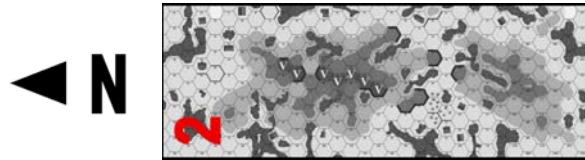


# MOGILEV



**September 1941:** Pressing retreating Russian forces near Mogilev, the 18th Panzer Division advances out of low hills and light forests attempting to clear roads for an armored breakout. The Russians rushed any available fighting force into the hill to slow the German onslaught.

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The German must clear all seven level 3 hexes of Hill 621 and road and adjacent hexes from Y10 to GG6 for all enemy squads not broken or engaged in close combat at game's end. The Russians win by avoiding the German victory conditions.

### TURN RECORD CHART:

★ Russians Setup First	1	2★	3	4	5	6	7	END
⊕ Germans Move First								

**Elements of the Panzer Grenadier regiment;** 18th Panzer Division; enter SW corner from DD10 to GG8:

	SPW251/1	SPW251/2	PSW222	PzJag1
9-2	18	18	30	17
8-1	-4	-4	-5	-5
8-0	-5	-5	(6)	-5
4-6-7	-1	-14	20L	47L
LMG 2-8 B12	1S/5PP	1S/5PP	2	★
	7	4	4	3

**Disorganized remnants of a Russian Rifle Division;** Set up between diagonal spines anchored by S10 to Y1 and W10 to CC1 inclusive, of hexes split by the diagonal:

8-0	4-3-6	MMG 4-10 B11+	ATR #12 B11+	-2 1-8-8
8				

**TURN 2:** Reinforcements; enter any hex along the north edge:

T26S	
8-1	12
8-0	-2
4-4-7	-3
LMG 2-6 B10+	45L
	-122
8 2 2	

### SPECIAL SCENARIO RULES:

**OAF 62.2.1:** The sniper may setup anywhere north of the diagonal spines anchored by W10 to CC1, inclusive of split hexes per 96.2.

**OAF 62.2.2:** There is no Russian turn 7

**OAF 62.2.3:** Optional Rule 25.4 is in effect. Concealed units, which move, may maintain their concealment status provided no enemy unit has a clear LOS to any hex through which they move.

**OAF 62.2.4:** The -3 To Kill DRM vs. open topped AFVs with height advantage does not apply in the 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. German SPWs in the front; 7 or less vs. American halftracks in the front).

**OAF 62.2.5:** The Russians may bore sight (78) the ATR and MMG.

**OAF 62.2.6:** The following COI supplementary rules are in effect: B (Armor Crew Morale), C (Alternate Rout), D (Advanced Berserk Status), F (Vehicle Movement in Woods), J (Russian Entrenchments), M (Location of Hits), N (German Tank Superiority).

**OAF 62.2.7:** The use of Battlefield Integrity (93) is enabled only if both players agree (it was used in the original scenario version).

This scenario was originally published in ON ALL FRONTS number 62. Extensive clarifications and modification have been made to the original scenario published form by Bill Thomson. Original design and playtest by Jay Wightman and Daniel A. Coniatant. This scenario was used for Round 5; GLASC 1979 SL/COI tournament (Updated 051127; rev 0)

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