Russians swarmed over the hills and into the town. Each wave was beaten back and by dawn the next morning the remnants of Kompanie 8, including Rottenführer Schneiderent and his Pak crew, crawled out of the rubble exhausted but triumphant. Rottenführer Schneiderent was awarded the Knight's Cross for the destruction of eight Soviet tanks during the fighting.

BOARD CONFIGURATION

BALANCE

★ Add two 6-2-8 squads to Group 1 OB

(Only hexrows I to Y are playable)

✚ Add one 6-5-8 squad to OB



VICTORY CONDITIONS:

The Russians win if there are no Good Order German MMC inside the area bound by the 3N4-3Q3-3R2-3U3-3Q8-3N4-road network at Game End.

TURN RECORD CHART

✚ GERMAN Sets Up First

★ RUSSIAN Moves First

★1	★2	★3	4	5	6	END
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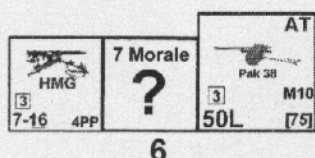
SPECIAL RULES:

1. EC are Ground Snow (E3.72) with no at start.
2. Prior to set up, the German makes a DR for every building hex on/ between hexrows L to V. On a DR ≥ 8 place an appropriate rubble counter at ground level and then roll for falling rubble (B24.12) if applicable.
3. The German may set up one squad equivalent (and any SMC/ SW stacked with them) using HIP.
4. The German 6-5-8 SS-Squads have Assault Fire capabilities (A7.36).

5. The German is in Winter Camouflage (E3.712).

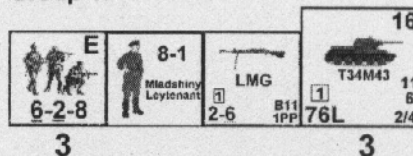
6. At the beginning of each Russian RPh of Game Turns 1-3, the Russian player picks one chit from a set of three, numbered 1-3 to determine his reinforcement group for that turn. After picking the chit, it is discarded and the Russian makes an entry dr. The selected group enters on a dr of 1-2, along the north edge, on a dr of 3 along the east edge, on dr of 4-5 along the south edge, and on a dr of 6 along the west edge.

Kompanie 8, SS-PanzerGrenadier Regiment 1, Leibstandarte Adolf Hitler sets up on any hex on/between hexrows M to U

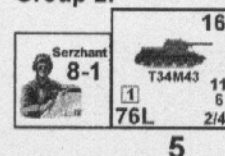


Elements Soviet 5th Guards Tank Corps enters on Turn 1, 2, and 3 as per SSR 6

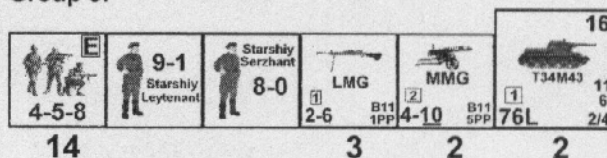
Group 1:



Group 2:



Group 3:



[ELR: 5]

(SAN: 4)



[ELR: 4]

(SAN: 3)





LSSAH #32

FIGHTING SPIRIT

SOLOVTIN RUSSIA, 30 DECEMBER 1943: SS-Panzer-Grenadier Division 1 Leibstandarte Adolf Hitler received orders to move back at nightfall to the Polvezkoy-Solovtvin-Kodnya line and to make contact with Panzer Division 1 to set up a defensive line near Hill 271.8 Northeast of Berditch. Leibstandarte Adolf Hitler's mission was to prevent any breakthrough by the Soviet forces and to keep the Zhitomir-Berditch road open. The key to the defence was the town of Solovtvin. It was heavily fortified and occupied by Flakabteilung 1 and Pioneries of Kampfgruppe Scheler, Leibstandarte Adolf Hitler. Early the next morning of 30 December, two Soviet T-34s with infantry mounted on them made a raid into territory held by 3/Flakabteilung 1 Leibstandarte Adolf Hitler but were repulsed, with one of the tanks destroyed. At 0900 hours there was a heavy Soviet attack. Eight T-34s and an assault gun accompanied infantry attacked the town from two directions. The Pioneries and flak guns were able to repulse both attacks, however two tanks broke through the battle line and made for the junction of the railway line and the Zhitomir-Berditch road. In the nearby railway station that was being used as an aid station a scratch force was assembled to defend the important junction. In hard fighting the wounded SS-Grenadiers demonstrated their fighting spirit by repulsing the Soviet assault, knocking out both tanks in close range combat. The line was held and the road remained open. However, there was not time savour their victory as the Soviet's artillery and mortars began pounding the town heralding yet another attack.

