

POCKET OF RESISTANCE

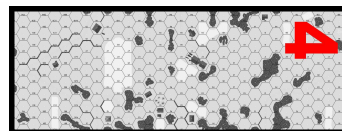
OAF Scenario 23.1

B061021



Shtotts, July 12, 1941: As the 56th Panzer Korps made its way to Leningrad, it encountered pockets of stiff resistance by Russian forces. One such pocket was east of Shtotts abreast a via road link.

BOARD CONFIGURATION:




VICTORY CONDITIONS: The German player must ensure there are no unbroken enemy units in or adjacent to any road hex from I1 to A6 at the end of German turn 5. The Russian Player wins by avoiding a German victory.

TURN RECORD CHART: (Note: there is no Russian Turn 5.)


★ Russian Sets up First	★ 1	2	3	4	5	END
✚ German Moves First						

★ Scattered elements of the 27th Army; set up east of hex row J inclusive. Entrenchments are placed on H2, H5, I5, and J5:



9-1	8-0	4-4-7	2-3-7	HMG 6-12 B11+	MMG 4-10 B11+	LMG 2-6 B10+	ATR #12 B11+	AT 45L	Entrench 5
		5			2				5

✚ Elements of 3rd Infantry Division attached to 56th Panzer Korps; set up west of hex row L inclusive:



9-1	8-1	4-6-7	HMG 6-16 B12	MMG 4-12 B12	LMG 2-8 B12
	2	8			4

Setup on P5:

8-1	2-4-7	SPW251/1 18 -4 -5 1S/5PP (OAF23_1.2)
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SPECIAL SCENARIO RULES:

OAF 23.1.1: TERRAIN: The wheatfields in hex rows I-K do not exist. Treat as open ground. VSQ players may download a specialized map from the SQA website for this scenario.

OAF 23.1.2: Rules pertaining to use of rockets apply (63.7-63.78). 280* HE; ROF of 6; total of 6 rockets in a load, and may reload once more if it does not move from its initial hex. This weapon breaks down on 11+. Rockets must fire within the vehicle-covered arc. The vehicle may not change covered arc and fire like an SP gun in the same fire phase. There is no AAMG on this vehicle.

OAF 23.1.3: The crew is subject to a -2 DRM while loading and must take cover in a vacant hex while firing.

OAF 23.1.5: SIDE SELECTION PROCEDURE: Each player takes one marker of each nationality and simultaneously reveals their choice of side. If opposing sides are selected, those sides are assigned. If the same side is chosen, the players

bid for side with the lower rated (seed) player bidding first. Bids may start at '0' and progress in whole numbers only. The bid is the numbers of dominate AT START squads to be added to the opposing side. The bid continues until one player accepts the opposing side whose force is augmented with that bid.

DEVELOPER'S NOTES: Originally the scenario was four turns long. In the first game the rocket attack was very devastating, leaving dead and wounded in burning wood hexes. However subsequent play by two different German commanders failed to achieve those dramatic results and left them short of the victory conditions. For that reason the scenario was increased to four and one half turns. The game ends at the conclusion of German turn 5.

CREDITS: This scenario published in ON ALL FRONTS, Issue 35. Terry Treadway is cited as the scenario author. Bill Thomson has made modifications and/or clarifications from its originally published form; Updated 051127; rev 0

Graphic Layout by Bill Sosnicki (B061021)
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