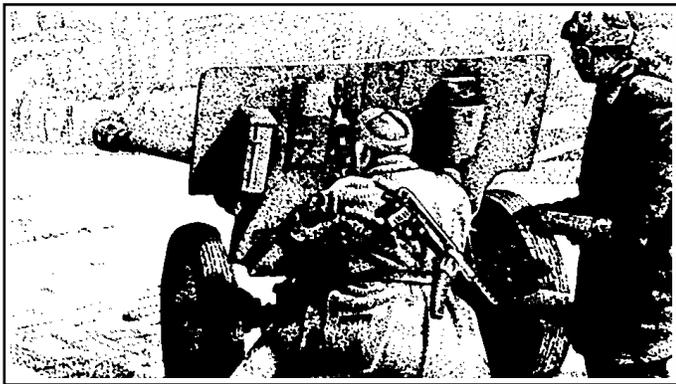


DRACONIAN MEASURES

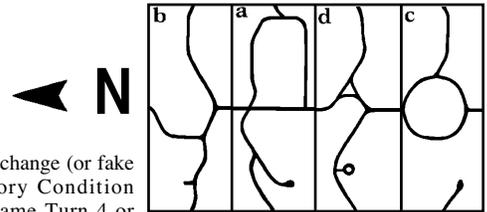


DELUXE ASL SCENARIO 6



KHARKOV, RUSSIA, 13 August, 1943: Kharkov was again becoming the focal point for a major battle for the fourth and last time as the rampaging Red armies of Vatutin and Konev converged on the city—the site of huge German supply dumps. The first Soviets to reach the city belonged to an armored formation of the 57th Army which had crushed the 848th Grenadier Regiment of the 282nd Infantry Division on August 10th and rolled into the eastern part of the city where they took over the tractor plant and other factories. German morale collapsed to the point where imposition of draconian courts-martial was considered. However, the troops rallied and plans to shoot every tenth man of the division were dismissed. The 6th Panzer Division was hurriedly dispatched to counterattack in an effort to throw the Russians out of the city.

BOARD CONFIGURATION:



VICTORY CONDITIONS: After setup, but prior to the start of play, the German player must secretly record one of the three options below and have accomplished it at scenario end. The German player loses automatically if he loses, immobilizes, or recalls all six of his tanks or seven of his nine AFV. The German options are: A.) Exit ten unbroken *squads* (not *equivalents*) off the north edge; B.) remove all unbroken Russian *squads* (not *equivalents*) from south of the aA3-B2-H4-K4-O3 road; C.) reduce the Russians to \leq four Good Order *squads* (not *equivalents*) at any point in the game.

BALANCE:

☞ The German player may change (or fake a change) of his Victory Condition option at the start of Game Turn 4 or upon the arrival of the Russian reinforcements (whichever occurs first).

★ Allow the Russian reinforcements to enter on a dr \leq the current turn number at the Russian players option.

TURN RECORD CHART

★ RUSSIAN Sets Up First [138]	☞ 1	☞ 2	3	4	5	6	7	8	9	END
☞ GERMAN Moves First [88]										

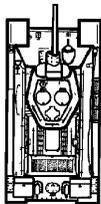
Elements of the 57th Army [ELR: 3] set up on boards a/b in any hexes of row d numbered 4 or 5: {SAN: 5}



4-5-8	4-4-7	2-2-8	9-1	8-0	7-0	6-12	4-10	2-6	1-12	?	76L	57LL	
7	7	2									2	3	16

Enter as per SSR 2:

6-2-8	8-1	16 11 6 76L 2/4
?		3



Elements of 282nd Infantry Division [ELR: 4] set up on any whole hex of board c: {SAN: 3}



4-6-7	4-4-7	9-1	8-1	7-0	7-16	5-12	3-8
6	4						3

Elements of 6th Panzer Division and Tiger Battalion 503 [ELR: 4]

Enter Turn 1 on cA3: [69]

4-6-8	4-6-7	8-1	8-0	5-12	3-8	13 11 8 75L 3/5
3	3					4

Enter on Turn 2 on cH0: [64]

8-3-8	9-2	24-1	30-1	12 11 8 88L 3/5
4			3	2

16 1 1 15PP AAMG -/-73

SPECIAL RULES:

- EC are dry with no wind at start. Kindling is NA.
- The Soviet reinforcements enter (one time only) anywhere along the north edge during the Player Turn in which they make a RPh Reinforcement dr $<$ the current turn number. If they arrive on turn 2, they must enter on or adjacent to bH5. If arriving after turn 2, they may expand this allowable entry area one hex east and west for each turn since turn 2. The number of 6-2-8 squads included in the Russian reinforcements is equal to the turn number in which they arrive.
- Building aK2 is a factory and can be used as a hidden setup source for the Russian 76L ART Gun.

AFTERMATH: Colonel Crisolli's panzers saved the situation temporarily by storming the tractor plant, dislodging the Soviets from the city, and sealing the dangerous penetration. However, another 300 Soviet tanks of the 5th Guards Tank Army attempted to encircle the city a week later and, although rebuffed with heavy losses, convinced Manstein that eventual encirclement was certain. He ordered the evacuation of the city on the 22nd.