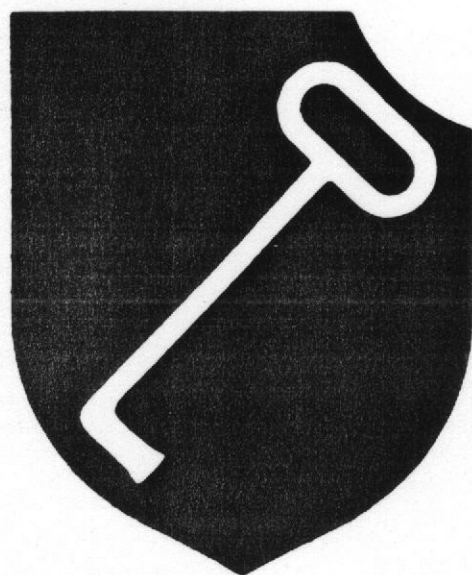


LEIBSTANDARTE

PACK 2



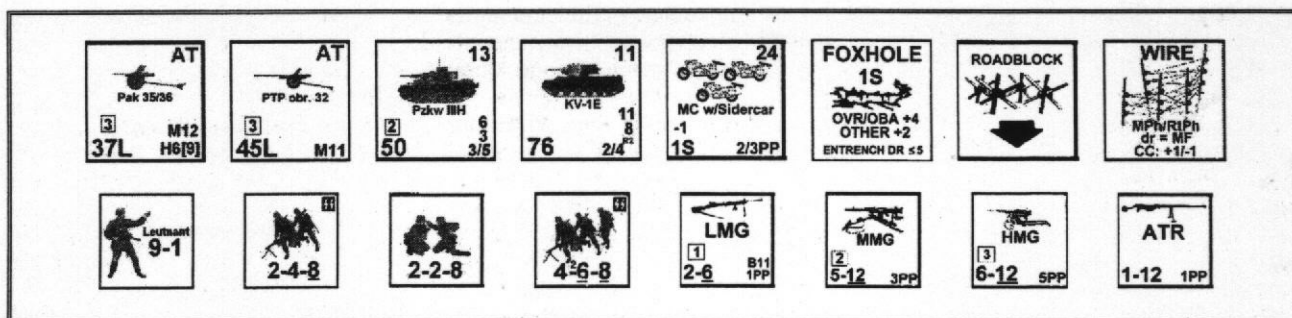
Barbarossa!

1 SS PANZER DIVISION
LEIBSTANDARTE ADOLF HITLER

**Eight Scenarios compatible with
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For Miniatures Players:

The counters shown that have three men represent a section, two men are a half-section or crew, and one man represents a leader or NCO. The weapons depicted in ½-inch squares are individual support weapons of the type denoted ("MMG" = Medium Machine-gun) and of the nationality in play unless otherwise noted. For any questions, please feel free to write or e-mail us at the address below. (Include a Self-Address Stamped Envelope for reply)

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FUTURE RELEASES

Leibstandarte Pack #3 "Clash at Kharkov": This eight-scenario pack continues its focus on the 1 SS Panzer Division Leibstandarte Adolf Hitler. Leibstandarte Pack 3 pick-ups on the Eastern Front in the spring of 1943 during the epic battles around the Russian City of Kharkov.

WinPak #2- A ten scenarios pack focusing on Northwest Europe in 1944-45. From the close of the Falaise Gap, to the Seine River, west to coastal ports of France and Holland, then into to the Battle of the Bulge.

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LSSAH #9

FOREST THROUGH THE TREES



NORTH OF MIROPOL RUSSIA, 8 JULY 1941: The reinforced Aufklärungsabteilung/Leibstandarte Adolf Hitler as the lead element of Division, was the first to arrive at the road junction 6 kilometres east of Miropol without coming into contact with the enemy. Leibstandarte Adolf Hitler received orders from the 48th Panzerkorps to immediately advance through Miropol and to secure the march-route to the east, where it would then give up the advance to the III Panzerkorps after deploying one battalion to protect the crossing at Miropol. The road east was no longer passable, but a solid road existed to the north through the forest. As the lead elements moved north they came under heavy mortar and anti-tank fire from the southern edge of the forest. They managed to free themselves from the intensifying fire, which soon included artillery. The III/Battalion reinforced by Pioneers and supported by the 2/Artillerie-Regiment was ordered to move from the Miropol road towards the north with the objective of attacking the fortifications in the hills east of Slucz River from the south and destroying them. The battalion set out early in the morning hours from the Miropol road with Kompanie 13 to the right, Kompanie 11 to the left towards the hills north of Miropol, while Kompanie 12 continued marching along the designated route. The Russians were deployed straddling the road in the heavily forested hills. Their bunkers, which were well camouflaged in the forest and sighted along the road and any clearing, waited for the Germans. By nightfall Kompanie 12 reported back that three bunkers had been captured, that the road had been cleared for a kilometre north of Miropol, however the enemy was reinforcing himself. In the course of the day it became apparent that, contrary to the opinion held in the upper leadership, the Stalin Line between Miropol and Zwiabel was well fortified and stubbornly defended requiring the remainder of the Division supported by Pioneers to clear the numerous bunkers in the forest terrain

BOARD CONFIGURATION:

BALANCE

★ Increase Minefactors from 24 to 32

⛶ Change > 18VP for > 12VP in Victory Conditions.



