

PETER RABBIT

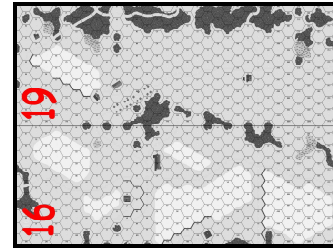
SQLA COI SCENARIO WG207

B061004



Eastern Front in Russia, August 12, 1941: Adolph Hitler issues Directive No. 34 on the conduct of operations. The Army Group South is to prevent the enemy from re-occupying the eastern bank of the Dnieper, and to occupy the Crimea, the industrial district of Kharkov and the coalfields of the Donetz basin. Russian forces from the surrounding areas have desperately begun to dig in and setup a defensive position along the eastern areas of the Dnieper in the hopes of stopping or delaying the advancing forces of Army Group South into the basin.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Germans must exit 8 squads off of the Northern edge of the mapboard (infantry only count toward VC) *and* must eliminate 7 squads or their equivalent (AFV's count as 2). Any other result is a Russian victory.

TURN RECORD CHART:

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

Advancing forward elements of Army Group South; set up south of hex row Z (inclusive):

2	7	3					

TURN 3: Elements of motorized reinforcements; enter on south edge:

			4			2			3	2	2	3	

SSR WG207.4

Turn 2: Armor reinforcement; enter on either the east or west board edge south of hexrow Y inclusive:

--	--

Elements of the Kharkov District defense line; set up north of hex row M (inclusive):

			7	3	3	2						4

Reinforcements: enter on any road hex along north edge on the turn indicated:

TURN 2:

2	

TURN 5:

SPECIAL SCENARIO RULES:

WG207.1: Russian radio may only contact the 82mm onboard mortar. The Russian may not request an AR until after it has a clear LOS to a German unit or turn 2, whichever occurs first.

WG207.2: TERRAIN: Orchards do not exist. Treat brush as woods. (VSQL players may download specialized maps from the SQLA website.)

WG207.3: The German's may place a total of 3 smoke counters during the game via either an 838 or 548. Only the 838s may use DCs.

WG207.4: The German ATG 37L does not have HEAT ammunition. The Germans first introduced it in 1942.

WG207.5: 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.

Bill Thomson 512-799-6705

Squad Leader Academy
SQL, COI, COD, GIA Player Development

Email: Bill@WargameAcademy.org
Website: www.WargameAcademy.org
7940 Luling Lane Austin, TX 78729 USA.

©2006A Squad Leader Academy Scenario
Original Scenario Design by Pete Pollard;
Scenario modified and updated by Bill Sosnicki (B061004)
Graphic Layout by Bill Sosnicki; Updated (B061004)
Squad Leader® and its counter images are trademarks of MMP and Hasbro, Inc

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 a SQLA/Wargame Academy (WGA) scenario pack.