

# QUICK REFERENCE DATA CARD

## INFANTRY FIRE TABLE 10.3

| DICE | 1/20 | 2/30 | 4/40 | 6/50 | 8/70 | 12/80 | 16/100 | 20/120 | 24  | 30/150 | 36+ |
|------|------|------|------|------|------|-------|--------|--------|-----|--------|-----|
| 1    | KIA  | KIA  | KIA  | KIA  | KIA  | KIA   | KIA    | KIA    | KIA | KIA    | KIA |
| 2    | 1    | KIA  | KIA  | KIA  | KIA  | KIA   | KIA    | KIA    | KIA | KIA    | KIA |
| 3    | 1    | 1    | 2    | KIA  | KIA  | KIA   | KIA    | KIA    | KIA | KIA    | KIA |
| 4    | M    | 1    | 1    | 2    | 2    | 3     | KIA    | KIA    | KIA | KIA    | KIA |
| 5    | —    | M    | 1    | 1    | 2    | 2     | 3      | 4      | KIA | KIA    | KIA |
| 6    | —    | —    | M    | 1    | 1    | 2     | 2      | 3      | 4   | KIA    | KIA |
| 7    | —    | —    | —    | M    | 1    | 1     | 2      | 2      | 3   | 4      | KIA |
| 8    | —    | —    | —    | —    | M    | 1     | 1      | 2      | 2   | 3      | 4   |
| 9    | —    | —    | —    | —    | —    | M     | 1      | 1      | 2   | 2      | 3   |
| 10   | —    | —    | —    | —    | —    | —     | M      | 1      | 1   | 2      | 2   |
| 11   | —    | —    | —    | —    | —    | —     | —      | M      | 1   | 1      | 2   |
| 12   | —    | —    | —    | —    | —    | —     | —      | —      | M   | 1      | 1   |
| 13   | —    | —    | —    | —    | —    | —     | —      | —      | —   | M      | 1   |
| 14   | —    | —    | —    | —    | —    | —     | —      | —      | —   | —      | M   |
| 15   | —    | —    | —    | —    | —    | —     | —      | —      | —   | —      | —   |

### FIREPOWER FACTOR MODIFIERS:

|                   |                                   |          |
|-------------------|-----------------------------------|----------|
| POINT BLANK FIRE: | into adjacent hex                 | ..... 2X |
| LONG RANGE FIRER: | Up to double normal range         | ..... ½X |
| MOVING FIRER:     | moved & fired in same player turn | ..... ½X |
| AREA FIRE:        | target is concealed               | ..... ½X |

### SEQUENCE OF PLAY 4.0

1. Rally Phase
  2. Prep Fire Phase
  3. Movement Phase
  4. Defensive Fire Phase
  5. Advancing Fire Phase
  6. Rout Phase
  7. Advance Phase
  8. Close Combat Phase
- Dual Player Participation Phase

### CLOSE COMBAT TABLE 20.3

| Odds Ratio  | 1-5+ | 1-4 | 1-2 | 1-1 | 3-2 | 2-1 | 3-1 | 4-1 | 6-1 | 8+-1 |
|-------------|------|-----|-----|-----|-----|-----|-----|-----|-----|------|
| Kill Number | 2    | 3   | 4   | 5   | 6   | 7   | 8   | 9   | 10  | 11   |

### SEWER MOVEMENT 27.22 Δ

One die . . . 1-4 Successful  
5-6 Lost

### SUPPORT WEAPONS CHART 5.7

| Support Weapon | PORTAGE COSTS    |             | Captured Use | OPERATION CAPABILITIES |                             |
|----------------|------------------|-------------|--------------|------------------------|-----------------------------|
|                | Squad/ Crew<br>3 | Leader<br>1 |              | Squad                  | Leader                      |
| LMG            | 1                | 2           | Yes          | F(17.1)                | 1 MG at<br>½ firepower<br>E |
| MMG            | 4                | A           |              | (17.3)                 |                             |
| HMG            | 5                | A           |              |                        |                             |
| Flamethrower   | 2                | 2           | C,D,H        | 1 D (22.3-5)           | 1 C (22.4)                  |
| Demolition     | 1                | 1           |              | 1 D (23.3-4)           | 1 C                         |
| Charge         |                  |             | C,D,H        |                        |                             |
| Panzerfaust    | ½                | 1           | C,D,H        | 4 (37.3)               | 1 (37.33)                   |
| Bazooka        | 1                | 2           | No           | 2 (37.4)               | 1 E (37.43)                 |
| Radio          | 1                | 2           | No           | NA                     | 1 (46.1)                    |
| Anti-Tank Gun  | B (48.4)         | NA          | Yes-G        | 1 (48.7)               | NA                          |
| 105mm Howitzer | *5               |             | No           |                        |                             |
| Mortar (63.6)  |                  |             | D,H          |                        |                             |

NOTES: A—Two leaders may carry one MMG/HMG 1 hex per Movement Phase.  
B—Any squad may push 1 hex during Movement Phase.  
C—Must have a leadership modifier of -2 or -3.  
D—Must be Assault Engineer.  
E—Any two leaders may fire full strength.  
F—One MG or 4 firepower factors at no cost; or any two MG's in excess of 4 firepower factors and forfeit squads inherent firepower.  
G—Must be Crew counter  
H—Must be American unit.  
\*—For stacking purposes only.

### STACKING 6.1

Infantry . . . . . 4 units (3 squads maximum)  
Weapons . . . . . 10 Portage Points (PP)  
Vehicles . . . . . 1  
Wrecks . . . . . Unlimited

On an AFV . . . . . 2 Infantry (1 squad maximum), 5 PP  
On a Truck . . . . . 2 Infantry (1 squad maximum), 7 PP  
On a Jeep . . . . . 1 Crew, or 2 leaders & 1 Support Weapon

Under an AFV . . . . . 3 Infantry (2 squad maximum), 5 PP  
EXCEPTIONS: Bunkers, Close Combat, Entrenchments, Overruns, 2nd Level Bldgs, Sewer Moves.

### OVERRUNS 35.3 Δ

Tanks, SP Guns . . . . . 16 firepower factors  
Halftracks . . . . . 8 firepower factors  
-5 dice roll modification vs trucks, jeeps

### INFANTRY MOVEMENT COSTS CHART 5.5 Δ

- \* Onto road from road hexside . . . . . ½ MF
- \* Onto road from non-road hexside . . . . . 1 MF
- \* Open Ground, Shellhole, Wheatfield . . . . . 1 MF
- \* Woods . . . . . 2 MF
- \* Enter any building . . . . . 2 MF
- Move within any building, per hex . . . . . 2 MF
- Move up or down staircase . . . . . 2 MF
- Cliff hexside . . . . . NA
- Over wall or hedge hexside . . . . . 1 +COT
- Into a smoke filled hex . . . . . 1 +COT
- Enter/exit bunker or entrenchment to/from same hex . . . . . 1 MF

COT = Cost of terrain in the hex moved into  
\* Double cost if move is to higher elevation

### MINEFIELD VS VEHICLES MODIFIERS 55.6 Δ

|                       |    |
|-----------------------|----|
| Truck, Jeep . . . . . | -3 |
| Halftrack . . . . .   | -1 |
| Others . . . . .      | 0  |

### ARTILLERY BARRAGE VS VEHICLES MODIFIERS 46.54 Δ

|                                |    |
|--------------------------------|----|
| Non-armored Vehicles . . . . . | -3 |
| Open top AFVs . . . . .        | -1 |
| Tank . . . . .                 | +1 |
| SP Gun . . . . .               | +2 |

### TERRAIN EFFECTS MODIFIERS 11.1 Δ

|  |    |
|--|----|
| Moving in Open Ground (11.3) . . . . .                                       | -2 |
| Wheatfield, moving or non-moving . . . . .                                   | 0  |
| Open Ground, non-moving . . . . .  | 0  |
| LOS crosses AFV counter at moving infantry in different hex (32.7) . . . . . | 0  |
| Woods, Shellhole . . . . .   | +1 |
| Behind hedge hexside (11.2) . . . . .  | +1 |
| Beneath AFV counter . . . . .  | +1 |
| Wooden Building . . . . .  | +2 |
| Behind stone wall hexside(11.2) . . . . .                                    | +2 |
| Stone Building . . . . .   | +3 |

# HASTY ASSAULT

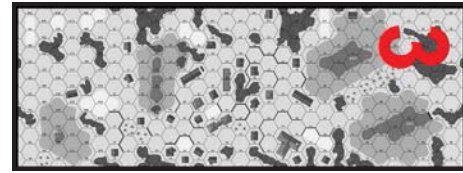
## SCENARIO BETA (zero)

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**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.

### BOARD CONFIGURATION:



Use only rows GG through Q (inclusive).

**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.

[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]

### TURN RECORD CHART

|                         |   |   |   |   |   |     |  |
|-------------------------|---|---|---|---|---|-----|--|
| ★ Russians set up first | 1 | 2 | 3 | 4 | 5 | END | <b>RULES:</b> Through Alpha-3, HILLS (43.1-43.61, 43.7-43.9)<br><b>NOTE:</b> 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.<br>Note: Wheatfields are present due to the Scenario date. |
| ☒ Germans move first    |   |   |   |   |   |     |  |

**Rifle company on hasty assault;** set up in designated hexes:

☒ In hex U1: 2 VI: 2 XI: 2 X3: 2

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

4

**Rifle elements holding village;** set up in designated hexes:

★ In hex R3: R6: 2 T3: 2 T4: T6:

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

### Scenario augmentation elements:

**BETA (one) [firepower support, concealment]**

☒ **Additional Forces:** Heavy Weapons Platoon

In hex X5: 3 2 add to Discretionary forces:

★ **Additional Forces:** add to OB

in hex U6: with any squad: 2 9

**RULES:** 25.1-25.6, 25.8, 25.9

**BETA (three) [DC, reinforcements, Special Scenario Rules]**

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

add to OB: 2

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

2 2

★ **Additional Forces:** See Scenario Special Rule (SSR)

In hex Q5: 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

**BETA (two) [engineers, smoke, guards, deployment]**

☒ **Add to Discretionary forces:**

2

★ **Additional Forces:** Set up all forces except for the 6-2-8 in woods or building hexes east of row U (inclusive) and on hexes numbered between 3 and 8 (both inclusive).

In hex Q5: ? 8

**RULES:** 25.7, 24.1-24.8

**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.

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 Scenderby, Eric Stranger, Kevin Wilson, Jay Yanck, Alan Yngve. Version 2.4 Designed by Alan Yngve, 1997/1998 ©2002 [7/1999]

# IN ALL FRONTS

ORIGINS '84

SL TOURNAMENT

SCENARIO #1

Tournament Conducted by  
Tom Greer

Somewhere in France, August, 1944:  
American and German units move  
out cautiously in search of the  
enemy, and encounter one another  
near an isolated farmhouse.



4






**VICTORY CONDITIONS:** The player who eliminates the most enemy squads wins. If there is a tie then the player with the most unbroken squads on the enemy's side of the board wins (row Q is the dividing line - squads on row Q do not count). If still tied then the player with the most unbroken squads remaining wins.

## TURN RECORD CHART

|                               |   |   |   |   |   |   |
|-------------------------------|---|---|---|---|---|---|
| Simultaneous set up.          | 1 | 2 | 3 | 4 | 5 | 6 |
| Roll die for who moves first. |   |   |   |   |   |   |







German forces set up south of hex row X (inclusive).

|  |  |  |  |   |
|--|--|--|--|---|
| <br>4-6-7 | <br>2 | <br>2 | <br>2 | <br>2-8<br>812 |
| 16   |  | 2  |  | 6   |



American forces set up north of hex row J (inclusive).

|  |  |  |  |
|--|--|--|--|
| <br>6-6-6 | <br>2 | <br>2 | <br>2 |
| 16   |  |  | 2  |

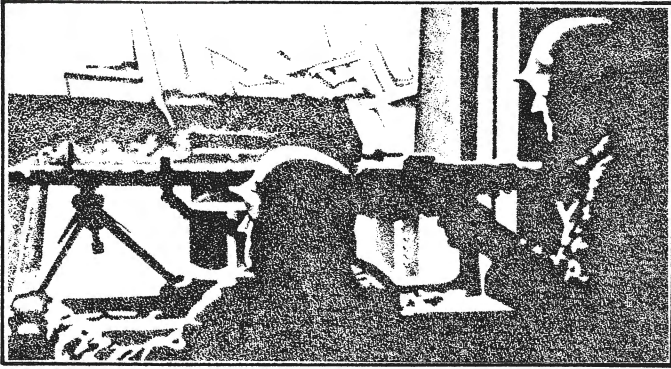
## SPECIAL RULES

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- Both sides set up simultaneously. Following the set up, each player rolls a die. The player with the highest die roll moves first.
- The player moving first may only move his units half their normal movement capability on the first turn.
- Roads do not exist in this scenario. Treat all roads as open ground.

# THE GUARDS COUNTERATTACK

## Scenario 1



**STALINGRAD, October 6, 1942:** After an extremely successful summer the Germans came upon the Volga fortress of Stalingrad. Here the Russians had dug in and were determined to make a stand. Sensing total victory, the Germans threw more and more troops into the fighting. But for the first time German infantry found the Russians their equal. Rebuffed by the stiff resistance, the Germans committed crack assault engineers. Gradually the Germans cleared one block and then another, only to lose them again to sudden Russian counterattacks. By October 5, the Germans had almost taken the key Dzerzhzinsky Tractor Works. However, the fighting had been so heavy that the line troops occupying the surrounding area were exceptionally weak from the previous week's fighting. The Russians counterattacked with their crack 37th Guards to break the ring the Germans had thrown around the factory and reinforce the defenders.

**Rules Introduced: Sections 1—21**

## VICTORY CONDITIONS

To win the Soviets must *completely occupy* two more of the stone buildings initially occupied by the Germans than they lose of their own initial stone buildings to complete German occupation, OR have a favorable 3:1 ratio (Russian/German) of unbroken squads at game end. To be completely occupied in your favor, 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. The German wins by avoiding the Soviet victory conditions.

## Board Configuration



Only shaded half of board is used; rows A-P inclusive.

## TURN RECORD CHART

|                        |   |   |   |   |   |     |  |  |  |  |
|------------------------|---|---|---|---|---|-----|--|--|--|--|
| ⚔ German sets up first | 1 | 2 | 3 | 4 | 5 | END |  |  |  |  |
| ★ Russian moves first  |   |   |   |   |   |     |  |  |  |  |

**Co H, 389th Infantry**

In building F5

|   |   |  |
|---|---|--|
|   |   |  |
| 3 | 2 |  |

In building K5

|   |   |  |
|---|---|--|
|   |   |  |
| 3 | 2 |  |

In building I7

|   |   |  |
|---|---|--|
|   |   |  |
| 3 | 3 |  |

In building M7

|   |  |  |  |
|---|--|--|--|
|   |  |  |  |
| 3 |  |  |  |

In building M9

|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |

**Elements of the 308th RIFLE DIVISION**

In building N4

|   |  |
|---|--|
|   |  |
| 4 |  |

In building J2

|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |

In building M2

|   |
|---|
|   |
| 3 |

In building N2

|  |
|--|
|  |
|  |

**Elements of the 2nd Bn, 37th GUARDS**

In building F3

|    |  |
|----|--|
|    |  |
| 12 |  |

## SPECIAL RULES

1.1 In *all* scenarios, units may deploy anywhere within the designated building, not just in the designated hex used to identify the building.

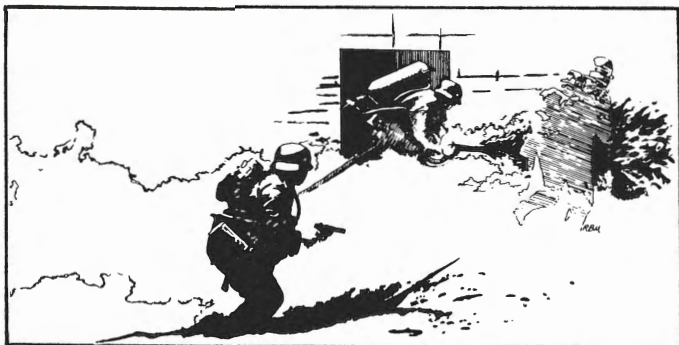
## VARIATIONS

1A: Optional upon agreement of both players.

