

ZURUCK ZU BERLIN

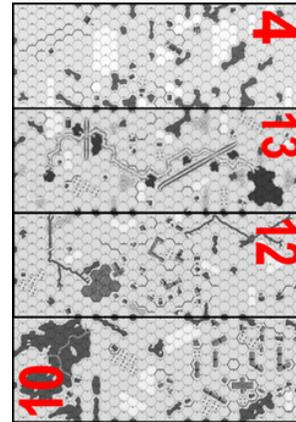
OAF Scenario 1.1

100715



Modlin, 20 miles Northwest of Warsaw, 19, 1944: The ensuing lull around Warsaw ended abruptly, when the Soviet Fifth Guards Tank Army launched yet another offensive that compelled the Forth SS Panzer Corps to withdraw to the confluence of the Bug and Vistula Rivers.

BOARD CONFIGURATION:

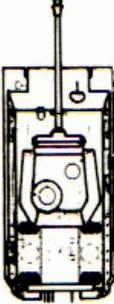


VICTORY CONDITIONS: Russians must clear the road 4Y10/13Y10/12Y10/10Q10 of German LOS within normal range infantry units extended by SW and within 24 hexes inclusive for guns and ordinance, as well as the physical presence of unbroken units and functional AFVs up to within 3 hexes inclusive of the road.

TURN RECORD CHART:

+	German Sets up First	1	2 ⁺	3 [*]	4	5 [*]	6	7	8	9	10	Restart on Turn 11
*	Russian Moves First				END							

Elements of the SS Panzer Grenadier Regiment 6 (Theodor Eich), 3rd SS Division Totenkopf - set on the west side of the stream and/or west of non-stream hexes exclusive, 13GG3, FF3, EE2, DD2, CC5, G4, F4, D3, C3, B4, A5:

		2		15		4

2		6	3	4		

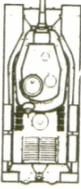
8	4	(80mm)	30	60	

2	5	2	4	7

Reinforcements: Beginning with Turn 2 German rally phase the German player must roll \leq the current turn number with two dice until reinforcements are triggered. Composition of these reinforcements is determined by a random DR (see chart below). Once he receives these reinforcements the German player may delay their entry for any number of turns at his discretion. Reinforcements enter on road hexes 12GGT5, 12GG6, 12A5, 1Q10, or 10X10:

Red die	white die				
	1, 2	3, 4	5, 6		
1, 2	Elements of SS Panzer Regiment 3:				
3, 4	Elements of SS Panzer Jaeger:				
5, 6	Elements of the Sturmgeschutz Abteilung:				

Elements of the 5th Guards Tank Army - enter east edge of Board 4:

2	25	3	7	5	6				

Elements of the 5th Guards Tank Army - enter east edge of Board 4 on Turn 3:

10		4	2

Elements of the 5th Guards Tank Army - enter east edge of Board 4 on Turn 5:

12		5

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OAF Scenario 1.1 (continued)

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SPECIAL SCENARIO RULES:

OAF 1.1.1: TERRAIN: All bridges across streams are made of stone, single lane, and set with explosives. All buildings on board 10 are of wooden construction. The marketplace on Board 12 is treated as a single story building (each hex has a ground level only). Building 12U5 is a three story building in hex 12U5 only; the other hexes of this building are two story. The following buildings on Board 12 are stone: AA7, T7, U6, U5, V4, V5, V2, S5, and R2. On Board 13 Hexes GG4, FF4, A4, B3, C3 and C4 are all marsh. If woods are present, then it is a wooded marsh. There is no clear areas through marsh hexes, they are continuous with each other and pond/stream. Movement along the forest path (10F4) cost infantry 1MF/ Calvary 2 MP but has no other affect. The rowhouse status of buildings on board 10 are ignored (10AA5) . Treat as level 1 connected stone buildings.



OAF 1.1.2: The Russians get random air support consisting of (2) IL-2M3 Modified Sturmovik. Both are armed with 24 MG(20L)/37L cannon mounted beneath the wings (ROF 2).

OAF 1.1.3: The German 8-0 leader doubles as a demolitions expert. He can attempt to explode the demolitions for each besides starting on turn 1, once per friendly fire phase. This goes on until all the bridges are demolished or at least until the explosives go off. In addition, the 8-0 leader or other units can attempt to place a DC as per rules 133.7. Rules under 133.7 for hidden demotions apply. Bridges may be mined as well. Note, DC charges listed in the setup are in addition to those under the bridges. If the 8-0 is killed, the Demos under the brides cannot be exploded.

OAF 1.1.4: All SS infantry are equipped with camouflage smocks. Add +1 DRM on all To Hit or IFT attacks made against SS infantry when in woods, brush, and when concealed.

OAF 1.1.5: The Germans may boresight.

OAF 1.1.6: All German positions are well camouflaged at the start of the game. Place one concealment counter in each potential German position; German units are kept off board (or HIP if VSQ) until concealment is lost by normal means. Excess concealment counters may be used to note dummy positions but all actual German units must be concealed. Snipers are HIP per normal rules, no concealment is needed for snipers. The German ATG's may define their covered arc when revealed.

OAF 1.1.7: Prior to setup and preceding Turn 1, the Russian secretly plots 4 hexes to be subjected to 150mm Harassing fire. The German player then places his concealment counters on the board. The Russian then resolves two turns of FFE prior to moving on the board (each FFE is performed twice).

OAF 1.1.8: The two Trench counters function as weapon pits for reinforce camouflage gun emplacements. The SS gun crew operation from inside weapon pits when firing their ATG and my derive protection for the Trench modifier, in addition to the gun shield for all IFT attacks, or any attack resolved on the IFT. AFVs may not drive in or out of these weapon pits.

OAF 1.1.9: The Stream is shallow (GIA 157).

OAF 1.1.10: German SPW251 may setup concealed in woods. Use a large Concealment counter to denote its position while the counter remains off board until exposed. It must record its covered arc. The large concealment does not count against the initial allotment of 30.

AFTERMATH: The front stabilized when the Russians could not punch through the front to envelope and destroy the SS divisions. After persistent and fruitless bludgeoning of the well entrenched and camouflaged SS Panzerkorps, the Fifth Guards Tank Army gave up its attack and another calm settled over the shaky front held by the Germans northwest of Warsaw. The Totenkopf divisions exceptional combat performance did not escape Hitler's attentions. Hitler claimed that if he had a few more extra battalions to send SSTK, the situation might improve because, "whenever one sent them reinforcements, they always counterattacked successfully."

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