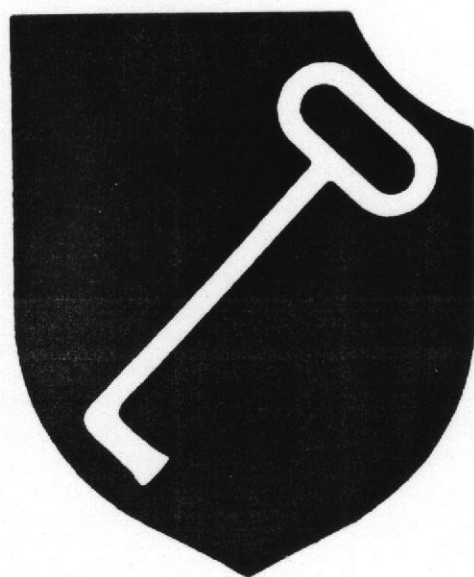


LEIBSTANDARTE

PACK 3



Clash at Kharkov!

**1 SS PANZER DIVISION
LEIBSTANDARTE ADOLF HITLER**

**Eight Scenarios compatible with
Hasbro's ASL System and adaptable to**



**Critical Hit's Combat Tactical
Wargame and other miniatures systems**

1. German SS-Units

1.1 SS-squads/HS (5-4-8/2-3-8) are elite Class troops differentiated by the SS insignia on the counter and their increased Morale Level on their broken side. SS crews and SMC do not receive the increase Morale Level on their broken side, and are therefore represented by normal German crew and SMC counters. SS will not surrender to Russians via the RtPh method (A20.21), do not become disrupted while opposing Russians, and may perform Massacre (A20.4). Any weapon/AFV identified in a scenario Order of Battle as belonging to a SS formation has its Depletion Numbers increased by one due to being Elite (C8.2).



2. Russian Units

2.1 The Russian 4-4-7/ 2-3-7 MMC are subject to the following unit replacement (A19.13) and Battle Hardening (A.15.3) rules in all Leibstandarte Scenario Packs scenarios.



A WORD ABOUT THE SCENARIOS:

Clip Art for ASL™: The counter depiction for use in ASL contains the information required to choose the right piece to put into play. The graphic depictions are the property of WASLC™ and are used with their permission, but the names of all ordnance and vehicles are the same found in Chapter H of your ASL™ Rulebook. All AFV's use standard armament optional (such as optional AAMG as listed in chapter H) weaponry will be denoted on the counter and/or in the scenario rules. Otherwise, for ½-inch support weapons check the nomenclature ("MMG, HMG") and the firepower and range values, and you will have no problem picking the right piece for that nationality.

For Miniatures Players: The counters shown that have three men represents 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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PLAYTESTING ASL IS PLAYING ASL

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FUTURE RELEASES

Wacht am Rhein "Operation Autumn Mist" - A double scenario pack filled with 16 scenarios of the Battle of the Bulge in December 1944. This pack will focus on the actions of the German First Armee and Fifth Panzer Armee in the central and southern sectors during Operation Autumn Mist, Hitler's Last Blitzkrieg.

Canadians in Italy "Red Patch Devils in Sunny Sicily": This eight-scenario pack involves the actions of the First Canadian Division "The Red Patched Devils" during Operation Husky, the Allies invasion of Sicily. These tough Canadians come face to face with Hitler's harden veterans of the Hermann Göring Panzer Division, the famed Afrika Korps' 15th Panzer-Grenadier Division and the Fallschirmjäger of the 1st Parachute Division. This packs follows them from the shores of Pachino through the mountains of central Sicily and finally to the straits of Messina.

POST YOUR RESULT!

When you play a scenario, send the results to
Remote On-line Automated Record (ROAR) at:
<http://www.jrvdev.com/ROAR>



ZIGLEROVKA, RUSSIA, 19 FEBRUARY 1943: Leibstandarte Adolf Hitler was withdrawn from its positions on the Mius in June 1942, being pulled back to France, where just outside Paris it was re-equipped and refitted to become SS-PanzerGrenadier Division "Leibstandarte SS Adolf Hitler". Having been ordered back from France in late January 1943, Leibstandarte Adolf Hitler arrived in Russia in early February and was immediately thrown into the defences of Kharkov. The adhoc SS-Panzer-Korps, under the command of SS-Obergruppenführer Paul Hausser, went into combat on 11 February with specific instructions from Hitler to hold the city at all cost. Within two days, Hausser was requesting to be released from this condition as the city was being increasingly outflanked to either side. It was a request that fell on deaf ears, as Hitler insisted that "his" SS above all others should follow his orders to the letter and without question. Thus Hausser found himself caught between the order to hold the city and the obvious fact that within days the SS-Panzer-Korps and its magnificent mobile striking force would be encircled and forced into a costly street fighting for which it was least suited. When only a single road linked Kharkov to German lines, Hausser chose to save his divisions, ordering them out of the city, citing an order from the Führer is not the Eleventh Commandment. Now freed Leibstandarte Adolf Hitler received orders to prevent the Russians from moving through the Msha valley to the west near Kolesnikov in the night and to stand ready to recapture and hold Ziglerovka on the morning of 18 February. PanzerGrenadier Regiment 2 Leibstandarte Adolf Hitler captured Beresovka and was setting up defensive positions when III PanzerGrenadier SPW Battalion, under command of Sturmbannführer Peiper received orders at 0050 hours to move forward and seize the towns of Jeremejevka, Kasatschij Maidan and Ziglerovka. In their first night attack Kompanie 13/III PanzerGrenadier SPW Battalion spread out and felt their way slowly towards the shadowy buildings of Ziglerovka. Suddenly a crash erupted from the buildings and then the frozen ground in front of the lead SPW flew into the air. The attack order was given and under the covering fire of the Kraftwagenkanoenzug, a dozen SPW raced across the snowy fields and into the village. The SS-Grenadiers dismounted from the SPW amongst the buildings immediately engaging the Russians in hand-to-hand combat. The village was secured within the hour and the SS-Grenadiers remounted in preparation for the next move.