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# THE TRACTOR WORKS

## Scenario 2



**STALINGRAD, October 6, 1942:** While pushing into the industrial area of the city, advancing elements of the 389th Infantry have isolated a contingent of the 308th Rifle Division in the key Dzerzhzinsky Tractor Works. The Germans have decided to crush this island of resistance and to help, have brought up a crack team of assault engineers. However, the Russians have noted a critical weakness in the ring around the Tractor Works, and have decided to launch a major counterattack to relieve their garrison there.

### Board Configuration



Only shaded portion of board is playable; hex rows O-GG inclusive.

### Rules Introduced: Sections 22—26

### VICTORY CONDITIONS

The side ending the game with undisputed control of at least six hexes of the Tractor Works (1X3) wins. A side is considered to control a hex if it was the last to occupy that hex with an unbroken unit. A hex containing units of both sides in Close Combat is controlled by neither side. If only one side has an unbroken unit in the Tractor Works at game end that side is the winner. If neither side ends the game in control of 6 hexes of the Tractor Works or in sole possession of the building the game is a draw.

### TURN RECORD CHART

|                                       |   |   |   |   |   |   |   |   |     |
|---------------------------------------|---|---|---|---|---|---|---|---|-----|
| Sequential set up                     | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | END |
| Roll die to determine who moves first |   |   |   |   |   |   |   |   |     |

**Elements of the 389th Infantry Division; set up second after Russian 308th units**

**Kampfgruppe Stahler**—deploy in buildings U3, T4, R7, T7:

|                |               |       |          |         |   |
|----------------|---------------|-------|----------|---------|---|
| Lt Stahler 9-2 | Sgt Fritz 8-1 | 4-6-7 | 4-12 B12 | 2-8 B12 | ? |
| 7              |               | 2     | 4        | 12      |   |

**Kampfgruppe Tienham**—deploy in buildings Y8, CC7, AA4:

|                   |               |              |       |         |          |
|-------------------|---------------|--------------|-------|---------|----------|
| Capt Tienham 10-2 | Sgt Biles 9-1 | Capt Uhl 8-0 | 4-6-7 | 2-8 B12 | 6-16 B12 |
| 6                 |               |              | 3     |         |          |

**Co A, Assault Engineer Battalion 50**—deploy in buildings AA4, CC3, Y8:

|                |       |         |         |         |   |
|----------------|-------|---------|---------|---------|---|
| One group 10-3 | 8-3-8 | 20A 1-2 | 30A 1-2 | 2-8 B12 |   |
| 6              |       | 2       | 4       | 2       | 6 |

Smoke counters are removed from game after initial use.

**Garrison of the 308th RIFLE Division**—set up first in Tractor Works (building X3)

|               |       |          |          |          |   |
|---------------|-------|----------|----------|----------|---|
| Sgt Kibov 9-2 | 4-4-7 | 2-6 B10+ | 4-12 B11 | 8-20 B12 | ? |
| 12            |       | 3        | 2        | 18       |   |

**Elements of two battalions of the 295th Infantry Division**—deploy last in buildings P8, P5, Q4, R1

|                |              |              |       |          |
|----------------|--------------|--------------|-------|----------|
| Capt Babin 9-1 | Lt Gusev 8-0 | Lt Gusev 8-0 | 4-4-7 | 2-6 B10+ |
| 27             |              |              | 4     |          |

### SPECIAL RULES

2.1 German engineers' smoke laying capacity is restricted to a total of 6 counters in this scenario.

2.2 All Russian units in Tractor Works get fanaticism benefit (26) while in Tractor Works.

### VARIATIONS

2A: Optional upon agreement of both players.

# THE CLEARING

**HUERTGEN FOREST, GERMANY, October 10, 1944:** Day after day of seemingly endless forest. Constant shelling had turned most of the trees to shattered hulks. Advances were truly measured in yards as each step forward increased the threat of yet another sniper or hidden Spandau. Then, near the road from Richelskaul to Raffelsbrand, the GIs saw treeless sky. Without any command given, the US forces surged forward to take the high ground.



**Board Configuration** 



Only Rows A-P inclusive are playable.

## VICTORY CONDITIONS













To win, the US player must have an unbroken squad and leader together on any one of hexes M5, N5, O5 or P5 at game's end. They may not be locked in melee. The German player wins by avoiding US Victory Conditions.

## TURN RECORD CHART



|                       |   |   |   |   |   |   |     |
|-----------------------|---|---|---|---|---|---|-----|
| Set up simultaneously | 1 | 2 | 3 | 4 | 5 | 6 | END |
| ☆ U.S. moves first    |   |   |   |   |   |   |     |



Elements 983rd Infantry Regiment set up on any first level or higher hill hex of Hill 621. No mines or wire are allowed on third level hexes:

|   |   |   |   |   |   |   |  |  |   |  |  |
|---|---|---|---|---|---|---|--|--|---|--|--|
|  9-1 |  8-1 |  8-0 |  8 <sup>3</sup> -3-8 |  4 <sup>1</sup> -6-7 |  4-4-7 |  2-3-7 |  MMG 4-12 B12 |  LMG 2-8 B12 |  MINES 6 |  AT 50L 2 |  WIRE 4 |
|---|---|---|---|---|---|---|--|--|---|--|--|











|  |   |
|--|---|
|  Entrench 2 |  1+3+5 |
|--|---|

SQL SSR:

The German player may boresight one hex for each ATG and MMG. A boresighted hex may subtract 2 from the IFT (MMG) or TH (ATG). The MMG does not qualify for the boresighting TEM if participates in a Fire Group. Boresighting is lost if the weapon is moved, the manning infantry breaks or the weapon malfunctions.



Elements 60th Infantry Regiment [ELR:3] set up on any whole hex in row B:

|   |   |   |   |   |  |  |  |
|---|---|---|---|---|--|--|--|
|  9-2 |  8-1 |  7-0 |  7 <sup>1</sup> -4-7 |  6 <sup>3</sup> -6-6 |  MMG 4-12 B12 |  30 A 2 |  44a 6 1PP 4 X11+ 2 |
|---|---|---|---|---|--|--|--|



SQL SSSR:

Replace the US 7-4-7 with 8-4-7 with the ability to place one smoke counter.

## SPECIAL RULES

**301.1** The German may boresight his ATG and MMG.

**301.2** The 7-4-7 and 8-3-8 are Engineers but lack any special smoke-making abilities.

**AFTERMATH:** The drive up the lightly wooded hill gathered spontaneous momentum. The Germans fought bravely until they could see that the Americans were firmly ensconced on the heights. Then, with the GIs looking down on them, the Wehrmacht conscripts surrendered en masse. Although the forest lay as a great gray-green carpet all around them, the US troops were able to pause and regroup in this small clearing.

# BACK TO THE SEA

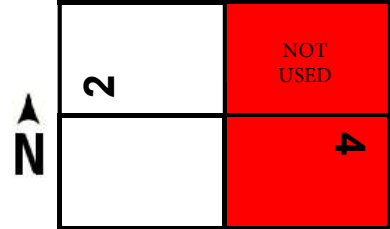
## TTS Scenario Delta (zero)

Version 2.1



**Normandy, June 1944:** The Americans in the Squad Leader system are a very different type of force than the Germans and Russians. With basic squads combining a higher inherent firepower and a lower morale, the 666 squad is both extremely powerful and quicker to break and double-break. The other important difference is that American SQUADS (not leaders) are exempt from desperation morale effects. Learning how these differences affect the way that the Americans are best commanded on the battlefield is both challenging and intriguing. This scenario, representing a local probing counterattack shortly after the Normandy invasions, presents three common infantry operation themes, the tactical implications of: defensive machine gun positions, called artillery support, and direct armor support.

### BOARD CONFIGURATION:



Use only the area west of row Q (inclusive).

