

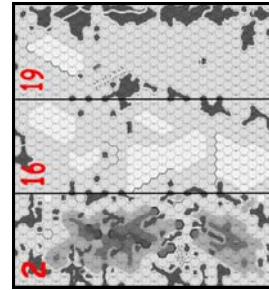
SQLA COI WG204 (B060705)

REINFORCING FAILURE



June 1942: A Russian Cavalry regiment rushes into the breach to stem the German exploitation during the opening round of Flau Blue. Its remnants attempt to delay the German push hoping reinforcement will succeed in containing the German forces before a full scale rout occurs with a unimpeded gateway to the open steppes.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The German player wins by occupying (with unbroken squads or crewed AFVs) at games end at least 5 of the 7 elevation 3 hexes that constitute the high crest line of Hill 621. The Russians win by avoiding the German victory conditions.

TURN RECORD CHART:

★ Russians Setup First	1	2★	+3★	+4★	5★	6	7	8	END			
⊕ Germans Move First												

AT START: Elements of the Slovakian Cavalry Regiment: Start in any woods hex on board 19 numbered 2 or less:

12 2 2 12

TURN 4: Elements of the 52nd Panzer Grenadiers: Enter on any single North edge hex using sequential Movement:

6 3 3 3

TURN 3: Elements of the 300th Panzer Battalion: Enter on any single North edge hex using sequential Movement:

3

AT START: Retreating dismounted cavalry elements of the 22nd Army: Setup on any whole hex of board 16:

10 2

TURN 3: Enter on any board 2 road hex: **Zis Lt Truck 45L ATG**

4 2 2

TURN 6: Enter on any Southern hex edge on board 2 using sequential movement:

2

TURN 2: Enter on either eastern or western (not both) board 2 road hex using sequential movement:

3

TURN 4: Enter on any Southern hex edge on board 2:

10 10

SPECIAL SCENARIO RULES:

- WG204.1:** After both sides setup on board forces, all on board Russian forces must take a normal morale check (NMC). Those failing a NMC are replaced with an unbroken 436 conscript. Leaders failing suffer no effect other than requiring all units in the leader hex to take an additional morale check. Units which fail two morale checks are replaced with a broken 436.
- WG204.2:** The German radio may only be used by the 6+1 Artillery Forward Observer to contact an off board Wespe; any FFE is a single hex 105mm with S8 smoke and unlimited HE ammunition. Any FFE unmodified DR=12 results in the gun malfunction which is repaired/disabled normally. The Artillery Forward Observer may perform artillery operations with CE in the SPW 250/1. The 6+1 is considered an infantry leader for all other purposes.
- WG204.3:** Treat all Brush hexes (19H3) as Woods; treat all Orchard hexes as open ground.
- WG204.4:** Roll for all optional armament normally.
- WG204.5:** Treat all Brush hexes (19H3) as Woods; treat all Orchard hexes as open ground.
- WG204.6:** NOTE: T70s are subject to vehicle note KK: 'Due to the commander also being the loader and gunner, a "+1" DRM should be added to all fire of the main armament. If CE, no weapons may fire.' This is in addition to the +1 BU DRM. Also be aware Russian Tanks are considered crested unless stated otherwise per SQL Rule Conventions.
- WG204.7:** 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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