

KHARKOV

February 19, 1943
6mm "Fistful of TOWS 3" Scenario



"To hold the Don-Donets salient for any length of time was not possible...."

--Field Marshal von Manstein



BACKGROUND

On February 2, 1943, roughly 100,000 Germans—an entire army—finally surrendered in Stalingrad. German military fortunes in the East faced a crisis of monumental proportions. Hitler personally ordered Field Marshal von Manstein from Leningrad to assume command in the south, where the Don River front teetered on collapse and another German army was in danger of being cut off in the Caucasus region.

Manstein battled with Hitler's iron will to obtain much-needed permission to trade space for time and draw the Soviet attack farther west. He planned to funnel the Russian attack into a salient in the Donets Basin before launching a counter-attack with the newly arrived SS Panzer Corps and any other manpower he could spare.

Over-confident, lacking air support, and operationally exhausted, the Red Army fell neatly into Manstein's trap. On February 19 the German retreat abruptly turned into a stunning attack, hurling the Soviets into disarray. South of Kharkov, the 2nd SS Panzergrenadier Division *Das Reich* was under orders to cross the Orel River as quickly as possible. On the first day of the operation, two detachments of *Das Reich* ran into resistance north of the bridgehead objective.

GAME LENGTH

This is a 12 turn scenario, or until the Germans have successfully exited both tables.

TABLETOP

The scenario requires two 4'x4' tabletops, representing the two parallel approaches of each German detachment from Kampfgruppe Harmel. A 6"x6" area outside the village on the Northern Table should be secretly noted as a frozen bog by the Soviet player. Any vehicles entering this area roll 1d6 and are immobilized on a 1-2 (rated as "Swamp").

DEPLOYMENT

German elements begin within 6" of their respective starting table edges, while the Soviets are allowed to deploy anywhere on the tables, at least 12" away from any German elements.

SCENARIO NOTES

Early morning fog reduces line of sight to only 8" in the first three turns. No German airstrikes are available until Turn 4. From this point onward, one German player may roll 1d6 each turn, and on a "6" a Stuka strike is available. Randomly roll to determine which board the strike will hit, with the German player on that board getting to choose the target. Regular airstrike rules in FFT3 apply.

Soviet infantry are allowed to deploy hidden in any of the marked ravines but must pass a friction response roll to exit successfully.

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GERMAN BRIEFING

Two detachments of the 2nd SS Panzergrenadier Division "Das Reich" are approaching the Orel River from two directions. Neutralize any Soviet opposition as quickly as possible and secure the road exits.

Troop Quality: EXCELLENT (+1 to hit, +1 ROF)
6" cohesion range

Detachment Erath (OOB on pg. 3) deploys on the Western Table and must exit the opposite road edge.

Detachment Bissinger (OOB on pg. 3) deploys on the Northern Table and must exit the opposite road edge.

Luftwaffe Support is GOOD crew quality. Roll 1d6 for payload, with 1-3 as "bomb armed" and 4-6 as "MG armed."

RUSSIAN BRIEFING

Our forces are scattered and not fully prepared for a German counterattack at this time. We do not know the intentions of the enemy, but consolidate your positions and delay any German advance as long as possible.

