

RETURN TO PIEPSK

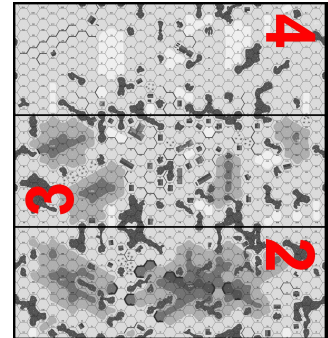
SQLA Scenario WG310

B070129



Piepsk, Central Russia, Nov 14, 1941: Despite a heavy beating, the Soviet army was still holding the field, and in some areas, giving better than they got. However, the German ranks were thinning out as their manpower resources were called upon time and again to fight just one more battle. Very often, an entire section of the line would be held by occupying the main village in that area with remnants of a battle weary company. With winter approaching, possession of these small towns became crucial, as they were often the only shelter for miles around. Piepsk was one such village garrisoned by Co. A of the 3rd Bn, 72nd Infantry Regiment. Knowing that the German defenses were sparse and taking advantage of the new falling snow, remnants of the Russian 169th Rifle Regiment now wearing new camouflage snow smocks, augmented by conscripts from the local populace, and supporting Armor were set to attack and overwhelm the hard-pressed defenders at dawn.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Russian wins by being the last to solely occupy exclusively, with an unbroken unit, all stone buildings on board 3. The German wins by avoiding the Russian victory conditions

TURN RECORD CHART:

+	Germans Setup First	1	2	3	4 ⁺	5	6	7	8	9	10	END
★	Russians Move First											

Remnants of Co A, 3rd Bn, 72nd Infantry Regiment – Set up on any board at least 10 whole hexes (inclusive of placement hex) from East edge using Hidden Initial Placement (42). Regimental HQ will allow only 3 Fire Missions of 81mm Mortar Support. No other artillery module is available:

Regimental HQ Reserve reinforcements – Enter anywhere along West edge of map per SSR WG310.2:

Remnants of the 169th RIFLE Regiment augmented with conscripts from the local populace and supporting armor – Enter anywhere along East edge paying normal MF costs for initial placement on both partial and full hexes. AFV's using the same hex to enter the board must do so sequentially.

SPECIAL SCENARIO RULES:

SSR WG310.1: Environmental Condition's is heavy overcast with *falling snow* (111.53) and No Wind. Falling snow is in effect during game turn 1 but will stop on a *Wind Change* (102.7) DR of '12' and begin again on DR of '10+'. Providing there is no snow falling, the overcast weather will revert to clear and remain that way for the remainder of the game on any Wind Change DR of '2'. Although a light snow covers the ground, it is neither moderate nor deep snow. Roads are muddy and therefore movement is 1 MP/MF per hex, all other movement is per the table below. As long as the weather remains overcast, *Snow* rules (61 and 111.8) and SSR999.11-13 are in effect.

SSR WG310.11: During turns in which snow is falling the range of all infantry weapons is halved. All To Hit attempts by Ordnance type weapons must add +2 (case K) when firing beyond 6 hexes. OBA attacks beyond 6 hexes from its spotter is considered as area fire.

SSR WG310.12: During turns in which snow is not falling but the weather remains overcast; the range of all infantry type weapons is normal but beyond 12 hexes is considered as area fire. All To Hit attempts by Ordnance type weapons must add +2 (case K) when firing beyond 12 hexes. OBA attacks beyond 12 hexes from its spotter is considered as area fire.

SSR WG310.13: During turns in which the weather is clear the range of all infantry type weapons is treated normally as are all TH attempts by Ordnance and OBA attacks.

SSR WG310.2: Russians squads are wearing camouflage *snow smocks* (111.81) and therefore receive a +1 DRM at all times vs. IFT attacks or TH attempts unless the units are occupying a building.

SSR WG310.3: Prior to rolling for Radio Contact, the German must specify with whom he is attempting to contact, its HQ's or its OBA Battery. The German reinforcements enter the game during Turn 7 **OR** they may be released as early as Turn 3 in which the German has fulfilled these 2 requirements: (a) declared a clear LOS to a known Russian enemy unit (or AFV) at any time during the game **and** (b) following the initial sighting of an enemy unit establish and maintain radio contact with its HQ's for one complete Game Turn (or 2 consecutive player turns) without breaking radio contact. Reinforcements will then arrive during the movement phase of following friendly player turn after successfully fulfilling the two requirements mentioned above.

SSR WG310.4: 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. The resulting number is the number of AFVs plus the command vehicle 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 or are within LOS of a leader = 3 hexes away, which is also unbuttoned at the start and end 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 designated command AFV (initially the T34/76A) is eliminated or immobilized, another AFV may be so designated at the start of the following Rally Phase.

SSR WG310.5: HEAT ammunition is not available for either side.

AFTERMATH: The Russians, despite overwhelming numbers and the cover of weather, were unable to gain surprise and the first Russian attack was cut down by accurate long-range machinegun fire. Rather than regroup, the Russians committed troops and tanks piecemeal throughout the day against the town. The Russians were able to eventually gain a small foothold in the town, but were totally at a loss to support it, when German reinforcements in the form of engineers and self-propelled tanks arrived to bolster the German defenses. After taking nearly 70% casualties, lost heart and faded back into the surrounding countryside.

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PLAYTEST STATUS: This scenario is currently in playtest (Beta Release). Please contact Squad Leader Academy to join this effort.

Snow Movement Chart (per Q&A)						
VEHICLE TYPE	SNOW AND TERRAIN TYPE (Same elevation)					
	FALLING SNOW		MODERATE OR NORMAL SNOW		DEEP OR EXTREME SNOW	
	Clear	Road	Clear	Road	Clear	Road
Tracked	1 MP	1 MP	1 MP	1 MP	2 MP	2 MP
Wheeled	4 MP	1 MP	8 MP	2 MP	16 MP	4 MP
Infantry	1 MF	1 MF	1 MP	1 MP	2 MP	2 MP
Cavalry	1 MF	1 MF	1 MP	1 MP	2 MP	2 MP