

FORCED MARCH

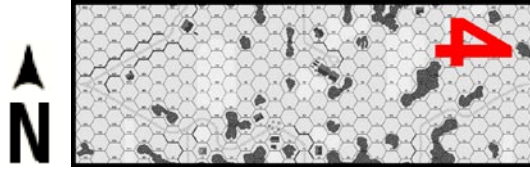
TTS Scenario Series AL-0 (Alpha-zero)

100707



Somewhere in Russia, along the Eastern Front, 1942: One of the toughest challenges in learning Squad Leader well is the art of infantry maneuver. This scenario assigns a maneuver order (victory condition) to the Russians and challenges the Germans to block its successful execution, also through the use of maneuver. Most Squad Leader scenarios will have one force on the tactical offensive, this will be the force that must achieve an active victory condition objective, as is the Russian situation in this case.

BOARD CONFIGURATION:



VICTORY CONDITIONS: To win the Russians must exit 5 squads off the south board edge between rows j and p (both inclusive) [see BOARD EXIT]. Germans win by preventing the Soviet victory conditions.

INTRODUCTION: SEQUENCE OF PLAY (of course), BASIC TERRAIN (woods, buildings, walls and hedges, roads, shellholes), INFANTRY MOVEMENT (maneuver), INFANTRY FIREPOWER (interdiction), EFFECTS OF RANGE, LEADERSHIP, ROUTING, RALLYING, BOARD ENTRY, BOARD EXIT

TURN RECORD CHART: +★

⊕ Germans Setup First	1	2	3	4	5	END
★ Russians Move First						

RULES: 1-2.6, 3.2-3.5, 3.7-5.6, 6-7.3, 7.8, 8-15.2, 15.4-16.6, 18.3-20.4, 20.6-20.83, 20.9-21.3, 44.3-44.32.

Reinforced Platoon on Patrol: Set up in designated hexes:

⊕ In Y1: In Y2: In Y3:

2 **2**

Rifle Company on Approach March: [see BOARD ENTRY] Enter turn one on north board edge east of row J (inclusive). [Note: this is equivalent to edge hexes A10 through J10.]

★

11

GENERAL SL PLAY NOTES:

[BOARD ENTRY] Must enter at the specified location(s) on the specified scenario turn, either during the movement and/or the advance phase. The normal terrain cost of the first (whole or half) hex of entry must be paid

[BOARD EXIT] Units may only exit the mapboard area at specified locations during a friendly movement or advance phase. A unit is not considered to have exited until it expends one movement factor to leave a board edge whole or half hex. Broken units may not exit. Units may not exit unless specified by the scenario rules or victory conditions and once exited they may not return.

[HALF HEXES] See rule 3.7. Un-labeled half hexes are referenced as either 0 (as in J0) or 10 (as in J10). Numbering on all boards is similar.

SCENARIO AUGMENTATION ELEMENTS:

ALPHA (one) [AL-1]:

Russian: [OFFENSIVE MASS] Add To OB:

6

German: Add to OB in designated Hex: [MG's and penetration]

Y1: Y2: Y3:

RULES INCLUDED: 2.7-2.9, 5.7, 17, 18.1, 18.2, 20.5, 20.84.

ALPHA (two) [AL-2]:

Russian: Add to OB: [MG's (range/firebases)]

3

German: [VARIABLE DEPLOYMENT] The German player must deploy all the specified forces in any three hexes, each of which must BE NO MORE THAN TWO HEXES FROM the initially specified set up hexes (Y1, Y2, and Y3) and each must contain at least one squad.

ALPHA (three) [AL-3]:

Russian: [SEASONAL TERRAIN] add: Wheatfields (June-October)

German: [TEMPO and INITIATIVE] German player moves first.

RULES INCLUDED: 44.2-44.24.

Scenario Playtest Credits:
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