

## KHARKOV Ukraine: 11 March 1943

On February 28th Manstein ordered Hoth to begin the attack on Kharkov. Time was running short. For several days temperatures had risen above freezing. Slogging through mud and standing water, the troops were tiring. In spite of the thaw, 4th Panzer Army made rapid progress. On March 9th the SS Panzer Corps drew level with the western outskirts of Kharkov. It took three days of heavy fighting against the Soviet 1st Guards Army for the SS divisions to take the city.

*From: Army Historical Series, "Stalingrad to Berlin", by Earl F. Ziemke*



Germans - 1xPzIV H(GHQ+0)  
15xPzIV H

Cohesion  
15

This force represents the contents of one G152 Combat Command, less the non tank vehicles.



Soviet 1xT-34 C (GHQ+0)  
2xT-34 C (HQ)  
18xT-34 C

Cohesion  
13

This force represents the contents of one R150 Combat Command, less the Stalinetz tractors.

### INITIAL DEPLOYMENT:

Both sides enter the playing surface on turn one (1), Germans from one narrow edge; Soviets from the other.

### SPECIAL RULES:

The Soviet force represents a brigade(-) consisting of a GHQ stand, and two battalions. Each battalion consists of nine T34's and a T-34(HQ) stand.

### VICTORY CONDITIONS:

The Germans must destroy more than 50% of the Soviets by the end of turn ten (10), keeping their own losses under 50%.

The Soviets must eliminate more than 50% of the German force by the end of turn ten (10).

### TERRAIN SUGGESTIONS:

- The map should be approximately 24"x 48".
- Terrain is "Open": Maximum sighting distance - 30"
- There should be one or two towns of no more than eight square inches in all.
- There may be some high ground (Hills or Ridges), but no more than 15% of the map may be such.
- You may add other terrain as you wish. But total terrain features equal no more than 20% of the map.

### NOTES ON PLAY BALANCE:

This scenario is already balanced and needs no further modification.

### SCENARIO LENGTH: 10 TURNS

### RECOMMENDED FORCES: G152 & R150

#### WEAPONS STATISTICS:

Weapon	Points	Firepower AP / HE	Range AP / HE	Defense	Speed W/T/F	Cargo Capacity	Transport Requirement
PzIV-H	80	9 / 5	20 / 20	[7]	10T	-	-
T-34 C	70	8 / 5	16 / 16	[8]	12T	-	-