SYRTZEVO

OAF Scenario 30.7 (SEP 207)

VICTORY CONDITIONS: Germans win by controlling buildings on Board 3 between rows L and V. Building 3N2 must be in German control at game's end. Russians win by avoiding German victory conditions

TURN RECORD CHART:

★ Russian Sets up First 2 3 8 9 5 7 4 10 **END** 1 6 🖶 German Moves First Elements of Panzer Division Gross Deutschland enter anywhere along the West edge: HM 431 30 4 X9 2-8 B12 H 4 2 2 B12 812 4-6-8 8 2 6 12 SPW251/2 SPW 251/ 11 18 * See SSR 30.7.5 SI5P SI5PE 2 2 Elements of the 97th Infantry Division setup up on any Board 3 or 10 whole hex: SU76M Ar LMG MM 4 B10-B11 81 2 Elements of the 1st Tank Army enters anywhere along the East edge on Turn 5. Entrench Roadblock WIRE T34/76C DOUD 0

6

SPECIAL SCENARIO RULES:

SSR OAF 30.7.1: TERRAIN: All buildings are wooden; building 3N2 is a 3rd Level Building (building itself is 3 and 1/2 elevations high). Movement along the forest path (10F4) cost infantry 1MF/ Calvary 2 MP but has no other affect. The rowhouse status of buildings on board 10 is ignored (10AA5). Treat as level 1 connected stone buildings.

SSR OAF 30.7.2: Both sides receive random air support. Russian may not roll for air support until turn 3. German aircraft type: 1-3 Stuka 20L MMG; 360+ bomb. May exchange one bomb equipped Stuka with one with a 37L ROF2 in place of bomb. Russian: 2 IL-2M3 Modified Sturmovik: two MGs and 20mm cannon with an Infantry Fire Table equivalent of 20 factors and 37L cannon mounted beneath the wings. If a side's air support has not yet made an appearance, it arrives on its owners Rally Phase turn 9.

SSR OAF 30.7.3: The Russian 628s are engineers for any use of captured FT and DC but lack smoke making capability.

SSR OAF 30.7.4: 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. Germans SPWs in the front; 7 or less vs. American halftracks in the front).

SSR OAF 30.7.5: German Armor Crew Morale is 8 with exception of the Armor Leader Crew. (Special Note: The German Infantry Crew depicted in the German OB above has morale of 8, and not the normal 7 as shown.)

AFTERMATH: The Panzergrenadiers were immediately held up by two self-propelled guns and well sighted antitank guns. Fortunately; air support cam swooping down and cleared the hills. Under the cover of thick smoke and despite heavy casualties, the Germans took one house after another.



This scenario was originally published in ON ALL FRONTS number 30. Extensive clarifications and modification have been made to the original scenario and modified by Bill Thomson. The original author is unknown but were of the Scenario Exchange Program (SEP) participants.

July 7, 1943: Panzer Division Gross Deutschland had fought its way to the outskirts of a strongly defended town in the early stages of the Kursk Battle. There they found trouble

B061102

BOARD CONFIGURATION:

