SURPRISE ENCOUNTER

OAF Scenario 20.3

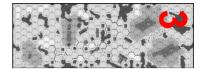


VICTORY CONDITIONS: The Germans must eliminate 6 U. S. squads or occupy both hexes of building 3R6 by game's end. Americans win by avoiding the German victory

September 16, 1944: In a heavy fog, the 1st Battalion of the 357th Infantry Regiment launched another attack along the St. Privat-Metz road. The heavy fog provided cover from the enemy gunners of the 1010 Security Regiment. As the two companies which were detailed to spearhead the attack began forming up, they were hit by a detachment from the German Officer Candidate Regiment which was part of a mobile striking force designed to prevent an American Breakthrough.

BOARD CONFIGURATION:





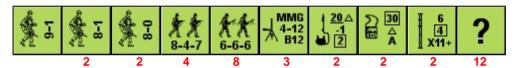
TURN RECORD CHART:

☆	American Sets up First German Moves First	† 1	2	3	4	5	6	END
5.0								



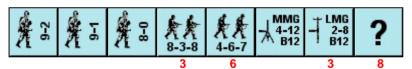
Advance elements of the 1st Bn, 357th Infantry Regiment - set up on board 3 anywhere between rows V & M inclusive; and with a grid coordinate of 3 thru 7 inclusive.







Elements of the Officer Candidate Regiment, 1010 Security Regiment - enter east edge on Turn 1:



SPECIAL SCENARIO RULES:

SSR OAF 20.3.1: TERRAIN: Wheatfield's are in effect.

SSR OAF 20.3.2: At the start, no more than 2 U. S. squads may set up in the same hex; however, Leaders/SW's my stack freely.

SSR OAF 20.3.3: German units may enter and move freely under concealment counters. Any stack entering under concealment counters have their movement allowance restricted to 4 MP's.

SSR OAF 20.3.4: All concealment counters are removed after turn 1.

SSR OAF 20.3.5: A unit initially entering close combat receives a -1 DRM from their Close Combat DR. This DRM does not apply if the unit combines its FP with units already locked in melee from a previous CCPh. This DRM is not cumulative.

AFTERMATH: The ensuing confrontation was fast and furious, culminating in hand to hand combat, and when the Germans finally withdrew, they left the 357th completely shaken. The 357th lost 72 men, losses they could ill afford.



CREDITS: Scenario published in ON ALL FRONTS, issue #20. Modifications/clarifications made from its published form; Updated 060415; rev B. It designed by Bob Safin and won 3rd place in the OAF 1984 scenario design contest, Squad Leader level. No rights are assumed by Wargame Academy. Graphic Layout by Bill Sosnicki (B090713)
Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.