**VICTORY CONDITIONS:** The Germans must earn at least 5 points at game end to win. The Americans win if the Germans earn 4 or fewer points. The Germans earn points as follows: gain (MMG = 2, HMG = 3) points for each American MG (even if malfunctioned) that is NOT in the same hex as a good order or broken American infantry unit at game end; gain 1 point for each German squad on any whole or half hex of Board 2 (even if broken) at game end; gain 1 point for each American MG that has been removed from the board for any reason. The Germans lose points for the following: deduct 2 points per immobilized AFV and deduct 3 points per eliminated AFV.

### TURN RECORD CHART:

|                        |     |   |   |   |   |     |   |
|------------------------|-----|---|---|---|---|-----|---|
| ⚔ German Sets Up First | ⚔ 1 | 2 | 3 | 4 | 5 | END | Introducing: Off-Board Artillery (OBA), radio use, High Explosive (HE) versus infantry, more smoke, infantry versus armor, machine gun positions, entrenchments, bazookas, crew (squads) as infantry. |
| ⚔ German Moves First   |     |   |   |   |   |     |   |



**KAMPFGRUPPE TIENHAM (supported Rifle Company)** sets up first. Up to six 1/2" counters may set up on any hex(es) south of board 4 hexes numbered "3" (inclusive). Remainder of force must enter turn 1 on any south board hexes. OBA is three artillery missions from an 81mm Mortar Battery.



10 5



**INFANTRY BATTALION REMNANTS (Screening Force)** sets up second on any [non-level two or three hill hex on] board 2 or board 4 hex that is north of hexes numbered "8" on board 4 (inclusive). See optional rule.



7

### SPECIAL RULES:

**FOR EXPERIENCED PLAYERS:** Use all pertinent rules from the SL rulebook except rules 58 and 59.

**Note 1:** entrenchments (rule 54) are not permitted in Delta-0 or Delta-1.

**Note 2:** Wheatfields are present due to the Scenario date.

**OPTIONAL RULE:** By pre-game agreement, permit the Americans to set up on level 2 and 3 hill hexes, adding this provision. At the conclusion of the American set up, the German player gains additional forces equal to 30 points for each Entrenchment and/or MG that the Americans set up on any level 2 or 3 hill hex. Using the point values on page 28, any German unit(s) may be purchased as long as the total cost does not exceed the amount added by the American set up. Leaders may either be purchased by paying the full cost or available leaders may be upgraded by paying the cost differential (e.g. upgrading a 9-1 to a 9-2 costs 15). All added forces (or upgraded leaders) must enter on German turn one.

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**Delta (zero) RULES:** Through Beta(two), (Americans) 50.1, 50.3, 50.4 (Off-Board Artillery) 46.1-46.53, 46.6-46.81, 46.9

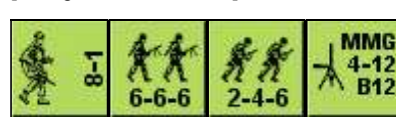
### Delta (one) Scenario augmentation elements:



[Armor support, crews]



[Multiple firebases, crews]



2

**RULES:** Through Gamma(two), 28.2, 28.4, 31.5, 31.7, 32.1-32.2, 33.1-33.34, 33.8-34.8, 35, 38-39, 41.2-41.4, 58.4

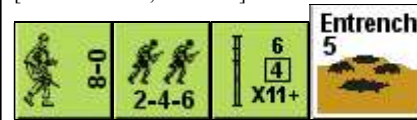
### Delta (two)



[Assault guns, AFV differences]



[Entrenchments, bazookas]



2

5

2

**RULES:** 33.6, 40.4

**RULES:** 33.9, 37.4, 54 [Note rules 5.75, 41.2]

### Delta (three)



[augmented OBA] Random OBA module.



[defensive OBA] Random OBA module.



**RULES:** 45.1-45.42, 46.54, 46.82

Date: 16 Jul 94 17:51:43 CSTCDT  
From: ALAN@budget.crown.nwu.edu  
To: epass@nyx.cs.du.edu (Eric Pass)  
Subject: Email Scenario test

SQUAD LEADER at CAPITOL-CON 1985  
(tournament scenario by Alan Yngve)

NORMANDY, JUNE 1944. A (hypothetical) German assault falls upon unprepared elements of an American headquarters. Such occurrences taught the German's to respect American rear-area forces, as they were usually considerably larger and better armed than the German's own.

VICTORY CONDITIONS: Destruction of an artillery gun is worth 3 points and each building hex in the American set up area solely occupied at game end is worth 1 point (only the Germans earn points).  
Double (alternating sides) play: The player who earns the most points when playing the Germans is the winner. If a tie, the player who lost fewer German squads wins.  
Single play: The Germans must earn at least 6 points to win.

|                      |  |   |  |   |  |   |  |   |  |     |  |
|----------------------|--|---|--|---|--|---|--|---|--|-----|--|
| Americans move first |  |   |  |   |  |   |  |   |  |     |  |
| Germans              |  | 1 |  | 2 |  | 3 |  | 4 |  | END |  |

Board Configuration: Board 4 only, board# is WEST.

American force: Headquarters support elements. Set up on any hex(es) numbered 5 or less, see SSR 2.

9-1, 8-0, 7-0, 4x6-6-6, 4x2-4-6, 2xBaz, 2x105mm ART.

German force: Composite assault company. Enter turn 1 on any south board hex(es).

9-2, 9-1, 8-1, 8-0, 9x4-6-7, 3x8-3-8, HMG, 2xMMG, 3xLMG.

- SSR 1. Use only SQUAD LEADER rules through 63.
- SSR 2. Two crew must man a 105 ART in order to qualify for two shots. One crew could fire a 105 only once per fire phase. The 105s may not set up in buildings and may not be moved during play.

Note: Bazookas suffer a +2 TO HIT when firing at moving infantry.



# RECONNAISSANCE IN FORCE(B)

SQLA-SQL Scenario WG110



FRANCE, Somewhere in Normandy, June 1944; As 'Green' American units enter the combat line and 'See the Elephant', lackluster leadership and tactics leads to high casualties as the pressed Germans retain a sting.

## BOARD CONFIGURATION:



## VARIATIONS:

1. In the Turn 3 German reinforcements remove the SdKfz251 halftrack and add one 468 squad. Reduce the number of American Bazooka's from 4 to 3. SSR WG110.7 is no longer in effect.

## BALANCE:

**WG110.B1** A successful detonation is anything but a No Effect.

**WG110.B2** Add the following line to SSR WG110.7 "Vehicle movement costs are increased by 50% or in other words, an Open Ground hex costs 1.5 MP's to enter due to the soft ground from recent rains."

**VICTORY CONDITIONS:** The American player wins if he solely occupies with an unbroken unit and/or destroys any of the three buildings in hexes L6, O4, and T9 and must have ≥ four unbroken squads at game end. If the American player can successfully detonate a DC in either L6 or T9 the building is considered destroyed for victory purposes and occupation is no longer necessary. A successful detonation is anything but a 12 DR.

## TURN RECORD CHART:

|                                    |   |   |                |   |   |   |     |
|------------------------------------|---|---|----------------|---|---|---|-----|
| ☆ American Sets Up And Moves First | 1 | 2 | 3 <sup>+</sup> | 4 | 5 | 6 | END |
|------------------------------------|---|---|----------------|---|---|---|-----|

**RULE LIMITATIONS:** All Squad Leader 4th edition rules apply, in addition to SQL compiled Q/A and Squad Leader Academy rule conventions.

**American Reconnaissance Force** sets up first on any whole/half hex on/east of hex row Z:

|  |  |  |   |    |  |   |  |
|--|--|--|---|----|--|---|--|
|  |  |  |   |    |  |   |  |
|  |  |  | 2 | 10 |  | 4 |  |

**German Garrison Force** sets up second on any whole/half hex on/west of hex row V:

|  |  |   |  |   |
|--|--|---|--|---|
|  |  |   |  |   |
|  |  | 6 |  | 2 |

**Reinforcements** enter Turn 3 on any West edge hex:

|  |  |    |  |   |  |
|--|--|----|--|---|--|
|  |  |    |  |   |  |
|  |  | 4* |  | 2 |  |

\*See SSR WG109.2

## SPECIAL RULES:

**WG110.1:** The American 847s have smoke making ability in this scenario.

**WG110.2:** The German Reinforcements of 468 squads that arrive in Turn 3 represent elite reserved forces (i.e. Panzergrenadiers) and have a morale of 8 instead of the normal 7. Other than possessing a higher morale, they have identical capabilities as 467s. Players can either note which counter ID's are Elite on a piece of notepaper, or if available, use the counters in the Cross of Iron gamette.