36



VICTORY CONDITIONS:

The Germans win at Game End if they have amassed > 18VP. The German receives; ½VP for each hex of the North-South road that he controls that is connected to the southern edge via a contiguous string of controlled road (bridge) hexes free of Good Order Russian units on/adjacent to it. 2VP for each Pillbox he controls and/or 3VP for each third level hill he controls.

TURN RECORD CHART

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

SPECIAL RULES

1. EC are Moderate, with no wind at start. The Streams are Deep (B20.43). All bridges are wooden. Kindling attempts are NA
2. The Russian may set up one squad (and any SW/SMC stacked with them) using HIP. All Fortifications set up as per G.2.
3. All Good Order Russian Elite and First Line Infantry are Stealthy (A11.17). All Russian SMC have an ELR of 4.
4. The German 5-4-8/2-3-8 MMCs are Assault Engineers with

Sapper capabilities (H1.22/24). Assault Engineers are the only MMCs, which use FTs and DCs without the Non-Qualified Penalty (A21.13) applying.

5. The German receives one module of 105mm OBA (HE and Smoke). However, due to the Direct Support tasking of the Battery, the German uses NOBA Battery Access (G14.63).

Elements 5th Soviet Army sets up on any hex north of hexrow Y

1 4-4-7	2 2-2-8	9-1 Starship Leytenant	8-0 Starship Serzhant	2-6 B11 1PP	4-10 B11 5PP	6-12 6PP
12	2			2		

3 50*	7 Morale	1 Minefield	3 BM obr. 37	2 P obr. 35	1+3+5
6	24-Factors				3

3 OVR/OBA +4 OTHER +2	4 1S OVR/OBA +4 OTHER +2 ENTRENCH OR ≤5
-----------------------------	---

[ELR: 2]

(SAN: 4)



Kompanie 12, III/Battalion supported by Pioneerzug 2 Leibstandarte Adolf Hitler enters from south edge on Turn 1

5-4-8	4-6-8	9-2	9-1	8-1	8-0	3-8 1PP
3	16			2		5

5-12 3PP	7-16 4PP	1-12 1PP	3 50*	2-13 5PP	24-1 1PP	30-1 X12 1PP	8 1PP
2		3	3			3	

[ELR: 5]

(SAN: 2)



LSSAH #10

BAPTISM OF FIRE



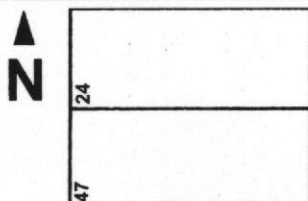
HENRYKOWKA, RUSSIA, 13 JULY 1941: At 0430 hours, the IV/Battalion Leibstandarte Adolf Hitler (LSSAH) launched its attack on Henrykowka from the south and east. The assault, which initially moved rapidly was soon bogged down in the swamp ground outside the village as platoons, became separated in the heavy underbrush. Seen the German's predicament, the Russian Commander ordered an immediate counter-attack. Throughout the morning the Russians continued to attack, but each one was beaten back by the IV/Battalion LSSAH. Although weakened by the morning's attacks, the IV/Battalion LSSAH was finally able to advance across the stream at about noon with support from the I/Sturmgeschütz-Batterie, managing to push its way into Henrykowka and took up positions on either sides of the road north of the town. During this heavy fighting the Russians fought determinedly from house-to-house inflicting heavy casualties on the IV/Battalion. Kompanie 16/LSSAH was halted by two artillery pieces which held their ground, striking devastating blows into the bewildered men pinned down in nearby houses. The situation then turned critical as cries "Tanks to the left" spread across the front. Three Russian T-34 tanks came into view from the west and were quickly engaged by the Panzerjäger. To their amazement the rounds of their 3.7cm Pak bounced off the Russian tank's heavy armour. The frantic call for the supporting StuGs to deal with the armoured menace was quickly answered. However in their first encounter with the T-34s the results were a startling one as their rounds also bounced off the tank's armour with little or no effect at ranges of 25 metres. SS-Unterscharführer Bergman taking matters into his own hands attempted to assault the tank with an AT-Mine, only to be gunned down as he approached. This inspired his men to assault the tank hurling grenades and gasoline bombs against the vehicle setting it on fire from close range. For this act Unterscharführer was awarded the Iron Cross, posthumously. As darkness began to fall, the last nest of resistance in the town had been destroyed.

BOARD CONFIGURATION:

BALANCE

★ T-34 crews are not Inexperienced

⚔ German has MOL capability (A22.6)



VICTORY CONDITIONS:

The Germans win by amassing ≥ 25 VP. The German is awarded 1VP for each wooden building hex and 2 VP for each stone building hex he controls on Board 24 at Game end.

