

# EVICITION NOTICE

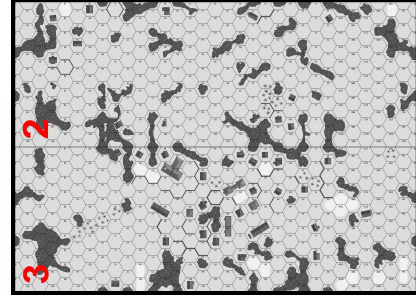
## SQLA SQL SCENARIO WG103

B061004



**Northern France; September 1944:** The success of an imminent American assault is threatened by the discovery of a German observation post in a nearby church steeple, which oversees the countryside. A small force is quickly dispatched to secure this building.

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The Americans must be the sole occupant of building 3M2 (with at least one occupying unbroken squad) at Game's end.

### TURN RECORD CHART:

✚ Germans Setup First	1	2	3	4+	5	6	END
☆ Americans Move First							

**Elements of Panzer Lehr;** Setup on Board 3 and/or any whole or half hex on board 2 with ID number of 2 or less:

8			2		2		5		15	

**TURN 4:** Enter from South Edge:

2		2		

**Elements of US 2nd infantry Division;** All units enter on turn 1 from North edge:

2		6		2		2		2		2		3		3	

### SPECIAL SCENARIO RULES:

**WG103.1:** During the American Turn 1 rally phase, the German player secretly chooses if his OBA module is 4 missions of 80mm, 3 missions of 100mm, 2 missions of 120mm, or 1 mission of 150mm. Radio contact can be attempted in the initial rally phase but German Artillery Request can not be placed until Rally Phase of German turn One.

**WG103.2:** The German ATG and crew may set up HIP in concealment terrain; the ATG may freely define its covered arc when revealed.

**WG103.3:** To represent the elite status of this German formation, all German units in the 3M2 building are considered Fanatic.

**WG103.4: TERRAIN:** Hills do not exist, treat all such hexes as ground level; woods and buildings still exist in these hexes. VSQLE players may download specialized maps from the SQLA website for this scenario.

**WG103.5:** No American infantry units have smoke; German 838s have unlimited smoke.

**WG103.6:** NOTE: The American M16 may not carry passengers.

**WG103.7: 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 dominate 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 to the scenario prior to its published form.

Bill Thomson512-799-6705

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

Email: [Bill@WargameAcademy.org](mailto:Bill@WargameAcademy.org)  
Website: [www.WargameAcademy.org](http://www.WargameAcademy.org)  
7940 Luling Lane Austin, TX 78729 USA

©2006 A Squad Leader Academy Scenario  
Scenario Design by Bill Thomson; REV 1.2.3; updated 040913  
Scenario Graphic Layout by Bill Sosnicki (B061004)  
Squad Leader® and its counter images are Trademarks of MMP and Hasbro, Inc.

**PLAYTEST STATUS:** This scenario is currently in playtest (Beta Release), please contact [Squad Leader Academy](http://www.WargameAcademy.org) to join this effort. The 'final' version will be published as an SOLA/Wargame Academy (WGA) scenario pack.