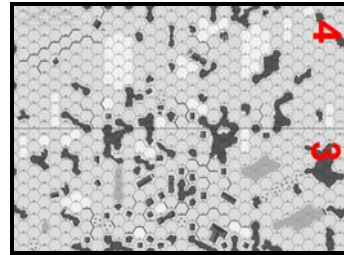


# JADHE'S TIGERS



**East of Lake Peipus, September 23, 1943:** The Russians have displaced the Germans from the Narva line, but now their advance is slowed by a series of delaying actions. General Küchler begged Hitler to allow Army Group North to fall back to the Panther Line. Units of the Russian 2nd Shock Army came headlong into elements of the 11th SS "Nordland" Division who were setting up a perimeter defense around yet another Russian village, which was soon to be the last in the Russian heartland.

**BOARD CONFIGURATION:**



**VICTORY CONDITIONS:** The Russian player must clear the village center (enclosed by the roads) on board 3 of all unbroken German squads at the end of GT6. AFV's, leaders, crews, and broken units do not count toward or against these victory conditions. (A berserk SS or unit in melee can provide a German victory). The German player wins by avoiding the Russian Victory conditions.

**TURN RECORD CHART:**

★ Russians Setup First	★ 1	2	3+	4	5	6	END
☒ German Move First							

**AT START: [Elements of the 11th SS "Nordland"]:** Set up on any whole hex completely on board 3. (The ATG and crew may set up using HIP):

**TURN 3:** Enter on west and/or south edge hexes:

**AT START: [Elements of the 2nd Shock Army]:** Set up on any whole hex of board 4:

**TURN 1:** Enter along north edge of board 4:

**SPECIAL SCENARIO RULES:**

**WG202.1:** COI supplemental rules **B:** (Armor Crew Morale), **J:** (Russian Entrenchments) and **M:** (Location of Hits), are in effect.

**WG202.2:** The German player may not attempt radio contact until German Turn 1. The German OBA is limited to 2 missions of 81mm.

**WG202.3:** All buildings are of wooden construction.

**WG202.4:** Treat all level one hills as ground level. Treat all level two hills as level one.

**WG202.5:** The hidden ATG and crew need not define their CA until it is revealed. These units may remain hidden EVEN if other units in the hex fire or move.

**WG202.6:** During the course of the game, the Russian 628s may place a total of two (2) smoke counters.

**WG202.7: SIDE SELECTION PROCEDURE:** Each player takes one marker of each nationality and simultaneously reveals their choice of side. If opposing sides are selected, those sides are assigned. If the same side is chosen, the players bid for side with the lower rated (seed) player bidding first. Bids may start at '0' and progress in whole numbers only. The bid is the numbers of dominate AT START squads to be added to the opposing side. The bid continues until one player accepts the opposing side whose force is augmented with that bid. Please report the bid, winning side and comments (i.e. uneven die rolls at key moments), as this data will be used for balance modification the scenario prior to its published form.

**AFTERMATH:** The typical German response was to bolster the stretched defense by providing support from a mobile fire brigade. Abteilung 502, with the leadership of Major Willy Jahde, blazed a path clear of Russian tanks. The gap was filled allowing the necessary time to establish yet another defensive position before the Panther Line.

Bill Thomson 512-799-6705

**Squad Leader Academy**  
SQL, COI, COD, GIA Player Development

Email: [Bill@WargameAcademy.org](mailto:Bill@WargameAcademy.org)  
Website: [www.WargameAcademy.org](http://www.WargameAcademy.org)  
7940 Luling Lane Austin, TX 78729 USA

©2006A Squad Leader Academy Scenario  
Scenario Designer: Pete Pollard; Revision B; updated 050117  
Scenario development by Pete Pollard and Bill Thomson.  
Graphic Card Layout by Bill Sosnicki updated (B060610)

**PLAYTEST STATUS:** This scenario is currently under playtest (Beta Release) and will at times be updated as required; please contact [Squad Leader Academy](http://www.WargameAcademy.org) if you wish to join us in this effort. The 'final' version will be published as a SQLA/Wargame Academy (WGA) Squad Leader© and its counter images are Trademarks of MMP and Hasbro, Inc.