**WG110.3:** Note: Bazooka's do not benefit from Point blank fire; Bazooka To Hit dice rolls are subject to +2 when firing at moving targets.

**WG110.4:** Board 16; Default orientation (hex ID on lower left); Roads do not exist, Wheatfields are in season. Brush hexes are considered to be woods. During the American player setup, two woods hexes (use the draggable overlays in VSQ) may be placed in any non-building hex that is not adjacent to a hedge or wall. In these hexes, the woods is considered to extend to all hexsides.

**WG110.5: SIDE SELECTION PROCEDURE:** Each player takes one marker of each nationality and simultaneously reveals their choice of side. If opposing sides are selected, those sides are assigned. If the same side is chosen, the players bid for side with the lower rated (seed) player bidding first. Bids may start at '0' and progress in whole numbers only. The bid is the numbers of dominate AT START squads to be added to the opposing side. The bid continues until one player accepts the opposing side whose force is augmented with that bid. Please report the bid, winning side and comments (i.e. uneven die rolls at key moments), as this data will be used for balance modification the scenario prior to its published form.

**WG110.7:** Due to wet ground, a +2 drm applies to all entrenchment attempts (base creation number is '3').

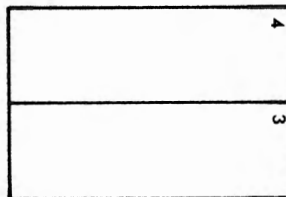
# Scenario 7

# BUCHHOLZ STATION



**BUCHHOLZ, German border, December 16, 1944:** The original German opening for the Battle of the Bulge was somewhat subdued. German infantry, with little armor was to seize key road junctions early so the armored formations could quickly pass through and exploit a breakthrough. One such key place was the town of Buchholz which sat alongside an abandoned railroad. It was held by a company of American infantry who were lined up for chow outside the town when a company of the German 27th Fusilier Regiment came down the road. Neither side had expected to find the other here, and there was a moment of mutual surprise as both sides scrambled to deploy. The fighting opened about 7 a.m. with neither side able to gain a decisive advantage. Losses were given and taken and the battle would probably go to the first side to receive reinforcements.

## Board Configuration



## Rules Introduced: Sections 50—52

## VICTORY CONDITIONS

The side that forces the other to "retreat" first is considered the winner. A side is forced to "retreat" the instant it has lost by KIA or removal (twice broken units) a total of ten squads, leaders or AFV's. If, by the end of the game, neither side has been forced to retreat, the game is considered an American victory providing the Germans haven't exited 7 squads off the southern edge of board 3, on either road. If the Germans do exit 7 squads off the southern roads they win.

## TURN RECORD CHART

|                      |   |   |   |   |   |   |   |   |   |    |     |
|----------------------|---|---|---|---|---|---|---|---|---|----|-----|
| Simultaneous set up  | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | END |
| + German moves first |   |   |   |   |   |   |   |   |   |    |     |

Advance Company, 27th Fusilier Regiment; set up as indicated:

4Z9

4Z8

4AA8

4EE6

4EE7

4FF5

4BB7

4Y10

4DD5

4FF4

4DD6

4CC7

Co L, 3rd Bn, 394th Infantry Regiment; set up as indicated:

3Y9

3Z6

3W2

3P7

3R5

3R6

3S7

3R7

3Q8

## AFTERMATH

Surprisingly, it was the Americans who reinforced first, when both Co K and a section of M-10 TDs arrived to bolster the position. The Germans promptly withdrew. Tactically, it was a draw with moderate casualties taken by both sides. Strategically, it was another of the small American victories that would add up to German frustration in the early hours of the Battle of the Bulge.

## VARIATIONS

**7A:** Change North-South alignment of boards by rolling one die for each board. If die roll is even, place numbered edge to North.

**7B:** Optional upon agreement of both players.

# AACHEN'S PALL

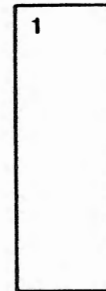
## Scenario P



**AACHEN GERMANY, October 15, 1944:** The American hand had closed about Aachen. The city fell slowly. Street by street, then house by house the GIs squeezed out the Germans. Finally the Wehrmacht headquarters in the Hotel Quillenhof was in sight. The massive hotel structure proved impervious to direct 75mm fire from supporting Shermans. As the GIs launched their first assault, Colonel Corley called on a self-propelled 155 for direct fire support.

### Board Configuration

Only rows A-Q inclusive are playable.



## VICTORY CONDITIONS

### VICTORY CONDITIONS

For the US player to win, there must be no unbroken German multi-man counters in any hex of Building 1G6. The German player wins by avoiding the US victory conditions.

## TURN RECORD CHART

|                        |   |   |   |   |     |
|------------------------|---|---|---|---|-----|
| ✚ German sets up first | 1 | 2 | 3 | 4 | END |
| ☆ U.S. moves first     |   |   |   |   |     |

SQL SSRs:

Use the GIA M12 counter with a TK armor modifier of -2/-3 against the front and side/rear.

**Aachen HQ set up any whole hex north of Row H, inclusive:**

|       |          |         |                             |
|-------|----------|---------|-----------------------------|
| <br>5 | <br>10-2 | <br>7-0 | <br>HMG<br>6-16<br>B12<br>2 |
|-------|----------|---------|-----------------------------|

The MA Breakdown number is 8+, unless adjacent to the ammunition vehicle when it is 12. The MA may not be fired the next player turn if it moves from it initially occupied hex. A roll of 8+ or more depletes the M12 smoke rounds, treat that as HE or no affect.

The infantry road rate is 1 MF.

**Elements of 3rd Battalion, 26th Infantry Regiment set up any whole hex south of Row J, inclusive:**

|                |         |         |                        |                        |                   |               |
|----------------|---------|---------|------------------------|------------------------|-------------------|---------------|
| <br>6-6-6<br>7 | <br>9-1 | <br>8-0 | <br>MMG<br>4-12<br>B12 | <br>44mm 6<br>1PP X11+ | <br>24<br>2S/10PP | <br>13<br>155 |
|----------------|---------|---------|------------------------|------------------------|-------------------|---------------|

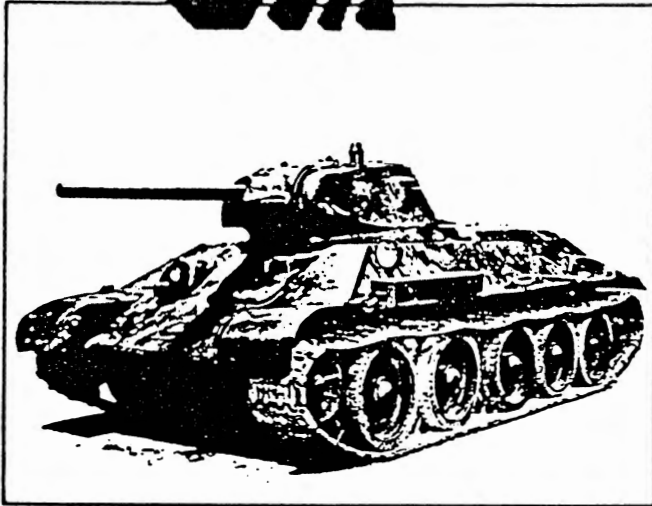
(ELR 4)

## SPECIAL RULES

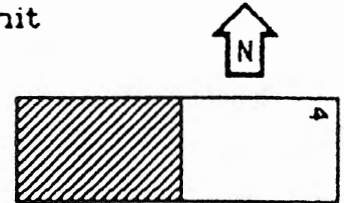
**P.1** No Sniper Generation (174.1), Equipment Possession (164.), Command Control (166.) nor Battlefield Integrity (93.) rules are in force.

**P.2** The 2 1/2 ton truck is the ammunition vehicle for the M12. Should the truck fail a 1 MC, it is destroyed and there will be no wreck left in the hex. All other units in the hex are also destroyed. All American units in adjacent hexes to the truck must take a normal morale check. The truck cannot be moved into bypass.

