

Kinderheim - Hoehe



Narva Front—Orphanage Hill July 1944:

Months of intense combat has left the area around Narva a pitted, wreckage strewn landscape. On the Orphanage and Grenadier Hills Danish, Estonian, and Flemish volunteers of Sturmbrigade Langemarck held on tenaciously against the blunt force attacks of the Soviet forces. In late July, the Soviet hammerblows increased in their strength and ferocity.

For the SS Volunteers it was becoming increasingly clear that their lines must eventually be breached. But they would not go easily into the dark good night...

BOARD CONFIGURATION:



4	19
2	33

VICTORY CONDITIONS: The Soviets win either immediately by controlling all Level 2 Hexes of Hill 538 Orphanage Hill or by exiting 30 Victory Points through board 2 road hex Q10. Vehicles = 2, Squads = 1. Half-Squads do not count towards victory points.

TURN RECORD CHART

♣ GERMAN Sets Up First [141]	1	2	★ 3	★ 4	★ 5	6	7	8	9	10	END
★ RUSSIAN Moves First [140]											

Shock Elements of the 109th Rifle Corps (ELR 3) (No Sniper)



Set up East of Row K on board 19



2

3

Set up East of Row W on board 33



2

3

Set up between Rows B and P of board 33



5

10

2

Set up between Rows FF and R of board 19



10

2

15

5

Enter on Turn 3 on north edge between Rows Y and GG of board 4



6

10

Enter on Turn 4 on north edge between Rows FF and W of board 19



6

10

2

Enter on Turn 5 on south edge between Rows B and K of board 33



2

6

10

3

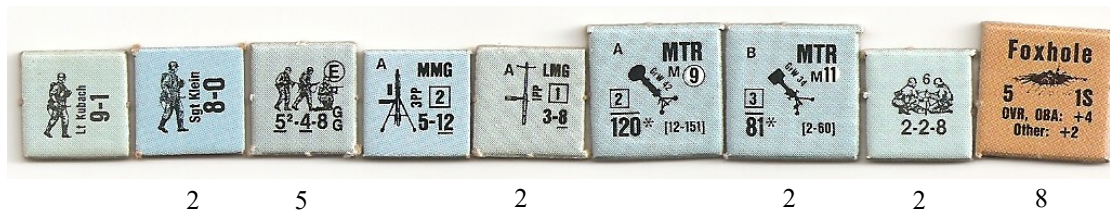


Elements of Sturmbrigade Langemarck (ELR 4 for all) (SAN 4)

ORPHANAGE HILL: Flemish Volunteers: Set up anywhere on Level 1 or 2 Hexes of Hill 538 on board 2



GRENADIER HILL: Danish Volunteers: Set up anywhere on Level 1,2, or 3 2 Hexes of Hill 621 on board 2.



Estonian Volunteers: Set up West of Road Y on board 4



SPECIAL RULES:

1. Wheat is not in season. Treat all wheat hexes as open ground. This is the result of continued shelling over many months.
2. All building hexes are rubble due to the continuous shelling.
3. All Soviet squads are equipped with wire cutters and eliminate wire after one turn on the wire hex.
4. The German 75L AT Guns on Orphanage Hill gain a +1 to their ROF due to the veteran nature of the gunners and the desperation of their defense.