

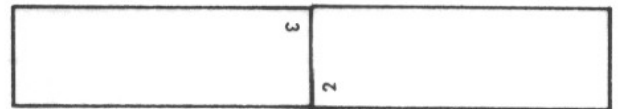
DEATH'S HEAD AT LUSHO

Scenario SSTK 1a



LUSHO, EAST OF THE VALDAI HILLS, September 24th, 1941: Noon: as Army Group North continued to press at the gates of Leningrad, to protect its right flank the German 16th Army and SS Totenkopf Division has been compelled to entrench west of the Pola River. Following fierce engagements in the region since September 8th, the Germans were convinced that the adverse weather and heavy fighting had hurt the Russians far more than it had hurt themselves and still anticipated the collapse of all Soviet resistance before the end of the winter. Not surprisingly, in spite of information received from deserters on the previous day, warning them of the impending attack scheduled for noon, the Germans were caught completely off guard by the size and intensity of the assault. The heaviest blow fell on Lusho where two Soviet regiments, charging behind a screen of tanks, crashed into the German defenses.

Board Configuration



VICTORY CONDITIONS

The Russians win either by being the last side to have uncontested control of all five stone buildings on Board 3 initially in German hands or by exiting two tanks, with functioning main armament, off the west edge of Board 3.

TURN RECORD CHART

◆ German sets up first	1	2	3	4	5	6	7	8	END
★ Russian moves first									

Elements of the 2nd Battalion, 3rd SS Totenkopf Infantry Regiment set up on Board 3 on any of the following hexes, one squad beneath each entrenchment counter: Hill 534 hexes east of row L, Hill 547 hexes east of row I, wood hexes J4 and F5. The roadblock between roadhexes K3 and B5. In addition to the concealment counters given, all entrenched units are considered concealed at the start of play:

	6 ² -5-8	10-2	9-2	HMG 6-16 B12	MMG 4-12 B12	LMG 2-8 B12	7 B12	?		
	6					3	2	5	2	6

Elements of the 2nd Co. of the SS Totenkopf Tank Destroyer Battalion set up on Board 3 between rows V and L inclusive. Squads are set up in stone buildings, no more than one per building:

6 ² -5-8	2-3-8	8-1	MMG 4-12 B12	LMG 2-8 B12	7 B12	?	AT 28LL	AT 37LH5#6	AT 50L
3	4			2		10			2

Ad hoc Battery of the SS Totenkopf Artillery set up on Board 3 west of row BB inclusive, only one gun on Hill 498:

2-3-8	LMG 2-8 B12	?	Art 105L	Art 105 H6
3				

Elements of Assault Infantry set up in any woods hex east of row 3E inclusive, but not adjacent to any German entrenchment:

	4-4-7	9-1	10-0	MMG 4-12 B12	LMG 2-8 B10
	50	3	2	4	

Elements of Armor Spearhead set up on Board 2 on any road hex east of row G inclusive:

17 0	12 0	12 0
76 4/2	76L 4/2:2	76 4/2:2
5	2	2

SPECIAL RULES

1. There are no artillery modules.
2. The Germans may not request indirect fire until their own player turn.
3. All hexes south of 3B3, 3A4, 2B6, 2C7, 2D7, 2E9, 2F8 and 2G9 are considered woods hexes.

4. The wooden building at 3I10 does not exist.
5. The Russian player receives air support from two IL2 Sturmoviks available on Turn 1.
6. Russian infantry may not prep fire on its first turn. However, in the advancing fire phase, units that have not moved may fire with full effectiveness.