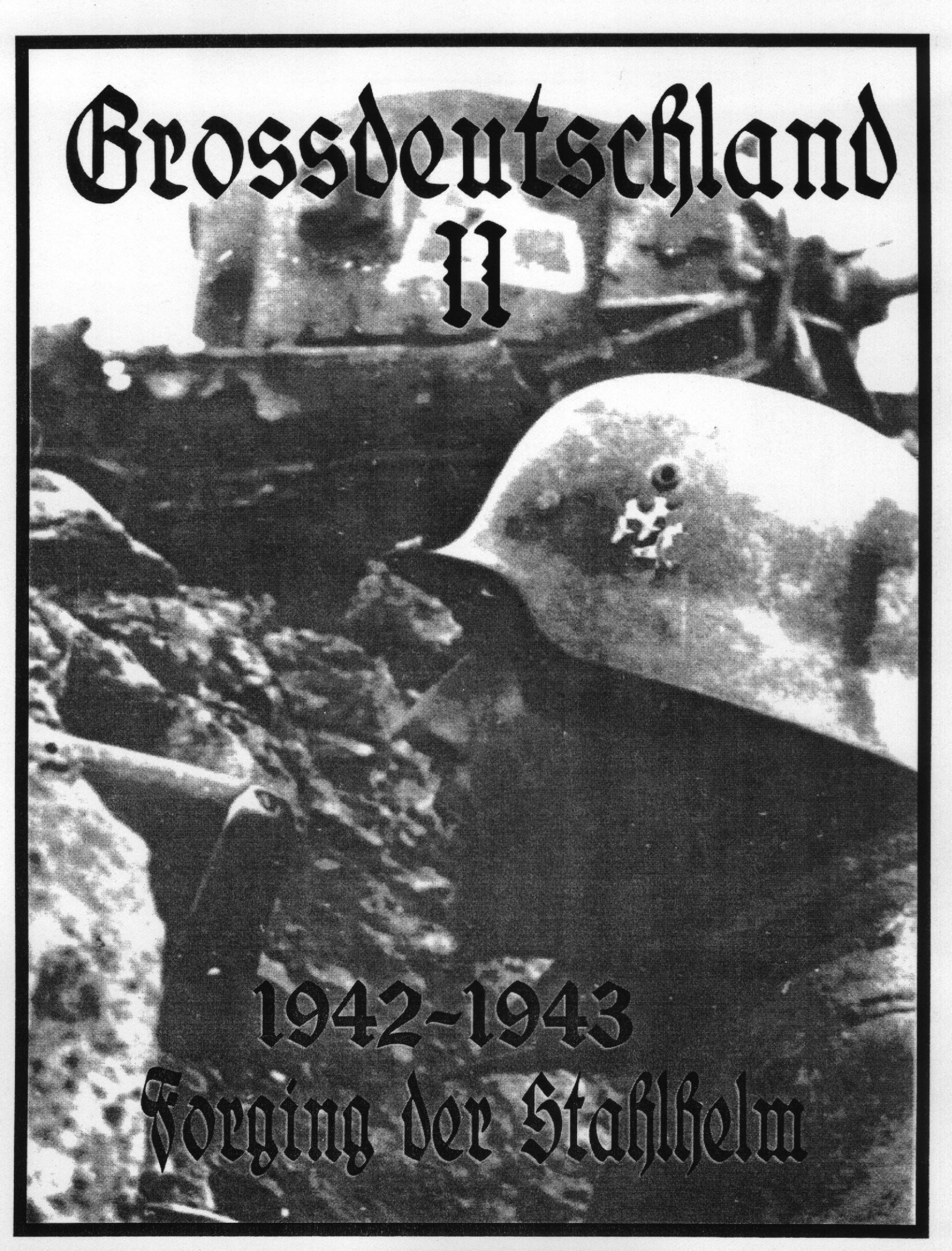
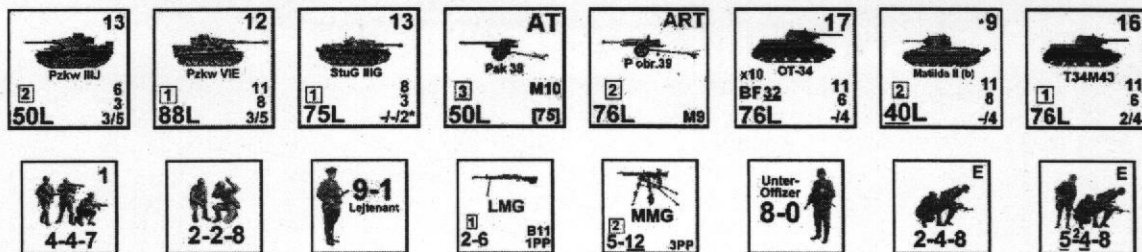


Grossdeutschland II



1942-1943
Forging der Stahlhelm



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 Lone Canuck Publishing™ 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 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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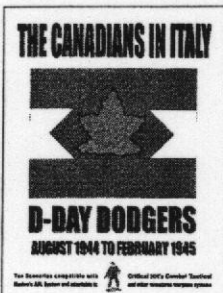
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FUTURE RELEASES FROM LONE CANUCK PUBLISHING



Canadians In Italy- "The D-Day Dodgers" – The final scenario pack of the Canadians in Italy Series- The Allies have landed in Northwest Europe and focus of the fighting shifts. The Italian front almost faded from the scene. Not so for the men of the 1st Canadian Corps who fight their way up the Italian boot bogged in mud, against the tenacious Germans.

7. SS-Gebirgs Division "Prinz Eugen": This scenario pack its focuses on the 7 SS Gebirgs Division "Prinz Eugen" during its 1942-45 Balkan battles against Tito's Partisan Armies.



