

RETREAT FROM KIROVOGRAD

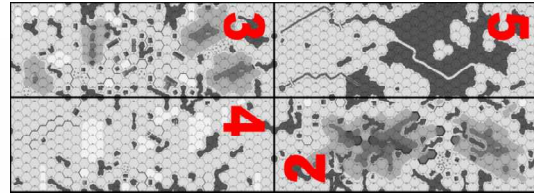
OAF SCENARIO 54.3

B061031



Kirovograd, Russian, near Lukina, March 1944: Lt. Stahler, of the 3rd Regiment, Grossdeutschland Division upon learning of a Russian temporary POW camp, scraped together a lightly armored rescue force. In the early hours just before dawn, Lt. Stahler led the daring raid to rescue as many prisoners as possible.

BOARD CONFIGURATION:



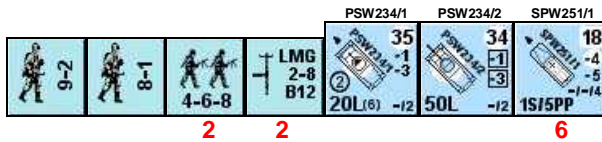
VICTORY CONDITIONS: The German player must exit, mounted, any 5 prisoner units in addition to 1 leader and 1 squad (in any morale state) of the rescue forces off board 5 to win. The Russian player wins by preventing a German victory.

TURN RECORD CHART:

★ Russian Sets Up First	★ 1	2	3+	4	5	6	7	END
⊕ German Moves First								



3rd Regiment Grossdeutschland Division raiding force: enter board 5 on any road in sequential order:



AT START:

Russian POW Camp Co & relief squad; set up HIP (42) in any existing building on board 4:



Prisoners; set up broken in the POW Camp per SSR OAF 54.3.8. They can remain concealed to an enemy unit that is occupying a guard post entrenchment.



Russian Guards; set up at 4Y4, 4U4, 4U8 and 4Y8:



Camp perimeter; set up around the "wheatfield" at 4W6:



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SPECIAL SCENARIO RULES:

OAF 54.3.1: TERRAIN: From the P column of board 5 and the S column of board 2, east, all hexes are dense woods and there are no roads. On board 4, the forest including hexes V2, V3, U3, T4, and U8 and buildings T3 and X8 are changes to open ground hexes. The camp gate is at X8 and can be opened by any unit in good order during its advance phase. VSQJ players may download specialized maps from the SQA website for this scenario.

OAF 54.3.2: The guard post entrenchments are outside the POW camp's surrounding wire; therefore units may move out of the post hexes away from the camp normally, but must pay the wire penalty to move into the camp.

OAF 54.3.3: The prisoner leaders and crews cannot rally until 'reached' (be in the same hex with a rescuing unit or AFV). Prisoner regains full firepower factors after rescue. Prisoners are concealed in tents in camp. There are no terrain effects modifier other than concealment and negating MIO drm. Treat tents as wheatfield for LOS/LOF purposes.

OAF 54.3.4: Rescue halftracks may advance toward an enemy unit while carrying broken units and if it is attempting to retreat or move to board 5. Halftracks may carry one crew in addition to an extra leader beyond normal portage limits. An AFV crew can go CE without causing the passengers to be CE. Non-CE passengers need not take a MC if the AFV crew is required to do so. However if the crew fails IFT generated MC, the passengers must take a NMC.

OAF 54.3.5 Turn 1 only is considered dawn; the spotting range is 8 for infantry and stationary vehicle, 11 for a moving vehicle.

OAF 54.3.6: To represent surprise, no Russian unit may move or fire on turn 1 unless it spots a German raiding vehicle, or a German AFV fires any weapon. IN the latter case all Russian units may move and/or fire at German units within 11 hexes.

OAF 54.3.7: POWs may be fired on at loss of victory conditions by the Russians, but only after the camp CO orders it by directing a unit's fire into the camp.

OAF 54.3.8: The Russian player sets up German prisoners in the camp. Place only one prisoner unit per hex.

CREDITS: This scenario published in ON ALL FRONT, Issue 54. This scenario was used in the GLASC 1979 SL/COI Tournament. The scenario design is credited to Daniel A. Constant. Playtesting is credited to Jay Wightman and DAC. Further playtesting and development is credited to Mark Zielinski, Gary Zielinski, Barry Snodgrass, John Ripley, Neil Hirschfeld, and Chip Mamrak. Scenario published in ON ALL FRONTS, issue 54. Modifications/clarifications made from its published form by Bill Thomson. Updated 051130; rev 1.0

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