

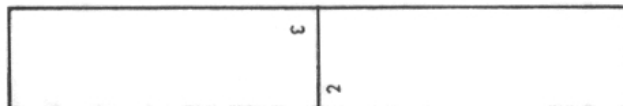
# DEATH'S HEAD AT LUSHO

## Scenario SSTK 1b



**LUSHO, EAST OF THE VALDAI HILLS RUSSIA** September 24, 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 had been compelled to entrench west of the Pola River. Following fierce engagements in the region, the Germans were convinced that the adverse weather and heavy fighting had weakened the Russians far more than themselves. In spite of information received from deserters on the previous day warning them of the impending attack, 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, measured the German defenses.

## Board Configuration



## VICTORY CONDITIONS

The Russian player wins 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. The German player wins by avoiding both Russian victory conditions.

## 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 as follows:  
Any Hill Hex east of Hex Row L, inclusive:

6 <sup>2</sup> -5-8	10-2	9-2	6-16 B12	4-12 B12	2-8 B12	7 B12	?	Roadblock
4						2	5	2

Elements of the 2nd Co. of the SS Totenkopf Tank Destroyer Battalion set up on Board 3 between rows V and L inclusive:

6 <sup>2</sup> -5-8	2-3-8	8-1	4-12 B12	2-8 B12	7 B12	?	AT 28LL	AT 37LH5#6	AT 50L
3	3			2		10			

Ad hoc Battery of the SS Totenkopf Artillery set up on Board 3 west of row BB inclusive

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

Hex J4:

6 <sup>2</sup> -5-8	2-8 B12	Entrench
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Hex F5:

6 <sup>2</sup> -5-8	2-8 B12	Entrench
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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	9-0	4-10 B11	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 76 4/2	12 76L 4/2,1	12 76 4/2,2
5		

## SPECIAL RULES

- There are no artillery modules.
- The Germans may not request indirect fire until their own player turn.
- All hexes south of 3B3, 3A4, 2B6, 2C7, 2D7, 2E9, 2F8 and 2G9 are considered woods hexes.
- Lusho lay close to the swampy banks of the River Pola; therefore all hill terrain on Board 2 is designated marsh. All relevant rules for Marsh are in effect for these hexes.
- The Russian player receives air support from two IL2 Sturmoviks available on Turn 1. This air support was employed to strafe German en-

- trenchments; the Sturmoviks are therefore prohibited from attacking further than seven hexes west of the westernmost unbroken Russian squad.
- 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.
- SS squads set up west of Hex Row L on Board 3 must be initially placed in stone buildings, no more than one squad to each building.
- All German weaponry eligible to do so may utilize bore-sighting.
- There is no HEAT ammunition available to German anti-tank guns.
- The wooden building in Hex 3I10 does not exist.