TURN RECORD CHART












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

SPECIAL RULES

1. EC are Moderate, with no wind at start. The stream is Deep (B20.43). Any hex adjacent to a stream/Pond hex is a Bog hex requiring a Bog Check D8.2 (Soft Ground penalty applying) to any vehicle entering it along a non-road hexside. All bridges are one-lane stone. Kindling is NA.
2. Building 24U4-V3 is a split-level building (B23.72) having a ground and first level in 24U4 and only a ground level in 24V3.

3. All Good Order Russian Elite and First Line Infantry are Stealthy (A11.17). Russian SMCs have an ELR of 4.
4. Russian may set one squad and any SW/SMC stacked with it using HIP.
5. After all set up the Russian may attempt to entrench any MMC in suitable terrain (B27.11). All Fortifications set up as per G.2.
6. All Russian AFV crews are Inexperienced (D3.45).

Elements Soviet 138th Rifle Regiment Set up Board 24 and in hexes ≤ 5 on board 47

 <p>1 4-4-7</p>	 <p>2-2-8</p>	 <p>9-1 Starshiy Leytenant</p>	 <p>8-0 Starshiy Serzhan</p>	 <p>7-0 Serzhan</p>	 <p>LMG B11 1PP</p>	 <p>MMG B11 5PP</p>
16	2				3	
 <p>HMG 3 6-12 5PP</p>	 <p>MTR RM obr.42 3 [3-20] 4PP</p>	 <p>ATR 1-12 1PP</p>	<p>7 Morale ?</p>	 <p>ART P obr.39 2 76L M9</p>		
2	2	10	2			

TURN 5: Enter on along west edge of board 24 having already expended MP = DR prior to entering.
















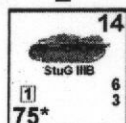
[ELR: 2]

(SAN: 4)



Elements IV/Battalion supported by I/Sturmgeschütze-Batterie; Leibstandarte Adolf Hitler Enter on Turn 1 along south edge

 4-6-8	 2-2-8	 Oberleutnant 9-2	 Feldweibel 8-1	 Feldweibel 8-1	 Unteroffizier 8-0	 LMG 3-8 1PP
16			2		2	5
 MMG [2] 5-12 3PP	 MTR leGrW 38 [3] 50* [2-13] 5PP	 ATR 1-12 1PP	 DC 30-1 1PP	 Kfz 1 9PP	 AT Pak 38/36 [3] 37L M12 H6[9]	
2	2	2	2			



[ELR: 5]

(SAN: 2)



TURN 3: Elements Kompanie 18 enters along south edge

4-6-8 6	9-1 Leutnant	8-0 Unteroffizier	LMG 3-8 1PP	MMG 5-12 3PP	JeGrW 36 50*	ATR 1-12 1PP
2						

LSSAH #11

SEA BATTLE



CHERSON, RUSSIA, 19 AUGUST 1941: Leibstandarte Adolf Hitler, was to surround and attack Cherson from the east, north and northwest and capture it, while still maintaining the defensive positions in front of Snigerowka. The attack on Cherson was to be waged by the reinforced Aufklungsabteilung along the Dnieper as far as the harbour road. The reinforced IV/Battalion thrusting from the north via Seleny on the centre of the city and the reinforced III/Battalion after crossing the railway line and the Nikolajew-Cherson road moving from the west to the southern bend in the road on the Cherson Harbour. The III/Battalion succeeded in breaking some resistance along the railway and road to the northwest part of the Cherson and forced an entry to the south into western part of the city. The III/Battalion enjoyed the support in this endeavour of a 21cm Mörser-Batterie from the Heer's heavy Artillerie-Abteilung 732. In moving through the city the III/Battalion defeated nests of resistance in houses, gardens and public squares, where the Red Marines of the Black Sea Fleet fought bravely. The Russians attempted to reach the opposite shore of the Dnieper in small skiffs but where successfully engaged by the Strumgeschüte. The Kompanie 11 fought south and westwards towards the harbour, when suddenly found itself overlooking a 200-tonne Freighter which was the process of loading up Russian soldiers. The Kompanie's machine-guns, mortars and just arriving Panzerjägers with their 5cm Pak 38, were soon engaging the Freighter rendering it unable to move, while the remainder of Kompanie moved closer to assault. A 300-tonne Freighter came into view and was set on fire by the Battalion's heavy weapons which managed to hold their own in the "sea battle" on the river and in the harbour.

BOARD CONFIGURATION:

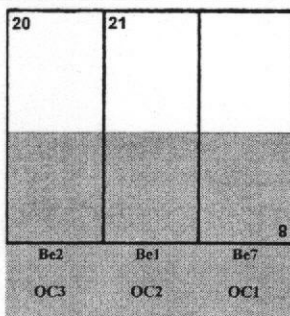
BALANCE

★ Decrease Russian Exit VP requirements to ≥ 22

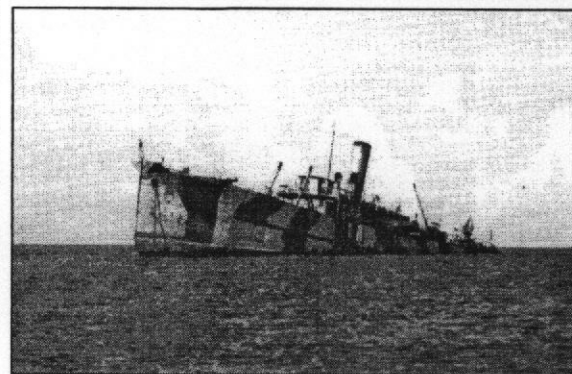
✚ Increase Russian Exit VP requirements to ≥ 30

VICTORY CONDITIONS:

The Russians win by evacuating ≥ 26 Exit VP of Infantry off the south and/or east edge of the playing area.



