

# BEACHHEAD AT OZEREYKA BAY

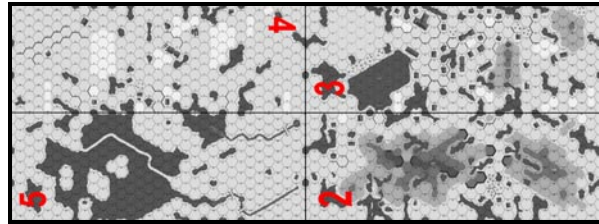
SQLA COI SCENARIO WG215 [a SQLA Revision]

101106



**IN THE OZEREYKA VALLEY, February 4th, 1943:** In an effort to cut off the seventh Army's retreat to the Iaman Peninsula, Stalin developed a plan to use the combined efforts of a land and seaborne operation. The Black Sea Fleet would land a force composed of army and navy troops in the German's rear. This force would smash the coastal defenses at a favorable point and establish a beachhead. Later, follow-up units in a drive towards Volchyi Vorota and eventually link would enlarge this beachhead up with the 47th army. The landing point chosen was the area around Ozereyka Bay. After a heavy naval bombardment, the first Russian assault waves landed on the beach in front of Rumanian costal defense units and formed up for the push toward the town of Glebovka, their first inland objective.

**BOARD CONFIGURATION:**



**VICTORY CONDITIONS:** The Russian player wins by eliminating (or capturing and keeping) both artillery pieces **OR** exiting 5 squads off the west edge of board 3 between hexes 3Q1 and 3Y1 inclusive. If neither condition is met, the German wins.

## TURN RECORD CHART:

⚔ German sets up first	1	2	3	4	5	6	7	8	9	10	11	END
⚔ German moves first												

**Elements of the 3rd Troop, Army Costal Artillery Battalion 780;**  
Setup on any whole hex of board 3 and/or 2 north of row E inclusive:

			5	2		6

Setup on board 2 on Hill 621: (HE only, No H6)

**Elements of 5th Co., 38th Rumanian Infantry Regiment;** Setup on any whole hex north of rows W and K inclusive on boards 5 and 4 respectively:

2		8	2	2	3

**Elements of the Advance Landing Force;** Setup south of rows V and L on any whole hex on boards 4 and 5 respectively.

2	2	4	19		2	4	2		

## SPECIAL SCENARIO RULES:

**WG215.1:** All buildings are considered single story and of wooden construction. All hexes of hill 547 are considered flat open ground. All hexes of hill 534 are considered flat wooded ground.

**WG215.2:** The German radio may be used for on-board indirect fire only. There is no off-board artillery available.

**WG215.3:** Neither side may Boresight.

**WG215.4:** The two German artillery pieces must be placed within 3 hexes (inclusive) of one another.

**AFTERMATH:** With support from their mortars teams and a few light tanks which had made it ashore, the Russian assault parties broke through the forward Romanian positions and captured the artillery of the Third Troop, 789 Battalion. But the losses suffered in taking the position had been too great. The Russian troops that reached the town of Glebovka amounted to little more than a platoon. Together with the remaining Romanian units, the Germans dislodged the Russians from Glebovka and pushed them all the way back to the beaches. The defeat like the one suffered by the Western Allies five months earlier at Dieppe, had been disastrous. With support from their mortars teams and a few light tanks which had made it ashore, the

Russian assault parties broke through the forward Romanian positions and captured the artillery of the Third Troop, 789 Battalion. But the losses suffered in taking the position had been too great. The Russian troops that reached the town of Glebovka amounted to little more than a platoon. Together with the remaining Romanian units, the Germans dislodged the Russians from Glebovka and pushed them all the way back to the beaches. The defeat like the one suffered by the Western Allies five months earlier at Dieppe, had been disastrous.

This scenario is a revision of the TAHGC Scenario 106 of the same name. The changes are minor in nature but major in impact (changing the two VC from AND to an OR statement, with either condition met for a Russian victory and adding three addition 447 to the Russian OB). These modifications are noted in *Italicized and/or Bold* lettering. The scenario record of the original version as of 19 Dec 2005 an axis record of 8-0-2, which demonstrates a significant imbalance, with the Germans playing for a Win/Draw and the Russians playing for a Draw/Loss. I am currently concluding a match of the TAHGC version versus Chris Stewart, which reinforces this opinion of the original balance. The Russians benefited by a significant number of die roll sequences and capitalizing on a German mistake but still trying to gain a likely draw. We collectively feel this modified version would make a worthy tournament scenario. BT/CS