



Block by Bloody Block



Kharkov, Russia, 12 March 1943: Approaching Kharkov from the west, 2.SS Panzer Division "Das Reich" began to attack the inner city circle on 11th march. Remembering Stalingrad, Generaloberst Hoth ordered 1.SS Panzer Division "Leibstandarte Adolf Hitler" not to join 2.SS Panzer Division in this attack, but to move further around Kharkov, encircling the town and to start infiltrating from the north-east. On 4:00 AM of 12th march Panzergrenadier Regiment 1 of LAH was in position. They received direct support from the Tiger Kompanie of LAH which was equipped with the very new Tiger I tanks. While parts of the LAH moved further east to complete the encirclement, Panzergrenadier Regiment 1 started its advance to meet her sister Division ("Das Reich") which came from the south-west. Russian resistance was heavy and every cityblock received a bloody fighting which most often was only decided when the supporting tanks gave direct Fire support.

Victory Conditions: The Germans immediately win, if they control ≥ 14 Blocks (see SSR 3).
At game end, the Germans win if they have assembled ≥ 80 Victory Points. Victory Points are only awarded for controlled Blocks!!!! **Information: There is a total of 20 blocks with a maximum of 110 VP's, subtracting 10 rubble hexes for a total of 100 VP.**

Russian Balance: Add a 1-4-9 hero with a DC
German Balance: Add a 6-5-8 squad to the Recon Platoon

BOARD CONFIGURATION



(only hexrows R to GG on boards 20 and 45 are playable)

★	Set Up as per SSR 4	1	2	3	4	5	6	END
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Elements of the 19.Rifle Division [ELR: 3] set up concealed in any building/rubble hex (see SSR 4) [SAN: 4]



Tank Support from the 179. Tank Brigade set up anywhere (see SSR 4)



Elements of SS Panzergrenadier-Regiment 1, 1.SS Panzer Division [ELR: 5] enter on Turn 1 from the north edge [SAN: 4]



Recon Platoon SS Panzergrenadier-Regiment 1, 1.SS Panzer Division [ELR: 5] set up concealed in Block 20X4 or Block 45W7 (see SSR 4)



Special Scenario Rules:

1. EC are Wet with no wind at start.
2. Place Overlays: X12 on 20S1-R0, X9 on 20V0, Wd1 on 45U9. No building has a second floor. Before setup both players alternate (beginning with the Russians) placing five rubble counter in building hexes (no falling Rubble).
3. All hexes surrounded by streets or the board edge which contain at least one building/rubble hex are called a Block. The road net encircling a Block is not part of the Block. Each Block is worth as many Victory Points as there are building hexes in the Block. (e.g. buildings 20R6 and 20S9 form a block with four Victory Points). Block control is gained by a player if he is solely occupying a Block with Good Order MMC. Unverified concealed units (including Dummy-stacks) cannot gain Block control, but do deny gaining Block control to the enemy (and need not be verified to do so). AFV gain Block control as if a location as per A26.12 but only if no enemy unit is in the Block. An AFV gaining Block control loses control immediately if it leaves the Block, letting the block uncontrolled. Each Block is initially controlled by the Russians.
4. The German Recon Platoon sets up first. All units must setup in the same block. Then Russian Infantry setup in building/rubble hexes outside the block where the Germans has setup. Russian AFV may setup anywhere, but not in the same hex as a German unit.
5. ATMM (C13.7) are available to German Infantry units.

After the battle

Reinforced by the Tigers the SS Troopers systematically cleared Block by Block until they reached the Red square. The Russian – being fully aware of their ill-fated situation – tried desperately to stem the tide. But due to the earlier encirclement their supply and replacement was not enough. In the evening of the 13th, General Hauser could telegraph that Kharkov was in German hands again. The last great German success in the east was secured.

SCENARIO CREDITS:
Scenario Designed by: Christian Koppmeyer 2009
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