(Hexrows A to P on Board 8 & R-GG on Boards 20 and 21 are payable)



TURN RECORD CHART

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

SPECIAL RULES

1. EC are Moderate, with no wind at start. The River is Deep with a moderate current to the south. The Russian is conducting a Seaborne Evacuation (G14.1).

2. Place overlays: Be7 with hexes 701-702 on 8A10-A9, Be1 with hexes 101-102 on 21GG1-2, Be2 with hexes 201-202 on 20GG1-2, OC1 with hexes 1001-1002 on 722-723, OC2 with hexes 2001-2002 on 1010-1011, OC3 with hexes 3001-3002 on 2009-2010. Beach Slope is Moderate and the Sand is Soft. A Stone Pier (G13.7) exist in hexes 106, 117, 2008, 2022 and 3027.

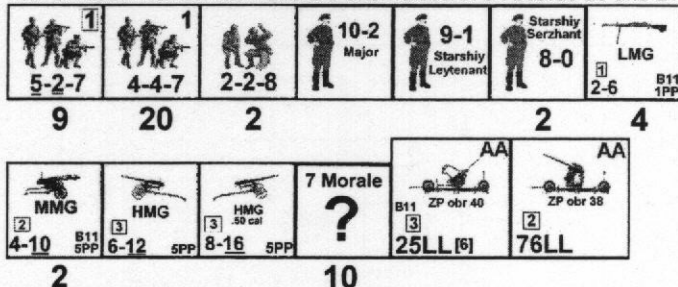
3. The Russian LCI(S) represents Unarmed Freighters which may only (un)load from a prior location. The assault boats represent motorized skiffs with an inherent driver and 4MP.

4. The Russian may set up two squads and any SW/SMC stacked with them using HIP.

5. The Russian may fortify four building locations (Tunnel exchange is NA).

6. The German receives one module 210mm OBA (HE Only).

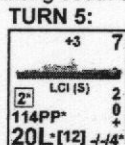
Elements of 1st Regiment, Black Sea Fleet Marines set up west of the river on/south hexrow J on Board 8 and hexrow X on boards 20 and 21.



Set up beached on any hex along eastern bank of river on Board 8



EVACUATION SHIPS: Enter along south edge of ocean overlays on:

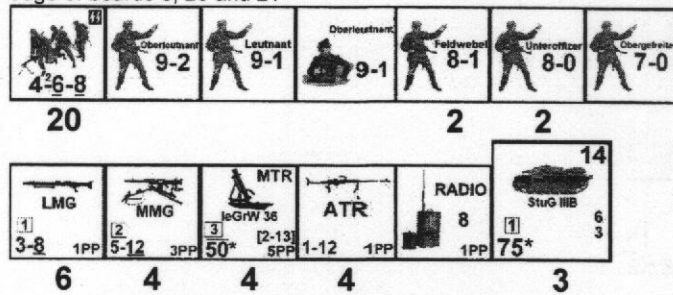


[ELR: 3]

(SAN: 4)



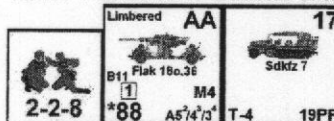
Elements of III/Battalion supported by Sturmgeschüte-Batterie 3, Leibstandarte Adolf Hitler Enter on Turn 1 west of the river along north edge of boards 8, 20 and 21



TURN 3: 3/Panzerjäger-Zug enters along the north edge of Board 20



TURN 4: 6/Artillerie-Batterie enters along north edge of Board 21



[ELR: 5]

(SAN: 2)

LSSAH #12

CONTACT!



HÜRDE RUSSIA, 20 SEPTEMBER 1941: At 0530 hours the II/Battalion Leibstandarte Adolf Hitler, started out to pursue the retreating Russian forces and instead took Iwanowka, where considerable material was captured and 132 prisoners taken. At 0700 hours the reinforced II/Leibstandarte Adolf Hitler was to move about 10 kilometres to the west and from there send one reinforced Kompanie into the area south-west of Hf. Busowoj. It was then to conduct reconnaissance to the west. The Kraderkundungszug of the II/Leibstandarte Adolf Hitler was sent immediately to reconnoitre towards Busowoj, and it reported at 0930 hours that there was an enemy company with four heavy machine-guns located northwest near the village of Hürde. Kompanie 8 of the II/Leibstandarte Adolf Hitler was dispatched to deal with this enemy. The (MG) Kompanie 9 was also moved up to Hürde to serve as reserve unit in the attack. Kompanie 8 came under immediately machine-gun fire and was forced to deploy. The Russians from their dug in positions on the various hilltops engaged the Germans pinning them down. The reserve (MG) Kompanie 9 was forced to deploy and assist in the operation. With the much-needed firepower from (MG) Kompanie 9, Kompanie 8 was able to attack and fighting its way through the village had captured the sandy hills north of Hürde by 1100 hours. The cost attack was high as Kompanie 8 suffered one officer killed, another wounded, 7 men killed and another 17 men wounded.

