

FEAR IN THE FOG

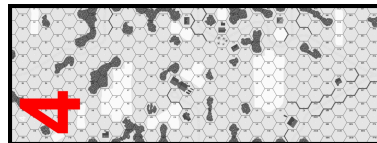
OAF Scenario 20.2

090716



September 16, 1944: St. Privat-Metz road, Metz: In a heavy fog, American infantry units were preparing for another attack against the St. Privat-Metz road. The heavy fog provided excellent cover for the attack but as the G. I.s were forming up for the attack, they didn't see the approaching German soldiers and were unexpectedly hit by the German mobile striking force.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The U.S. player must have at least a 3:2 ration of unbroken squads on the playing board to win (fractions rounded down). The Germans win by avoiding the American victory conditions. Crews count as 1/2 squad towards the victory conditions. A fully functional AFV counts as 1 squad, in addition to its crew, towards the victory conditions.

TURN RECORD CHART:

Simultaneous setup	1	2	3	4	END
+ German Moves First					



AT START: Elements of the 1st Battalion, 375th Infantry Regiment - set up between hex rows K-P inclusive:



9-2	9-1	8-1	8-0	6-6-6	2-4-6	8-20 B12	4-12 B12	6 X11+	8-1 B12	16 P5 -/4	16 -/2
				9	6		2	3	2	2	2



AT START: Elements of the 1810 Security Regiment - set up between rows G through L inclusive:



9-1	8-1	4-6-7	2-8 B12	3
	5	3	2	

Elements of the Officer Candidate Regiment - enter Turn 2 on any North edge hexes between rows E-K inclusive:

9-2	8-0	4-6-7	2-8 B12	16 P5 -/4	12 75 4/2
	5	2	2		

SPECIAL SCENARIO RULES:

OAF 20.2.1: Rule 60.4-5 are in effect with the following exceptions: (1) the entire playing area is covered in fog/mist, (2) There is a +1 drm added to any IFT or TH DR for every hex between the firer and its intended target.

OAF 20.2.2: Suggestions for Simultaneous setup include: (1) each player sets up on a different board prior to play, then relocate all units to one board or (2) one player sets up and writes down the location of their units; then clears the board allowing the other player to setup, then the recorded units are placed back on the board.

OAF 20.2.3: Any units setting up in the same hex as the enemy must execute one close combat round prior to the start of turn 1. Due to the unexpected German attack all U.S. units must add a +1 DRM to any IFT/CC attacks, including any setup close combat during Turn 1. The U.S. AFVS may not fire during turn 1.

AFTERMATH: The ensuing confrontation was fast and furious, culminating in hand to hand combat, after which the Germans withdrew.

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CREDITS: This scenario published in ON ALL FRONT, Issue 20. The scenario was originally designed by Bill Wilder and was awarded the 1st place design in the OAF scenario design contest, SQL level. Further modification was made by Bill Thomson to increase suitability for tournament play. No rights are assumed by Wargame Academy. Scenario updated 090716; rev A Graphic Layout by Bill Sosnicki (B090716) Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.