**AFTERMATH:** The GIs moved to the attack through a limited smoke screen. The Americans were almost in possession of the Hotel when the Germans launched a final counterattack. The Americans fell back in the face of this new threat. It would be three more days before the hotel would be firmly in the GIs' grasp. The keystone of Aachen's bitter defense fell as smoke collected in the heated air above.



**Tactical Situation:**  
Staritsa, December 1941.  
A small German unit is attempting to hold out against the bitter cold, snow and the Russian Winter Counteroffensive



**VICTORY POINTS:** The Russian player gets 1 point for each squad exited off the south edge of board 4 between hexes 4AA1 & 4GG1 (incl.). AFVs with functioning main armament count as 2 squads (else 1 squad). German player receives the same points for each Russian unit which fails to exit by game's end. Victory Schedule on page 8.

### TURN RECORD CHART

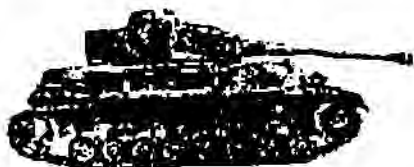
|                        |   |   |   |   |   |
|------------------------|---|---|---|---|---|
| ⚔ German sets up first | 1 | 2 | 3 | 4 | 5 |
| ★ Russian moves first  |   |   |   |   |   |

|       |  |           |            |                  |                |                 |             |                         |                  |       |
|-------|--|-----------|------------|------------------|----------------|-----------------|-------------|-------------------------|------------------|-------|
| ⚔     | Germans set up on any whole hex of playing area. |           |            |                  |                |                 |             |                         |                  |       |
| <br>3 | <br>4-6-7  | <br>2-4-7 | <br>N<br>∞ | <br>∞            | <br>2-8<br>B12 | <br>4-12<br>B12 | <br>30<br>A | <br>50<br>B12<br>②<br>2 | <br>12<br>75 4/2 | <br>5 |
|       | 3  |           |            |                  |                |                 |             |                         |                  | 5     |
| ★     | Russians enter on any hex of row R.              |           |            |                  |                |                 |             |                         |                  |       |
| <br>6 | <br>6-2-8  | <br>∞     | <br>∞      | <br>16<br>76 4/- |                |                 |             |                         |                  |       |
|       | 6  |           |            |                  |                |                 |             |                         |                  | 3     |

### SPECIAL RULES:

1. The German AFV may not move from its set up hex (it may rotate to fire) and may not fire cannister shot.
2. Snow rules (61) are in effect.
3. Only rows R-GG (incl.) are playable.

Adapted for SL play by John Letts from the scenario, "The Dead of Winter".



**VICTORY SCHEDULES:** These schedules are based on the results achieved by players during our tournaments at Origins '86. Play them and see if your score would have qualified you as a winner or loser at Origins.

**ASL "Mean Streets"**

If the Russian player captures - 8 or more building points it is a Russian victory.

7-6 building points then it is a tie.

5 or less building points it is a German victory.

**SL "Winter War"**

If the Russian player exits - 8 or more points it is a Russian victory.

7 points then it is a tie.

6 or less points it is a German victory.

**HANDICAPS:** You say you don't want to play because your opponent (the only guy around who plays SL-ASL for a hundred miles) always beats you? No problem. If he's so hot then he won't mind "spotting" you a few points and giving you the handicap (HCP) pro-side.

**GI "Erpeldange Junction"**

HCP Pro-U.S.: The U.S. player wins by having 43 or more points at the end of the game (otherwise it's a German win).

**ASL "Mean Streets"**

HCP Pro-German: Russian captures 10 or more points for a Russian win.

8-7 points is a tie.

6 or less points is a German win.

HCP Pro-Russian: 8 or more points is a Russian win.

**SL "Winter War"**

HCP Pro-Russian: Exits 7 or more points to win.

HCP Pro-German side: Russian must exit 9 or more points to win.

# TOOTH AND NAIL

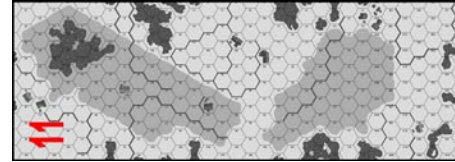
## SQLA SCENARIO WG102

110726



**August 26, 1941:** When Guderian's Panzer Group 2 is ordered southeast towards Kiev, the 20th Army Corps is left to fend for themselves versus Zuhkov's first sustained offensive defending the Yelnia salient. German invincibility is shattered as the unsupported infantry formations are reduced by constant attrition. With the loss of panzer support, the infantry is hindered by their outclassed antitank weaponry versus the new Russian AFVs. In what will be a reoccurring role, the Sturmgeschutz assault guns prove to be indispensable in providing antitank support supplemented by infantry heroics.

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The Russians win if at the end they occupy six of the designated victory hexes with a good order squad (not broken, berserk, or in melee) in the location and no German unit is present. The German player initially controls all victory hexes at the start of the scenario. The German player immediately regains control if no Russian good order squad remains in the hex. The victory hexes are: B6, D2, G4, H9, I6, J1, M1, O7, Q3.

### TURN RECORD CHART:

|   |                       |   |   |   |                |   |   |   |   |     |
|---|-----------------------|---|---|---|----------------|---|---|---|---|-----|
| + | Germans Sets up First | * | 1 | 2 | 3 <sup>+</sup> | 4 | 5 | 6 | 7 | END |
| * | Russians Move First   |   |   |   |                |   |   |   |   |     |

**Elements of 263rd Division - Setup any whole or have hex south of hex row S inclusive:**

|  |  |  |   |   |   |   |  |  |  |   |   |
|--|--|--|---|---|---|---|--|--|--|---|---|
|  |  |  |   |   |   |   |  |  |  |   |   |
|  |  |  | 9 | 3 | 2 | 4 |  |  |  | 2 | 2 |

**Reserves - Enter Turn Three along South edge:**

|   |   |  |  |   |  |
|---|---|--|--|---|--|
|   |   |  |  |   |  |
| 3 | 2 |  |  | 2 |  |

**Elements of the 308th Rifle Division and 2nd Bn.37th Guards -Set up in any whole or half hex north of hex row W inclusive *or* may enter as passengers aboard AFVs of the 17th Tank Brigade during turn one:**

|  |  |    |  |   |   |
|--|--|----|--|---|---|
|  |  |    |  |   |   |
|  |  | 24 |  | 3 | 2 |

**Elements of the 17th Tank Brigade - Enter Turn One on any North Edge hex:**

|   |
|---|
|   |
| 4 |

### SPECIAL SCENARIO RULES:

**WG102.1: TERRAIN:** Wheatfields are in effect. Roads do not exist. All Orchard hexes (11S7) are considered Open Ground.

**WG102.2:** Use the American 57ATG to represent the German 37ATG (TK# 2/3/4, 2AF HE).

**WG102.3:** The German 838s have smoke making capability.

**WG102.4:** The German radio may only contact the company mortar, a single hex 50mm battalion mortar, unlimited Fire Missions but no smoke ammunition. AR/SR/FFE possesses sufficient range to reach any hex on the map subject to OBA mechanics.

**WG102.5:** As a result of specialized training, the German 838s are not required to take a Pre-AFV Attack MC (PAAMC) to place a DC on an enemy AFV.

**WG102.6: SQLA SIDE SELECTION PROCEDURE:** Each player takes one marker of each nationality and simultaneously reveals their choice of side. If opposing sides are selected, those sides are assigned. If the same side is chosen, the players bid for side with the lower rated (seed) player bidding first. Bids may start at '0' and progress in whole numbers only.

The bid is the number of dominate AT START squads to be added to the opposing side. The bid continues until one player accepts the opposing side whose force is augmented with that bid. Please report the bid, winning side and comments (i.e. uneven die rolls at key moments) as this data will be used for balance modification the scenario prior to its published form.

**AFTERMATH:** The German infantry Divisions were hard pressed to hold their ground given their meager resources. Given the ineffectiveness of the standard ATGs vs the T34, the Sturmgeschuetz assault gun were pressed into an antitank role and served as the only effective AT weapon beyond heroic infantry assaults. The decision of the OKH to hold the Yelnia salient as a jumping off point for a renewed Moscow offensive proved to be a sad commentary on some of the generals who advocated maintaining a position solely for reasons of prestige. To say that Yelnia was a costly blunder would be to minimize its true horror for the German infantryman.