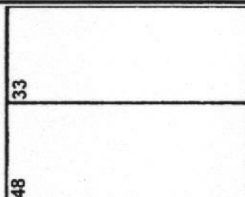
BOARD CONFIGURATION

BALANCE

⚔ In VC change "≥ 40" to "≥ 50"

★ In VC change "≥ 40" to "≥ 30"

▲
N



VICTORY CONDITIONS:

The Germans win immediately when there are no unbroken Russian (non-crew) MMCs within 4 hexes of 48Q6, provided the Russian has not amassed ≥ 40 CVP

TURN RECORD CHART

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

SPECIAL RULES:

- EC are Ground Snow (E3.72), with a Mild Breeze to the Northwest. Snow Drifts (E3.75) are in effect.
- Night Rules (E1.) are in effect. The initial Base NVR is nine hexes, with no clouds and a Full Moon. The German player is the Scenario Attacker and the Russian Player is the Scenario Defender. The Majority Squad type of each side is Normal (E1.63).
- German Infantry and AFVs are in Winter Camouflage (E3.712).
- The Inherent HS of the SPW 251sMG is an SS 2-3-8 HS.

Elements Soviet Third Tank Army sets up on any hex on board 48 and in hexes > 9 on board 33

1 4-4-7	2-2-8	9-1	7-0	2-6	6-12	1-12
12	2			2	2	2

7 Morale ?	AT PTP obr. 32 45L M11	INF PP obr 27 76* M8
8		

Kompanie 13, III PanzerGrenadier Battalion, Leibstandarte Adolf Hitler enters mounted on Turn 1 along the north edge

5-4-8	9-1	8-1	8-0	3-8	16
9				3	9

16	16	16
3 7PP CMG -7*/3*	3 [2-80] 81*	2 75*
2		3

[ELR: 3]

(SAN: 4)



[ELR: 5]

(SAN: 2)



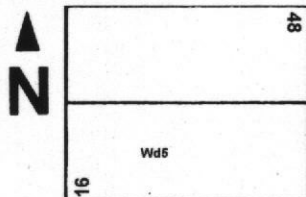
OLCHOVATKA RUSSIA, 28 FEBRUARY 1943: The Soviet Third Tank army was pushing forward encircling Kharkov on the northern and southern flanks of the city. Localized breakthroughs by Soviet armoured forces deep into the rear of the German threaten to cut the supply routes of the PanzerGrenadier Leibstandarte Adolf Hitler Division and the rest of the Fourth Panzer Army. With the main fighting units of the division tied up all that stood in their way were the Panzers stationed in Karlovka with the vehicle repair team. The Divisional headquarters ordered them to form a Kampfgruppe under the command of the Adjutant of the Panzer Regiment, Obersturmführer Tiemann. This force was to prevent the Soviets, which had broken through on Olchovatka from severing the Division's and Army's supply route to Krassnograd. Kampfgruppe Tiemann set out towards Olchovatka at its head a pair armoured cars and consisted of four Panzer II's, three Panzer III's, and a Panzer IV which managed to be repaired in time from the maintenance yard. Sixty Grenadiers of SS-PanzerGrenadier Regiment 1 Leibstandarte Adolf Hitler Division joined them in Varavarovka. The Kampfgruppe raced forward and by early the next morning had reached their objective. From across a wind swept field the lead elements could now make out the buildings of the small town that for the most part was free of enemy troops. The Kampfgruppe then deployed and cautiously moving forward. Having reached the southeastern edge of the town, it came under heavy anti-tank and tank fire. One of the lead-armoured cars was hit, bursting into flames. Then from the darken windows of the buildings a sudden fury of machine gun fire erupted. The over-watching tanks began returning fire on any recognized enemy positions destroying one tank and one anti-tank gun allowing the lead platoon to withdraw. The Kampfgruppe then regrouped and launched its assault. The panzers rolled right up into the Soviet's positions disgorging their Grenadiers directly into hand-to-hand combat. The sudden fury of fighting that followed saw neither side ask or give quarter. By 1430 hours, the SS-Grenadiers supported by panzers were finally able to push the Soviets out of the town destroying two tanks, two anti-tank guns and taking fifty men prisoners in the process. The Kampfgruppe reported to headquarters that "Olchovatka is firmly in our hands and the supply route is still open!"