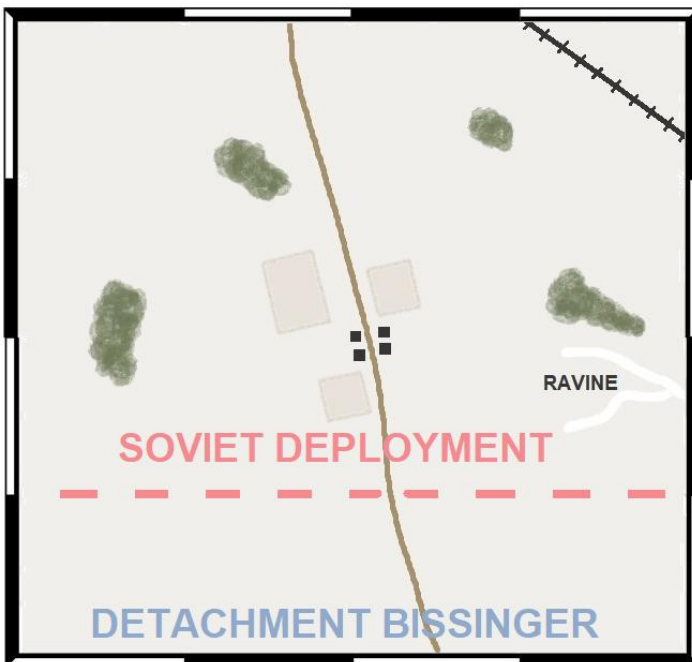
Infantry Troop Quality: MARGINAL (-2 to hit; -1 ROF),
2" cohesion distance

Tank & Cavalry TQ: FAIR (-1 to hit), 4" cohesion

267th Rifle Division (OOB on pg. 4) deploys on the Western Table and must defend Otrada. The forward-most infantry battalion may employ hasty entrenchments.

6th Rifle Division (OOB on pg. 4) deploys on the Northern Table and must defend the road exit.

MAPS



Northern Table



Western Table

2nd SS PzGr Division *Das Reich*, Kampfgruppe Harmel

DETACHMENT ERATH

I Battalion; PzGren Regt "Deutschland" (motorized)

Battalion HQ stand- Opel Blitz

15cm Pak + Lt truck

17.5cm IG + Lt truck

2 companies of 3 PzGr, 1 MG + 4 Lt truck

II Battalion; Pz Regt 2

Battalion HQ stand - PzKw III

1 recon Plt of PzKw II

2 companies of 2 PzKw III

1 company of 2 Pzkw IV

PzJgr Detachment 2 (elements)

1 company of 3 Marder III

DETACHMENT BISSINGER

Kampfgruppe HQ- SdKfz 251/1 *(Any unit may trace cohesion to HQ element)*

II Battalion; PzGren Regt "Deutschland" (motorized)

Battalion HQ- Opel Blitz

115cm IG section + 1 Lt truck

15cm Pak + Lt truck

17.5cm IG + Lt truck

2 companies of 3 PzGr, 1 MG + 4 Lt truck

StuG Detachment 1

Battalion HQ stand- Stg IIIB

1 company of 2 Stg IIIB

1 company of 3 Stg IIIF

Flak Battalion 2 (elements)

Battalion HQ stand - SdKfz 11

28.8cm Flak18 - 2 SdKfz 7

1 Sdkfz 10/4

Combined Soviet Order of Battle

267th RIFLE DIVISION (elements & other local forces)

89th Rifle Regiment

Regt HQ stand + Lt truck
45mm AT gun + Lt Truck
76mm IG + Lt Truck
Engineer + Lt Truck
120mm Mortar + Lt Truck
AAMG Truck
3 Rifle Battalions of 7 Rifle infantry, 3 MG, 2 ATR sections
1 SMG company of 3 SMG infantry

Independent Tank Regt

Regt HQ- T-34/76
1st Battalion- 3 T-70
2nd Battalion -4 T34/76

Cavalry Division (elements)

Regt HQ Cavalry stand
1 AAMG Truck
1 MG Tachanka
2 Cavalry Squadrons of 4 cavalry stands

6th RIFLE DIVISION (elements & other local forces)

22nd Rifle Regiment

Regt HQ stand + Lt truck
45mm AT gun + Lt Truck
76mm IG + Lt Truck
Engineer + Lt Truck
120mm Mortar + Lt Truck
AAMG Truck
3 Rifle Battalions of 7 Rifle infantry, 3 MG, 2 ATR section
1 SMG Co of 3 SMG infantry

Heavy Tank Regt

3 KV-1

Cavalry Division (elements)

Regt HQ Cavalry stand
1 MG Tachanka
Cavalry Recon Bn of 2 T-60
2 Cavalry Squadrons of 4 cavalry stands