

WORLD BOARDGAMING CHAMPIONSHIPS

SQUAD LEADER

CROSS OF IRON

CRESCENDO OF DOOM

GI: ANVIL OF VICTORY

2017

GM: Pete Pollard

AGM: Scott Bramley

Grognard Room Keeper: Bruno Sinigaglio

Grognard Score Keeper: Bill Morse

Demo Exhibit Annex T6  
R1/3 SwEl Foggy Goggle Front  
SF/F SE Foggy Goggle Front

[2017 WBC Program and Schedule](#)

## Squad Leader Series Tournament Overview

1. Squad Leader Series Tournament is part of Grogard Com. Preliminary rounds are played Saturday July 27 through Friday August 2<sup>rd</sup>. Preliminary matches not completed at 11 pm Friday are vacated.
2. The top four players, based on Grogard scoring, advance to a single elimination event which starts 9 am Saturday, August 3<sup>rd</sup>. To maximize one's Grogard score, one must achieve three wins, generate wins against opponents who have wins, and play games.
3. The players with the top four scores will each play two games to determine the top four positions. These rounds will be timed with adjudication imposed as required to determine a binding result.
4. Subsequent games played vs the same opponent at the same rules level (SQL, COI, COD, GIA) are invalid for scoring purposes. The same opponent may be played if each match is at a different rules level (SQL, COI, COD, GIA); maximum of four if all four rules levels are played.
5. All matches will be entered into the AREA player rating system and SQLS scenario record.
6. A player is not required to play at any rules level higher than they agree to. In most cases, all non-optional rules of that level are in play. Exception from SQL Scenario 1 to 3 per SQLA conventions
7. Squad Leader Academy (SQLA) rule conventions will supplement the SQLA compiled Q&A and published rulebooks. A binder of each will be available for reference. All are available at the Squad Leader academy website:  
<http://www.wargameacademy.org/sqla/Documentation/index.html>
8. The SQLA Rules Czars are Bill Thomson and Scott Bramley. All rulings are final and binding.
9. The last published rulebooks published by The Avalon Hill Game Company (TAHGC) are:
  - a. Squad Leader, 4<sup>th</sup> Edition
  - b. Cross of Iron, 4<sup>th</sup> Edition
  - c. Crescendo of Doom, 1<sup>st</sup> Edition
  - d. G. I. Anvil of Victory, 2<sup>nd</sup> Edition
10. A Personal Leader Performance competition is held in parallel to the main event. To be eligible, a player inserts a PLC into any four preliminary games of their choice until it is KIA or survives four games. A PLC is substituted for a scenario's 8-1 counter (adjustments are made to both sides if both do not have an 8-1 leader to minimize impact on play balance). Based on the SQLA Élan Chart, the PLCs recognize élan or accrue cowardice points. A single promotion due to +8 net élan may occur after each scenario it is used. If advanced, the PLC replaces a leader of similar rank. SQLA awards a plaque for the highest surviving PLC score. A Pollard Memorial Plaque is awarded to whoever kills off last year's PLC winner.
11. SCENARIOS: It is strongly recommended player stick to the scenario list for the preliminary rounds. The final four matches will be limited to this list. The Defender wins all draws for tournament purposes.