BOARD CONFIGURATION

BALANCE

✚ Russian Tanks crew are Inexperienced

★ Reduce Game Length to 5 Turns



VICTORY CONDITIONS:

The Germans win if there are no Unbroken Russian (non-crew) MMCs or Good Order, mobile AFVs (with functioning MA) within 3 hexes of 48Q5 at Game End, provided the Russian has not amassed ≥ 48 CVP.

TURN RECORD CHART

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

SPECIAL RULES:

- EC are Ground Snow (E3.72) with a Mild Breeze to the Northwest. Snow Drifts (E3.75) are in effect.
- Place overlay on **Wd5** on 16M7-L7
- The Russian may set up three squads (and any SW/SMC stacked with them) using HIP. In addition, each T34M41 may set up using HIP, but each counts as one of squad-using HIP.

- The Russian T34M41 are Radioless AFV (D14.)
- ATMM (C13.7) are available to German Infantry, but only on an ATMM Check dr of 1 (no drm applicable). The effect of an original 6 remains the same.
- German Infantry and AFVs are in Winter Camouflage (E3.712).

Elements Soviet Third Tank Army sets up on board 48 and board 16 in hexes numbered ≤ 2

1 4-4-7	8-1 Madshiny Leutenant	8-0 Starshiy Serzhant	2-6	6-12 B11 1PP	1-12 1PP
10	2		2		2
7 Morale ?	AT PTP obr. 32 45L M11	17 T34 M41 11 6 2/4			
6	2	2			

[ELR: 3]

(SAN: 4)



Kampfgruppe Tiemann Leibstandarte Adolf Hitler enters mounted on Turn 1 along south edge of board 16

5-4-8	9-1 Leutenant	9-1 Oberleutenant	8-1 Feldwebel	8-1 Feldwebel	8-0 Unteroffizier	3-8 1PP
6						3
*34 20L [6] -15"	14 B11 20L [4] -15"	13 Pzkw III 50L 3/5	14 Pzkw IVF2 75L 3/5			
2	4	3				

[ELR: 5]

(SAN: 2)



THE TIGER'S ROAR



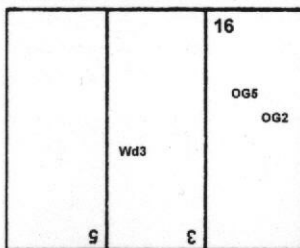
SNESHKOFF KUT RUSSIA, 6 MARCH 1943: Too late did the Soviet High Command realize the danger threatening its Sixth and Popov's armoured groups. They were smashed in daring mobile operations. The SS Panzer Korps pushed through to the Donets and formed up for an attack on Kharkov. Immediate orders for regrouping were issued. Leibstandarte Adolf Hitler, which was to capture and hold the high terrain around Ljaschova with its left wing to establish start, positions for a next attack on Valki. To their front, the Soviet's were deployed in strong infantry and anti-tank strongpoints, supported by armoured units, which were to cover the southern flank of the Soviet 69th and 40th Armies north of Kharkov on the Poltava river. The reinforced Aufklärungsabteilung with elements of the Panzer Kompanie 1, Tiger-Kompanie and the Artillerie Batterie 3 were to move forward with the objective of Sneshkoff Küt. By 1100 the Kampfgruppe was 5 km south of their objective when the order to deploy was given. With that Kompanie 1 swung out to the right and attacked the town from the east. The remainder of kampgruppe continued on its current axis attacking the town from the south. 18 Panzers laden with Grenadiers on their back decks moved across the snowy fields when from their positions atop the surround hills the Soviet AT-Guns opened fire knocking out the lead vehicles. The lead Panzers rolling into firing positions providing covering fire as the Tigers move forward knocking out several dug-in AT-Guns clearing the way. The Panzers slowly moved forward duelling with the hidden AT-Guns while the Panzergrenadiers disembarked and began clearing the village. Suddenly from the north a company of Soviet T34 tanks came crashing out of the treeline. The last mobile Tiger, which was reinforced with another late arriving pair, roared forward to engage the Soviet tank threat. The next hour saw heavy fighting which forced the Soviets from the town, leaving behind eight destroyed tanks and 90 casualties.

BOARD CONFIGURATION

BALANCE

★ Add 12 AP and 3 AT-Factors to OB

⊕ In VC change "> 25 CVP" to ">15 CVP"



VICTORY CONDITIONS:

The Germans win by amassing > 25 CVP more than the Russian. CVP's are accumulated in the normal way, in addition, 1 CVP is awarded for each wooden building and 3 CVP for each stone building controlled at Games End.