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# EVICITION NOTICE

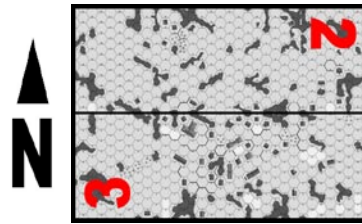
## Scenario SQLA SQL WG103

120721



**Northern France; September 1944:** The success of an imminent American assault is threatened by the discovery of a German observation post in a nearby church steeple, which oversees the countryside. A small force is quickly dispatched to secure this building.

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The Americans must be the sole occupant of building 3M2 (with at least one occupying unbroken squad) at Game's end.

### TURN RECORD CHART:

|                        |   |   |   |    |   |   |     |
|------------------------|---|---|---|----|---|---|-----|
| ✚ Germans Setup First  | 1 | 2 | 3 | 4+ | 5 | 6 | END |
| ☆ Americans Move First |   |   |   |    |   |   |     |

**Elements of Panzer Lehr; Setup on Board 3 and/or any whole or half hex on board 2 with ID number of 2 or less:**

|  |  |  |   |  |   |   |   |  |    |  |
|--|--|--|---|--|---|---|---|--|----|--|
|  |  |  |   |  |   |   |   |  |    |  |
|  |  |  | 8 |  | 2 | 2 | 5 |  | 15 |  |

**TURN 4: Enter from South Edge:**

|  |  |  |         |        |
|--|--|--|---------|--------|
|  |  |  |         |        |
|  |  |  | 105 6/- | 75 6/- |
|  |  |  | 2       | 2      |

**Elements of US 2nd infantry Division; All units enter on turn 1 from North edge:**

|  |  |  |   |   |  |  |   |  |   |         |        |      |    |    |
|--|--|--|---|---|--|--|---|--|---|---------|--------|------|----|----|
|  |  |  |   |   |  |  |   |  |   |         |        |      |    |    |
|  |  |  | 2 | 6 |  |  | 2 |  | 2 |         |        |      |    |    |
|  |  |  |   |   |  |  |   |  |   | 105 4/6 | 75 -/6 | -/24 | P5 | P7 |
|  |  |  |   |   |  |  |   |  |   |         | 2      |      | 3  | 3  |

### SPECIAL SCENARIO RULES:

**WG103.1:** During the American Turn 1 rally phase, the German player secretly chooses if his OBA module is 4 missions of 80mm, 3 missions of 100mm, 2 missions of 120mm, or 1 mission of 150mm. Radio contact can be attempted in the initial rally phase but German Artillery Request can not be placed until Rally Phase of German turn One.

**WG103.2:** The German ATG and crew may set up HIP in concealment terrain; the ATG may freely define its covered arc when revealed.

**WG103.3:** To represent the elite status of this German formation, all German units in the 3M2 building are considered Fanatic.

**WG103.4: TERRAIN:** Hills do not exist, treat all such hexes as ground level; woods and buildings still exist in these hexes.

**WG103.5:** No American infantry units have smoke; German 838s have unlimited smoke.

**WG103.6: NOTE:** The American M16 may not carry passengers.

**WG103.7: SIDE SELECTION PROCEDURE:** Each player takes one marker of each nationality and simultaneously reveals their choice of side. If opposing sides are selected, those sides are assigned. If the same side is chosen, the players bid for side with the lower rated (seed) player bidding first. Bids may start at '0' and progress in whole numbers only. The bid is the numbers of dominate AT START squads to be added to the opposing side. The bid continues until one player accepts the opposing side whose force is augmented with that bid. Please report

the bid, winning side and comments (i.e. uneven die rolls at key moments) as this data will be used for balance modification to the scenario prior to its published form.

Bill Thomson512-799-6705

**Squad Leader Academy**  
SQL, COI, COD, GIA Player Development

Email: [Bill@WargameAcademy.org](mailto:Bill@WargameAcademy.org)  
Website: [www.WargameAcademy.org](http://www.WargameAcademy.org)  
7940 Luling Lane Austin, TX 78729 USA

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Scenario Design by Bill Thomson; REV 1.2.3; updated 040913  
Graphic Layout by Bill Sosnicki

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**PLAYTEST STATUS:** This scenario is currently in playtest (Beta Release), please contact [Squad Leader Academy](http://www.WargameAcademy.org) to join this effort. The 'final' version will be published as an SQLA/Wargame Academy (WGA) scenario pack.

**TO HIT TABLE 33.3**

| Target Type/Range                         | 1-6 | 7-12 | 13-24 | 25-39 | 40-59 | 60+ |
|---|-----|------|-------|-------|-------|-----|
| INF in building, shellholes, entrenched   | 8   | 8    | 7     | 6     | 5     | 5   |
| INF in woods                              | 8   | 8    | 6     | 6     | 5     | 4   |
| INF in other                              | 9   | 9    | 8     | 7     | 7     | 6   |
| Vehicle is hull down                      | 7   | 6    | 5     | 4     | 4     | 3   |
| Vehicle is in woods/bldg                  | 9   | 9    | 8     | 7     | 7     | 6   |
| Vehicle is in other <small>bridge</small> | 10  | 10   | 9     | 8     | 8     | 7   |
| Gun                                       | 6   | 5    | 5     | 4     | 4     | 3   |

**HIT DETERMINATION DICE ROLL MODIFIERS 33.31**

**FIRER MODIFICATIONS**

- A. Tank firing outside Covered Arc ..... (A: fast turret traverse) +2 +1
- B. Tank firing during Adv. Fire Phase after pivoting within hex during Movement Phase ..... +1
- C. Tank firing during Adv. Fire Phase after moving to a new hex or motion vehicle defensive fire (135.41); (G: gyro-stabilizer) ..... +5 +3
- D. SP Gun/AT Gun firing during Adv. Fire Phase after pivoting within hex during Movement Phase (French Case B) ..... +3
- E. SP Gun/AT Gun firing during Defensive Fire Phase after pivoting within hex during Defensive Fire Phase (French Case A) ..... +4
- F. Intensive Fire (70.2) ..... +2
- G. Deliberate Immobilization (66.2) side/rear target facing ..... +3 +5
- H. Captured Ordnance (90.13) ..... +2
- I. Buttoned Up (64.47) ..... +1

**GUN & AMMO TYPE MODIFICATIONS**

| Range/Type  | *  | L  | LL | APDS<br>APCR |
|-------------|----|----|----|--------------|
| 7-12 hexes  | +1 | 0  | 0  | 0            |
| 13-24 hexes | +2 | -1 | -1 | +1           |
| 25-29 hexes | +3 | -1 | -2 | +2           |
| 40+ hexes   | +4 | -1 | -2 | +3           |

**TARGET MODIFICATIONS**

- \*J. Target is moving (Defensive Fire or Motion target, 135.3) ..... +2
- \*K. Target is concealed (rain, snow 6+ hex range, 111.44 & .53) ..... +2
- L. Target is in adjacent hex ..... -2
- M. Target is in bore-sighted hex (78.4) ..... -2
- N. Target is acquired (69.1) ..... /fire phase -1
- \*O. Moving target using 1 or less MPs or MFs in firer's LOS ..... +1
- \*P. Moving target using 3 or less MPs in firer's LOS ..... +1
- \*Q. Target size (64.6) ..... per vehicular target counter

\*Applicable to shaped-charge weapons with separate To Hit Table (PF, PIAT, bazooka, psk): add +2 if hull down or in wooden building; add +1 in woods

