CRACKING KHARKOV

BMW 6.3



VICTORY CONDITIONS: The Russians win immediately by exiting 25 VP off the west edge of board 38; or at game end by controlling all buildings on board 38.

SOUTH OF ROGAN, USSR, 15 February 1943: The 6th army at Stalingrad was no more, releasing new reserves for the Russian offensive aimed at Kharkov and the Dnipr. Initially, it appeared as if Kharkov could be held against the red tide; however, there simply were not enough units to cover the front. Russian troops slipped through the cracks continuously, causing defensive line after defensive line to be abandoned. East of Kharkov the 1st SS Panzergrenadier Division (LAH) had beaten off several attacks on the perimater of Kharkov's defense. On 15 February the Russian forces attacked along a number of separate axes.

BOARD CONFIGURATION:

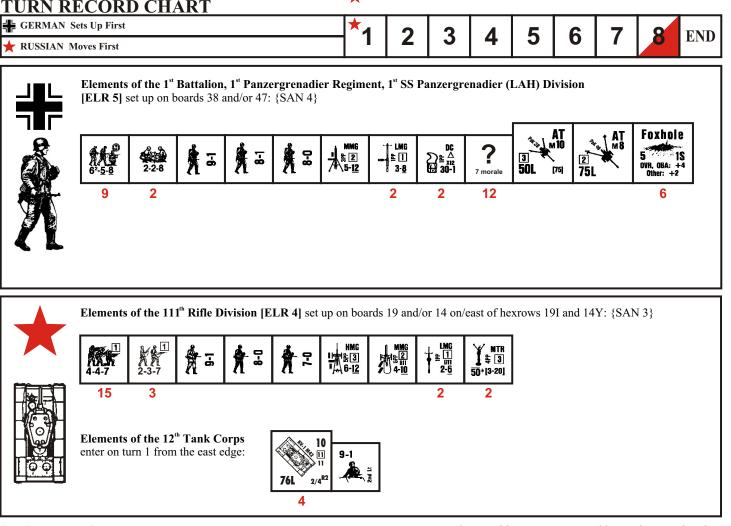


(Only hexrows R-GG on boards 38, 47, and 14 are in play; on board 19 only hexrows A-P are in play)

BALANCE:

Add a MMG to the at start forces

★ Add an 8-1 leader to the at start Russian OB



SPECIAL RULES:

1. Weather is Ground Snow (E3.72) with a Mild Breeze from the north.

Treat all Valley hexes as level 0.

2. Place overlay X11 on 38V8-V9.

3. Russian units have Winter Camouflage (E3.712).

AFTERMATH: The assaulting troops were unable to gain ground against the fire of the stalwart defenders, but the appearance of heavy tanks almost tipped the scale in the Russian's favor. Determination and rapid firing by AT guns destroyed one tank and drove the rest away. Elsewhere, however, the Russians were threatening breakthrough, and despite Hitler's orders Kharkov was abandoned. Within the month it would once again change hands.