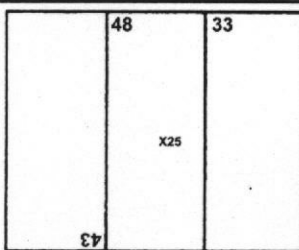
GD #9

TASTE OF BLOOD



KULEWKA RUSSIA 1 JULY 1942: 0630-hrs Panzer Battalion Großdeutschland had already successfully repulsed an early morning Soviet tank attack. The Division's Aufklärungsabteilung reinforced by a light batterie of field howitzers set off towards Jassenki and was led by an armoured patrol from 1st Squadron. The advance went well. The roads were good and the weather was clear and sunny. The terrain was completely open, as far as the eye could see there were fields and meadows. A few small ravines ran towards the road at right angles. When the 2nd Squadron reached the high ground to the north of the small village of Kulewka, it observed a force of seven light tanks laden with infantry moving into and occupy the village. With the main body of Infantry Regiment 1 still several kilometres behind and the Russians looking to set up a strong point in the village, Gefreiter Wastler roared into Kulewka with three anti-tank guns and half dozen halftracks loaded with Grenadiers. Quickly gaining surprise on the unsuspecting Russian tanks, Wastler hit the first tank in the turret flipping off the back deck killing the infantry riding on it in the process. He then ordered his gunner to swing his gun at the second tank and struck in the running gear halting it in its tracks. The riding infantry dismounted and quickly fled into the near by house. The German infantry dismounted and began clearing the village house by house, in the process knocking out two more tanks in close combat. The Russians led by a Commissar and supported by a pair of tanks, counter-attack driving the Grenadiers back and nearly out of the village. But much needed support from the armoured cars and machine-guns of the 1st and 4th Squadrons managed to turn the tide in the village, and after the commissar was captured the Russian tanks fled leaving the infantry to their fate.

BOARD CONFIGURATION



BALANCE

★ Add 8-1 Armour Leader to OB

✚ Exchange 8-0 for 8-1 Leader

VICTORY CONDITIONS:

The Germans win if there are no Good Order Russian (non-crew) MMCs or Good Order, mobile, tanks (with functioning MA) ≤ 4 hexes from 48Q6 at Game End, provided the Russian has not amassed ≥ 50 CVP.

TURN RECORD CHART

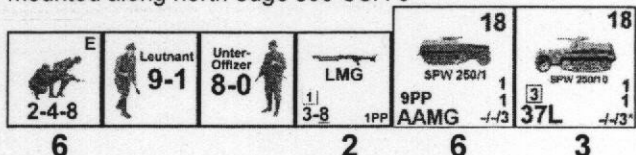
SIMULTANEOUS Set Up (see SSR 3)	1	2	3	4	5	6	END
★ RUSSIAN Moves First			✚				

SPECIAL RULES:

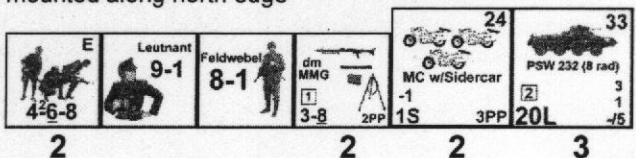
- EC are Dry, with a Mild Breeze to the Southeast at start. Kindling attempts are NA. All buildings are wood.
- Place overlay X25 on 48R2-S3.
- Prior to set up stand up an extra board between the two players. Both players now set up simultaneously, after which both sides enter simultaneously with all 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 moving first.
- The Russian may enter his infantry as Riders on the T-70 tankettes.

Elements Schwarzon 2, Kradschutzen Battalion GD enters mounted along north edge see SSR 3



TURN 3: Schwarzon 1 & 4, Kradschutzen Battalion GD enters mounted along north edge

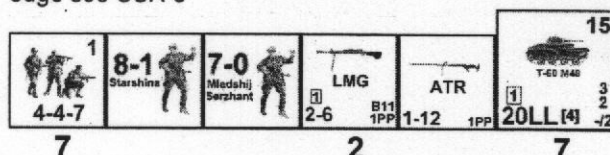


[ELR: 4]

(SAN: 2)



Elements Soviet 6th Rifle Division enters mounted along south edge see SSR 3



[ELR: 3]

(SAN: 3)



GD #10

APPLE SAUCE



GORSCHETSCHNOJE SOUTHERN RUSSIA, 02 JULY 1942: Infantry Regiment 2 of the Infantry Division Großdeutschland reported no significant combat operations along the southern flank. However considerable enemy concentrations, especially tanks were observed near and in Gorschetschnoje along the northern flank. Patrols also reported field positions and bunkers. Panzer Division 24, which had run up against stiff opposition near the village, had simply bypassed Gorschetschnoje and resumed its advance towards the east. A divisional order, which was issued during the night of 1-2 July, ordered Infantry Regiment 2 to eliminate this dangerous flanking threat to the Infantry Division Großdeutschland and Panzer Division 24. Kampfgruppe Garski consisting of elements of Infantry Regiment 2, Sturmgeschütze-Batterie, and Artillerie-Batterie with support from Panzer Battalion GD moved to their assembly areas west of the village in preparations for the attack. Early on the sunny morning of 2 July, the infantry moved towards Gorschetschnoje from the northwest. They were met by heavy fire, especially from tanks. The infantry advanced forward with their escorting assault guns under the cover of artillery fire. Suddenly, the Russians mounted a counterattack from north of the village with five T-34s each laden with infantry on their back decks charged forward attempting to overrun and turn the German infantry into applesauce. However, in close combat, the Grenadiers fought back by first sweeping the Russians off the back deck with machine gun fire before knocking out three tanks with concentrated charges in close combat. Meanwhile the escorting assault guns were soon involved in a major tank battle with another group of T-34s, which had attempted to flank around to the south. The battle proved more difficult than expected and only artillery and repeated Stuka attacks gave the attackers any relief. As the result of a flanking thrust from the Northeast by Panzer Battalion GD, an attempt by the Russians to leave the village of Gorschetschnoje to the east failed. A total of 51 Soviet tanks were destroyed, a proud success for the heavy weapons in which the heavy infantry weapons and artillery played a significant role. Elements of four Soviet Tank Brigades, brought into the area fresh from Stalingrad and the Urals went down to destruction here.

