

PATCHWORK

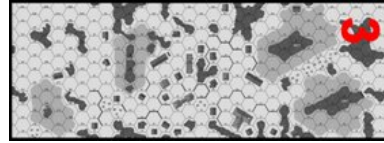
SOLA SQL SCENARIO WG105

B091020



Eastern Front, Near the Gulf of Riga, November 18th, 1944: The Leningrad Front resumes the offensive against the German forces tenaciously defending the southern point of Saaremaa Island, in the Gulf of Riga. The possession of this tongue of land is vital to the Wehrmacht, which has to consider the evacuation of Army Group North, who are trapped in Northern Latvia, east of Riga. The German Army is already stretched thin, and a repeated scene, seen on both fronts, is depicted. A German mobile reserve attempts to limit the gains of Russian forces exploiting through a breakthrough in the front lines.

BOARD CONFIGURATION:



VICTORY CONDITIONS: Germans win by occupying at the game's end at least three of the building hexes in the village center with a leader, squad, or crew. A melee hex does not qualify as German occupancy. Allies win by avoid a German victory.

TURN RECORD CHART:

★ Russian Sets Up First	1	2	★ † 3	4	5	6	END
† German Moves First							

Elements of a German Mobile AT company; Enter turn One between 301 and 3S1 inclusive:

			2	5			3			6		

105 6/-	75 4/2	P5 -/4	P5	P7
		2	2	2

TURN 3: An off board 105mm single hex OBA per SSR 6.

Elements of Russian Front Line; Setup East of hex row F inclusive and/or West of hex row BB inclusive. Units may be withheld as passengers for the vehicles entering on turn 1. Refer to SSR3

		4	26		4

76 4/-	122
	3

TURN 2: All vehicles and their passengers must enter from either East and/or West board edges per SSR 3.

SPECIAL SCENARIO RULES:

WG105.1: TERRAIN: Building 3M2 is a two-story wooden building. Roads do not exist, treat as open ground. Prior to start of game, the Russian player may at their option designate one additional building outside the village center (enclosed by mapboard printed road) as a two story building. This is revealed prior to setup; each hex of this selected building has a stairwell. All level two hill hexes are level one hill woods hexes (any buildings within still exists).

WG105.2: Due to a constant heavy breeze, no smoke of any kind (including building fires) is present in this scenario.

WG105.3: Prior to German Turn 1, the Russian Player must divide his forces into East and West groups (including the turn 2 reinforcements) placing them off the respective board edges. All non-vehicle units may setup within the defined setup areas or enter with their vehicles during Turn 2. All vehicles must enter from the East and/or West board edges.

WG105.4: The German radio may only be used to contact an off board WESPE with a 105mm gun. Starting on German Turn 3, the German player may utilize the normal artillery procedure however only a single hex 105mm blast area is created. Every SR or FFE shot also swerves as a malfunction check for this unit. The WESPE breaks down normally on a unmodified 12 and is repaired in the same manner as a tank gun. The radio itself can be used prior to turn 3 for contact purposes but an AR may not be placed prior to turn 3. There is not fire mission limited to this single hex OBA.

WG105.5: 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 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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WARGAME ACADEMY

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