

# Scenarios 81-90



# Squad Leader

Produced by World Wide Wargamers for use with the Avalon Hill game series Squad Leader, Cross of Iron, and Crescendo of Doom

© WWW, 1982.

# A BRIDGE TOO NEAR

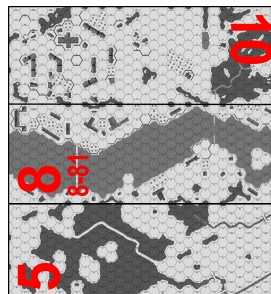
## WWW Scenario 81

081109



**Verdal, Central Norway, April 21, 1940:** Following their landing at Namsos, the British 146th Brigade had been pushing tentatively towards German held Trondheim while awaiting reinforcements. So far, opposition had been encountered only from the air, but when their most advanced elements reached the bridges across the River Inna at Verdal, held by a scratch garrison of Norwegian troops, the first contact was made with German forces moving North.

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The German player wins by being the last to solely occupy with an unbroken infantry unit at least ten buildings West of hexrow I (board 10), hexrow Y (board 8), and North of the river at the end of the game. The Allied player wins by avoiding the German victory conditions.

### TURN RECORD CHART:

Norwegian Sets Up First	1	2	3	4	5	6	7	8	9	10	Restart on Turn 11 (1)
German Moves First					END						

**Remnants of the 2<sup>nd</sup> Battalion, 13<sup>th</sup> Mountain Regiment** – set up first anywhere north of the river on boards 8 and/or 10:

			8	2	2	12		

**Section of the Royal Engineers attached to the 1/4<sup>th</sup> King's own Yorkshire Light Infantry** – enter Turn 5 anywhere along the north edge of board 10.

2	6			

**Elements of the 1<sup>st</sup> Battalion, 130<sup>th</sup> Infantry Regiment** – set up second anywhere with a grid coordinate of 4 or higher (inclusive) on board 5:

			2		4	14		2	6	

### SPECIAL SCENARIO RULES

**SSR 81.1:** A single lane vehicular stone bridge runs through hexes 8I5, 8I6, 8I7, 8I8, and 8I9. Hex 8I4 is considered an open ground hex with a road connecting hexes 8I3 and 8I5. The hedge along hexside 8I4/8I5 does not exist.

**SSR 81.2:** A stone infantry bridge runs through hexes 8Y2 and 8Y4 with a gap (no bridge counter) in hex 8Y3. This bridge cannot be crossed until the German pontoon section (use 1/2" pontoon counter) has been placed in hex 8Y3. The pontoon section can be dragged overland by two 8-3-8 squads in a manner identical to a Grosse Flossack (same portage costs). It is placed in hex 8Y3 by two 8-3-8 squads remaining unbroken with the pontoon section in hex 8Y4 for one entire game turn without moving, firing, making smoke, or engaging in close combat (notably in a TI state). The pontoon section is then placed in hex 8Y3 at the end of the German advance phase, and thereafter pontoon bridge rules (133.8 et seq) apply to this hex.

**SSR 81.3:** All hills on board 8 are considered to be ground level, and cliff hexsides do not exist. All other terrain in these hexes remains unchanged.

**SSR 81.4:** The River is deep, running at normal level.

**SSR 81.5:** All buildings on all three boards are single-level and made of wooden construction, except 8N2, which is a two-level stone building.

**SSR 81.6:** Snow (not deep snow) rules are in effect.

**SSR 81.7:** Each German 8-3-8 squad may make three smoke counters during the game. These are not transferable from one unit to another and a written record should be kept of their use.

**SSR 81.8:** The German radio may direct on-board artillery only.

**SSR 81.9:** Treat British 4-4-7's as normal infantry, not as Gurkhas.

**AFTERMATH:** Lacking the means to demolish them, the Norwegians were forced to defend both the intact road bridge and the railway bridge, which although damaged, could easily be repaired. The timely arrival of the British engineers bolstered the position and several German attempts to cross the bridges were driven back. The Allies had to evacuate the town later that morning, however, when German amphibious landings further North along the Trondheim Fjord threatened to cut off the position.



