

FRIEND OR FOE

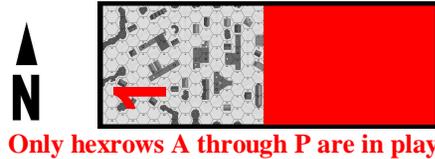
SQLA Scenario WG100

B070211



Potsdam Germany, just outside of Berlin, April 25th 1945: With the end of the war looming just days away both American and Soviets forces clash as the corresponding commanders seek to claim an important provincial capital and the territory surrounding it for their respective sides.

BOARD CONFIGURATION:



VICTORY CONDITIONS: To win the Soviets must completely occupy two more of the stone buildings initially occupied by the Americans than they lose or their own initial stone buildings to complete American occupation, OR have a favorable 3:1 ratio (Russian/American) of unbroken squads at games end. To be completely occupied in your favor, no enemy squad or officer can be in the building at games end and your forces must have been the last to occupy any hex of the building with an unbroken unit. The Americans win by avoiding the Soviet victory conditions.

TURN RECORD CHART:

SSR WG100.1	1	2	3	4	5	END
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Elements of the American 1st Army; setup anywhere within building per hex ID:

In Building F5:
 9-1
 6-6-6
3

In Building K5:
 8-0
 6-6-6
3

In Building I7:
 9-2
 6-6-6
3

In Building M7:
 8-1
 6-6-6
 MMG 4-12 B12
2

In Building M9:
 8-1
 6-6-6
 MMG 4-12 B12

Elements of the 28th Guards Rifle Division; setup anywhere within building per hex ID:

In Building N4:
 8-0
 4-4-7
4

In Building J2:
 9-1
 4-4-7
 MMG 4-10 B11+
3

In Building M2:
 4-4-7
3

In Building N2:
 4-4-7

In Building F3:
 10-2
 6-2-8
12

SPECIAL SCENARIO RULES:

- WG100.1:** Roll 1 die; the highest number sets up first; the opposing player moves first.
- WG100.2:** Prior to setup, the American player, at his option, may substitute a Bazooka for one or both MMGs.
- WG100.3: 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 dominant 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.

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 Scenario Design by Bill Thomson; REV 1.1; updated 040825
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