TURN RECORD CHART

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

SPECIAL RULES:

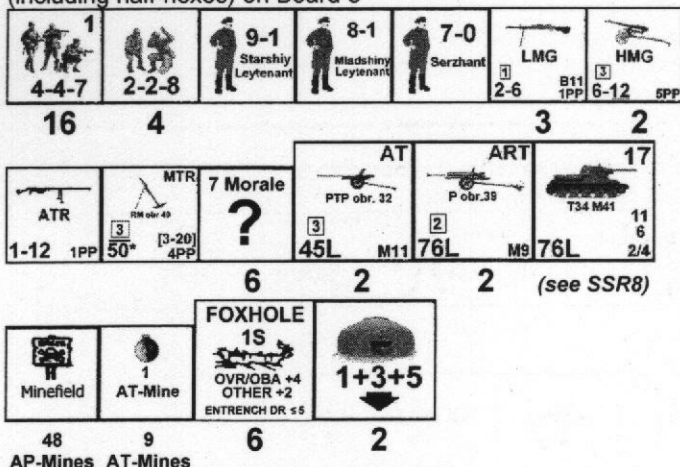
- EC are Ground Snow (E3.72) with a Mild Breeze to the Northwest. Snow Drifts (E3.75) are in effect.
- Place overlays as follows; **OG2** on 16O3-4, **OG5** on 16M7-L7, and **Wd3** on 3N1-2.
- German Infantry and AFVs are in Winter Camouflage (E3.712).
- The inherent HS of the SPW 250sMG is an SS 2-3-8 HS.
- The Russian T34M41 are Radioless AFV (D14).

6. ATMM (C13.7) are available to German Infantry units, but only on an ATMM Check dr of 1 (no drm applicable). The effect of an original dr of 6 remains the same.

7. The Russian may set up two squads (and any SW/SMC stacked them) using HIP.

8. The Russian must set up the onboard T34M41 Dug-In (D9.54).

Elements Soviet Third Tank Army sets up on any hex (including half-hexes) on Board 3



TURN 5: Enter along the west edge of Board 5

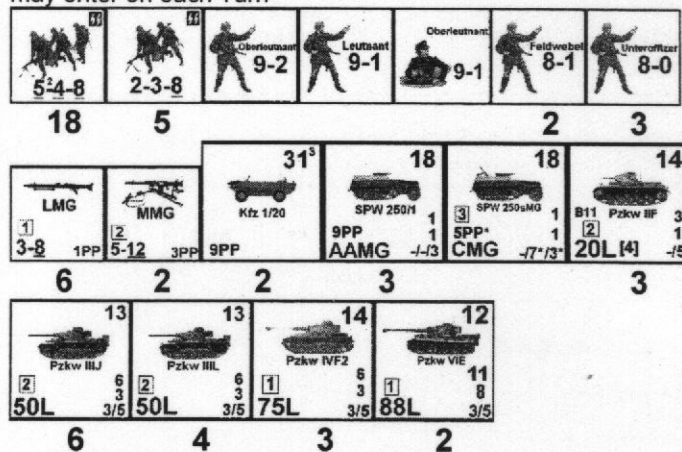


[ELR: 3]

(SAN: 4)



Kampfgruppe Wunsche, Leibstandarte Adolf Hitler enters on Turn 1, 2 or 3 from the east edge of Board 16; all, some or none may enter on each Turn



TURN 4: Enter along the east edge of Board 16



[ELR: 5]

(SAN: 2)



LSSAH #20

HOOD ORNAMENTS



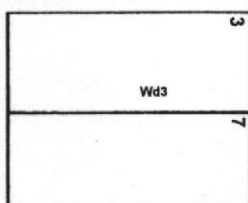
VALKI RUSSIA, 7 MARCH 1943: Kampfgruppe Meyer consisting of the reinforced Aufklärungsabteilung and I/Panzer Regiment, set out following the retreating Russians through Sneshkoff Küt. The weather alternated between mud and frost and the men of the Aufklärungsabteilung, who had become no more than hood ornaments for every attacking Panzer unit, led the way. South of the village of Valki, the lead element of the Aufklärungsabteilung came under fire from hidden anti-tank guns, machine guns and mortars. The PanzerGrenadier-laden SPW of the Aufklärungsabteilung quickly moved into cover and called forward the lead panzer platoon. Located 150 meters north of the frozen river, a hidden Russian anti-tank gun fired shot after shot from a snow covered bunker preventing any movement across the bridge stopping the advance. Suddenly from a SPW, Sturmabannführer Meyer dismounted shouldering a rifle and picked off eight Russians attempting to withdraw from the far side of the bridge breaking the spell, which prevent them from moving. With a surge the lead platoon raced across the frozen ice while another platoon crossed over the bridge and into the foxholes of the Russian position. The panzers then moved over the bridge in single file and into the village supporting the howling men of the Aufklärungsabteilung. The advance began to slow as the panzers were one by one knocked out by a hidden pair of anti-tank guns in the centre of the village. However, the timely arrival of platoon of anti-aircraft guns, provided the much need fire support as they poured their high explosive shells into the last isolated nests in the village. The Russians soon after broke abandoning the village. A few kilometres north the Aufklärungsabteilung met up with Kampfgruppe Peiper. For his actions the commander of I/Aufklärungsabteilung, Obersturmführer Weiser was awarded the Knight's Cross.

