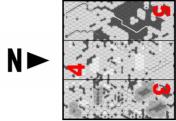
POCHEP

OAF Scenario 30.5 (SEP 205)

Near the Bug River, August 25, 1941: As the advance towards Tula pressed on, every town became a battleground. Pochep proved to be no exception.

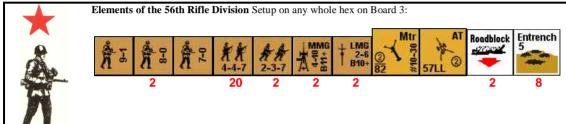
BOARD CONFIGURATION:

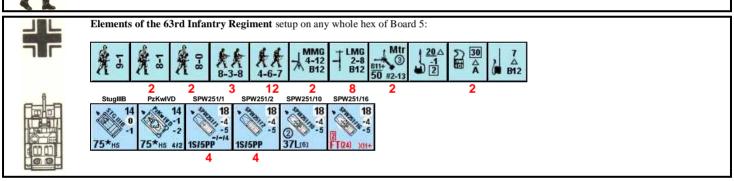


VICTORY CONDITIONS: Germans win by having sole control of all stone buildings on Board 3 at game's end.

TURN RECORD CHART:







SPECIAL SCENARIO RULES:

SSR OAF 30.5.1: The Flamm must be crew exposed to fire.

SSR OAF 30.5.2: The German 838s may place 3 smoke counters per squad.

SSR OAF 30.5.3: Prior to the start of the game, the German secretly chooses if his OBA module is 4 missions of 80 mm, 3 missions of 100 mm, 2 missions of 120 mm, or 1 mission of 150 mm. An artillery request may not be placed prior to German Turn 1.

SSR OAF 30.5.4: 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).

AFTERMATH: Using smoke and flames against a disorganized defense, the Germans reduced the town to ashes within hours. The following morning they set off for Tula.



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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.

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