BOARD CONFIGURATION

BALANCE

★ Add one 37mm ZP obr 39 AA Gun and 2-2-8 crew to initial OB

✚ Add one StuG IIIG to Turn 1 OB

VICTORY CONDITIONS:

The Germans win immediately at the end of any Game Turn if they control ≥ 20 buildings on board 48. (A Rubbled building hex is still considered a building for Victory Condition purposes).

TURN RECORD CHART

★ RUSSIANS Set Up First	✚	1	2	3★	4	✚★	5	6	7	8	END
✚ GERMANS Moves First											

SPECIAL RULES:

- EC are moderate with no wind at start. Kindling is NA.
- The Russian may set up one squad (and any SW/SMC stacked with them) using HIP and fortify 3-building locations (Tunnel exchange is NA).
- The Germans receive one module of 105mm OBA (HE & Smoke).
- The German force is Elite for Ammunition Purpose (C8.2).

5. The 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 FT/DCs without the Non-Qualified Penalty (A21.13) applying.

6. The German receives random Air Support (E7.2) in the form of two Stuka DB'42 with bombs.

Elements Soviet 6th Rifle Division sets up on any hex east of the 16A5-GG5 road

1 4-4-7	9-1 Lejtenant 2-2-8	8-0 Serzhant	LMG 2-6	HMG B11 1PP 6-12	MTR 50* [3-20] 4PP
12	3		2	2	
ATR 1-12 1PP	7 Morale ?	AA ZP obr 39 37L[8]	ART P obr.35 76L M9	1+3+5 3	TRENCH OVR/OBA +4 OTHER +2 6
8		2	3		

TURN 3: Enters mounted along north or south edge of board 48

1 4-4-7	8-1 Starshina	17 T34 M41 11 6 76L 2/4
5		5

TURN 5: Enters along the east edge

17 T34 M41 11 6 76L 2/4
3

[ELR: 3]

(SAN: 4)



Elements Infantry Regiment 2 supported by II/StuG.Abt, Infantry Division Großdeutschland enters on Turn 1 along the west edge

 E 5-4-8	 E 4-6-8	 Hauptmann 9-2	 Leutnant 9-1	 Feldwebel 8-1	 Feldwebel 8-1	 Unter-Officer 8-0
3	15			2		2
 LMG 1 3-8 1PP	 dm MMG 1 3-8 2PP	 FT 24-1 1PP X10	 DC 30-1 X12 1PP	 RADIO 8 1PP	 StuG III 13 75L 8 3 -1-2*	
5	3	2	4		4	

TURN 5: Elements Panzer Battalion Großdeutschland enters along the north edge of board 48

Leutnant 9-1	14 Pzkw IVF1 6 3 75*	14 Pzkw IVF2 6 3 75L
3		2

[ELR: 4]

(SAN: 2)



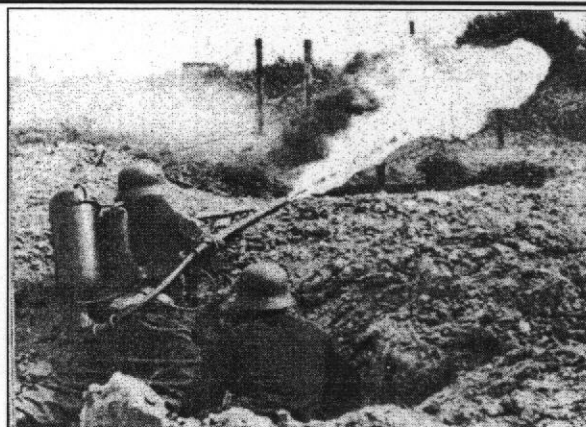
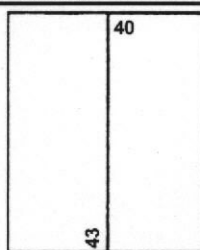
GD #11

MAX AND MORITZ



SOUTH OF RZHEV RUSSIA, 22 SEPTEMBER 1942: Following the painstaking preparation by the artillery and infantry, the attack which was to be directed against the enemy bunkers on the so-called cemetery hill due east of the town of Tschermassowo. From which the Soviets had made repeated breakouts and where their artillery observers were undoubtedly located having an excellent view of the German positions from the hill. If the German forces could capture it, then they would be able to see far to the east into the Soviet's rear, making possible effective countermeasures against the Soviet artillery positions. The Operation was named "Max and Moritz" and was undertaken by the 2nd and 3rd Companies of the Sturm-Pioniere Battalions GD and supported by the Artillery Regiment GD. The artillery observers directly assigned to accompany the pioneers on the assault and would then be able to call in fire, in support immediately. While the Sturmpioniere, armed with satchel charges, hand grenades, flamethrowers, spades and knives would clear out the bunkers. In the days leading up to the attack, there was careful reconnoitred of the terrain, their objective and their point of departure. The attack had been tested and practised on mock objectives time and again, every manual operation and the position of every man was laid down, everyone was prepared to carry out his role in the attack. The attack began at 1630 hours with a barrage by the entire artillery units of the GD. The infantry stood by to take advantage of the surprise and confusion caused by the Pioneers' attack. Finally at 1700 hours following a sudden Stuka attack on the cemetery hill and the Gostichka valley. The 2nd and 3rd Companies of Stu.Pi.Btl. GD which had moved forward during the barrage were able to cross the Soviet's barrage fire zone very quickly. From there, they began clearing out the bunkers in the Gostichka valley and at the southern edge of a small wood with satchel charges and flamethrowers. Additional support was provided by the assault guns of StuG.Abt GD. The German attack was carried forward so forcefully the Soviets gave up cemetery hill and a neighbouring orchard which had several knocked out lend-leased Matilda tanks from an earlier failed counterattack. At 1730 hours as the last light was fading, cemetery hill was reported free of the enemy.

