

STANDOFF AT SHLOBIN

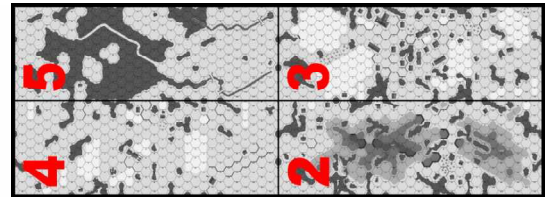
OAF Scenario 30.2 (SEP 202)

B061019



July 7, 1941: Near the Dnieper River: Not all Russian forces scattered when attacked. On the outskirts of a town called Shlobin, the besieged Russians dug in around the high ground, determined to hold at costs.

BOARD CONFIGURATION:



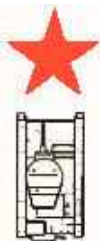
Rows A-Q inclusive on Boards 5 and 4 are not playable

VICTORY CONDITIONS: The Germans win by clearing all unbroken Russian squads from north of row V inclusive on boards 2 and 3. Russians win by avoiding the German Victory Conditions.

TURN RECORD CHART:

★ Russian Sets Up First	1	2	3★	4	5	6	7	8	END
⊕ German Moves First			①	①	②	②	③	⑥	

Elements of the 121st Infantry Division set up on whole or half hex of boards 2 or 3.



10-2	8-1	8-0	7-0	4-4-7	4-3-6	2-3-7	HMG 6-12 B11+	MMG 4-10 B11+	LMG 2-6 B10+	ATR #12 B11+	5-7 B12	Mtr 50 #2-10	
			14	6	3				2	2	2		
Mtr 82 #10-30	Art 76	AT 45L	Entrench 5	Roadblock	WIRE								
			6	2	6								

Elements of 103rd Motorized Division enter South edge per SSR 30.2.3:

T26S 12 T26S 11 T40 18/5
45L -1/2x2 76* 4x2/2 -1B (50c)
2

Elements of the 10th Motorized Division enter Turn 0 per SSR 30.2.3 on the North edge



9-2	8-1	8-0	8-3-8	4-6-7	MMG 4-12 B12	LMG 2-8 B12	ATR #12 B11+	Mtr 50 #2-13	30 A	20 A
		2	2	2	8	2	6	2		
STGIIIIB 14	PzJagl 17	sIG IB 12	SPW251/1 18	SPW251/2 18	Lt Truck 24					
75*HS 0 -1	47L -5 -5 *	150* -4	1S/5PP -4 -5 -1=14	1S/5PP -4 -5	1S/7PP *					
		3	4	3	2					

SPECIAL SCENARIO RULES:

OAF SSR 30.2.1: TERRIAN MODIFICATIONS: All hills on Board 3 are ground level wheatfields. Any woods or buildings in these wheatfields continue to exist. All buildings are wooden construction.

OAF SSR 30.2.2: German forces have a special turn 0 to reflect the poor readiness of the Soviet forces. All vehicles may move 1/2 movement. There is no RPh, PFPh, DFPh, AFPh, RtPh, or Aph in this special turn. GT1 immediately follows Game Turn 0.

OAF SSR 30.2.3: The Russian reinforcements enter the game by rolling one die ≤ than the circled number in the appropriate turn box.

OAF SSR 30.2.4: German Engineers may lay unlimited smoke.

OAF SSR 30.2.5: No boresighting allowed in this scenario.

OAF SSR 30.2.6: The -3 To Kill DRM vs. open topped AFVs with height advantage does not apply in this scenario; the -1 height advantage remains in effect (Both are eliminated in ASL; -1 applies to plane attacks only. Use of the -3 drm makes MMG/HMG halftrack killers as are immune to both To Hit and visibility concerns; killing on a 6 or less vs. Germans SPWs in the front; 7 or less vs. American halftracks in the front).

OAF SSR 30.2.7: 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 T28B) is eliminated or immobilized, another AFV may be so designated at the start of the following Rally Phase.

AFTERMATH: As the Germans attacked the outskirts they met with unexpected determined resistance. The hills were gradually taken, but the shaky foothold was eliminated by the arrival of Russian armor. The Germans fell back and were content with keeping the position under observation.

Bill Thomson 512-799-6705

SQLA

Squad Leader Academy

SQL, COI, COD, GIA Player Development

Email: Bill@WargameAcademy.org

Website: www.WargameAcademy.org

7940 Luling Lane Austin, TX 78739 USA

©2006 A Squad Leader Academy Scenario
 Scenario Design by Bill Thomson; updated 051127 Rev O
 Graphic Layout by Bill Sosnicki (B061019)

Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.

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