

# DEFENDING THE BARRACKS

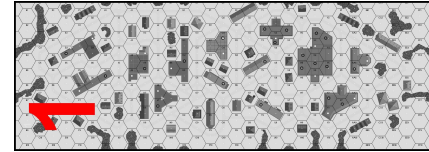
Scenario **WG114**

**B070729**



**November 1944**, Reduction of German strong points introduces street fighting to Americans following their sweep through France.

## BOARD CONFIGURATION:



Only hex rows **O-GG** inclusive are playable

**VICTORY CONDITIONS:** The American win if they have undisputed control of at least twelve hexes of the Tractor Works (1X3) at games end. Any other result is a German victory. A side is considered to control a hex if it was the last to occupy that hex with unbroken unit. Neither side controls a hex containing units of both sides in Close Combat.

## TURN RECORD CHART:

Sequential Setup	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>END</b>	<b>American variant of Scenario WG159</b>
☆ Americans decide who moves first								

**German force** - split between both locations as per SSR WG114.2:

**20**      **2**      **12**

**Tractor Works (building X3) Defenders** - Setup first along with portion of German force from above as per SSR WG114.2:

?

**18**

**Remaining Forces** - Setup last; deploy in buildings P8, P5, Q4, R1

**1st Company** - Deploy in buildings Y8, AA4, CC3, CC7:

**6**      **5**      **2**      **4**      **6**

**2nd and 3rd Companies** - Deploy in Buildings U3, T4, R7, T7:

**7**      **12**

## SPECIAL SCENARIO RULES:

**WG114.1: RULES:** All SQL rules are in effect with exception of Sewer Movement (27); all appropriate buildings are multi-story.

**WG114.2:** Only one third (fractions rounded down) of all German infantry and SW may initially deploy in the tractor works. Leaders are not restricted.

**WG114.3:** All German units in building X3 get fanaticism benefit (26) while in the Barracks.

**WG114.4:** American combat engineers (847s) may lay a total of 6 smoke counters in this scenario. The German 838 has unlimited smoke. Placed smoke effects both levels of a multistory hex.

**WG114.5:** SQLA interpretation of the captured weapons chart as only qualified American units may use captured FT's and DC's at the SQL rules level.

**WG114.6:** Due to its burned out status, fires may not be created in building X3

**WG114.7: 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 to join this effort. The 'final' version will be published as a SQLA/Wargame Academy (WGA) scenario pack.