BOARD CONFIGURATION



BALANCE

★ Add an 82mm BM obr 37 Mortar and 2-2-8 crew OB

✚ Add a StuH 42 to Turn 3 OB

VICTORY CONDITIONS:

The Germans win at Game End, if there are no unbroken Russian (non-crew) MMCs on Level 1/2 hill hexes of Hill 520, provided the Russian has not amassed ≥ 40 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. Kindling is NA.
- The Russian may set up two squads (and any SW/SMC stacked with them) using HIP. Use British Matilda II counters as Russian Radioless AFV's. The use of sD is NA.
- The Russian receives one module of 132mm Rocket OBA (HE Only) with a pre-registered hex. The Phone line must be traced off east board edge.
- The German 5-4-8/2-3-8 MMCs are Assault Engineers (H1.22) with Sapper capabilities (H1.24), underline morale and ELR of 5.
- The German receives a pre-game Bombardment (C1.8). The bombardment receives a pre-registered hex, and is resolved after

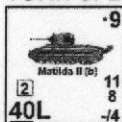
all set up is completed by placing an AR counter in the pre-registered hex and make a C1.31 error DR (wdr halved FRU) to determine the bombardment's centre hex. All hexes ≤ 5 hexes of that hex now undergo Bombardment (C1.82-.823). There are no "spared hexes". After the bombardment has been fully resolved, its FFE: C is removed.

- The Germans receives one module of 105mm OBA (HE & Smoke) with plentiful ammunition.
- The German is Elite for Ammunition Purpose (C8.2).
- Only fortifications in concealment terrain may set up using HIP.

Elements Soviet 31st Army set up north of the river on any hex on/east of hexrow Y on board 40 and I on Board 43.

1 4-4-7	9-1 Leutenant	8-0 Serzhan	LMG 2-6	HMG 6-12	MTR 50*	Phone 11
14	2	3	2	2		
7 Morale ?	Minefield	WIRE MPH/RIPh dr = MF CC: +1/-1	TRENCH OVR/OBA +4 OTHER +2	1+3+5	2+3+5	
6	30-Factors	12	10	3	2	

TURN 5: Enters north of the river along the east edge



[ELR: 3]

(SAN: 4)



Elements of Kompanie 2, Sturm-Pioniere Battalion GD supported by Sturmgeschütz-Abteilung Großdeutschland enters on Turn 1 north of the river along the west edge

5-4-8	Leutenant 9-1	Leutenant 8-1	Feldwebel 8-0	Unter-Offizier 8-0	LMG 3-8	dm MMG 3-8
9	2	2	2			
24-1	DC 30-1	RADIO 8	75L 3			
2	4	3				

[ELR: 5]
(SAN: 2)

TURN 3: Kompanie 3, Sturm-Pioniere Battalion GD enters along the north edge of board 43

5-4-8	Leutenant 9-1	Feldwebel 8-1	LMG 3-8	dm MMG 3-8	FT 24-1	DC 30-1
9	2	3			2	4

GD #12

HERBSTWIND



GOSTISCHKA VALLEY RUSSIA, 30 SEPTEMBER 1942: This would be last day both Infantry Division 72 and the Infantry Division Großdeutschland would carried out offensive operations, albeit with limited objectives. Delayed several times before due to weather, the attack was now launched with the objective to establishing a better defensive line, one, which could be held for a longer period of time. The attacking units only had to cover 400 to 600 metres depending on the terrain in their sectors. Their objectives were precisely laid down. The entire operation, which had been well prepared, was code-named Herbstwind (Autumn Wind). Assigned to the operation were the 1st and 2nd Battalions Infantry Regiment Grossdeutschland, reinforced by 2nd and 3rd Companies of the Sturm-Pionerie Battalion GD and elements of the Sturmgeschütz-Batterie GD. On the right was Kampfgruppe Grosser consisting of the 1st and 3rd Battalions of Infantry Regiment 2 GD supported by the Panzer Battalion GD. The artillery stood ready to fire and the troops moved into their assembly areas at 1400 hours in spite heavy Soviet defensive fire. The men squatted in their holes and waited for the attack order. At 1415 hours, the entire artillery force opened fire. The infantry moved forward as the artillery opened fire. Despite heavy defensive fire from the other side, the attack made good progress. Within 15 minutes, the lead Panzers reached their objective line. However, at 1615 hours the Soviets launched a counterattack south of the Bostischka Valley in reinforced company strength supported by two medium tanks. This sudden attack, which threw back the left wing of Kampfgruppe Grosser, would have been disastrous if not for the commanding officer of Infantry Regiment 2, Oberst Garski. He always led his regiment from the front, his bravery providing an example to his soldiers. Oberst Garski, in order to keep in communications, assigned himself in a command tank and when the attack began accompanied the lead elements. He had pushed forward on the left flank up to the Soviet positions, where he operated the tank's machine gun in support of the assaulting infantry. It was there that artillery hit and disabled his command tank. Oberst Garski, wounded in the throat bailed out with the crew, leading them with his pistol they moved forward to a Panzer IV that was supporting another infantry assault on to a Soviet position. Oberst Garski personally directed the infantry's assault on the position then moved to the turret of the tank to use its radio. He was spotted by a Russian sniper who shot him in the neck killing him instantly. Oberst Garski's death went unnoticed as the Panzer IV was forced to withdraw under heavy anti tank fire. The Regiment's objective was reached and it's Commanding Officer Oberst Garski was posthumous promoted to Generalmajor.