# TO LOSE A BATTLE

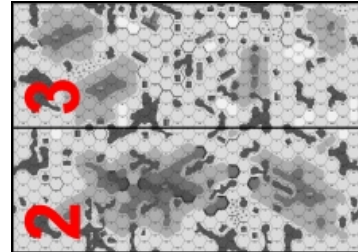
## WWW Scenario 82

090923



**CLAIRFAYTS, FRANCE, May 16th 1940:** As Rommel and his 7th Panzer Division crossed the French frontier headed into what he expected was the "Maginot Line", he found instead a shallow belt of anti-tank obstacles and pillboxes manned by remnants of the French XI Corps. By prematurely opening fire, the Germans lost an initial opportunity to coax the French defenders into surrendering. With the opportunity lost the French anti-tank and machine-gun fire became uncomfortably effective, especially against the lightly armored German tanks.


### BOARD CONFIGURATION:




















**VICTORY CONDITIONS:** The German player wins by exiting 10 squads off the west edge of the playing area within one hex of 3A5/3A6 or 2A5/2A6. AFV's with functioning main armament count as 2 squads, but at least 4 squads exited must be non-AFV. The French player wins by avoiding the German victory conditions.
















### TURN RECORD CHART:

🎯 French set up first	1	2	3	4	5	6	7	8	9	10	11	END
⚔️ Germans move first												

 **Elements of 18th Infantry Division, 11th Corps** - set up anywhere on boards 2 and 3, west of hex row V inclusive:

 9-1	 8-1	 7-0	 4-5-7	 3-5-7	 2-3-7	 HMG 6-14 B12	 MMG 4-11 B12	 AT 25LL	 AT 47L		
2		8		4		2		2			
 1+3+5	 2+3+5	 Trench	 MINE S	 WIRE	 Roadblock						
2		5		24		7		3			

 **Elements of 25th Panzer Regiment and 6th Infantry Regiment** - 7th Panzer Division, enter turn 1 or later on any east edge hexes.

 CE 9-1	 9-2	 9-1	 8-1	 8-0	 8-3-8	 4-6-7	 MMG 4-12 B12	 LMG 2-8 B12	 30 A	 Mtr 50 #2-13	 7 B12	 Light tank 1S17PP	 Pkw 37L(4)	 Screamer P2 -1 P4(6)	
2		3		12		2		4		2		5		4	

### SPECIAL SCENARIO RULES:

- WWW 82.1:** Treat all trenches as anti-tank ditches (I37.7).
- WWW 82.2:** Trenches may not be set-up on road hexes and may not be occupied by ordinance weapons [Exception: 1/2" support weapons].
- WWW 82.3:** Mine Factors may only be placed on board 3 half or whole hexes west of hexrow V inclusive.
- WWW 82.4:** German off-board artillery Consists of one module of 105mm with plentiful ammunition.
- WWW 82.5:** The German player may delay the entry of any of his units to later turns, but may not exit any unit off the eastern map edge once entered.

**AFTERMATH:** Having been warned in advance that the main road through the village of Clairfayts had been mined, the German column swung off to the south around the village. There they discovered several anti-tank obstacles which could not be traversed. The only possible route of advance was through a road blocked by obstacles. Under cover of smoke, engineers were sent to blow the obstacles and the pill boxes overlooking the road. By last light the fortified zone had been finally penetrated and Rommel's "Phantom Division" was on its way once more.

# THE FINAL ATTEMPT

## WWW Scenario 83

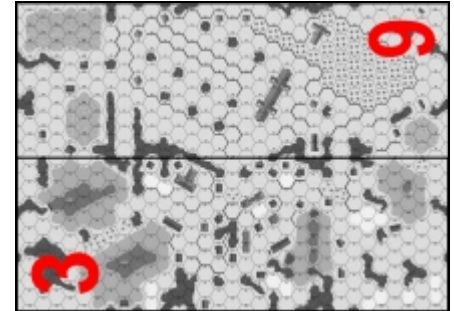
081109



**CAMBRAI, 22 May 1940:** During the latter stages of the Allies retreat to the coast and Dunkirk the British and French tried several times to pierce the infantry held flanks of the "Panzer Corridor" Across France. One such attack took place at Cambrai when a combined French infantry and tank force tried to wrest the control of it from the Germans.

