FALSE IMPRESSIONS

OAF Scenario 30.1 (SEP 201)

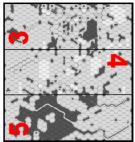




NEAR THE TOWN OF PUZANA: June 22, 1941: The Russians were in a total upheaval as the Panzers poured across the border. The Ill-trained and ill-equipped troops, reinforced by some available tanks, attempted to stem the onslaught. For General Guderian's' tankers, this was the first battle of the campaign.

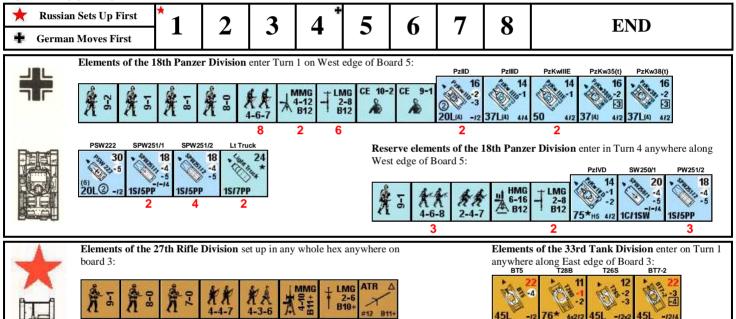
BOARD CONFIGURATION:





VICTORY CONDITIONS: The Germans win if they have a greater number of victory points than the Russian *AND* solely occupy two multi-hex buildings on board 3 with an unbroken infantry unit (leader, squad or crew) at games end. To solely occupy a building the German unit may not be locked in melee and no Russian infantry unit may be in any hex of the same building. To determine Victory Points: AFV's eliminated with their crews count as two units destroyed. AFVs lost without crews, leaders (infantry or armor), squads and crews count as one unit destroyed. Captured units/AFV's count as double value. The Russians win by avoiding a German victory.

TURN RECORD CHART:



SPECIAL SCENARIO RULES:

OAF SSR 30.1.1: TERRAIN: Hills 547 and 534 are open ground. Hex 3110 is open ground. Hill 522 is all woods. Hill 498 is all wheatfield. VSQL players may download a customized map of board 3 from the SQLA website for this scenario.

OAF SSR 30.1.2: Russian tanks do not have complete freedom of movement due to lack of wireless equipment. The Russian player must roll one die during his Rally Phase for every multiple of six (or fraction thereof) remaining mobile AFVs. The resulting number is the number of AFVs that may move that turn. AFVs already on board are not prevented from firing, pivoting, or changing their turnet covered arc within the hex they already occupy. Russian AFVs are exempt from this restriction only if they are unbuttoned (commander in CE position) and in the LOS of the designated command AFV (also unbuttoned at the start of the Movement Phase. AFVs entering from off board meet these requirements only if they enter unbuttoned and in the same hex using sequential movement. If the designate command AFV (initially the T28B) is eliminated or immobilized, another AFV may be so designated at the start of the following Rally Phase.

OAF SSR 30.1.3: The -3 To Kill DRM vs. open topped AFVs with height advantage does not apply in the scenario; the -1 height advantage remains in effect (Both are eliminated in ASL; -1 applies to plane attacks only. Use of the -3 drm makes MMG/HMG efficient halftrack killers, as MG attacks are immune to both To Hit and visibility concerns; killing on a 6 or less vs. Germans SPWs in the front; 7 or less vs. American halftracks in the front).

OAF SSR 30.1.4: May roll for optional dual co-axle MG.

scattered with fifty tanks knocked out. It had been a hopelessly uneven battle and the triumphant Panzers rode on.

SSR 30.1.4



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The scenario is credited to the Scenario Exchange Program (SEP), with the specific author not specified. This scenario was published in ON ALL FRONTS number 30. Extensive clarifications and modification have been made to the original scenario and modified by Bill Thomson for tournament purposes. Further scenario playtest development by Phil Grasha and Bill Thomson