**AP AMMUNITION**

**AFV KILL TABLE 33.4**

Russian 76L only

| TARGET     | 1939-41 fighter |     | '42-'43 fighter |     | '44-'45 fighter |     | 20LL |     |     |     | 150 |     |     |      |     |     |     |     |      |      |     |     |    |     |     |      |      |      |      |      |
|------------|-----------------|-----|-----------------|-----|-----------------|-----|------|-----|-----|-----|-----|-----|-----|------|-----|-----|-----|-----|------|------|-----|-----|----|-----|-----|------|------|------|------|------|
|            | MMG             | HMG | ATR             | 25L | 25LL            | 25L | 25LL | 40L | 45L | 47H | 75* | 37H | 95H | 76LL | 76* | 76L | 77L | 85L | 75LL | 150H | 75H | 88* | 75 | 75L | 88L | 105L | 88LL | 100H | 128L | 150* |
| AFV Front  | -2              | -1  | 0               | 1   | 2               | 3   | 3    | 4   | 4   | 5   | 6   | 4   | 6   | 7    | 8   | 9   | 11  | 10  | 12   | 13   | 9   | 12  | 7  | 7   | 8   | 9    | 10   | 11   | 12   | 7    |
| AFV Side   | -1              | 0   | 1               | 2   | 3               | 3   | 4    | 5   | 6   | 6   | 6   | 6   | 7   | 8    | 9   | 10  | 12  | 12  | 13   | 9    | 12  | 9   | 9  | 10  | 11  | 12   | 13   | 13   | 9    |      |
| AFV Rear   | 0               | 1   | 2               | 3   | 4               | 4   | 5    | 6   | 7   | 7   | 8   | 7   | 8   | 9    | 10  | 11  | 13  | 13  | 14   | 10   | 14  | 10  | 10 | 11  | 11  | 11   | 11   | 11   | 10   |      |
| Unarmored★ | NA*             | 3   | 7               | 7   | 7               | 7   | 8    | 8   | 9   | 9   | 9   | 11  | 10  | 10   | 10  | 11  | 11  | 11  | 11   | 11   | 11  | 11  | 11 | 11  | 11  | 11   | 11   | 11   | 11   |      |

f must be within normal range 12.7 = 12.7mm or .50 cal HMG 15 = 14.5mm HMG ATR = anti-tank rifle (63.9) gunshields -4, guns -5 \*see 51.4

**HE AMMUNITION & SPECIAL WEAPONS**

| Target     | PF  |     |     |     |      |      |      |     |      |     | FT  |    |    |
|------------|-----|-----|-----|-----|------|------|------|-----|------|-----|-----|----|----|
|            | 30+ | 40+ | 50+ | 70+ | 100+ | 120+ | 150+ | PSK | PIAT | BAZ | ATM | DC | MC |
| AFV Front  | -1  | 0   | 1   | 3   | 5    | 6    | 7    | 7   | 5    | 4   | —   | 7  | 3  |
| AFV Side   | 1   | 2   | 3   | 5   | 7    | 8    | 9    | 8   | 7    | 5   | —   | 9  | 4  |
| AFV Rear   | 2   | 3   | 4   | 7   | 9    | 10   | 11   | 9   | 8    | 7   | 10  | 11 | 5  |
| Unarmored★ | 9   | 10  | 11  | 12  | 12   | 12   | 12   | 9   | 10   | 9   | 11  | 12 | 11 |

**AFV TO KILL MODIFIERS**

- A. As per individual target armor modifier
- B. Height advantage vs close topped armor (77.3) ..... -1
- C. Height advantage vs open topped armor (77.3) ..... -3
- D. Critical Hit (68.2) ..... AFV Rear -1

E. Range Effects on Penetration (65.2) ..... AP ammunition only

| Gun Size/Range | 1  | 2  | 3-6 | 7-12 | 13-24 | 25-39 | 40-59 | 60+ |
|----------------|----|----|-----|------|-------|-------|-------|-----|
| 40mm or less   | -2 | -1 | 0   | 0    | +1    | +2    | +4    | +6  |
| 45mm or more   | -3 | -2 | -1  | 0    | 0     | +1    | +2    | +3  |

F. APCR Range Effects on Penetration ..... substitute for case E

| Gun Size/Range | 1  | 2  | 3-6 | 7-12 | 13-24 | 25-39 | 40-59 | 60+ |
|----------------|----|----|-----|------|-------|-------|-------|-----|
| 37mm           | -3 | -2 | -1  | 0    | +1    | +3    | +6    | —   |
| 45mm-57mm      | -4 | -3 | -2  | -1   | 0     | +1    | +3    | +5  |
| 75mm-76mm      | -5 | -4 | -3  | -2   | -1    | 0     | +2    | +4  |
| 85mm-90mm      | -6 | -5 | -4  | -3   | -2    | -1    | 0     | +2  |

- G. British 57L APDS; use case E and ..... -2
- H. British 76LL and 77L APDS; use case E and ..... -4

† Double if functioning enemy AFV

**VEHICLE MOVEMENT COSTS CHART**

| Terrain                                 | Motorcycles & Armored Cars | Tracked AFV        | Truck/Jeep         |
|---|----------------------------|--------------------|--------------------|
| through road hexside                    | ½ MP                       | ½ MP               | ½ MP               |
| open ground, orchard                    | 3 MP                       | 1 MP               | 4 MP               |
| through hex containing wreck/vehicle †  | 2 MP/Vehicle + COT (0)     | 2 MP/Vehicle + COT | 2 MP/Vehicle + COT |
| higher terrain than previously occupied | 4 MP + COT                 | 4 MP + COT         | 4 MP + COT         |
| woods*                                  | NA (†)                     | 6 MP*              | NA                 |
| wooden buildings*                       | NA (†)                     | 4 MP*              | NA                 |
| over walls or hedge hexsides            | NA (†)                     | 1 MP + COT         | NA                 |
| outside of Covered Arc                  | 2 MP + COT (0)             | 2 MP + COT         | 4 MP + COT         |
| shellhole, entrenchment                 | 2 MP + COT                 | COT                | 4 MP + COT         |
| unload passengers                       | NA (1 MF)                  | 2 MP               | 2 MP               |
| stone buildings, cliff hexsides         | NA                         | NA                 | NA                 |
| smoke/fog                               | 1 MP + COT                 | 1 MP + COT         | 1 MP + COT         |
| enter gully                             | 5 MP + COT                 | 2 MP + COT         | 8 MP + COT         |
| leave gully                             | 9 MP + COT                 | 4 MP + COT         | 12 MP + COT        |
| reverse movement (71.1)                 | 2 × COT (NA)               | 4 × COT            | 4 × COT            |

† unless pushed (123.52) \*Requires die roll (39.1) †Halftracks not allowed

**IMMOBILIZATION 39.1**

|          |                 |       |
|----------|-----------------|-------|
| One die: | Russians, USA   | 6     |
|          | British, German | 5,6   |
|          | All others      | 4,5,6 |

**CLOSE COMBAT AFV KILL NUMBERS 36.2**

Die roll equal to or less than firepower factor

- DRMs: vs Open Topped AFV (72.81) ..... -1
- vs vehicle in motion (135.7) ..... +2
- vs AFV without MG ..... -1

**ARTILLERY ACCURACY 46.21**

|          |                          |     |
|----------|--------------------------|-----|
| One die: | Japanese, Russian, Minor | 1   |
|          | All others               | 1,2 |

**DEFENSIVE FIRE AFV IMMOBILIZATION NUMBERS 36.13 & MGs Vs ARMOR 119.4**

| Location of Firing Units                       | MGs vs Pre-'42 AFVs | Dice Roll |
|--|---------------------|-----------|
| Leader only, any non-open ground               |                     | 2         |
| Squad in wheatfield, orchard, smoke, wreck     | LMG                 | 2         |
| Squad in small building, shellhole, entrenched | MMG                 | 3         |
| Squad in woods or large building               | HMG                 | 4         |

DRMs: AFV using Bypass Movement in same hex as firer ..... -2; Poor visibility (119.6) affects MGs only ..... +1

**115.3 LEADER CREATION TABLE**

| Die Roll  | Leader Created | LEADER CREATION DRMs                               |
|-----------|----------------|--|
| 7+        | None           | -1 American, German, British                       |
| 6         | 6+1            | -1 per odds ratio less than 1-1 in Close Combat    |
| 4,5       | 7-0            | -1 base unit has morale level of 8 or higher       |
| 2,3       | 8-0            | +1 base unit has morale level of 6 or less         |
| 1 or less | 8-1            | +1 per odds ratio greater than 1-1 in Close Combat |
|           |                | +1 base unit is broken                             |
|           |                | +1 Russian, French, Italian, Minor                 |