BOARD CONFIGURATION

BALANCE

✚ In VC change ≥ 5 for ≥ 4 buildings

★ Change a 45mm PTP obr 32 for a 76.2mm P obr 39

VICTORY CONDITIONS:

The Germans win if at Game End if they have ≥ 38 points of Good-Order-Infantry-Mobile-AFV (with functioning MA) south of the 42A5-GG5 road, and control ≥ 5 buildings south of the 42A5-GG5 road.

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. Kindling is NA. The stream is Shallow (B20.42) and the bridge is one-lane stone.
- The Russian may set up two squads (and any SW/SMC stacked with them) using HIP. Russian SMC have an ELR of 4.
- The Russian receives one module of 82mm Battalion Mortar OBA (HE & Smoke) with plentiful ammunition and a pre-registered hex. The phone and observer maybe set up using HIP.
- The German must designate one Pzkw IIF as an OP Tank (H1.46-.462). This Pzkw IIF OP Tank is armed only with a 5FP

- CMG (ROF 2) MA and observes for a module of 105mm OBA (HE & Smoke) with plentiful ammunition. The 10-2 leader is also the OBA Observer for the Pzkw IIF OP Tank and must start the scenario in the vehicle. This 10-2 leader may dismount from the vehicle. Provided that the Pzkw IIF OP Tank containing the 10-2 is CE, any German Infantry Leader with LOS to the CE 10-2 has his leadership modifier increased by 1. If the 10-2 leader is BU, he may use the CMG with a -2 IFT/TH DRM.
- The German is Elite for ammunition purposes (C8.2).

Elements Soviet 33rd Rifle Division sets up on any hex on board 42 and on any hex numbered ≤ 4 on board 47

 1 4-4-7	 2-2-8	 9-1 Lejtenant	 8-1 Starshina	 7-0 Mladshij Serzhant	 HMG 3 6-12 5PP	 ATR 1-12 1PP
14	3				2	2
 MTR 3 50* [3-20] 4PP	7 Morale ?	 Phone 11 X12	 AT PTP obr. 32 3 45L M11	 ART P obr. 35 2 76L M9	 FOXHOLE 1S OVR/OBA +4 OTHER +2 ENTRENCH DR ≤5	
8			2			6

TURN 6: Enters along the west or east edge of Board 42

1 4-4-7	8-1 Starshina	8-0 Serzhant	LMG 2-6	MMG B11 1PP 4-10 5PP	17 T34 M41 11 6 76L 2/4
12	3	2	2		

[ELR: 3]

(SAN: 4)



Elements Infantry Regiment 2 Großdeutschland supported by Panzer Regiment Großdeutschland enters on/after Turn 1 from the north edge of Board 47; all, some or none may enter on each/any Turn

24 4-6-8	Major 10-2	Leutnant 9-1	Leutnant 9-1	Feldwebel 8-1	Unter-Officer 8-0	LMG 1-3 8 1PP
24 (see SSR 4)	2			3	3	8
dm MMG 3-8 2PP	ATR 1-12 1PP	B11 20L 4	Pzkw IIF 3 1 75*	Pzkw IVF1 6 3 3/5	Pzkw IVF2 1 6 75L 3/5	
3	2	3	4	2		



[ELR: 4]

(SAN: 2)



GD #13

FIRE BRIGADES



LUCHESA VALLEY RUSSIA, 27 NOVEMBER 1942: The Soviet offensive began on 24 November 1942 as expected without immediately revealing its points of main effort. Instead, the Soviets applied pressure all along the German Ninth Army's front in hope of finding the weak spots in the German main line of resistance. These were revealed later that afternoon when significant breakthroughs in the area south of Bely in the Luchesa Valley had developed. The result of the large number breakthroughs in all sectors along the XXIII Army Corps front was the hasty alerting of the Infantry Division Großdeutschland and an order to send individual Kampfgruppe as Fire Brigades to the threatened points. They were assigned to throw back the Soviet forces through local counterattacks and return the infantry who had fallen back in the face of the Soviet attack to its former position. By the morning of 27 November, the Soviet armoured units had penetrate more than 5 km into the German main defensive area in the Luchesa Valley. The 2nd Battalion Grenadier Regiment GD, which had hastily deployed to the Luchesa Valley to reinforced the German line, was now fighting a desperate battle alone. Desperate radio calls from the 2nd Battalion for reinforcements echoed over the air being picked up at the Divisional HQ, who quickly dispatched the recently freed Kampfgruppe Köhler, which consisted of Kompanie 2 Sturm-Pioniere Battalion, Kompanie 3 Panzerjäger Abteilung, 1st Battalion Grenadier Regiment and 1st Flak-Batterie Großdeutschland. The Kampfgruppe sought to make contact with the 2nd Battalion, which was fighting in the valley north of Staruchi in an attempt to co-ordinate with them proved to fruitless. Piecemeal, elements of Kampfgruppe arrived just as a Soviet tank attack was taking place. Truck-laden pioneers and towed guns of the Panzerjäger were feverishly deployed into action so as to lessened the danger, however the 5cm Paks proved to be next to useless against the thick skin of the Soviet KV and T34 tanks. One gun after another was overrun. There was nothing left but for the pioneers to jump onto the steel monsters and destroy them with satchel charges. The few men left of the 2nd Battalion and recently reinforced men of the 1st Battalion, fought with unparalleled courage. Every man held his ground and fought on against the Soviet tide to his last breath. During the night, the 2nd Battalion's strength was that of a 45 men reinforced with two 8.8cm Flak guns and several Pioneers. However to their front, the snowy battlefield was littered with hundreds of dead Soviet bodies and the still smouldering hulls of fifteen Soviet tanks put out of action by pioneer, grenadier or direct fire from the 8.8cm Flak guns.