BOARD CONFIGURATION:

BALANCE

★ Exchange HMG for .50cal MG

⚡ In Victory Conditions change > 13 second level hills to ≥ 10

VICTORY CONDITIONS:

The Germans win at Game End if they control > 13 second level Hill hexes, provided the Russians have not amassed ≥ 16 CVP.

TURN RECORD CHART

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

SPECIAL RULES

- EC are Moderate, with no wind at start.
- Place Overlay X25 on 3M2-N1

- The Russian may set up one squad (and any SW/SMC stacked with them) using HIP. Russian SMC have an ELR of 4.

Elements Soviet 51st Army set up on any hex west of hexrow Y

1 4-4-7 10	9-1 Starshy Leytenant 8-0	8-0	4-10 B11 5PP	6-12 5PP	7 Morale ?	FOXHOLE 1S OVR/OBA +4 OTHER +2 ENTRENCH DR ≤ 5 3
------------------	---------------------------------	-----	-----------------	-------------	---------------	---

Kompanie 8, II/Leibstandarte Adolf Hitler enters from east edge on Turn 1

4-6-8 7	2-4-8	9-1	8-1	8-0	3-8 1PP	5-12 3PP
------------	-------	-----	-----	-----	------------	-------------

3 50* [2-13] 5PP	1-12 1PP
---------------------------	-------------

2

TURN 2: (MG) Kompanie 9 Leibstandarte Adolf Hitler enters from east edge

4-6-8 4	2-4-8	8-1	8-0	5-12 3PP	7-16 4PP
------------	-------	-----	-----	-------------	-------------



[ELR: 5]

(SAN: 2)

[ELR: 2]

(SAN: 4)



THE RUSSIANS ARE COMING!



SWOBODNY PORT RUSSIA, 21 SEPTEMBER 1941: The Pionier-Battalion/Leibstandarte Adolf Hitler moved up to the "Iron Harbour", which was finally taken around noon after brief fighting. After clearing "Iron Harbour" of enemy troops, 1 and 2 Kompanie of the Pionier-Battalion/LAH proceeded farther to the northwest. The two kompanies had reached the coast 12 kilometres east of Swobodny Port without coming into contact with the enemy, and at 1800 hours they pushed weak enemy forces out of Swobodny Port. While II/Leibstandarte Adolf Hitler was struggling with the Russian forces on the isthmus the whole day and preparing itself in the evening to move west. The reinforced IV/Battalion LAH received orders to take over the defensive positions of the Pionier-Battalion from Swobodny Port to Skadowsk until being relieved by elements of the 50 Infanterie Division. From the wind-swept sea an unexpected assault by Red Marines of the Black Sea Fleet was launched on the Port. Under the covering fire of a gunboat, a dozen landing craft of all types sped towards the beaches. However due to the inexperience of the Russian boat crews the Germans were able to react bringing up reinforcements in time to engage the landing craft still out to sea. From the hastily reinforced position, the Pionier-Battalion repulsed the Russian's attempts to land at Swobodny Port at 1810 hours. A motor boat was sunk, and three 20 metre long skiffs in tow driven out to open sea. Two tugboats, each with a cutter and three skiffs in tow escaped.

BOARD CONFIGURATION:

BALANCE

- ★ Exchange the Offboard Naval Direct Fire Support (See SSR 6) 76L for a 85L with a ROF 2

- ✚ Reduce the Game Length to 9 Turns

VICTORY CONDITIONS:

The Russians win by amassing ≥ 60 VP. The Russian is awarded 1VP for each wooden building hex and 2 VP for each stone building hex he controls at game end.

TURN RECORD CHART

✚ GERMAN Sets up First	★	1	✚	2	3	✚	4	5	6	7	8	9	10	END
★ RUSSIAN Moves First														

SPECIAL RULES

- EC are Moderate, with a Mild Breeze from the northwest at the start. The stream is Deep. Building 22G5 is a Factory (B23.74).
- Place overlays: **Be4** with hexes 401-402 on 22A9-A10, **Be5** with hexes 501-502 on 466-467, **Be6** with hexes 601-602 on 573-574, **Ef1** on 549-556, **OC1** with hexes 1001-1002 on 403-404, **OC2** with hexes 2001-2002 on 1131-1132, **OC3** with hexes 3001-3002 on 2145-2146. Beach Slope is Moderate and the Sand is Soft. A Wooden Pier (G13.7) exist in hexes 540, 541, 2079, 2080, 2081
- The use Shohatsu and LCP(L) Landing Craft to represents Russian Landing Craft pressed into service. They are armed and manned by Inexperienced Crews (G12.113).
- Each German Buessing-NAG is Ammo Vehicle (E10.) assigned to a 10.5cm leFH 18 Gun. A 10.5cm leFH 18 is considered to be under low

Ammo (D3.71) if it's Ammo vehicle is not set up in the same hex and/or adjacent to it (E10.2).