**VICTORY CONDITIONS:** The French win by being the last to solely occupy any two stone buildings on Board 3 *and* building J8 on Board 6. The Germans win by avoiding the French conditions.

**BOARD CONFIGURATION:**



### TURN RECORD CHART:

⊕ Germans set up first	1	2	3	4	5	6	7	8	END
⊙ French move first									

**Elements of the 32nd Infantry Division** - set up first on any hex on boards 3 and/or 6 south or line 3L10-6V10 inclusive:

9-2	8-1	4-6-7	2-4-7	4-12 B12	2-8 B12	#12 B11+	37L	47 B11+
2		8		4		2		

**Reinforcements** - enter Turn 4, south edge of boards 3 or 6:

2-4-7	18 -4 -5 1S/5PP	88L AA V
2		

**Elements of the 121st infantry Division supported by units of the 25th Motorized Division** - enter on turn 1 via any hex on the north edge of boards 3 and/or 6.

9-1	8-1	8-0	8-1	4-5-7	6-14 B12	4-11 B12	2-7 B11+	#2-11 50 3PP	#2-24 60 5PP	11 B75* 2/12	9 B75* 2/12
2		16		3		3		4			

### SPECIAL SCENARIO RULES:

- WWW 83.1:** All buildings on board 6 are made of wooden construction.
- WWW 83.2:** Environmental Conditions are moderate with mild breeze blowing from west.

**AFTERMATH:** The French attack made good progress against the German force who were hampered by their inferior anti-tank guns which were unable to penetrate the French armor. However, just as the defense was about to crumble reinforcements arrived in the shape of an 88mm gun. With its powerful assistance the French armor was stopped and without the support of tanks the French infantry retreated and the corridor was once again made safe.



# LE PARADIS

## WWW Scenario 84

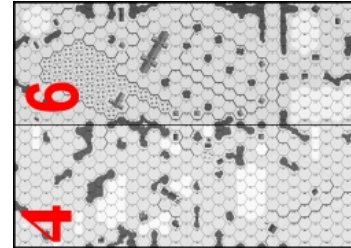
081109



**FRANCE MAY 26 1940:** The Germans were pushing north of the La Bussee canal against the southern defensive positions of the B.E.F. North of Betune the British were holding the village of Le paradis as the enemy launched another assault.

**VICTORY CONDITIONS:** The player with the most points at the end of the game is the winner.

**BOARD CONFIGURATION:**



### TURN RECORD CHART:

+	German sets up first	1	2	3	4	5	6	7	8	9	10	?	Note: Game length is variable, see special rules.
+	German moves first												

**Elements of SS Totenkopf** - set up south of hex row DD inclusive:

9-2
 9-1
 8-1
 6-5-8
 MMG 4-12 B12
 LMG 2-8 B12
 30 A
 14 1 50 4/2
 16 2 37L(4) 4/2

2
10
4
2

**Remnants of the 2nd Royal Norfolk's** - setup north of hex row X inclusive:

9-1
 8-1
 7-0
 4-5-7
 MMG 4-11 B12
 ATR #12 +1 B11+

9
2
3

### SPECIAL SCENARIO RULES:

**WWW 84.1:** Victory point schedule:

German:	
For each British squad or leader eliminated	1 point
If British surrender before Game Turn 6	20 points
If British surrender on or after Game Turn 6	15 points
British:	
For each multi-hex building controlled	1 point*
For each German squad or leader eliminated	2 points
For each German AFV eliminated	6 points
	*Per Turn

**WWW 84.2:** The game ends after 10 turns or when British units surrender. British units can be forced to surrender as follows: At the end of any phase the ranking British leader at that time must undergo a normal morale check when the

fourth British Squad is eliminated. Failure of this NMC results in the immediate surrender of all British units. Every time a British squad is further eliminated this NMC must be performed at the end of any phase. There is a +1 DRM to the MC DR for each squad eliminated over four. Regardless of the number of squads lost during a phase the NMC is rolled only once. The British surrender immediately if all their officers are eliminated.

