

EVICTION NOTICE II

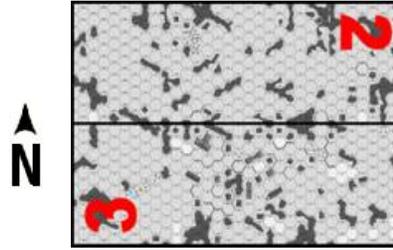
SQLA Scenario WG116 (a Russian Variant of SQLA WG103)

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Russia, Kursk salient, July 1943: While the Germans make some progress on the south flank of the Kursk Salient, in the north the Russian armies halt them. The Russians now carry out local counter-attacks while preparing for a general counter-offensive. Now the success of the imminent Russian counter offensive around the salient at Kursk 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 Russians must be the sole occupant of building 3M2 (with at least one occupying unbroken squad) at Game's end.

TURN RECORD CHART:

⊕ German Sets up First	1	2	3	4 ⁺	5	6	END
★ Russian Moves First							

⊕ Elements of the 2nd Armored Army and 9th Army 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 38th Guards enter on turn 1 from North edge:



			2	10		2	4	2			2	3	3

SPECIAL SCENARIO RULES:

WG116.1: RULES: All SQL rules are in effect with exception of Sewer Movement (27); all appropriate buildings are multi-story.

WG116.2: TERRAIN: Hills do not exist, treat all such hexes as ground level; woods and buildings still exist in these hexes.

WG116.3: During the Russian 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.

WG116.4: The hidden ATG and crew need not define their CA until it is revealed. These units may remain hidden EVEN if other units in the hex fire or move.

WG116.5: The German 838s have unlimited smoke.

WG116.6: To represent the elite status of this German formation, all German units in the 3M2 building are considered Fanatic.

WG116.7: 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.

AFTERMATH: The battle around Kursk continued with undiminished violence. Losses attributed to the Germans by the Russians were 304 tanks and 161 aircraft. The Germans claim the loss of 400 tanks and 193 aircraft by the Russians. By the end of the month the German 2nd Armored Army took enormous losses and ceased to exist as a fighting force, with their remaining remnants being absorbed into the 9th Army.

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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 an SQLA/Wargame Academy (WGA) scenario pack.