BOARD CONFIGURATION

BALANCE

★ Reduce Game from 6½ Turns to 5½ Turns

⚡ Exchange 8-0 for a 9-2 Leader



VICTORY CONDITIONS:

The Germans win, if there are no Unbroken Russian (non-crew) MMCs on Board 3 within the area bound by the 3N4-3Q3-3R2-3U3-3Q8-3N4-road network at Game End, provided the Russian has not amassed > 70 CVP.

TURN RECORD CHART

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

SPECIAL RULES:

- EC are Ground Snow (E3.72) with a Mild Breeze to the southwest. Snow Drifts (E3.75) are in effect.
- A two-lane, wooden bridge is located in hexes 7AA6-AA8. The initial weight limit for this bridge is 25 tons; a Bridge Collapse DR (B6.42) need not made until this limit is exceeded.

3. Place overlays as follows; **Wd3** on 3N1-N2.

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

5. German Infantry and AFVs are in Winter Camouflage (E3.712).

Elements Soviet Third Tank Army sets up on any hex north of the river

1 4-4-7	2-2-8	9-1 Starshy Leytenant	8-0 Starshy Serzhant	LMG 2-6 B11 1PP	HMG 6-12 5PP	ATR 1-12 1PP
12	3			3		
MTR 50* [3-20] 4PP	7 Morale ?	AT PTP obr. 32 45L M11	FOXHOLE 1S OVR/OBA +4 OTHER +2 ENTRENCH DR 55	1+3+5		
6	3	4				

Elements Kompanie 2 Aufklärungsabteilung supported by Panzer Kompanie 2, Leibstandarte Adolf Hitler enters mounted on Turn 1 along the south edge

5-4-8	2-3-8	9-1 Leutnant	9-1 Oberleutnant	8-1 Feldwebel	8-0 Unteroffizier	LMG 3-8 1PP
3	10					4
Kfz 1/20 9PP	SdKfz 11 T6 16PP	SPW 260/1 9PP AAMG +13	SPW 250/10 37L +13	Pzkw IV/2 6 3 3/5		
4	3	6		4		

TURN 4: Zug 4 Flakabteilung Leibstandarte Adolf Hitler enters on any single road along the south edge

SdKfz 7/1 [3] [20] CS4 20L MA:AA
2

[ELR: 3]

(SAN: 4)



[ELR: 5]

(SAN: 2)



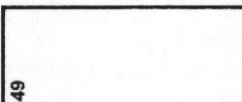
LSSAH #21

THE BRICKYARD



KHARKOV RUSSIA, 10 MARCH 1943: Kampfgruppe Meyer and his reinforced Aufklärungsabteilung reached the village Zirkuny on the outskirts of north Kharkov in the morning. Meyer, who was riding with the lead elements, which consisted of a few vehicles received early reports had the Soviet defences in the city as unprepared. Seizing the moment Meyer assembled the lead elements and launch the first attack on the city. Deploying Wünsche's three Panzers supported by panzergrenadiers mounted in SPW, they were to advance as far as the brickyard on the northern edge of the city. Once there, they were to wait for reinforcements from the I/Panzer Regiment who were still negotiating themselves through the forest and swamps north of Kharkov. Wünsche's armour thrust was initially successful, catching the Soviets off guard. The SS-Grenadiers rushed forward disembarking from their vehicles directly into close combat with the Russian defenders. However in a bold and unexpected move a platoon of Soviet tanks that was resting near by launched a counter-attack. With the element of surprise gone, Wünsche was now out numbered and in fear of being cutting off was forced to withdraw this advance detachment and waited for the reinforcements.

BOARD CONFIGURATION



BALANCE

⚔ Russian Tanks crews are Inexperienced

★ Reduce Game length from 6 to 5 Turns

VICTORY CONDITIONS:

The Germans win immediately, if at the end of any Game Turn they control Building 4907, provided the Russian has not amassed > 30 CVP.

TURN RECORD CHART

★ RUSSIAN Sets Up First	⚔	1	2★	3	4	5	6	END
⚔ GERMANS Moves First								

SPECIAL RULES:

1. EC are Ground Snow (E3.72), with no wind at the start. All Paved Roads are plowed.
2. The Russians may set up one squad (and any SW/SMC stacked with it) using HIP.
3. The Russian T34M41 are Radioless AFV (D14.)

4. The inherent HS of the SPW 250sMG is an SS 2-3-8 HS.
5. German Infantry and AFVs are in Winter Camouflage (E3.712).
6. ATMM (C13.7) are available to German Infantry units, but only on an ATMM Check dr of 1 (no drm applicable). The effect of an original dr of 6 remains the same.

