

SCENARIO BETA(zero

Version 2.4

Design by Alan Yngve, 1997/1998 (copyright 2002) [7/1999]

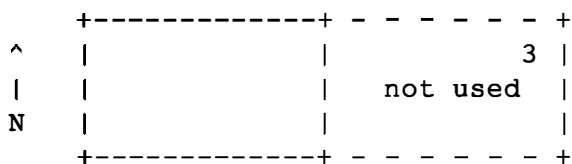
H A S T Y A S S A U L T

Russia, October 1942

The concept of battlefield maneuver is easy to grasp conceptually, but hard to effectively orchestrate. The addition of assault tactics and the frequent requirement for an attacker to displace a defender from their positions will always significantly complicate a tactical problem. Successful attacking skills are only developed through experimentation and practice, but within the Squad Leader system, this too can be a very enjoyable process.

[Introducing: more with BASIC TERRAIN (stone buildings, more walls and hedges, more wheatfields), HILLS, ADVANCED LOS (Hills), DIRECT ASSAULT, DEFENSIVE OPTIONS, MANEUVER IN (and against) AN ASSAULT, CLOSE COMBAT, BERSERK INFANTRY, SOLE CONTROL]

BOARD CONFIGURATION:



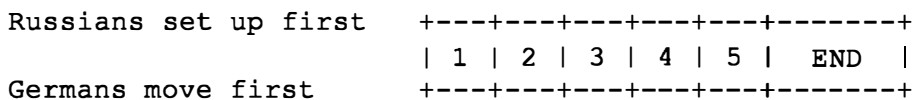
Use only rows GG through Q (inclusive).

Note that Wheatfields are present due to the Scenario date.

RULES: Through Alpha-3, HILLS (43.1-43.61, 43.7-43.9)

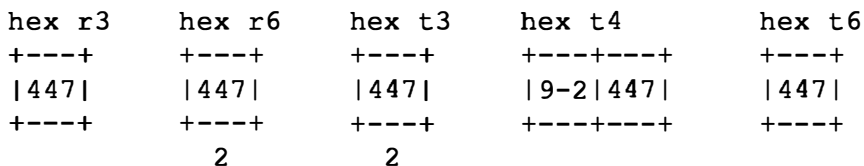
NOTE! Alpha-3 rules are equal to (only) the following: Rules 1-7.3, 7.8, 8-15.2, 15.4-16.6, 17-21.3, 44.2-44.32.

Please refer to commentary accompanying Scenario Alpha for a description of how to use the different "levels," Beta-0 through Beta-3.

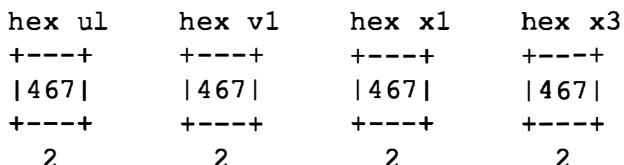


VICTORY CONDITIONS: The Germans win by being the last to have sole control of each of the three stone buildings. The scenario is a draw if the Germans achieve their victory conditions but lose (removed from the board) four or more squads. The Russians win by preventing the German victory condition.

RUSSIANS: Rifle elements holding village



GERMANS: Rifle company on hasty assault



Discretionary set up forces: Set up with any German squad(s).

```

+---+---+---+---+
|9-2|9-1|6+1|LMG|
+---+---+---+---+
                4

```

GENERAL SL PLAY NOTES:

[SOLE CONTROL] Sole control is a victory condition concept that is first introduced in Avalon Hill's Scenario 1, The_Guards_Counterattack, although the specific term is not used in the scenario. Quoting from this source, sole control is "no enemy squad or officer can be in the (building) at (game end) and your forces must have been the last to have occupied any hex of the (building) with an unbroken unit."