BOARD CONFIGURATION

BALANCE

★ In VC change ≥ 75 VP for ≥ 65 VP

✚ In VC change ≥ 75 VP for ≥ 85 VP

VICTORY CONDITIONS:

The Russians win immediately if they exited ≥ 75 Exited VP off the east edge (excluding prisoners). The Russian may deducted 1 Exit VP from this requirement for every 2 CVP (FRD) more amassed than the German.

TURN RECORD CHART

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

SPECIAL RULES:

- EC is Ground Snow (E3.73), with Falling Snow (E3.71). A two-lane stone bridge exists in hexes 7Q4-Q9. All others bridges are one-lane stone.
- The German is Elite for Ammunition Purpose (C8.2) and in Winter Camouflage (E3.712).
- At the beginning of each German RPh of Game Turns 1-4, the German player picks one chit numbered 1 to 4 to determine his reinforcement group to enter along the east edge. After picking the chit, it is discarded.
- The German may set up one squad-equivalent (and any SW/ SMC stacked with them) using HIP.
- The German receives one module of 105mm OBA (HE & Smoke) with scarce ammunition.

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

- The Russian receives a pre-game Bombardment (C1.8). The bombardment receives a pre-registered hex, and is resolved after all set up is completed by placing an AR counter in the pre-registered hex and make a C1.31 error DR (wdr halved FRU) to determine the bombardment's centre hex. All hexes ≤ 5 hexes of that hex now undergo Bombardment (C1.82-.823). There are no "spared hexes". After the bombardment has been fully resolved, its FFE: C is removed.

Remnants II Battalion Grenadier Regiment GD sets up on any hex east of the river

4-6-8	2-4-8	2-2-8	8-1	8-0	1-3-8	1PP	7-16	4PP
5	3	2	2					
1-12	7 Morale	50L	81*	M11	2+3+5			
8	2	3	2					

Reinforcements see Back of Scenario Card GD 13



[ELR: 3]

(SAN: 3)



Elements Soviet 185th Tank Division enters on Turn 1 along the west edge

4-4-7	9-1	8-0	2-6	4-10	76L	11
24	6	2	5			
4-4-7	9-1	8-1	7-0	2-6	76L	17
10	3	10				

TURN 4: Enters along the west edge

[ELR: 4]

(SAN: 2)





Elements Kampfgruppe Köhler, Infantry Division Großdeutschland enters by group per SSR 3 along the east edge

GROUP 1: Kompanie 2, Sturm-Pioniere GD

E 5-4-8	Leutnant 9-1	Unter-Offizier 8-0	LMG 3-8	FT 24-1	DC 30-1
5			1PP	X10	X12
			2		5

GROUP 2: 1st Battalion Grenadier Regiment GD

E 4-6-8	Leutnant 9-1	Feldwebel 8-1	Unter-Offizier 8-0	LMG 3-8	dm MMG 3-8	RADIO 8
11				1PP	2PP	1PP
				3	2	

GROUP 3: 1st Flak-Batterie GD

2-2-8	17 Limbered Sdktz 7	AA B11 Flak 150.36
2	2	2
	T-4	M4
	19PP	88
		A574/3

GROUP 4: Panzer-Jäger Kompanie GD

2-2-8	AT Pak 38	18 Sdktz 11
3	3	3
	M10	
	50L	
	[75]	
	T6	16PP

GD #14

FIGHTING LIKE LIONS



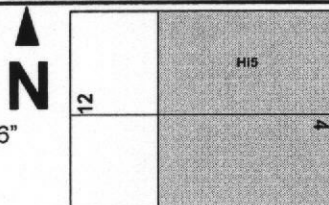
GOROVATKA RUSSIA, 1 DECEMBER 1942: Saw the heaviest fighting for the Großdeutschland Division in the Luchesa Valley. Three Soviet Divisions began attacking at dawn. Following very thorough artillery preparation, the Soviet tanks and infantry began their advance against the German strongpoints. Numerous Soviet tanks, some with mounted infantry streamed out of the woods. The way to main road, the lifeline not only of the Großdeutschland Division, but the entire German Ninth Army, again appeared to be open before the Russian advance. During the afternoon elements of 2nd Battalion Grenadier Regiment GD, 2nd Company Sturm-Pionier Battalion GD and an 8.8cm Flak gun from the 4th Flak Regiment GD, were still holding at the bridge near Gorovatka and were constantly in danger of being surrounded. Snowstorms and drifting snow restricted the view for the remaining anti-tank weapons as well as Stukas, which had been called in. Several T34's with escorting infantry attacked the village from the woods southwest of Gorovatka. The German defenders could make out 10 Soviet tanks with infantry riding on their back decks. A single 8.8cm Flak tried to hold them off, but it was hit and put out action after destroying one of the lead T34's. The Soviets pushed into the village and the T34's fired point-blank into the rubble and bunkers in an effort to destroy the few grenadiers still desperately holding on. The scene was a terrible one and few escape the blood bath. Several tanks then turned towards the command bunker on the side of the hill. The commander Oberst Köhler was forced to reorganizing his defence now made up with mostly the wounded and surviving flak personnel, while the few surviving Grenadiers pinned down the escorting infantry, the Pioniers fighting like lions assaulted the metal monsters in close combat with satchel charges destroying two. Nevertheless, the Soviets pressed towards the hill. Not until there was no other choice left to him he order the evacuation of the bunker hill. The last Pioniers tired to leave the position under mutual covering fire. Finally, Oberst Köhler, too, left the bunker. When he was about 20 metres away he and the Pioniers that had held out with were killed when a round exploded next to them. As darkness fell the Soviet pressure decreased and the breakthrough had been averted for the next few hours.

BOARD CONFIGURATION

BALANCE

☒ Change Walking Wound dr from "≥ 5" to "≥ 6"

★ Add 9-2 AL to OB



(Only hexrows A-U on board 4 and M-GG on board 12 are playable)



VICTORY CONDITIONS:

The Russians win at Game end, if there are no Good Order German units in a building location ≤ 3 hexes from 12Q5.