Elements Soviet 3rd Tank Army sets up in hexes numbered ≥ 3

1 4-4-7	8-1 2-2-8	7-0 Mladshiny Leutenant	7-0 Serzhant	LMG 2-6	HMG 6-12	ATR 1-12
10				2		2

7 Morale ?	AT PTP obr. 32 3 45L M11
9	

TURN 2: Enters on any single road hex along the west, south or east board's edge

17 T34 M41 76L 11 6 2/4
3

[ELR: 3]

(SAN: 4)



Elements Kampfgruppe Meyer Leibstandarte Adolf Hitler enters mounted on Turn 1 along northern board edge

5-4-8	2-3-8	9-1 Oberneutnant	8-1 Feistweibel	8-0 Unteroffizier	LMG 3-8	SPW 250sMG 9PP AAMG 1-13
3	5				2	5

18 SPW 250sMG SPP* 1 CMG -7"/13"	14 Pzkw IVF2 6 3 75L 3/5
	3

[ELR: 5]

(SAN: 2)



LSSAH #22

USUAL NERVE



KHARKOV RUSSIA, 11 MARCH 1943: The Soviets had been totally surprised and effectively pushed back by the Leibstandarte Adolf Hitler Division's rapid attack. Hitler himself, who had earlier flown to Manstein's HQ, stated that "If my Leibstandarte attacks with its usual nerve, it cannot fail to tear Kharkov from the enemy's hands!" Meanwhile the commander of II/Panzer Grenadier Regiment 2 Hauptsturmführer Becker received orders to wait for the Stuka attack and then launch an assault from the brickyard with support of four Sturmgeschütze. He was to drive eastwards towards the high ground making contact with the remnants of Kompanie 3 whose earlier attack failed and together capture the hill. The Stuka attack took place at 1325 hours and exploiting the confusion, Kompanie 2 launched its assault. The fighting was slow because of the constant enemy fire, especially from the flanks, which followed them the entire way. Kompanie 2 was soon joined by remnants of Kompanie 3 who with the support of two Sturmgeschütze and two self-propelled 3.7cm Flak guns, renewed its attempt to penetrate the town. Once again the attack came to a standstill with one Sturmgeschütze and flak gun destroyed right at the point of breakthrough by a hidden Soviet Anti-Tank Gun. In this critical situation, Hauptsturmführer Becker took it upon himself to gather a few men and move west of the hill. Despite heavy fire from the rear and from the elevated position, he was able to penetrate into the enemy's rear and in vicious hand-to-hand fighting managed to snatch the first group of buildings from the enemy. Two lightning-quick thrusts followed along the main street and across it to the south expanded the breakthrough point. A Soviet counterattack with a platoon T-34 tanks was then repulsed. For his action, Hauptsturmführer Becker was awarded the Knight's Cross.

BOARD CONFIGURATION

BALANCE

✚ Add 5-4-8 and LMG to initial onboard OB

★ Add 45mm PTP obr 32 AT-Gun and 2-2-8 crew to OB

VICTORY CONDITIONS:

The Germans win at Game End, if there are no Good Order Russian (non-crew) MMCs in buildings 10oU8, 10oW7, 10oZ7, 10oAA5 and 10oCC5, provided the Russian has not amassed ≥ 50 CVP.

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 no wind at the start. All Paved Roads are plowed.
- Place overlay 6 on 10S2-S1.
- The Russians may set up two squads (and any SW/SMC stacked with it) using HIP and fortify 3 building locations (Tunnel exchange is NA)
- German Infantry and AFVs are in Winter Camouflage (E3.712).

- The German receives Air Support in the form of two Stuka 42 (E7.403) with bombs, which automatically enter on Turn 1 and are automatically Recalled at the end of Turn 2.
- ATMM (C13.7) are available to German Infantry units, but only on an ATMM Check dr of 1 (no drm applicable). The effect of an original dr of 6 remains the same.
- The Russian T34M41 are Radioless AFV (D14.)

Elements Soviet Third Tank Army set up any hex board 10 and on board 49 in hexes ≥ 3 hexes from the west and north edge and 49U8

1 4-4-7	9-1 Starshy Leutenant	8-0 Starshy Serzhant	LMG 2-6	HMG B11 1PP	ATR 6-12 3PP	ATR 1-12 1PP
16	2		2	2	2	2

MTR 3 50*	7 Morale [3-20] 4PP	ART P obr.39 2 76L
2	8	2

TURN 5: Enters on along the south edge of board 10

T34 M41 11 6 76L
3

[ELR: 3]

(SAN: 4)



Elements Kompanie 3, PanzerGrenadier Regiment 2 Leibstandarte Adolf Hitler sets up ≤ 2 hexes from 49U8

