BLOOD AND STEEL

Scenario OAF 47.3



VICTORY CONDITIONS: The Russian player wins by earning 6 or more Victory Points. The Russian player earns 1 victory point for each AFV exited off the north edge of board 4 via hex A5/A6 and 1 Victory Point for each German squad eliminated. The German player wins by preventing a Russian victory

TURN RECORD CHART:

WESTERN LITHUANIA, the end of October, 1944: After failing to halt the onslaught of Bagramyan's 1st Baltic Front, scattered units of the Gross Deutschland Division were ordered to fall back to the northwest and regroup. One evening during the course of this retreat some three hundred of its men were surprised by a cautiously advancing Russian infantry regiment. After a short firefight the Russians decided to dig in for the night and initiated their attack at dawn by advancing a column of tanks from a just arriving armored unit. The Germans however, seeing the tanks, immediately withdrew, leaving only a small delaying force to cover their rear.

BOARD CONFIGURATION:



CREDITS: This scenario published in ON ALL FRONT, Issue 47 and was used at ORIGINS 1986 ON ALL FRONTS Squad Leader Tournament. It was adapted for Squad Leader play by John Letts from the Cross of Iron TAHGC Scenario D "Delaying Action". Further clarifications for tournament play were made by Bill Thomson.



SPECIAL SCENARIO RULES:

OAF 47.3.1: TERRAIN: Wheatfields do not exist, treat as open ground. Hexes E8 & U8 are marsh hexes;. no units may setup or enter these hexes. They are considered Open Ground for LOS purposes only. U8 is not a woods hex in this scenario, treat as open ground. The roads do not exist.

OAF 47.3.2: Use COI 4-6-8 counters if available else use 4-6-7 counters and consider the squads only as Fanatic.

OAF 47.3.3: For the purpose of this scenario only, Rules 25. & 25.42 are altered to read as:

25. Ignore the word "moves" between the words "fires," and "makes".

25.42 Concealed infantry units (not hidden, 42) may move and still maintain their concealed status provided that no hex moved into or from lies within the LOS of an unbroken enemy unit. The opponent may check LOS possibilities to a moving concealment counter without having to fire (19.3), and if a LOS does exist, the concealed status is immediately lost whether the opponent fires or not.

25.421 Concealed infantry in a building/woods hex may move during the Advance Phase within the LOS of an enemy unit without losing their concealed status providing the hexside crossed intersects a building/woods symbol and the hex moved into does not contain an enemy unit.

25.422 Hidden units may forfeit their hidden status to become concealed units in order to move as per 25.42.

25.423 Concealment counters may exist in an open ground hex until they are in the LOS of an enemy unit.

OAF 47.3.4: If available, use the Panzerschreck counters from COI, if not, then use the American Bazooka counters to represent the German Panzerschreck. Regardless of which counters are used to represent the German Panzerschreck, Bazooka rules (37.4) are in effect. The Bazooka TO HIT tables are used to determine any TO HIT probabilities and the Panzerfaust column on the TO KILL Table are used to determine the outcome of any hit.

AFTERMATH: The delaying force set up three ambush points and straight into them rumbled the tank column, without supporting Infantry. Each ambush group knocked out several tanks but there was never any doubt as to the ultimate outcome of the encounter, as each was successively and literally overrun and wiped out. (A few terror-stricken survivors were shortly thereafter rescued by a counterattack led by two S.S. armored regiments against the Russian flank, which inflicted heavy losses and recaptured the immediate area for a few days, after which the retreat was resumed.)



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