

EVICION NOTICE

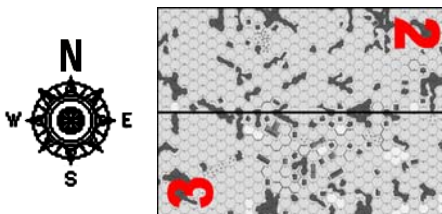
Scenario **SQLA SQL WG103**

190217



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							

✚ AT START: Elements of Panzer Lehr: At start forces: 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			

☆ AT START: Elements of US 2nd infantry Division - All units enter on turn 1 from North edge:

			2	6			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 ATG and crew may setup hidden in appropriate terrain and need not define their CA until it is revealed. These units may remain hidden EVEN if other units in the hex fire or move.

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.

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

WG103.6: NOTE: The American M16 may not carry passengers nor be part of a Firegroup. Leaders may not modify M16 fire attacks. M16 normal range is 8 hexes per 28.4.

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 number 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.