

# TO STOP THE BEAR

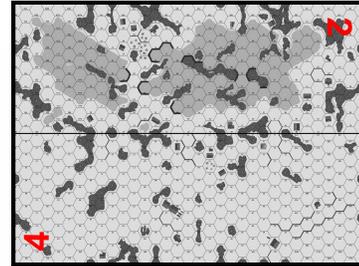
## SQLA SQL SCENARIO WG151

B061004



**LATE JANUARY 1945:** With orders to hold a small hamlet on the East Prussian road network, a scratch force of German defenders attempts to stand in the way of the advancing Russian forces. German patrols had skirmished with Russian patrols to the east during the previous day. But as the cold evening darkness arrived, the Germans shortened their perimeter for the night, thankful that no attack had yet occurred. As the dawn of the new day broke, Soviet panzer engines were again heard to the east, did this mean that an attack would occur today? Could the perimeter have been infiltrated during the night? [Adapted from a description in the (probable) historical fiction by Guy Sajer, *The Forgotten Soldier*.]

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** To win, the Russian Victory Point (VP) total must exceed the German VP total. Germans win by avoiding Russian victory. The Russians (only) earn 5 VP for each controlled cliff overlook hex (2w5, 2u4, 2t6, 2s7, and 2r2) [up to 25VP]. The Germans (only) earn 2 VP for each controlled building hex within the German set up area and 1 VP for all other controlled building hexes [up to 34 VP]. All buildings west of hex row Q are considered to be initially German controlled. See SSR 5.

### TURN RECORD CHART:

★ Russians Setup First	★ 1	2	3	4+	5	6	END
✚ Germans Move First							

✚	<b>German Defense Forces:</b> Set up second per SSR 2 and SSR 3, between hex row Q (exclusive) and hex row 2y/4i (exclusive). All entrenchments must be occupied. (Initial VP = 20)	<b>TURN 4: Remainder of bid force:</b> Enter through any five-hex wide entry zone, all of which must be west of hex 2Q10 (inclusive) and north of hex 4A10 (inclusive).
 3	 PLC	

★	<b>Russian Assault Forces:</b> Set up first, east of hex row Q (exclusive) using HIP (42) [Initial VP=0].	<b>TURN 1:</b> Enter on any one east edge hex.
 *	 19	 3
 *	 3	 3
		 4
		 *
		 4
		 3
		* (per SSR4)

### SPECIAL SCENARIO RULES:

**SSR WG151.1: TERRAIN:** All level 2 hill hexes are level 1 hill hexes. Other terrain exists in these hexes. All level 3 hill hexes are level 1 woods hexes. Cliff hexsides at 2w5, 2u4, 2t6, 2s7, and 2r2 still exist. Level 1 cliff's have no combat effect but prevent movement. VSQ players may download specialized maps from the SQLA website for this scenario.

**SSR WG151.2:** Each player secretly creates a German bid force per the values on SL page 28. No wire, entrenchments, roadblocks, bunkers, mines, or 10-3 leaders may be purchased. Concealment counters may be purchased at a cost of 25 each. The player with the lowest bid plays the Germans using his/her bid force. If the bid values are equal, the German player is decided by die roll with the resulting German player using their own bid force. The German player must declare his component forces prior to the Russian player setting up.

**SSR WG151.21: BID FORCE:** All purchased German vehicles and ordnance (ATGs and Mortars) must enter as turn 4 reinforcements. No fortifications may be purchased. All purchased German 838 squads have unlimited smoke. If a German bid force includes a radio, OBA module must be: 4 missions of 80mm, 3 missions of 100mm, 2 missions of 120mm, or 1 mission of 150mm.

**SSR WG151.22: BID FORCE:** No more than half (based on purchase cost) of the bid force may be initially set up on the board. All forces not initially set up must enter as German turn 4 reinforcements. The division of the German forces must be specified prior to initial Russian set up.

**SSR WG151.3:** The Russian player's PLC will be one of these listed leaders. If the PLC in use is ranked below an 8-0, substitute it for the 8-0. If the PLC in use is ranked above a 9-1, substitute it for the 9-1.

**SSR WG151.4: CONTROL:** A VP hex is controlled for victory purposes if: a friendly squad (not crew) was the last unit in the hex, the hex was occupied at game end by a friendly armed and functioning (not immobilized) AFV, or the initial German control is not negated.

**SSR WG151.6:** The movement of an HIP unit does not reveal other HIP units in the same hex.

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