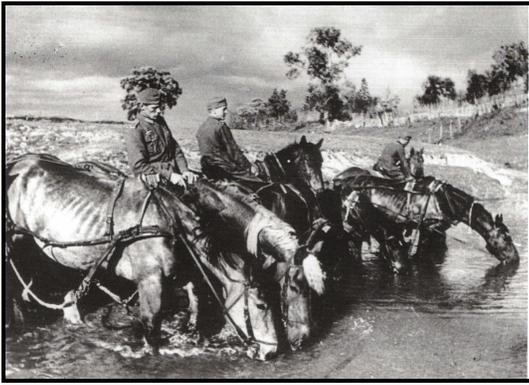


PLUGGING THE HOLE

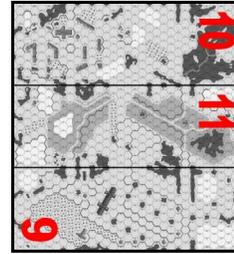
OAF Scenario 30.4 (SEP 204)

B061022



Near Roslavl, August 5, 1941: During the German encirclement of Roslavl, the Russians had punched a hole through the trap. They reached the Moscow highway, which they controlled by fire. The 1st Reconnaissance Battalion of the 23rd Infantry Division, which was composed primarily of cavalry, was sent to restore the situation.

BOARD CONFIGURATION:



VICTORY CONDITIONS: Germans win by eliminating twice as many squads and leaders as they lose. Russians win by eliminating 8 German squads. Squads, crews, and AFV's destroyed count as one squad each for Victory point purposes.

TURN RECORD CHART:

Roll Die To Determine Who Enters First	1	2	3	4	5	6	7	8	END
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Elements of the 42nd Rifle Division enter anywhere along West edge of Board 6:



9-1	8-1	8-0	7-0	4-4-7	4-3-6	4-10 B11+	2-6 B10+	#12 B11+	50 #2-10	22 BT -4	12 T26 -2 -3
				20	6	2	2	4		3	

Elements of the first Reconnaissance Battalion enter anywhere along east edge of board 10:



10-2	8-1	8-0	8-3-8	5-4-8	2-4-7	4-12 B12	2-8 B12	#12 B11+	7 B12	12(18) -1
	2		6	8		2	6	2		8
9-2	18 -3	16 -2	18 -4	33 -4						
	2	2								

SPECIAL SCENARIO RULES:

SSR OAF 30.4.1: TERRAIN: The chateau on board 6 is a two level wooden building. Movement along the forest path (10F4) cost infantry IMF/ Calvary 2 MP but has no other affect. The rowhouse status of buildings on board 10 is ignored (10AA5), treat all as level 1 connected stone buildings. VSQI players may download a customized map of board 6 (6z) from the SQA website for this scenario.

SSR OAF 30.4.2: 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 turret 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 KVI) is eliminated or immobilized, another AFV may be so designated at the start of the following Rally Phase.

SSR OAF 30.4.3: Prior to the start of the game, the German secretly chooses if his OBA module is 4 missions of 80 mm, 3 missions of 100 mm, 2 missions of 120 mm, or 1 mission of 150 mm. An artillery request may not be placed prior to German Turn 1.

AFTERMATH: The Russians tried to escape but the faster German cavalry and recon vehicles surprised them. All their remaining armor was lost and the infantry scattered into the woods to make their way to friendly lines. Few did, and the Roslavl Kessel was closed, netting over 2000 demoralized prisoners.

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This scenario was originally published in ON ALL FRONTS number 30. Extensive clarifications and modification have been made to the original scenario and modified by Bill Thomson. The original author is unknown but were of the Scenario Exchange Program (SEP) participants.