

RECONNAISSANCE IN FORCE (B)

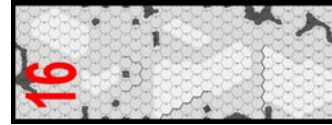
Scenario **SQLA-SQL WG110**

110601



FRANCE, Somewhere in Normandy, June 1944; As 'Green' American units enter the combat line and 'See the Elephant', lackluster leadership and tactics leads to high casualties as the pressed Germans retain a sting.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The American player wins if he occupies with an unbroken unit and has uncontested control or destroys all three building L6, O4, and T9 and ends the scenario with at least four unbroken squads. If the American player successfully detonates a DC in L6 or T9 regardless of the IFT result, the building is considered destroyed for victory purposes occupation is no longer necessary.

TURN RECORD CHART:

	American Sets Up And Moves First	1	2	+3	4	5	6	END
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RULE LIMITATIONS: All Squad Leader 4th edition rules apply, in addition to SQL compiled Q/A and Squad Leader Academy rule conventions.

American Reconnaissance Force: Setup on any whole or partial hex east of hexrow Z inclusive:

				2	10		4	

German Garrison Forces: Setup on any whole or partial hex west of hexrow V inclusive:

			6		2

TURN 3: Enter from West edge:

		4*		2	

*See SSR WG110.6

SPECIAL RULES:

- WG110.1:** The American 847s have smoke making ability in this scenario.
- WG110.2:** The German 468 squads represent elite units (i.e. Panzergrenadiers). Other than possessing higher morale, they have identical capabilities as 467s.
- WG110.3:** Note: Bazooka's do not benefit from Point blank fire; Bazooka To Hit dice rolls are subject to +2 when firing at moving targets.
- WG110.4:** Board 16; Default orientation (hex id on lower left); Roads do not exist, Wheatfields are in season. Brush hexes are considered to be woods. During the American player setup, two woods hexes (draggable overlays) may be placed in any non-building hex that is not adjacent to a hedge or wall. In these hexes, the woods is considered to extend to all hexsides.
- WG110.5:** Due to wet ground, a +2 drm applies to all entrenchment attempts (base creation number is '3').
- WG110.6:** The German Reinforcements that arrive in Turn 3 are elite reserved forces and have a morale of 8 instead of the normal 7. Players can either note which counter ID's are Elite on a piece of notepaper, or if available, use the counters in the Cross of Iron gamette.
- WG110.7: 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 the scenario prior to its published form.

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PLAYTEST STATUS: This scenario is currently in playtest (Beta Release); please contact [Squad Leader Academy](http://SquadLeaderAcademy.com) to join this effort. The 'final' version will be published as an SQLA/Wargame Academy (WGA) scenario pack. **8/07/04 Update:** As part of the Boardgamers Player Association 'World Boardgame Championships' held in Baltimore MD, four games were played in the Squad Leader Tournament. The Germans won two of four plays (Jimmy Chau, Andrew Cummins, Eric Filipkowski, Chuck Frascati, Chuck Leonard, Paul Risner, Matthew Spitznagel, Bryan Van Nortwick).