**WWW 84.3:** No Bore Sighting allowed.

**WWW 84.4:** All multi-hex buildings on Board 6 are made of stone construction.

**WWW 84.5:** Environmental conditions are wet with no wind at start of game.

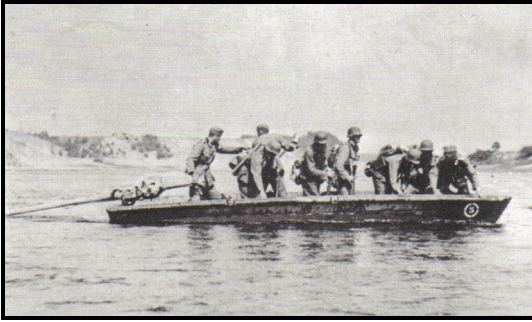
**WWW 84.6** British control all buildings until Germans solely occupy them.

**AFTERMATH:** Continually being attacked throughout the day by infantry and armor, the Norfolk's held out until 17:15 hours when becoming short of men and ammunition then decided to surrender. A sad sequel occurred when their SS captors massacred the prisoners with machine gun fire. The German Company commander was later convicted and hanged for this crime after the war.

# THE FAR BANK

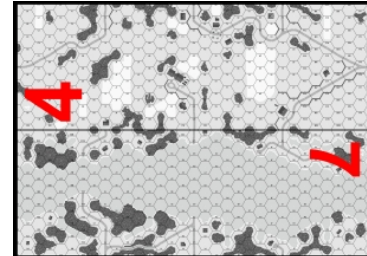
## WWW Scenario 85

090125



**ULLA, RUSSIA, July 7th 1941:** Fifteen days after the beginning of “Operation Barbarossa”, the Fourth Panzer Army moved along the southern bank of the upper Divina River as it positioned itself for an enveloping attack on Vitebsk. The army’s northern wing being the LVII Panzer Corps, was to cross the Divina at Ulla and capture Gorodok located just north of Vitebsk. In what was assumed to be an area weakly defended the panzer corps commander assigned the task of constructing the bridge at Ulla to the 1st Engineers School Battalion.

### BOARD CONFIGURATION:




**VICTORY CONDITIONS:** The Russian player receives one point for each German squad eliminated, and two points for each building he controls within 5 hexes of any river hex at game end. The Russian player must have 10 points or more by game end to win. The German player wins by avoiding the Russian victory conditions.

### TURN RECORD CHART:

★ Russian sets up first	1	2	3	4	5	6	7	8	9	10	11	END
⊕ German moves first												

**★** Elements of a local partisan group - setup anywhere north of the river:



						11


3

Remnants from Ulla Garrison, 22nd Army - enter turn 5 on any north edge hexes:

		12		

2 3

**⊕** Company A, 1st Engineer School Battalion - enter turn 1 on any south edge hexes:



					8	4

8 4 8

Battalion reinforcement elements - enter turn 7 on any south edge hexes:

		3	2	2	3

3 2 2 3

### SPECIAL SCENARIO RULES:

**WWW 85.1:** The Finnish 6-4-8 squads are used to represent German engineers. Treat them exactly as German engineers in all respects. Note that they may not self-rally.

**WWW 85.2:** All island river hexes are treated as normal river hexes. The river is at normal level, with a moderate current running east to west.

