

KHARKOV 1943

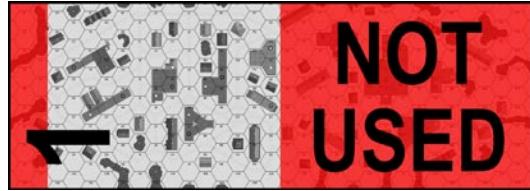
OAF Scenario 38.1

100713a



Russia, 20 km south of Kharkov, August 22, 1944: Russian and German units move out cautiously in search of the enemy, and encounter one another near an isolated farming village...

BOARD CONFIGURATION:



Only rows D through Q (inclusive) are playable

VICTORY CONDITIONS: The player to last solely occupy the 2nd floor of hex K4 gets 4 points. Each enemy squad or leader eliminated is worth 1 point. The side with the most points at game's end wins. A point tie is a Russian victory.

TURN RECORD CHART:

See SSR for setup	1	2	3	4	END
See SSR for first move					

+

German Forces - enter per SSR

★

Russian Forces - enter per SSR

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SPECIAL SCENARIO RULES:

OAF 38.1.1: *Terrain:* All buildings are wooden and first level, except hex K4 which has a second level. All paved roads are dirt roads.

OAF 38.1.2: Prior to play, both sides record the marching order of entry of their respective forces. One *Squad* must follow another in a *continuous string*. *Squads* may not stack together but Leaders and support weapons may stack freely during pre-game moves.

OAF 38.1.3: The marching order may not be changed until turn 1 starts and normal play begins.

OAF 38.1.4: Once the marching order of entry has been recorded, each player then draws one chit from only one of two separate sets of chits numbered 1-4, (i.e., one set for each player), (or if available roll 1 four-sided die) and compares it to the chart below to determine their entry point.

Chit # (Die roll)	GERMAN	RUSSIAN
1	O1	G1
2	Q2	D1
3	Q7	D7
4	K10	I10

OAF 38.1.5: With the marching order and entry point both now determined, the path of the lead squad for each side must be prewritten for 10 pregame moves.

Each move is one hex. A column may hold position for one or more pregame moves by writing, "HOLD POSITION". Turn 1 begins once a clear LOS exists between forces or following the 10th pre-game movement. If a clear LOS still does not exist following the 10th pre-game move, roll a die to determine who moves first with the higher die moving first.

VSQI Note: To perform the above in VSQI, both sides first set up their forces using HIP with the leftmost stack entering first and working left to right. All "stacks" are revealed before any enter the board. Both players then use the "delayed notes" option to list all of the moves of the leading stack for each entry point. Once each player has recorded their pre-game moves for each entry point, both player then roll the OBA 4-sided die and match the die roll to the chart to determine their sides entrance. When Turn 1 begins each opponent releases their delayed notes for verification of their movement.

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