

FORCED ENTRY (BETA)

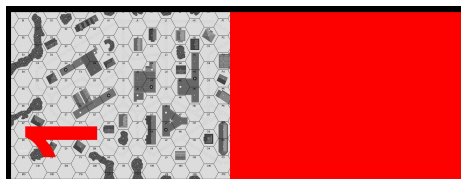
Scenario SQA WG101

B061007



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

BOARD CONFIGURATION:



Only hexrows A through P 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 an unbroken unit. The German wins by avoiding the Soviet victory conditions.

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: deploy units anywhere within the building not just designated building hex:

In Building N4:

4

In Building N2:

4

In Building J2:

12

In Building F3:

3

In Building M2:

10

Deploy in any Russian occupied Building(s): (NOTE: If PLC's are not used replace the PLC with an 8-1 leader)

4

2

Guards Armor Reinforcements; enter any east (P0 through P10) edge on Turn 1:

Select only one Group. All groups total 990 points without the PLC. Must setup at least two squads in any hex of buildings: F5, K5, I7, M7, and M9. Only 838's and 467s count as squads. All other Leaders, SW's, ATGs, and remaining infantry may deploy in any hex of buildings F5, K5, I7, M7, and M9. (NOTE: If PLC's are not used replace the PLC with an 8-1 leader)

FORCE {A}:

4 2 16 2 6 4 6 2

FORCE {B}:

4 18 8 5

May deploy with any friendly unit of any group:

FORCE {C}:

2 14 2 4 6 3

SPECIAL SCENARIO RULES:

WG101. 1: Reminder: Second Level buildings rules that were introduced in Scenario 10 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.

Bill Thomson512-799-6705

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

Email: Bill@WargameAcademy.org
Website: www.WargameAcademy.org
7940 Luling Lane Austin, TX 78729 USA

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Scenario Design by Bill Thomson; Updated 060716
Graphic Layout by Bill Sosnicki (B061007)

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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 SQA/Wargame Academy (WGA) scenario pack.