TURN RECORD CHART

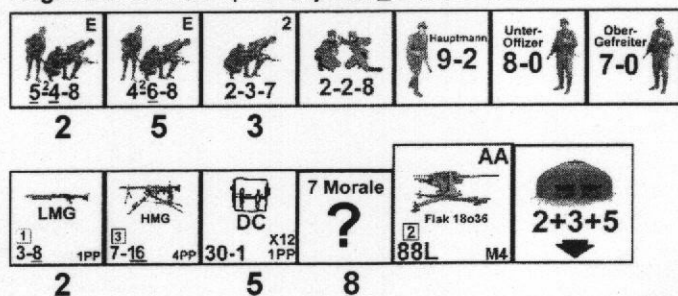
☒ GERMAN Sets Up First	★	1	2	3	4	5	6	7	8	END
★ RUSSIAN Moves First										

SPECIAL RULES:

- EC is Ground Snow (E3.73) with Falling Snow (E3.71). All buildings are wood. No building has a second level, any multi-level building with a stairway symbol has a ground and first level only with an inherent stairwell in each hex. Rowhouse symbol is ignored, treat building as a single multi-hex building. Multi-hex building have RB Cellars (O6.) [EXC: Non-Fortified].
- Place overlay **Hi5** on 12 U5-V4.
- Prior to set up, the German must make a DR for every building hex on board 12. A DR ≤ 6 reduces that building hex to rubble (Falling rubble is NA)
- All T34 M41 are Radioless AFV (D14.).

- The German 5-4-8/2-3-8 MMCs are Assault Engineers (H1.22) with underlined morale and ELR of 5. Assault Engineers are the only MMCs, which DCs without the Non-Qualified Penalty (A21.13) applying.
- The German is Elite for Ammunition Purpose (C8.2) and in Winter Camouflage (E3.712).
- 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.

Remnants Grenadier Regiment, Sturm-Pionier and 4th Flak Regiment GD sets up on any hex ≤ 9 hexes from 12S6



[ELR: 3]

(SAN: 4)



Elements Soviet 35th Tank Brigade enters mounted on Turn 1 along south edge on/between 4A1-F1



[ELR: 4]

(SAN: 2)



GD #15

CLOSING THE BACK DOOR



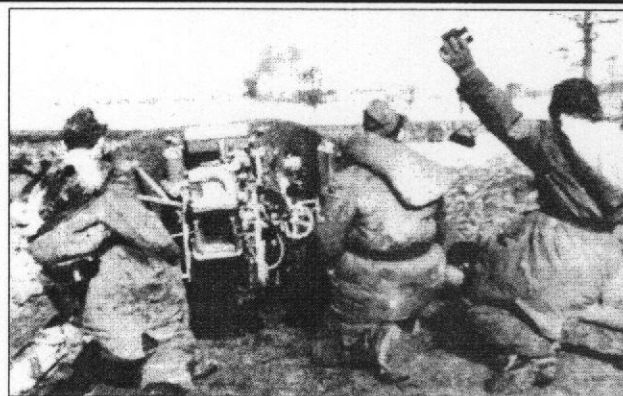
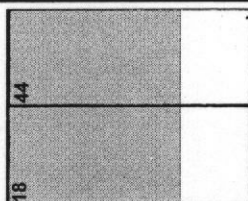
Shuravlovka Russia, 10 February 1943: On 14 January 1943, the Soviet launched their third attack across the Don towards the Donets, the full weight of which mainly struck the Hungarian Second Army. The desired breakthrough was achieved quickly simultaneously roll up the Hungarian divisions along the Don north of the breakthrough point from the south. The Soviets spearheads veered north and Northwest on a broad front, placing the German Second Army in extreme danger. 29 January brought new orders for Infantry Division Großdeutschland, it's was to move into the Oskol area and with the arriving III SS-Panzer Korps form a new defensive line. The objective of the Soviet advance was obviously not just to cut off the avenue of retreat of Infantry Division Großdeutschland as it withdrew fighting. The goal was to link up north of Kharkov and together with the Soviet spearheads approaching from the north take possession of the city. The Infantry Division GD's fighting withdrawal was supposed to delay this linking up of two Soviet spearheads for as long as possible, gaining time for the evacuation of the city of Kharkov. The reinforced Grenadier Regiment GD occupying new positions on both sides of Shuravlovka, its soldiers been without warm quarters for weeks, were now feeling the effects of frostbite, illness, weakness and wounds that gnawed away at their strength as well as their numbers. With its battalions now at company strength and companies at platoon strength, the reinforced Grenadier Regiment began withdrawing from its position along the Donets near Arkhangelskoye and was fighting a delaying action as it withdrew towards the Kharkov-Byelgorod road. A serious situation arose for this Kampfgruppe during the afternoon of 10 February, when in a move, which took the Fusiliers by surprise, the SS units withdrawing farther to the south were moved to the outskirts of Kharkov. As a result the regiment's southern flank was ripped open. All the division's available forces had to be thrown against the vigorously pursuing enemy. At the last minute the last reserves- 50 artillerymen, a handful of pioneers, two anti-tank guns and several light machine-guns-led by the commander of the Assault Pioneer Battalion GD halted the enemy spearhead on the heights west of Veseloye until the alerted Kampfgruppe FBB could come to their aid.

BOARD CONFIGURATION

BALANCE

★ Add 8-1 AL to OB

⚡ Exchange one 5cm Pak 38 for a 7.5cm Pak40 (Only hexrows A-S are playable)



VICTORY CONDITIONS:

The Russian wins immediately by exiting four AFV with functioning MA off the south edge or by exiting three AFV with functioning MA off the south edge provided he has amassed more CVP than the German at Game End

TURN RECORD CHART

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

SPECIAL RULES:

- EC is Ground Snow (E3.73). All buildings are Wood and have Ground Levels only. Gullies contain Deep Snow (E3.73).
- The German is in Winter Camouflage (E3.712).
- The German 5-4-8/2-3-8 MMCs are Assault Engineers (H1.22) with underlined morale and ELR of 5.