5. The Russian receives Offboard Naval Direct Fire Support. This consist of a 76L AT Gun with a ROF 2, on a 360° Mount (C2.3). The mechanics of Offboard Naval Direct Fire are identical to any on board gun (EXC: Target Acquisition is NA) and all ranges are taken from a recorded hex located at sea level on the west edge of any ocean overlay, at the start of each Russian PFP/DFPh/AFPh.

6. The Russian 4-5-8/2-4-8 and German 5-4-8/2-3-8 MMCs are Assault Engineers (H1.22) with underline morale and ELR of 5. Assault Engineers are the only MMCs, which use FTs and DCs without the Non-Qualified Penalty (A21.13) applying.

7. Kindling Fires and Bore Sighting is NA.

Elements of 2nd Regiment, Black Sea Fleet Marines Enter on Turn 1 along west edge of any Ocean Overlay using Seaborne Assault (G14.1)

4-5-8	5-2-7	10-2 Major	9-1 Starshy Lieutenant	8-1 Starshy Lieutenant	8-0 Starshy Sergeant	7-0 Sergeant
6	27					

2-6	4-10	1-12	50*	3-20	24-1	30-1
9	3	3	3	3	3	6

1 SHOHATSU	1 LCP(L)
39PP*	30PP*
2/-	2/-
9	3

[ELR: 3]

(SAN: 2)



Kompanie 1, Pionerie-Battalion, Leibstandarte Adolf Hitler sets up in any Hinterland hexes with a co-ordinate ≤ 5

5-4-8	9-1	8-1	8-0	3-8	7-16	50*
12	2	4	2	2		

24-1	30-1	7 Morale
2	4	8

[ELR: 5]

(SAN: 3)



TURN 2: 2/Artillerie-Batterie enters from any single east edge road

2-2-8	105	29PP
2	2	2

TURN 4: 3/PzJg-Kompanie enters from east edge

8-1	16
3	

LSSAH #14

A BIRD IN THE HAND...

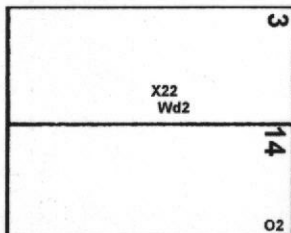


ROMANOWKA, RUSSIA, 6 OCTOBER 1941: At 1445 hours, the Aufklärungsabteilung Leibstandarte Adolf Hitler reached Kolonie Romanowka. The 2/ Aufklärungsabteilung had taken a wrong turn in Juriewka separating itself from the Stabs, which it was to be escorting. The Stabs of the Aufklärungsabteilung was travelling with the 2cm Flak, and encountered enemy anti-tank fire on the edge of Romanowka. In close-range combat, the officers and men of the Stabs defeated the crew of the anti-tank gun. A pair 3.7cm Paks were called forward and engaged bursting in flames a tractor pulling a heavy Russian anti-aircraft gun in the process of reinforcing the near-by airfield. Suddenly a pair Russian tanks firing from the airfield appeared. The brave crews of the 3.7cm Paks began to fire at the pair of Russian behemoths, however each was destroyed in turn when it received a direct hit from the 52-tonne monsters. The Germans moved forward to capture the airfield at the southeastern edge of the town, a biplane took off and escaped beyond the hills. Inside two generals from the 9th and 30th Armies had flown away in the airplane. A pair German 8.8cm Flak guns arrived and set up to cover the town and near-by airfield, forcing the Russian tanks to withdraw. The remainder of the 2/Aufklärungsabteilung arrived and mopped up the town and occupied it without meeting any resistance. Several members of the staff of the Russian 9th Army, including the secretary to the General of the aerial corps, were taken prisoner. The Aufklärungsabteilung had continued its pursuit through the retreating Russian 30th Division and had found itself suddenly standing in the staff headquarters of the 9th Army.

BOARD CONFIGURATION:

BALANCE

- ★ Russian Tank Crews are not Inexperienced
- ✚ Add one 4-6-8 and MC w/sidecar to Turn 1 OB



VICTORY CONDITIONS:

The Germans win immediately by controlling all buildings adjacent to the runway or at Games End if they control all Multi-hex buildings.

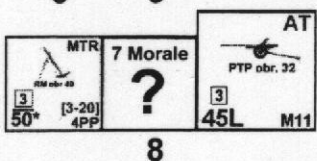
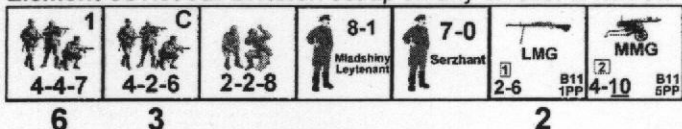
TURN RECORD CHART

★ RUSSIAN Sets up First	✚ ★	1	2	3	4 ★	✚ 5	6	7	8	END
✚ GERMAN Moves First										

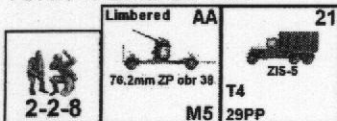
SPECIAL RULES

- EC are Moderate, with no wind at start. All buildings on board 14 are wood. The building in hex 14L5 has a Tower Location (B34.) two-levels above Ground Level. Ignore the staircase symbol in this building.
- Place Overlay O2 on 14C1-D1, Wd2 on 3M2-N1, X22 on 3N2.
- The Russians are Lax (A11.18). Russian SMCs have an ELR of 3.
- All Russian AFV crews are Inexperienced (D3.45).

