

FORCED ENTRY

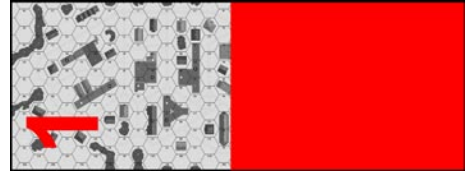
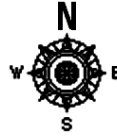
Scenario SQLA WG101

130619



January, 1943 : The Russian SU122 assault gun receives its baptism of fire versus the isolated Germans at Stalingrad.

BOARD CONFIGURATION:



Only hexrows A through P inclusive are in play.

VICTORY CONDITIONS: To win the Soviet must completely occupy two more of the stone buildings initially occupied by the Germans than they lose of their stone buildings the Soviets initially occupied OR have a favorable 3:1 ratio (Russian/German) of unbroken squads at games end. To be completely occupied in your favor, no enemy squad, crew on foot, or leader (AFVs do not qualify) can be in the building at games end and your forces must have been the last to have occupied any hex of the building with a unbroken unit. The German wins by avoiding the Soviet victory conditions.

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 Scenario Design by Bill Thomson; Updated 130619
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 PLAYTEST STATUS: This scenario is currently in playtest (Beta Release), please contact Squad Leader Academy to join this effort. The 'final' version will be published as a SQLA/Wargame Academy (WGA) scenario pack.

TURN RECORD CHART:

★ Russian Sets up First	1	2	3	4	5	END
★ Russian Moves First						

Elements of the 308th Rifle Division and 2nd Bn. 37th Guards:

In Building N4: **4**

In Building N2: **4-4-7**

In Building J2: **9-1 4-4-7**

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

In Building M2: **4-4-7**

Any Russian occupied Building(s) (use 8-1 leader if PLCs are not in play)

4

TURN 1: Enter any east (P0 through P10) edge: **10 122**

At least two squads must setup in any hex of every building: F5, K5, I7, M7, and M9; Only 838's and 467s count as squads. PLC (use 8-1 leader if PLCs are not in play) and all other units deploy in any hex of buildings F5, K5, I7, M7, and M9:

FORCE {A}: **4 2 16 2 4 6** May setup in any German occupied building:

FORCE {B}: **4 18 8 5**

FORCE {C}: **2 14 2 4 6 3**

SPECIAL SCENARIO RULES:

WG101.1: Reminder: Upper Building Level rules (57) are in effect.

WG101.2: Reminder: 838's possess smoke making capability.

WG101.3: 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 number 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.