- 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 German is Elite for Ammunition Depletion (C8.2).
- All T34 M41 are Radioless AFV (D14.).

Reserve elements Infantry Division Großdeutschland sets up on any hex on Board 18 and on Board 44 in hexes numbered ≥ 7

2 4-4-7	E 2-3-8	2 2-2-8	Hauptmann 9-2	Ober-Gefreiter 7-0	LMG 3-8 1PP	DC 30-1 1PP
5	3	2			3	5

7 Morale ?	AT Pak 38 M10 50L 75
9	2

[ELR: 3]

(SAN: 3)



Elements Soviet 67th Army enters mounted on Turn 1 along north edge

1 4-4-7	8-1 Starshina	7-0 Mladshij Serzhant	LMG 2-6 1PP	T34 M41 11 6 2/4
6			2	6

[ELR: 4]

(SAN: 2)



THE CLASH AT BORISSOVKA



West of Byelgorod, Russia, 14 March 1943 The Red Army's assault which came in during the bitterly cold night of 18 February struck and rolled over the remnants of a Grenadier company of the Großdeutschland. The Soviet juggernaut continued to advance along following a string of victories towards the Dnieper. The taste of victory beckoned to them across that great river. However Stavka continued to thrust its armies headlong into the trap which had been laid at Kharkov. General Manstein had been informed of the increasing exhaustion of the Soviet combat troops and judged his moment carefully. As the Soviet columns halted to regroup, he flung in the Fourth Army aiming to close the gaps in the German front and to decapitate the Red tanks spearheads. For three days a furious fight and almost incessant tank battle was fought at the approaches to Byelgorod. One Soviet column alone that roared into the fight against the Panzer Battalion's of Großdeutschland held no fewer than 120 T34's. Like a modern cavalry charge the Soviet tanks and assault guns roared forward closely behind a steel curtain of an artillery barrage. The Soviet Infantry clung to the sides of the tanks as they raced across the frozen ground and into the German lines. The German Panzers and Infantry rebuffed each wave as the Soviet juggernaut was smashed at the cost of three and a half Divisions. The Soviet breakthrough, which had begun with the fall of Stalingrad, was finally halted.

BOARD CONFIGURATION

BALANCE

★ Change 76mm OBA for 122mm OBA

✚ Exchange 7.5cm leIG 18 for 5cm Pak 38

▲
N

16	
	33
4	



VICTORY CONDITIONS:

The Russians win at Game End, if they amass more VP than the German. VPs are awarded as follows. 2 VP for each building controlled by that side, the Russian receives VP equal to CVP exited off the south edge of the map, while the German receives VP equal to CVP amassed.

TURN RECORD CHART

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

SPECIAL RULES:

1. EC are Ground Snow (E3.72) with a Mild Breeze to the Northwest. All buildings are Wood and have Ground Levels only.
2. The German may set up one-squad equivalent (and any SMC/SW stacked with them) using HIP.
3. The German is Elite for Ammunition Depletion purpose (C8.2)
4. 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.
5. Both sides are in winter camouflage (E3.712).

6. The Russian may use T34M41 counters for the OT-34s until the tank uses its FT, then replace it with the appropriate counter.
7. All Russian OT-34/T34 M41 are Radioless AFV (D14.).
8. The Russian receives a pre-registered hex for a 76mm Creeping Barrage that beginning on Turn 1, moves every Russian PFPh/DFPh, lifting on Turn 3. However, it is seventeen-not nine (E12.11)- hexes long.
9. Mobile AFVs may not be Voluntarily Abandoned (D5.4) by either side.



[ELR: 4]

(SAN: 3)

Remnants Grenadier Regiment Großdeutschland sets up on any hex (including half hexes) on Board 4

E 4-6-8 8	2-2-8 3	9-1 2	8-1 2	1 3-8 2	3 7-16 2	7 Morale ?	2 75* M10	2 75L M8	3 81* M11 [2-60]	OVR/OBA +4 OTHER +2 4	1+3+5 2
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Elements Panzer Regiment Großdeutschland enters on the Turn indicated:

TURN 2: Kompanie 2 enters along the South edge of board 4

9-2 50L 6	8-1 50L 6	13 50L 6	13 50L 6
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TURN 4: Kompanie 1 enters ≤ 3 hexes of 4Y10 or 4Q10

10-2 75* 3	14 75L 3	14 75L 2
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TURN 6: Kompanie 13 enters on 4AA6 or 4GG6

9-1 75* 3	13 88L 3	12 88L 3
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THE CLASH AT BORISSOVKA



[ELR: 3]

(SAN: 3)

Elements Soviet 35th Tank Corps enters mounted on **TURN 1** along the north edge of board 16

 1 4-4-7	 10-2 Major	 Lejtenant 9-1	 7-0 Mladshij Serzhant	 LMG 2-6 B11 1PP	 ATR 1-12 1PP	 17 T34 M41 11 6 76L 2/4	 17 X10 OT-34 BF32 11 6 76L -4
7						5	2

TURN 3: Enters mounted along the north edge board 16

 1 4-4-7	 8-1 Starshina	 Serzhant 8-1	 LMG 2-6 B11 1PP	 ATR 1-12 1PP	 17 T34 M41 11 6 76L 2/4	 17 X10 OT-34 BF32 11 6 76L -4
6					5	

TURN 5: Elements No. 3 Assault Battery enters Mounted along the north edge of board 16

 E 6-2-8	 9-1 Lejtenant	 DC 30-1 X12 1PP	 16 SU 76 4 1 76L	 16 SU-122 11 6 122
3		3	5	3