

WORKER'S STRIKE BACK

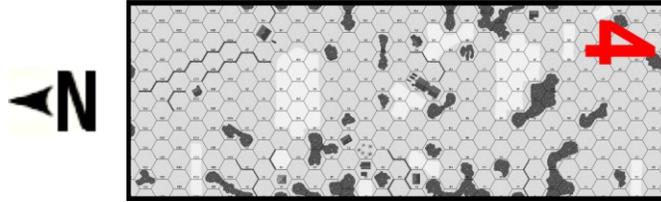
OAF SCENARIO 60.1

110720



Leningrad, Russia, September 13, 1941: What was to be the final assault on Leningrad began on September 10th. Desperate counterattacks were led by tanks straight off the assembly lines at the Kolpino Factory.

BOARD CONFIGURATION:



VICTORY CONDITIONS: To win, the Russian player must eliminate all German AFVs AND exit 3 Russian AFVs off the south edge.

TURN RECORD CHART:

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

Elements of the 1st Panzer Regiment and the 113th Rifle Regiment, 1st Panzer Division - set up south of hexrow P inclusive:

9-1	8-1	CE 8-1	4-6-7	2-4-7	LMG 2-8 B12	AT 37L H5#6	Inf 75*	PzKw III-Ja 13 0 -1 50L 4/2	PzKw III-E 14 -1 50 4/2
			4	2	2				

Elements of the 198th Rifle Division and worker units - enter Turn 1 though either Hex Y1 or Y10 not both.

8-1	8-0	4-4-7	4-3-6	LMG 2-6 B10+	ATR #12 B11+	KV1A 12 N/A +2 +1 76L 4/2x2	KV1A 12 N/A +2 +1 76L 4/2x2/4
		6	3	2	2	6	SSR 60.1.6

SPECIAL SCENARIO RULES:

OAF 60.1.1: Russian AFV crew morale is 6 and may not Intensive Fire.

OAF 60.1.2: Russian crews operate AFVs as captured equipment (90).

OAF 60.1.3: 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. 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 this requirement only if they enter unbuttoned and in the same hex using sequential movement. If the designated command AFV is eliminated or immobilized, another AFV may be so designated at the start of the following Rally Phase.

OAF 60.1.4: Environmental conditions (102.3) are moderate with no wind.

OAF 60.1.5: As the scenario is set prior to 1942, HEAT is not available.

OAF 60.1.6: The Russian player has no more than 6 KV1A's in the game. The Russian player may determine if his vehicles are equipped with an optional AAMG. Roll 2 Dice once for each vehicle. The rarity factor is 1.2; therefore a DR of 6 or less is required for a vehicle to be mounted with an AAMG. Replace the KV1A without an AAMG with a KV1A which has a mounted AAMG.

CREDITS: This scenario was utilized at the Squad Leader Rally 1987 COI Tournament hosted by ON ALL FRONTS and published in ON ALL FRONTS, Issue 60. The stated credits are as follows: Original Designer - Drew Bergen; Development - J. Letts; Playtesting: Mark Zielinskiu, Bob Johnson, Chip Mamrak, and John Ripley. This, the SQA revision, was utilized in the 2000 World Boardgame Championship Squad Leader tournament. Bill Thomson has made modifications and/or clarifications from its original published form. Updated 051128; rev C Bill Sosnicki has added SSR OAF 60.1.6 for KV1A vehicles in which some had optional AAMG mounted on them. Updated 060618; rev D

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