

ACROSS THE DON

SQLA Scenario WG210

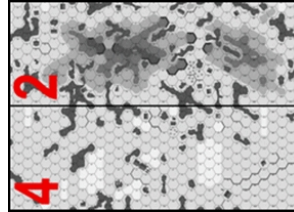
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West of Stalingrad, November 19th, 1942: Two massive Soviet spearheads attacked from the South and the North-West of the Stalingrad front, the intention being to encircle and trap the German VI Army in Stalingrad. The Russian pincers would close in the region of the River Don, near the town of Kalach. Near Kalach there stood a crucial bridge that German truck convoys used to haul supplies to the VI Army, and was used daily by a German training school that used captured Russian tanks for gunnery demonstrations. The bridge guards had grown accustomed to the routine, and so, on the morning of November 22nd, a German sergeant named Wiedemann, having counted off five tanks as they crossed to the West, later casually waved on five Russian tanks when they approached to cross Eastward. Three crossed and fanned out on the East bank, and then came a burst of machine-gun fire. The five genuine Russian tanks were part of a leading detachment of the Russian 26 Tank Corps, led by the commander of the 14th Motorized Rifle Brigade, Lieutenant-Colonel G N Filippov. The detachment comprised two companies of motorized infantry, five tanks and an armored car. The Russians were now sandwiched between the German defensive positions on the high West bank, and the garrison from Kalach.

BOARD CONFIGURATION:

VICTORY CONDITIONS: At the end of the Game, the Russians win by having uncontested control of both ends of the bridge. Control is defined as having been the last side to occupy the hex with either a good order squad or vehicle (armament in any condition), and no good order enemy unit occupying the same hex, unless it is a wreck, prisoner, or broken at game end. The German win by avoiding the Russian victory conditions. Any side blowing the bridge, whether by accident or design, automatically loses the game.



A non-fordable river two hexes wide exists on rows 9 and 10 of board 2. No unit may enter any river hex except via bridge hex.

TURN RECORD CHART:

+	German Sets up First	★	1	★	2	+	3	4	5	6	7	8	9	10	END
★	Russian Moves First														

Bridge Detail - set up within 2 hexes of either or both ends of the bridge:

Nearby infantry billets - set up in any building hexes on the east bank (board 4), but no more than 1 squad (+leader) per building hex (STGs must setup on 4P5 & 4Q6):

West Bank Defenses - set up as indicated:

On 2W7: 3 2 2 2

On 2V8: 3

On any 2nd level hill of 538: 6 2

On any 2nd or 3rd level hill of 621: 3 2

On any board hex: 3

German Reinforcements from Kalach - enter along any Northern edge hex per SSR210.3:

6 2 3 2 4 3 2

Elements of Russian 26th Tank Corps, 14th Motorized Rifle Brigade - enter along any East or South edge hex of board 4 as indicated:

Enter on Turn 1: 5

Enter Turn 2: 2 18 2 4 10

SPECIAL SCENARIO RULES:

WG210.1: TERRAIN: A one lane stone bridge spans 2Q9-2Q10; it is aligned East-West for purposes of LOS when receiving enemy fire.

WG210.2: RULES OF ENGAGEMENT: During Turn 1, the Russian tanks may not move more than 3 hexes beyond the East Edge of the bridge before either stopping or carrying out an overrun attack. All Russian units are recognized as Russian by any of the following, whichever occurs first:

- Any unit opens fire or carries out an overrun attack or if,
- Any unit expends more than 3 movement points off road, on any board, or if,
- Any Russian AFV becomes CE, or if,
- Any Turn 2 Russian reinforcements or vehicles gets within 3 hexes of any German unit, or if,
- At the close of the Turn 2 Russian Movement Phase, if not recognized before then.

WG210.3: Entry of German reinforcements from the Kalach garrison is determined by a single die roll beginning with German Player Turn 2 Rally Phase. The German may roll for these reinforcements every Rally Phase until they arrive. If the result is \leq the turn number the German reinforcements will enter along any Northern edge hex on that player turn.

WG210.4: Supplemental Rule A is in effect. Each side may roll for Stuka/Sturmovic support beginning on turn 4.

WG210.5: The German have one module of 105mm OBA available on turn 1.

WG210.6: Environmental Conditions: Mud is not allowed. A weather die roll of 12 should be treated as 11: rain, heavy overcast.

WG210.7: Variations: Although designed for COI, the scenario can also be played using any of the later rule sets, COD or GIA.

WG210.8: 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 number 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: Filippov formed an all around defense of the bridge and held out against fierce counterattacks until heavy Russian reinforcements arrived. The next day, beneath green signal flares that reflected eerily on the snow at a village 30 miles below Kalach, the Russian pincers closed. The fate of the VI Army was sealed.

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 Graphic Layout by Bill Sosnicki
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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.
 Playtest credits to date: Alan Page, Dennis Jorgenson.