Scen#	Title	Count	Trns	Brd Cnt	Brd ID	VC	Record	Balance	Inf/AFV	Link
<b>Squad Leader</b>										
Beta	Hasty Assault	35	5	1	3	Control	75/48/8	Balanced	1	<a href="#">PDF</a>
34.4	France, 1944	46	6	1	4	Attrition	11/6	Allies+	1	<a href="#">PDF</a>
1	The Guards Counterattack	53	5	1	1	Control	117/93	Balanced	1	<a href="#">PDF</a>
2	The Tractor Works	126	8	1	1	Control	67/63	Balanced	1	<a href="#">PDF</a>
301	The Clearing (New)	26	6	1	2	Control	3/3	Balanced	1	<a href="#">PDF</a>
Delta	Back to the Sea	34	5	2	2,4	Control	44/43	Balanced	2	<a href="#">PDF</a>
AY03	Normandy, 1944 (New)	35	4	1	4	Control	2/6	Axis+	2	<a href="#">PDF</a>
110	Reconnaissance in Force (B)	42	6	1	16	Control	9/14	Axis+	2	<a href="#">PDF</a>
7	Buchholz Station	65	10	2	3,4	Attrition	52/53	Balanced	2	<a href="#">PDF</a>
P	Aachen's Pall (New)	23	4	1	1	Control	4/0	Allies++	3	<a href="#">PDF</a>
45.3	Winter War	22	5	1	4	Exit	13/11	Balanced	3	<a href="#">PDF</a>
102	Tooth and Nail	68	7	1	11	Control	4/11	Axis+	3	<a href="#">PDF</a>
103	Eviction Notice	73	6	2	2,3	Control	6/4	Balanced	3	<a href="#">PDF</a>
<b>Cross of Iron</b>										
61.1	Dead Man's Corner (New)	25	4	1	6	Control	0/0	-	3	<a href="#">PDF</a>
240	Pushing Back	45	6	2	6, 44	Exit	0/0	-	3	<a href="#">PDF</a>
62.2	Flugplatz 51	58	7	2	4,14	Control	2/2	Balanced	3	<a href="#">PDF</a>
104	The Penetration of Rostov	81	11	1	1	Control	6/4	Balanced	3	<a href="#">PDF</a>
200	King of the Hills	69	7	1	18	Control	3/3	Balanced	3	<a href="#">PDF</a>
13	The Capture of Balta	116	10	2	3,4	Control	28/22	Balanced	3	<a href="#">PDF</a>
109	Counterattack on the Vistula	60	9	2	4,5	Control	15/8	Allies+	3	<a href="#">PDF</a>
241	The Tiger of Romagny	62	5	2	4,17	Control	0/0	-	4	<a href="#">PDF</a>
3.1	Valley of Death	34	6	4	2,3,4,5	Exit	5/5	Balanced	5	<a href="#">PDF</a>
<b>Crescendo of Doom</b>										
T2	Pavlov's House*	46	7	1	1	Control	10/8	Balanced	3	<a href="#">PDF</a>
T4	Soldiers of Destruction*	31	8	2	4,6	Exit	5/8	Balanced	4	<a href="#">PDF</a>
T1	First Crisis at Army Group N.*	38	7	2	4,5	Exit	8/19	Axis+	5	<a href="#">PDF</a>
T3	Land Leviathans*	28	7	3	2,3,4	Exit	4/3	Balanced	5	<a href="#">PDF</a>
<b>G. I. Anvil of Victory</b>										
304	Riposte	49	7	2	4,7	Control	2/1	Allies+	3	<a href="#">PDF</a>
13.2	Blood on the Bocage	69	9	2	1,6	Control	0/1	Axis++	4	<a href="#">PDF</a>

\* Playable as COI or COD.

Count of units excludes fortifications

Balanced are 40% to 60%; '+' are 60% to 80%; '++' are 80% to 100% from ROAR as of September 2009.

Inf/AFT scale of '1' is infantry, '2' is Hts or trucks, '3' is combined armed, '4' is AFV favored and '5' is AFV dominant

Players are not limited to this list and may select any mutually agreed upon scenario.

'The Clearing', 'Aachen Pall', and 'Dead Man's Corner' have SSRs necessary for Squad Leader play.

Quick Play Scenarios: 'The Clearing', 'Normandy, 1944', and 'Dead Man's Corner'.

## Special Scenario Rules

### The Clearing

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

### Aachen's Pall

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

### Dead Man's Corner

- Use the GIA counter for the Stuart.
- Hedgerows
  - Level 1 obstacle, +2 TEM, not cumulative with any other terrain in hex, 2 MF + COT.
  - Vehicles are HD behind, 6 MP + COT to cross
  - No LOS down hex-spine. No firing through hedgerow during Advancing Fire Phase.
- Bocage
  - Follows Hedgerow rules except:
  - Only inherent FP may fire across and no Point Blank Fire.



### Player Record

#	Opponent	Badge#	Date	Start time	End time
Scen #	Scenario		Module	Side	W/L
1					
Module Caliber	Fire Mission	FFE Used			
			1	2	3
			4	5	6
			7	8	9
			10	11	12
2					
Module Caliber	Fire Mission	FFE Used			
			1	2	3
			4	5	6
			7	8	9
			10	11	12
3					
Module Caliber	Fire Mission	FFE Used			
			1	2	3
			4	5	6
			7	8	9
			10	11	12
4					
Module Caliber	Fire Mission	FFE Used			
			1	2	3
			4	5	6
			7	8	9
			10	11	12
5					
Module Caliber	Fire Mission	FFE Used			
			1	2	3
			4	5	6
			7	8	9
			10	11	12
6					
Module Caliber	Fire Mission	FFE Used			
			1	2	3
			4	5	6
			7	8	9
			10	11	12
7					
Module Caliber	Fire Mission	FFE Used			
			1	2	3
			4	5	6
			7	8	9
			10	11	12
8					
Module Caliber	Fire Mission	FFE Used			
			1	2	3
			4	5	6
			7	8	9
			10	11	12
9					
Module Caliber	Fire Mission	FFE Used			
			1	2	3
			4	5	6
			7	8	9
			10	11	12
10					
Module Caliber	Fire Mission	FFE Used			
			1	2	3
			4	5	6
			7	8	9
			10	11	12
11					
Module Caliber	Fire Mission	FFE Used			
			1	2	3
			4	5	6
			7	8	9
			10	11	12
12					
Module Caliber	Fire Mission	FFE Used			
			1	2	3
			4	5	6
			7	8	9
			10	11	12