Element Soviet 9th Division set up on any on/east of hexrow V



TURN 1: Enter on 14I1



TURN 4: Enter along east edge of Board 14 using Platoon Movement

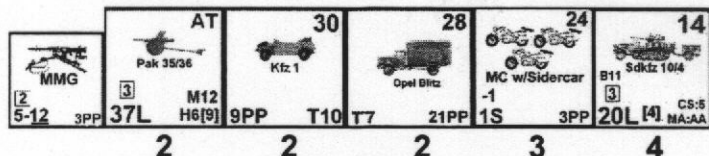
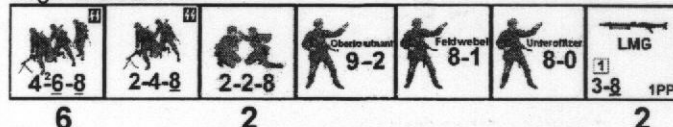


[ELR: 2]

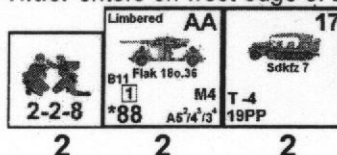
(SAN: 3)



Stabs-Aufklärungsabteilung supported by 3/Flak-Abteilung; Leibstandarte Adolf Hitler enter mounted on Turn 1 along west edge of Board 3



TURN 5: 6/Batterie Artillerie-Regiment Leibstandarte Adolf Hitler enters on west edge of Board 3



[ELR: 5]

(SAN: 2)



SHOT OFF WITH TOO WEAK OF A BULLET

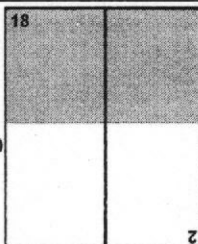


SOUTH OF BALKA TSCHAPTSCHACH, RUSSIA 26 OCTOBER 1941: The dual objectives of Rostov to the east and the Crimea to the south had put huge strain on the assault troops of the Wehrmacht. Since 9 October, Leibstandarte Adolf Hitler had been experiencing how the III Panzerkorps was "Shot off with too weak of a bullet" and had felt the strain deeply, as the attacking forces were growing weaker. It was not the short supply of fuel and the insufficient stores of ammunition for the weapons as much as it was the uncertainty about their objective, which troubled them. The reconfiguration to 1 Panzerarmee with the recent additions of some Italian, Slovak, and Croatian security forces did not remove the supply difficulties. The train tracks still did not cross the Dnieper, and all goods had to be brought up over 400 kilometres of the worst roads imaginable. However the recent reports about the possibilities of obtaining oil from Kuban peninsula served to give them something resembling a new purpose. The peaceful nights gave way to very cold, but dry days. There was considerable reconnaissance activity on both sides. Harassing fire continued through the days. Leibstandarte Adolf Hitler had finally assumed a defensive position, linking up with the Infanterie Regiment 66 near Mogila to its right and 14 Panzer Division to its left. At Dawn on 26 October, Kompanie 7, reinforced with a batterie of Sturmgeschützes forced its way into the Russian defensive position south of Balka Tschaptschach and took two Russian companies prisoner. In the fighting, Oberjunker Günther was killed assaulting a machine-gun pillbox that was down pinning his platoon. The Russians responded with strong artillery fire, adding the large calibre weapons. They also attempted several unsuccessful counterthrusts. Later that night the Kompanie 7 was forced to repulse the final Russian counterattack in close range fighting. The next morning daylight revealed that the Russians had completed withdrawn off the two hills.

BOARD CONFIGURATION:



(Only hexrows A - P on Board 18 and R-GG on Board 2 are playable)



BALANCE

★ Exchange one MMG for a 6-12 HMG.

⚔ German StuG IIIB's do not suffer Ammo Shortage.

VICTORY CONDITIONS:

The Germans win at the end of any Game Turn or Game End if there are No Unbroken Russian MMCs on any second level hill hexes of Hill 538.

TURN RECORD CHART

★ RUSSIAN Sets up First	⚔	1	2	3	4	5	6	7	END
⚔ GERMAN Moves First									

SPECIAL RULES

1. EC are Moderate, with a mild breeze to the southwest at start. All Entrenching attempts receives a +2 DRM.
 2. The German is under Ammunition Shortage (A19.1131) and all German StuG IIIB's are considered to have Red MP numbers (D2.51).

3. The Russians may set up one squad (and any SW/SMC stacked with them) using HIP. All Russian SMCs have an ELR of 4.
 4. The Russian Trench System must be set up so as all trenches are accessible to another trench counter and all Pillboxes must be set up accessible to a trench counter.