5-4-8	2-3-8	Feldwebel 8-1	LMG 3-8	MMG 5-12 3PP	7 Morale ?
2					6

TURN 1: Elements Kompanie 2, PanzerGrenadier Regiment 2 Leibstandarte Adolf Hitler enters along west edge of board 49

5-4-8	Leutenant 9-1	Feldwebel 8-1	LMG 3-8	MMG 5-12 3PP	StuG IIG 8 3 75L
10	2	4	2	4	

TURN 4: Remnants Kompanie 3, PanzerGrenadier Regiment 2 Leibstandarte Adolf Hitler enters ≤ 4 hexes from 49Y1

5-4-8	Leutenant 9-1	Oberleutenant 9-1	Unteroffizier 8-0	LMG 3-8	SdKfz 8/2 37L [8] CS5 MA:AA	StuG IIG 8 3 75L
5				2	2	2

[ELR: 5]

(SAN: 2)



LSSAH #23

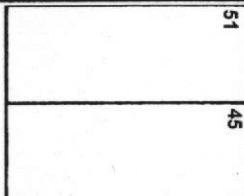
"HIS MEN"



KHARKOV RUSSIA, 11 MARCH 1943: The orders for the recapture of Kharkov called first for a double encirclement of the enemy by moving around the city to the north and then making one thrust on Vodjannoje and another on Czugujev to block off the narrow passage there. Leibstandarte who had until now was attacking eastward was to redirect its forces south and capture the Kharkov Railway station. Panzer Grenadier Regiment 1 had set off at dawn and by 1000 hours was able to overcome the resistance at the edge of the town. The rubble from collapsed buildings provided the Soviets with cover from, which to sighted their machine guns, anti-tank, and medium artillery guns so as to cover important intersections. Structured into Kompanie groups with individual panzers and self-propelled Panzerjägers. Its two battalions fought their way forward from one group of houses to the next as Soviets resistance began to stiffen. As night fell SS-Grenadiers of Panzer Grenadier Regiment 2 had captured a line just rows north of Red Square. Hitler himself sent a message to congratulating "His Men" on their valiant effort in the recapturing of Kharkov.

BOARD CONFIGURATION

N



BALANCE

✚ Increase Game Length to 10 Turns

★ May fortify one complete building (Tunnels exchange is NA) and are Fanatic while inside this building

VICTORY CONDITIONS:

The Germans win at Game End, if they there are No Good Order Russian (non-crew) MMCs in Buildings 45J8, 45N7, 45P8, 45Q5 45T5 or 45U9, provided the Russian has not amassed > 60 CVP.

TURN RECORD CHART

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

SPECIAL RULES:

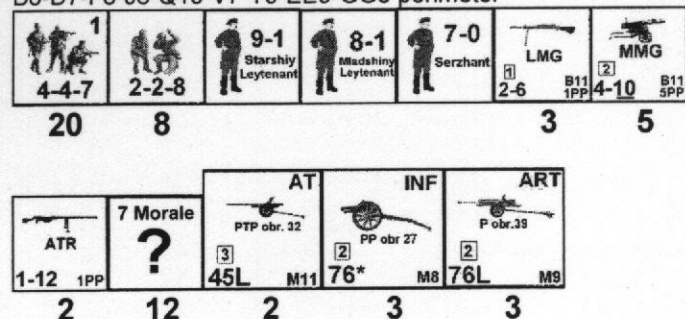
1. EC are Ground Snow (E3.72), with no wind at the start. All Roads are plowed.

2. Prior to set up the each player alternately (German first) places six rubble counters at ground level of any multi-level building onboard. After all counters are placed make a random direction dr for each, and place another rubble counter in an adjacent hex.

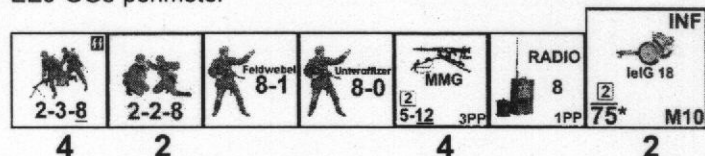
Such placement can cause falling rubble (B24.12). A Rubble Building hex is still considered a building for Victory Condition purposes.

3. The German receives one-module of 105mm OBA (HE and Smoke).

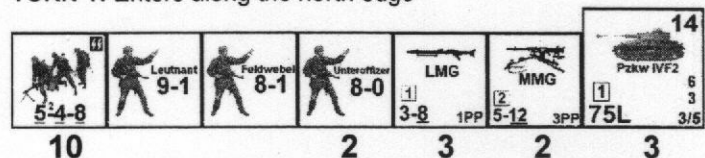
Elements Soviet Third Tank Army sets up south of the 51A8-B8-D7-F8-J6-Q10-V7-Y9-EE9-GG8 perimeter



