

SIBERIANS ATTACK

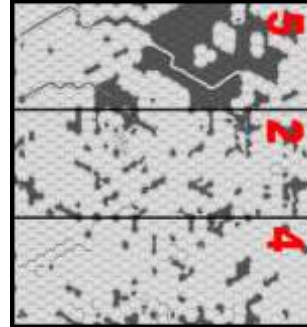
OAF SCENARIO 5.2

B080724



Southeast of Moscow, November 17, 1941: Everywhere along the front the Russians were assisted in their effort by the onset of winter. As the cold intensified, many Germans lacking adequate clothing suffered frostbite and the breakdown of their equipment. Taking advantage of the situation, the Russians counterattacked the underscoring 112th Infantry Division. Under the pressure of the attack, the troops of the 112th broke and ran. It was the first time in the campaign that Guderian's men panicked, the combat ability of the German infantry was at an end.

BOARD CONFIGURATION:



Only hexes north of row R are playable.

VICTORY CONDITIONS: The Russian wins by eliminating 15 German units (squads, crews, leaders) and/or building hexes. Deduct one for each Russian unit that is lost. An eliminated AFV whose crew survives counts as one unit eliminated, otherwise it counts as two units eliminated. Horses play no part in determining victory conditions. Any building hex which has been on fire or rubble is considered eliminated. The German wins by avoiding the Russian victory conditions.

TURN RECORD CHART:

+	Germans Setup First	1	2	3	4	5	END
*	Russians Move First						

Elements of Guderian's 112th Infantry Division; deploy one squad in each of the following building hexes: 4X1, 4CC6, 4Y9, 2T1, 2W7, 2W9, 2V8, 2T8, 5R1, 2Z1. All other units may deploy anywhere in the playing area:

9-2	8-1	8-0	4-6-7	2-4-7	2-8 B12	4-12 B12	AT 37L
2			10	2	2	2	2

Elements of Mechanized Group; Enter in Turn 1 on any east edge hex or hexes on board 5:

9-1	8-0	4-4-7	4-8 B11+	2-6 B10+	1	T34/76A 17 0 76 4/2
		10			3	3

Elements of Cavalry Group; Enter in Turn 1 on any north edge hex or hexes on board(s) 2, 4, and/or 5:

8-1	8-0	C 5-3-7	2-6 B10+	1	12(18) -1
		8	3	5	8

SPECIAL SCENARIO RULES:

OAF 5.2.1: TERRAIN: Snow is present on the ground, but it is not deep snow. The movement of infantry units is unaffected. The vehicular road movement rate is 1 MP per hex. All hills are level ground. All buildings are of wooden construction with a kindling die roll of (7+) per 102.22. Kindling is not applicable to the use of Molotov Cocktails (97.8). VSQJ players may download specialized maps from the SQA website for this scenario.

OAF 5.2.2: All Russian units are equipped with snow smocks. A +1 drm applies to all Russian units (+1 To Hit drm versus AFVs). This DRM does not apply to units beneath a concealment counter, inside a building or while riding a horse or AFV.

OAF 5.2.3: Due to severe cold, any German unit not in a building, which rolls a Rally attempt of 11+, is eliminated. All German ordnance and support weapons break on a DR of 10+. Repair may be attempted normally.

OAF 5.2.4: Due to frozen ground no unit may attempt to Entrench.

OAF 5.2.5: Bore sighting (78) is not allowed.

OAF 5.2.6: Heat is not available for the German AT guns as this ammunition was first introduced in 1942.

This scenario was originally published in ON ALL FRONTS number 5. Extensive clarifications and modification have been made to the original scenario and modified by Bill Thomson. Original design by Jeff Cebula, Round 4 scenario of the CWA-CON 1981, COI tournament. Updated 051218; rev 0

Graphic Layout by Bill Sosnicki
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