Elements Soviet 1147th Rifle Regiment Set up Board 2 and on hexes numbered < 4 on board 18

1 4-4-7 5	C 4-2-6 5	8-1 Mladshiny Leitnant 7-0 Serzhant 2	2-6 B11 1PP 2	4-10 B11 5PP 2	1-12 1PP
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7 Morale ?	TRENCH OVR/OBA +4 OTHER +2	1+3+5 2
6	8	2

[ELR: 2]

(SAN: 4)



Kompanie 7 supported by Abteilung Schönberger Leibstandarte Adolf Hitler Enter on Turn 1 along west edge

4-6-8 7	9-1 Leutnant 3	8-1 Feldwebel 3	8-0 Unteroffizier 3	3-8 1PP 3	5-12 3PP
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MTR leGrW 36 50* 3	ATR [2-13] 5PP 1-12 1PP	14 StuG IIIB 75* 6 3
		3



[ELR: 5]

(SAN: 2)

A GRIM DAY AT KRASNY KRIM



KRASNY KRIM, RUSSIA 20 NOVEMBER 1941: With the temperature at twenty degrees below zero Celsius, the thrust on Rostov began on the 18 November. The Russians who were everywhere along the attack front, individually and in-groups up to company size supported by anti-tank guns, artillery pieces, reinforced with tanks, and under cover of strong and effective artillery that pounded across the whole front, were taken by surprise. Leibstandarte Adolf Hitler began its attack with excellent support from the Artillerie and broke through the Russian's lines pulling Panzer Regiment 4 after it. By late in the afternoon of 19 November, IV/LAH had captured most of the city. But there were still Russian forces in the western and southwestern parts of the city and they were growing stronger. In the early morning of the 20 November, Batterie 8, II/Artillerie Regiment shifted positions west to about one kilometre in front Krasny Krim. As the Batterie was pulling into position it came under sudden attack from the Russian anti-tank and artillery guns positioned atop hills on the western outskirts of the town. The sixty men of the batterie quickly set up a hedgehog position to bring their guns to bear. However, immediately two guns and all of the ammunition trucks were put out of action by direct hits. The situation looked grim, the batterie was low on ammunition and not a single gunner was without wounds. The call for reinforcements went out and nearby Kompanie 11 under Hauptsturmführer Peiper supported by a Sturmgeschütze Batterie answered the call arriving to reinforce the position. Soon after Panzers from Panzer Regiment 4 arrived, and launched an attack driving the Russian out of the town and from the overlook hills. The survivors of this Grim Day consisted of a pair of Panzer III's, a StuG, 15 men of Kompanie 11 and 11 walking wounded gunners from Batterie 8.

BOARD CONFIGURATION:

BALANCE

★ Add a (6-12) HMG to OB

⚡ Add 9-2 AL to Turn 2 OB

VICTORY CONDITIONS:

The Germans win at Game End by controlling all the buildings within the 3N4-N6-Q8-U3-R2-N4 Road Net, provided the Russians have amassed < 60 Casualty VP.

TURN RECORD CHART

⚡ GERMAN Sets up First	1	2	3	4★	5	6	7	8	END
⚡ GERMAN Moves First									

SPECIAL RULES

- EC are Ground Snow (E3.72), with a Mild Breeze to the southwest at start. Snow Drifts (E3.75) are in effect.
- Place Overlay OG3 on 3M2-N1
- Each German Buessing-NAG is Ammo Vehicle (E10.) assigned to a 10.5cm leFH 18 Gun. A 10.5cm leFH 18 is considered to be

under low Ammunition (D3.71) if it's Ammo vehicle is not set up in the same hex and/or adjacent to it (E10.2).

- The Russians may set up one squad (and any SW/SMC stacked with them) using HIP. All Russian SMCs have an ELR of 4.
- German is in Winter Camouflage (E3.712).

Elements Soviet 317th Division sets up on Board 3 and on Board 4 in hexes with co-ordinates numbered ≥ 9.

1 4-4-7	9-1 Starshy Leytenant 2-2-8	8-0	2-6 B11 1PP	4-10 B11 5PP	1-12 1PP
12	3		2		

3 50*	7 Morale [3-20] 4PP	45L M11	76L M9
6	2		

TURN 4: Enters on 3Q10

11 B11 45L
3

[ELR: 2]

(SAN: 4)



II/Artillerie Regiment Leibstandarte Adolf Hitler: Set up mounted in Convoy (E11.) on/between road hexes 4I3 to 4A6

4-6-8	2-4-8	2-2-8	8-1	8-0	3-8 1PP	105 M6
4	3				2	3

30 9PP	28 T10 T7	24 T2 29PP	18 T6 16PP
2	3	3	

TURN 2: Kompanie 11 supported Sturmgeschütze Batterie enters along west edge ≤ 5 hexes of 4Q1

4-6-8	9-2	8-1	8-0	3-8 1PP	5-12 3PP	14 6 3
9				4		4

TURN 4: Element of Panzer Regiment 4 enter along west edge

8-1	13 6 3 50
	4



[ELR: 5]

(SAN: 2)