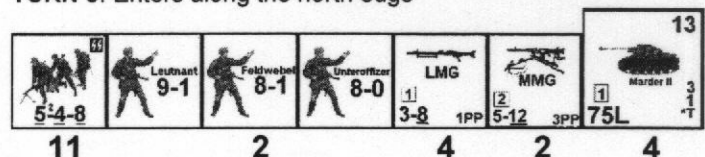
Elements II/Panzer-Grenadier Regiment 2 supported by Panzer Regiment 1 and Panzerjäger Abteilung, Leibstandarte Adolf Hitler sets up north of the 51A8-B8-D7-F8-J6-Q10-V7-Y9-EE9-GG8 perimeter



TURN 1: Enters along the north edge



TURN 3: Enters along the north edge



[ELR: 3]

(SAN: 4)



[ELR: 5]

(SAN: 2)

LSSAH #24

PEIPER'S BRIDGE



KHARKOV RUSSIA, 13 MARCH 1943: Since early morning Kampfgruppe Peiper had been fighting their way to the southeast. The resistance was extraordinarily tough. Every single group of buildings had to be systematically swept and cleared of enemy forces. The Kampfgruppe managed to capture a small bridgehead across the Kharkov River and then proceed to expand. The Soviets were positioned in the houses across the river with machine guns, anti-tank rifles and anti-tank guns and fought with unheard-of bravery. The German advance was flanked in every street by Soviet guns placed in every ally and courtyard. The bridges across the Kharkov River lay under constant artillery fire from the direction of the North Don Railway station. By 1230 hours Kampfgruppe Peiper had expanded the little bridgehead sufficiently to allow a thrust along Staro-Moskovska Street towards to the North Don Railway Station. Panzergrenadiers supported by Sturmgeschütze launched their attack on the heavily fortified railway station at 1300 hours. The fighting was heavy and at times hand-to-hand as the panzergrenadiers assaulted into the station. The Soviets launched counter-attack after counter-attack attempting to recapture the railway station, but each attack was beaten back. 1530 hours the commander of I/Panzer Grenadier Regiment 2 Sturmbannführer Kraas whose exemplary action served as a model for the entire battalion and was awarded the Knight's cross, reported the capture of the North Don Railway Station. By nightfall two-thirds of the city lay in German hands, with the last pockets being cleared out the next morning. With that the recapture of Kharkov was complete.

BOARD CONFIGURATION

BALANCE

★ Fanatic in fortified building locations

⚡ The Russian may only Destroy 1 bridge (see SSR 6)

VICTORY CONDITIONS:

The Germans win at Game End if they control the Building 45J3, provided the Russian has not amassed > 70 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 Ground Snow (E3.72), with no wind at the start. Due to the recent thaw, there is +1 DRM for all Ice Collapse DR (B21.6). All Roads are plowed. Building 45J3 is a RB Factory (O5-5.6) and all Railroads are Ground Level (B32).
- Place overlays as follows; RR6 on 45V8-W9, RR14 on 45P5-Q6, X11 on 23O3-P3, X12 on 23W2-X1, X14 on 23S1-T1 and X21 on 23S4-T3.
- Prior to set up, each player alternately (German first) places four rubble counters at ground level of any multi-level building onboard. After all counters are placed make a random direction dr for each, and place another rubble counter at ground level in an adjacent hex. Such placement can cause falling rubble (B24.12). A Rubble Building hex is still considered a building for Victory Condition purposes.

- German receives one module of 105mm OBA (HE and Smoke).
- ATMM (C13.7) are available to German Infantry, but only on an ATMM Check dr of 1 (no drm applicable). The effect of an original 6 remains the same.
- The Russian may set up two squads (and any SW/SMC stacked with them) using HIP and destroy two bridges over the canal prior to game start. The Russian may fortify nine building locations (Tunnel exchange is NA).
- The Russian receives one module of 122mm OBA (HE & Smoke). For its initial Battery Access draw, remove a black chit (thus giving it automatic access for its first fire mission). The phone line must be traced off south edge.
- All Russian SMC have an ELR of 4.
- The Russian T34M41 are Radioless AFV (D14.)

Elements Soviet Third Tank Army sets up on any hex south of the canal

1 4-4-7	10-2 Major	9-1 Starship Leytenant	8-0 Starship Serzhant	LMG 2-6	B11 1PP	HMG 6-12	6PP
18	7		2	4	2		
ATR 1-12	Phone 11	7 Morale ?	PTP obr. 32 45L	INF 76*	ART 76L	M9	
2	10	2	3	2			

TURN 5: Enters on any single road hex along the south edge

17 T34 M41	11 6	2/4
76L		
3		

[ELR: 3]

(SAN: 4)



Elements Kampfgruppe Peiper Leibstandarte Adolf Hitler enters on/after Turn 1 from the north edge; all, some or none may enter on each/any Turn

5-4-8	9-2	Leutnant 9-1	Oberleutnant 9-1	Feindweibel 8-1	Unteroffizier 8-0	LMG 3-8	1PP
15				2	2	5	
MMG 5-12	RADIO 8	16 SPW 251/1	13 StuG IIG	13 StuH 42			
3	5	5	5	3			



[ELR: 5]

(SAN: 2)