

VALLEY OF DEATH

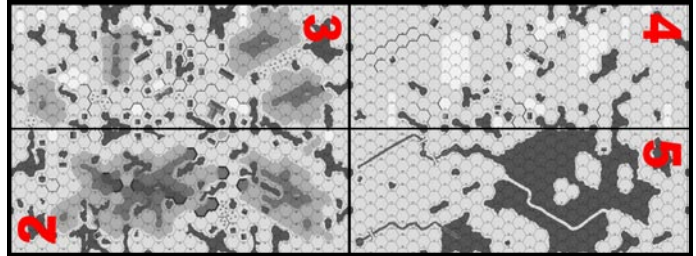
OAF SCENARIO 3.1

100802



Kharkov, August 7, 1943: Following their victory at Kursk the Russians decided to immediately exploit the situation and reduce the German salient around Kharkov. The Germans fully expected this and rushed their crack 2nd SS Panzer to defensive positions on the high ground outside the city. On the morning of August 7th, the Germans watched an incredible armored attack of several hundred tanks rolling forward in a single thrust wedge that appeared unstoppable.

BOARD CONFIGURATION:



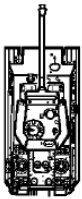
Only the hexes east of row R and P inclusive on boards 2 and 3 respectively are playable

TURN RECORD CHART:

| | | | | | | | |
|-------------------------|---|---|---|---|---|---|-----|
| ★ Russian Sets up First | 1 | 2 | 3 | 4 | 5 | 6 | END |
| ✚ German Moves First | | | | | | | |



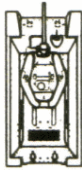
Elements of Das Reich Panzer Division; set up on any whole hex of boards 2 and 3:



| | PzKwVIE | PzKwVD | NASHORN |
|----------|---------|----------|---------|
| Infantry | 13 | 15 | 14 |
| MMG | +2 | +3 | -1 |
| 43b | +1 | 0 | -3 |
| CE | 9-1 | | |
| Armament | 88L 4/2 | 75LL -12 | 88LL |
| Count | 3 | 2 | 3 |



Elements of Fifth Guards Tank Army; enter on any east edge hex(es) (See SSR 3.1.2):



| KVIA | KVIA | KVIC | KVIC | T43 | SU85 | T34/76B | T34/76C |
|-------------|-----------|-------------|-----------|---------|------|---------|---------|
| 12 | 12 | 11 | 11 | 16 | 18 | 17 | 16 |
| +2 | +2 | +3 | +3 | -2 | +1 | +1 | +1 |
| +1 | +1 | +2 | +2 | 0 | 0 | 0 | 0 |
| 76L 4/2/2/4 | 76L 4/2/2 | 76L 4/2/2/4 | 76L 4/2/2 | 76L 4/2 | 85L | 76L 4/2 | 76L 4/2 |
| 1 | 2 | 1 | 2 | 2 | 6 | 6 | |

SPECIAL SCENARIO RULES:

OAF 3.1.1: The Russians may use only 1/2 of their MP on game turn one. Any AFV using its entire 1/2 MP allotment must roll for excessive speed immobilization.

OAF 3.1.2: The Russians must pre-commit their tanks to the hexes they will enter on, by stacking them offboard adjacent to the hex they will use. The tanks must enter sequentially.

OAF 3.1.4: All Russian 76L armament 'hits' with the "L" benefit but kills on the 76 column of the To Kill Table, not the 76L column as per the COI rules amendments

OAF 3.1.5: The German armor leader may not occupy the Nashorn.

OAF 3.1.6: The Armor Crew Morale rules on page 587 of the COI rules are in effect.

OAF 3.1.7: No optional armament rolls are need, neither the German Panther or Tiger have OptNw in this scenario; two of the Russian KVs have the optional AAMG as defined.

OAF 3.1.8: 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 squads added to the opposing side. In this scenario, if bidding to play German, the bid is the number of extra T34/76Cs to be added to the Russians as this force lacks infantry. If bidding to play Russian, the bid is the number PF43b's to be added. The bid continues until one player accepts the opposing side whose force is augmented with that bid.

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This scenario was originally published in ON ALL FRONTS number 3. Extensive clarifications and modification have been made to the original scenario and modified by Bill Thomson. Original design by Jeff Cebula; was used as the Round 2 scenario for CWA-Con 1981; Updated 100802; rev A

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