**WWW 85.3:** The Russians are considered to control all buildings north of the river at the start of the game.

**AFTERMATH:** In the face of sporadic small arms fire, one company of engineers crossed the river in an effort to flush out the Russian snipers and secure the far bank. As the Germans were carrying out this mission a strong Russian counter-attack was suddenly launched. Heavy hand-to-hand fighting developed as the Russians fought to drive the engineers back into the river. If reinforcements with flamethrowers had not arrived at the last moment from across the river the Russians may well have succeeded. But with the additional support the Germans were able to secure the crossing site and finally construct the bridge.

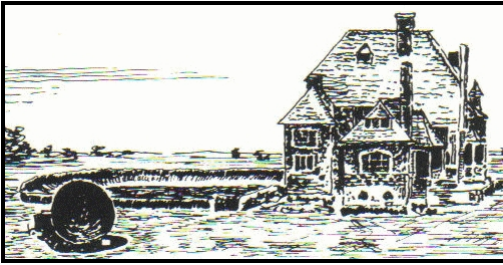




# THE BRUNEVAL RAID

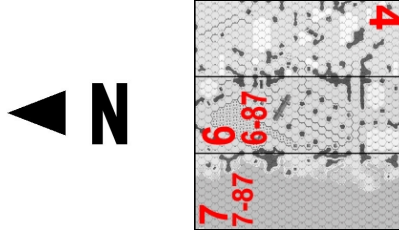
## WWW Scenario 87

081109



**CHANNEL COAST, February 28th 1942:** At Bruneval, north of Le Havre, the Germans had installed an example of the Wurzburg radar system for air defense. British paratroopers were to drop into France, steal as much of the equipment as possible and bring it back to England. Flight Sergeant C.W.H. Cox, a R.A.F. radar expert, was detailed to accompany the mission.

**BOARD CONFIGURATION:**



**VICTORY CONDITIONS:** The British win by having more victory points than the Germans at the end of the game. Any other result is a German win.

**TURN RECORD CHART:**

⊕ German sets up first	1	2	3	4 <sup>⊕</sup>	5 <sup>⊕</sup>	6	7	8	END
⊙ British moves first									

⊕	German garrison forces set-up or enter as indicated:	Set-up on hex 7AA5:	Set-up on hex 7F2:	Set-up in building at hex 6N4:	Set-up in building at hex 6X5:
	Set-up on any land hex:	Turn 4 - South edge road hexes 4GG5 and/or 6GG5:		Turn 5 - South edge road hex 4GG5:	
⊙	C Company, 2nd Parachute Regiment - enter on turn 1 via paratroop drop per rule (99):	Landing Craft - enter on turn 5 from any west edge sea hex:			

**SPECIAL SCENARIO RULES:**

- WWW SSR 87.1:** The French leader counter represents Flt. Sgt. Cox. His personal morale level is 9 but has no leadership functions, and his -2 DRM is *only* used as explained below.
- WWW SSR 87.2:** Building 6X5 represents the Wurzburg installation. Provided there is no German unit in the hex, each unbroken British squad in the hex may during the close combat phase roll 2 dice. If the result is a 4 or less a German radio counter is created in the hex. Flt. Sgt. Cox may apply his -2 DRM to EVERY roll if he is also present in the hex. The maximum number of radios so created cannot exceed 3. They are treated as captured equipment and have no function as radios. They may be carried at normal portage costs.
- WWW SSR 87.3:** *Terrain:* All islands and the west bank on board 7 do not exist; treat as water (sea) hexes. All marsh hexes are sandy beach; treat as bog hexes. Orchard hexes do not exist; treat as clear terrain. *VSQ players may use customized boards 6-87 & 7-87.*
- WWW SSR 87.4:** The entrenchments at 7AA5 and 7F2 represent fixed coastal defense positions. The heavy MGs may never move from these hexes but may fire normally. The Entrenchment DRMs apply to fire against these positions.
- WWW SSR 87.5:** Night rules are in effect until turn 7, when dawn breaks and normal day rules apply.
- WWW SSR 87.6:** The German 2-4-8 crews count as their radar technicians and owing to their high level of training receive an "8" morale level. They are not S.S. units so rule 83 does not apply.
- WWW SSR 87.7:** No German unit may move on turn 1 due to the surprise factor inherent in any airborne attack.
- WWW SSR 87.8:** Paratroops landing in a sea hex are permanently lost.
- WWW SSR 87.9:** Treat weather as calm, no wind and environmental conditions are wet.
- WWW SSR 87.10:** Sturmboats are used to represent Landing Craft (LC). All sturmboat rules apply except as modified below:

