

# FLUGPLATZ 51

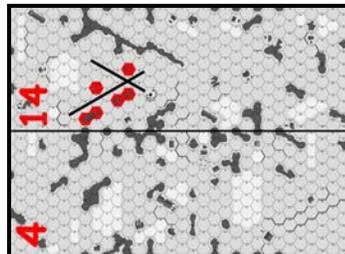
SQLA COI SCENARIO WG208

B080806



**SEPTEMBER, 1941:** The German drive east shatters the Russian front opening large gaps between advancing elements and their logistical tail. Captured Soviet airfields are integrated as points of resupply for the German lead formations. As the organized Soviet resistance crumbles, bypassed Soviet remnants of destroyed formations assimilate into ad hoc battle groups to threaten the security of captured airfields such as Flugplatz 51.

## BOARD CONFIGURATION:



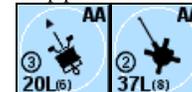
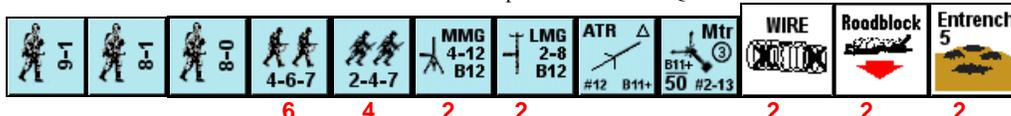
**VICTORY CONDITIONS:** The Russians win immediately at the end of *any player turn* in which they have undisputed control of the tower hex (14L5) and any three of the four (4) remaining buildings that are adjacent to the airstrip. To achieve undisputed control of a building your forces must have been the last to occupy any hex of the building when no broken or unbroken enemy unit (squad, crew on foot, or leader) are in the building. AFV's alone may not control a building. The German wins by avoiding the Russian Victory Conditions at the end of Game Turn 7.

## TURN RECORD CHART:

Germans Setup First	1	2 <sup>+</sup>	3	4	5	6	7	END
Russians Move First								

Elements of Luftwaffe Airfield Defense Battalion - set up south of hex row Q inclusive:

Set up per SSR 208.2:



Elements of Battalion armor support - Enter Turn 2 on any single south edge hex using sequential movement: Set up per SSR 208.2:



Mixed remnants of 24th Army - setup north of row Y inclusive:



Mixed armor support - enter Turn 2 on any single north edge hex using sequential movement:



## SPECIAL SCENARIO RULES:

**WG208.1: TERRAIN:** All Brush hexes (14N1) are considered woods; ignore Sunken/Elevated Roads road status (14T3), treat as normal level 0 terrain., all Orchard hexes (14D2) are considered open ground, all Airstrip hexes (14J5) are considered paved roads, all other roads do not exist; Wheatfields are in effect. All buildings are made of wooden construction.

**WG208.2:** The German 20mmAA must setup in any non-building/non-woods hex within three hexes inclusive of 14I7. The German 37mm AA must setup in 14N7. Both guns are fully emplaced and may not be moved. This emplacement however offers no protection for any crews or infantry in the gun hex.

**WG208.3:** Neither side may ride AFVs as passengers.

**WG208.4:** The SdKfz Flak is considered a halftrack for all movement, LOS, TEM and immobilization purposes. However it is a 'soft' target and it provides no protection to its gun crew (the +2 DRM does not apply). Due to its weapon platform, it has no passenger capability beyond its inherent crew.

**WG208.5:** The Russian BA32 armored cars pay truck movement rates. Deliberate/Random immobilization and excessive speed are not applicable to this vehicle type. Russian vehicle rules for radioless AFV's is ignored for this scenario but may be considered as optional upon agreement of both players. If used, the Russian BT5A acts as the Command Vehicle (CV).

**WG208.6:** Roadblocks may be placed to extend an existing wall/wood, to block a single open hex between woods/building, in addition to as a roadblock (between two printed road hexes)

**WG208.7: SIDE SELECTION PROCEDURE:** Each player takes one marker of each nationality and simultaneously reveals their choice of side. If opposing sides are selected, those sides are assigned. If the same side is chosen, the players bid for side with the lower rated (seed) player bidding first. Bids may start at '0' and progress in whole numbers only. The bid is the numbers of dominate AT START squads to be added to the opposing side. The bid continues until one player accepts the opposing side whose force is augmented with that

bid. Please report the bid, winning side and comments (i.e. uneven die rolls at key moments) as this data will be used for balance modification the scenario prior to its published form.

**AFTERMATH:** As the defense of airfields fell under the jurisdiction of the Luftwaffe, the troop quality and equipment was below that of the Wehrmacht inter-service rivalry resulted in poor coordination between these service branches hindering combat efficiency.

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