March, 1942: After the winter Leningrad offensive, the Russian army pocketed about 5,000 German soldiers at Kholtm. On 21st of March, OKW mounted a rescue operation code named: "Bruckenschlag". This heavy attack must do a breakthrough across Russian lines and join the encircled garrisons which Hitler had forbidden to retreat. In the meantime, Russian forces sought to crush the trapped German forces.

**BOARD CONFIGURATION:**

**VICTORY CONDITIONS:** At the end of the game, the Russian player must control a majority of the buildings or have removed all enemy units on or adjacent to the airfield. The German player wins by avoiding the Russian victory conditions.

**AFTERMATH:** Major General Scherer, with the support of the Luftwaffe and artillery units outside of the pocket itself, was able to put together a defense that stands out in the history of modern warfare. With little over 5,000 men, he was able to stall the Russian war machine for over one hundred days before being relieved. Unfortunately this survival of encircled forces supplied by air with refusal to allow a retreat had a direct influence on a similar battle later in 1942, the Battle of Stalingrad.

**SPECIAL SCENARIO RULES:**

SSR OAF 21.1.1: TERRAIN: Hills 534, 547, and 498 are frozen marsh. Hill 522 is an open ground airstrip. Custom VSQL board 3 available for download on SQLA website.

SSR OAF 21.1.2: German artillery consists of two modules of 150mm. Radio are Field Phoons.

SSR OAF 21.1.3: German receives random Air Support (Stukas are armed with 12MG/360+ bomb).

SSR OAF 21.1.4: Rally attempts outside of building hexes are +1 DRM due to extreme weather.

SSR OAF 21.1.5: All appropriate Squad Leader Academy Rule Conventions apply. These document states, which Optional and Supplemental rules apply in addition to standardizing rule interpretations, are in place for tournament settings.