

WINTER WAR

OAF Scenario 46.3

100715a



Tactical Situation, Staritsa, December 1941: A small German unit is attempting to hold out against the bitter cold, snow, and the Russian Winter Counteroffensive.

BOARD CONFIGURATION:



Only rows R-GG inclusive are in play

VICTORY CONDITIONS: To win the Russian must exit 7 squads off the south edge of board 4 between hexes 4AA1 and 4GG1 (inclusive). AFVs with functional main armament counts as 2 squads. The German player wins by avoiding a Russian victory.

TURN RECORD CHART:

<table border="1"> <tr> <td> <table border="1"> <tr> <td>+</td> <td>German Sets up First</td> <td rowspan="2">★</td> <td rowspan="2">1</td> <td rowspan="2">2</td> <td rowspan="2">3</td> <td rowspan="2">4</td> <td rowspan="2">5</td> <td rowspan="2">END</td> </tr> <tr> <td>★</td> <td>Russian Moves First</td> </tr> </table> </td> </tr> </table>	<table border="1"> <tr> <td>+</td> <td>German Sets up First</td> <td rowspan="2">★</td> <td rowspan="2">1</td> <td rowspan="2">2</td> <td rowspan="2">3</td> <td rowspan="2">4</td> <td rowspan="2">5</td> <td rowspan="2">END</td> </tr> <tr> <td>★</td> <td>Russian Moves First</td> </tr> </table>	+	German Sets up First	★	1	2	3	4	5	END	★	Russian Moves First
<table border="1"> <tr> <td>+</td> <td>German Sets up First</td> <td rowspan="2">★</td> <td rowspan="2">1</td> <td rowspan="2">2</td> <td rowspan="2">3</td> <td rowspan="2">4</td> <td rowspan="2">5</td> <td rowspan="2">END</td> </tr> <tr> <td>★</td> <td>Russian Moves First</td> </tr> </table>	+	German Sets up First	★								1	2
+	German Sets up First	★		1	2	3	4	5	END			
★	Russian Moves First											

Elements of 18th Infantry Regiment of 26th Infantry Division - setup on any whole hex within the playing area:



9-2	8-1	4-6-7	2-4-7	MMG 4-12 B12	LMG 2-8 B12	30 A	50 +2	12 75 4/2	Entrench 5
3									5

Siberians of 31st Soviet Army - enter on any hex of row R:



8-1	8-0	6-2-8	76 4/-
6		3	

BILL THOMSON  **817-501-2978**

WARGAME ACADEMY
 RESOURCE FOR HISTORICAL BOARDGAME SIMULATION
 EMAIL: [BILL@WARGAMEACADEMY.ORG](mailto:bill@wargameacademy.org)
 WEBSITE: [WWW.WARGAMEACADEMY.ORG](http://www.wargameacademy.org)
 2133 W CAMPBELL ROAD APT 1231 GARLAND, TX 75044

SPECIAL SCENARIO RULES:

OAF 46.3.1: The German AFV may not move from its initial placement hex. It may only rotate its turret to fire.

OAF 46.3.2: Snow rules (61) are in effect.

OAF 46.3.3: Russian units are wearing special winter camouflage (snow smocks), and therefore receive a +1 DRM when fired on by infantry or direct ordnance Fire (TO HIT roll) *unless* they are occupying a building.

©2010 A Squad Leader Academy Scenario Card
 CREDITS: This scenario published in ON ALL FRONT, Issue 46 and was used at ORIGINS 1986 ON ALL FRONTS Squad Leader Tournament. It was adapted for Squad Leader play by John Letts from the Cross of Iron TAHGC Scenario M "Dead of Winter". Further Modifications/clarifications were made from its published form for tournament play by Bill Thomson. Updated 100713; rev A
 Graphic Layout by Bill Sosnicki
 Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.