

THE ST. PRIVAT-METZ ROAD

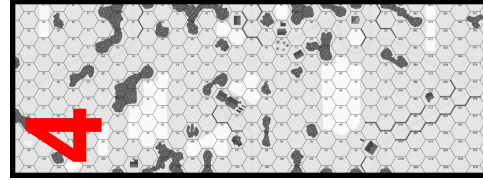
OAF Scenario 20.1

090715



September 1944, along the St. Privat-Metz road, Metz: Allied command was convinced the Germans would abandon the city of Metz and its fortified positions in lew of the Siegfried Line. With orders from the Fuher himself to hold the city at all costs, German OKW reinforced the defenses of the city. Pattons Third Army, short on supplies, was about to meet its greatest challenge over the coming weeks as they advanced along the St.Privat-Metz road under a heavy fog with orders to capture the city of Metz and establish another bridgehead across the Moselle River.

BOARD CONFIGURATION:



Only rows south of hexrow R (inclusive) are in play

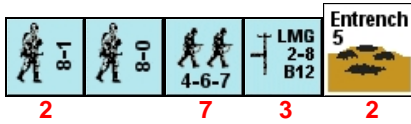
VICTORY CONDITIONS: To win, the U.S. player must exit seven squads off the east edge of the map from hexes 4U1 to 4CC1 inclusive. The Germans wins by avoiding the U.S. victory conditions.

TURN RECORD CHART:

✚ German Sets up First	☆ 1	2	3	4	5	6	7	END
☆ American Moves First								



AT START: Elements of the 1810 Security Regiment - set up on any whole hex east of hex row 4 inclusive:



2 7 3 2

Elements of the Officer Candidate Regiment -

enter sequentially via Y1, using halftrack MP restrictions (per SR 20.1.1) on Turn 1:



3 2



Elements of the 1st Battalion, 375th Infantry Regiment - enter turn 1 on west edge:



12 2 3 2

SPECIAL SCENARIO RULES:

OAF 20.1.1: All German Sdkfz251s are restricted to 12 MP on Turn 1.

OAF 20.1.2: Due to the thick heavy rolling fog, Fog Rules are in effect with the following conditions. Units may "grow" and "lose" concealment [25] in the normal manner. The Fog Visibility Range (FVR) is determined by rolling 1 die at the end of the first rally phase of each game turn and consulting the table below:

DIE	FOG VISIBILITY RANGE IN HEXES		Non-moving		Moving	
	Infantry	Vehicle	Infantry	Vehicle	Infantry	Vehicle
1	1	2	3	4		
2, 3	2	3	4	5		
4, 5	3	4	5	6		
6	4	5	6	7		

The result shown in the chart is the inclusive number of hexes away from an observer that units can be seen (barring LOS obstacles) for the balance of that game turn. Units which have fired during the same or immediately preceding player turn may give away their location to opposing units with a clear LOS by gun flashes. Such units are subject to being fired at even if beyond the Night Visibility Range of the firing unit. However, firing beyond the Night Visibility Range is halved as Area Fire.

OAF 20.1.3: There is a +1 DRM on all IFT attacks and a +1 DRM on the To Hit Table for bazooka.

OAF 20.1.4: Terrain: Snow [61] rules are in effect. Although Wheatfields are not in season, they do represent areas of deep snow accumulation. Movement thru these hexes cost 3 MF/MP and vehicles must roll for immobilization. If it fails the vehicle is not immobilized but instead becomes bogged for the remainder of MPH. In its next MPH the vehicle must roll 2 dice, if the red die is a 1 or 2 the vehicle is freed but loses the total number of MFs as shown from the overall DR used to free itself from being bogged. If the overall DR is a "12" then the vehicle has become immobilized. The vehicle is not destroyed but may no longer be moved in any way. For all other purposes (LOS for example) wheatfields are considered open ground.

CREDITS: This scenario published in ON ALL FRONT, Issue 20. The scenario designed by Kevin Meyer and was awarded the 2nd place design in the OAF scenario design contest, SQL level.

Modifications/clarifications made from its published form; Updated 090715.

Further modification was made by Bill Thomson to increase suitability for tournament play.

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Graphic Layout by Bill Sosnicki (B090715)

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