[SET UP IN BUILDINGS] An examination of the Scenario Special Rule 1.1 on SL Scenario 1 (The Guards Counterattack) explains that a set up that specifies "In building k5" means that the forces may set up in any hex within that building. However, the set up specified in this scenario specify specific hexes (as in "hex r3") rather than specifying the building. This is an important distinction that should be noted prior to play of any scenario.

BETA (one) Scenario augmentation elements:

Germans: [firepower support]

Russians: [concealment]

Heavy Weapons Platoon

Hex X5

```
+---+---+
```

add: |467|MMG|

```
+---+---+
```

3 2

hex u6 with any squad

```
+---+ +---+---+---+
```

add: |447| |447|LMG| ? |

```
+---+ +---+---+---+
```

2 9

Discretionary forces:

RULES: 25.1-25.6, 25.8, 25.9

```
+---+
```

add: |8-1|

```
+---+
```

BETA (two)

Germans: [engineers, smoke]

Russians: [guards, deployment]

Discretionary forces:

Set up all forces except the 628 in woods or building hexes east of row U (inclusive) and on hexes numbered between 3 and 8 (both inclusive). hex q5

```
+-----+
```

```
+---+---+ | |
add: |838|lmg| |smoke|
```

```
+---+---+ +---+---+
```

2

```
+---+ +---+---+
```

add: |628| |8-0| ? |

```
+---+ +---+---+
```

8

RULES: 25.7, 24.1-24.8

BETA (three)

Germans: [DC, reinforcements]

Russians: [Special Scenario Rules]

Variable Deployment: Set up ALL at-start German forces on any whole or half hexes west of row X (inclusive).

```
+----+
add: |DC |
+----+
      2
```

Battalion Reserve: See Scenario Special Rule (SSR)

```
hex Q5
+----+----+----+
add: |628|LMG| ? |
+----+----+----+
      2
```

Headquarters Platoon: Enter turn 2 on any west edge hex(es)

```
+----+----+----+----+
add: |10-2|838|467|lmg|
+----+----+----+----+
      2  2
```

SSR: Both Russian 628 squads in q5 may not move (fire is permitted) until released, broken by German fire, or berserk. The Russian player rolls one die (1d6) at the END of the Rally Phase of each Russian turn, if the result is less than the number of Russian infantry units currently broken or eliminated, the forces are released by the battalion commander.

RULES: 23.1-23.8, note rule 5.75

Scenario inspiration: Lars Clausen (Assault on Stovgorod) Development assistance: Alain Chabot

Scenario Beta Playtest credits: Pete Belford, Russ Butler, Dave Carter, Lars Clausen, John Coley, Chris Edwards, Ted Ewen, Andy Friedmann, Cait Glasson, Jim Kiraly, Soeren Koch, Greg Layton, Tom Leete, Mick Moore, Eric Pass, Pete Pollard, Scott Powers, Dirk Renshaw, Chris Roberson, Ken Rutsky, Christopher Short, Anders Soenderby, Eric Stranger, Kevin Wilson, Jay Yanek, Alan Yngve.

[Commentary on Beta](#) [Beta Tips](#)

Beta Scenario Play Notes and Rules Commentary

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Rules Commentary

SL COMMENTS: Scenario Special Rules (BETA-three) Scenario Special Rules (SSR) are used in many Squad Leader scenarios. These rules describe special circumstances that apply to the scenario rather than (usually) the game system itself. Read these with care, they will often have important effects upon scenario tactics and play.

SL COMMENTS: Reinforcements (BETA-three) Many Squad Leader scenarios specify reinforcements that enter after play has commenced. In the original scenarios, #3 (Streets of Stalingrad) is the first use of reinforcements. Although never explicitly described in the rules, these forces enter at the specified time and place, as was the case with the Russian forces in Scenario Alpha (Forced March).

SL COMMENTS: Infantry Units (BETA-three) An "infantry unit" is any leader, squad, or crew (squad). This definition is implied by rule 2.1, a "unit" is generally defined as any unit counter that is movable upon the SL battlefield: infantry, support weapon, gun, or vehicle.

