

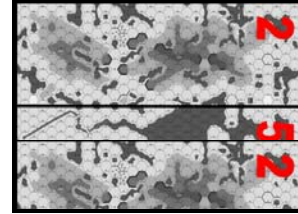
OAF SCENARIO 4.2 (SQLA 060705)

THE ZUPAN LINE



Sevastopol, June 7, 1942: After smashing the Soviet landing on the Kerch Peninsula, Von Manston, commanding the 11th Army turned his attention to Sevastopol. Operation Sturgeon, the final assault on the Black Sea Fortress, would be more difficult than the Burgh operation. The defenders had the Black Sea Fleet, and three heavily fortified lines between them and the Germans. After bombarding the city for five days, Von Manstein decided he had softened up the defense sufficiently to attack by storm. The southern defense line, atop Zupan heights, was to be the scene of some of the fiercest fighting the Germans had yet encountered on the Eastern Front.

BOARD CONFIGURATION:




















VICTORY CONDITIONS: The Axis wins by clearing all of the level 3 hexes on board 2 of unbroken enemy units and exiting 5 squads off the west edge. The Russians win by preventing an Axis victory.




TURN RECORD CHART:

| | | | | | | | | |
|-------------------------|---|---|---|---|---|---|---|-----|
| ★ Russian Sets up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | END |
| ✚ German Moves First | | | | | | | | |



Mixed elements of the 226th Rifle Division, Sevastopol Workers Militia and Red Marine units; set up on any whole hex on board 2:


















| | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|--|---|---|---|---|---|
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| | | | | 2 | 10 | 4 | | | 2 | 3 | 2 | | 5 | |






| | | |
|---|---|---|
|  |  |  |
| 8 | 4 | 2 |

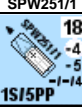
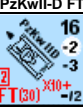
Elements of the 72nd Infantry Division; Elements of the 4th Romanian Mountain Division; setup anywhere within the playing area on board 5 east of row 4 inclusive.

| | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|--|---|---|---|---|
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| | | | | | 3 | 8 | | | 3 | 3 | | | |

Elements of the 4th Romanian Mountain Division; setup anywhere within the playing area on board 5 east of row 4 inclusive.

| | | | | |
|---|---|---|---|---|
|  |  |  |  |  |
| | | | 5 | 2 |

| | |
|---|---|
|  |  |
| 18 -4 -5 -1-14 1S/5PP | 16 -2 -3 FT(30) x10+ -12 |

SPECIAL SCENARIO RULES:

OAF 4.2.1: TERRAIN: Hex 2M4 is considered Open Ground. There is no wind (102.6) at the start of the scenario.

OAF 4.2.2: The two bunkers must be placed on 2O5 and 2J4. Each bunker has a three hex covered arc: P4/O4/N4 and K4/J3/I4 respectively. The Axis player may not inspect the contents of any bunker until the units' inside fire or are forced to take a morale check.

OAF 4.2.3: Wire or friendly units may be placed on top of a bunker. An enemy unit may not enter a bunker from an adjacent hex during the advance phase until such wire (or opposing enemy units outside) is removed.

OAF 4.2.4: The Russian 45L ATG and crew may be set up hidden if placed in a woods or building hex.

OAF 4.2.5: The Russians may boresight (78).

OAF 4.2.6: The German artillery module is based on two rounds of 100mm.

OAF 4.2.7: The German engineers have unlimited smoke making capability.

This scenario was originally published in ON ALL FRONTS number 4. Clarifications and/or modification to the original published scenario by Bill Thomson for tournament use. Original design by Jeff Cebula, Round 3 scenario of the CWA-CON 1981, COI tournament.

Graphic Layout by Bill Sosnicki (B060624)

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