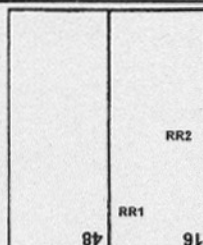
BOARD CONFIGURATION

BALANCE

★ Increase Game Length to 6½ Turns

⊕ MMC are marked with a Walking Wounded Counter on a dr ≥ 6.

▲
N



VICTORY CONDITIONS:

The Germans win if there are no Unbroken Russian (non-crew) MMCs or Good Order, mobile AFVs (with functioning MA) ≤ 2 hexes from 16N4 at Game End.

TURN RECORD CHART

⊕ GERMAN Sets Up First

★ RUSSIAN Moves First

★	1	★	2	3	4	5	6	END
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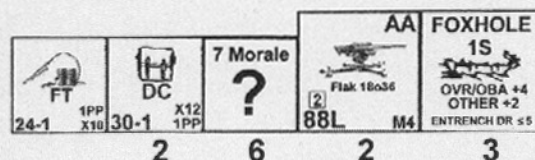
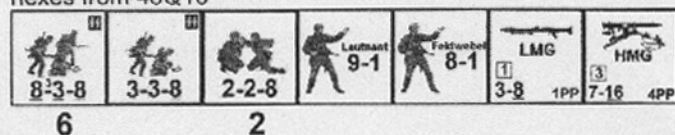
SPECIAL RULES:

- EC are Ground Snow (E3.72) with a Mild Breeze to the Northwest. Railways are Embankment type (B32.1)
- Place overlays as follows: RR1 on 16G3-H3, RR2 on 16R8-S9.
- The German may set up one-squad equivalent (and any SMC /SW stacked with them) using HIP. Foxholes of unit(s) using HIP are revealed when the unit(s) is revealed or if the protective TEM is used or entry/exit MF are expended, in LOS of an Enemy unit.

4. The German is in Winter Camouflage (E3.712).

5. The German must make Walking Wounded (QCG17) dr for each (non-crew) MMC prior to set up. On a dr ≥ 5 each MMC is marked with a Walking Wounded Counter to reflect its status.

Elements Panzer-Pionerie Kompanie 14, supported by 3/Flak Abteilung Leibstandarte Adolf Hitler sets up on any hex ≤ 7 hexes from 48Q10

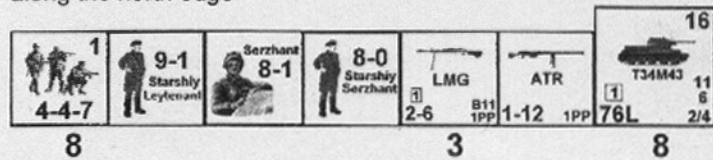


[ELR: 5]

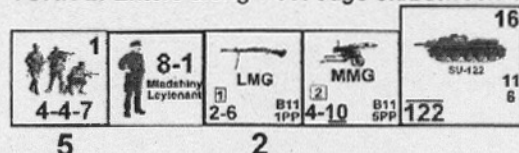
(SAN: 4)



Elements Soviet 25th Tank Corps enters mounted on Turn 1 along the north edge



TURN 2: Enters along west edge on/between 48I1-Y1



[ELR: 3]

(SAN: 3)