- a. There is no -1 DRM for IFT attacks against units on board.
- b. The LC may carry 2 Squads and up to 10 PP's of SW.
- c. LC are considered hull down targets vs. ordnance with an all round armor modifier of -5.
- d. Each LC has an inherent 4 FP AAMG. Normal CE rules apply, except they may still move if stunned. Passengers may never fire from them.
- e. British units may embark during an advance phase whilst landing craft are in an adjacent water hex. Units may only embark from a sandy beach hex.

**WWW SSR 87.11:** Victory Point Allocation.

- British:**
- Each "radio" moved off west edge: 10 points
  - Each German technician unit moved off west edge: 5 points
  - Each German technician unit eliminated: 2 points

- German:**
- Each British squad or leader not moved off west edge in landing craft: 2 points
  - Elimination of Flt, Sgt. Cox.: 15 points
  - Capture of Flt, Sgt. Cox: 30 points

Note. Count victory points at the end of the game as if he has been captured if Flt. Sgt. Cox is left in a "broken" state on the board.

**AFTERMATH:** The British dropped in three groups. One group went astray and landed 2 miles to the south but managed to march back in time to hold off arriving German troops. A second party successfully stormed a coastal strongpoint whilst the third with Major D. Frost (later to achieve fame at Arnhem) in command took some German radar technicians prisoner and with help from Flt Sgt Cox dismantled the desired parts of the Wurzburg set. All parties then retired to the beach and embarked successfully on the landing craft.



# A WORLD WIDE WARGAMERS SCENARIO

## THE BACKWATER OF WAR

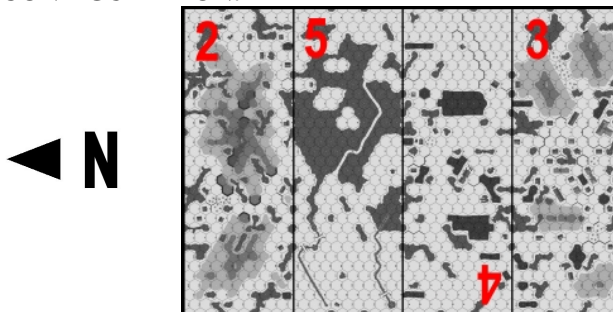
WWW Scenario 88

081109



**NEAR KESTEN'GA, NORTHERN RUSSIA, May 6th 1942:** During the Soviet spring offensive in the far northern reaches of Russia, the 8th Ski Brigade and a regiment from the 186th Rifle Division were sent on a wide sweep to the west and south to cut the road behind the town of Kesten'ga. By May 5th the Brigade had advance troops within less than a mile of the road. Here, in the swamps northwest of the town the attack had lost momentum. Losing little time the German command formulated a counter-attack for the next day.

**BOARD CONFIGURATION:**



**VICTORY CONDITIONS:** The Russian player wins if he has 5 or more squads remaining on any hex(es) of Hill 621 at game end, or if he successfully exits 5 or more squads off the northern map edge between 30I and 3Y1 inclusive. The German player wins by avoiding the Russian victory conditions.

**TURN RECORD CHART:**

<b>★ Russian sets up first</b>	<b>+</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>END</b>
<b>⊕ Axis moves first</b>														

**★ Elements of 8th Ski Brigade; set up on any hexes of Hill 621 (any level):**

9-2  
**2**

9-1  
**2**

8-0  
**12**

6-2-8  
**4**

MMG  
4-10  
B11+  
**2**

LMG  
2-6  
B10+  
**2**

**⊕ Elements of 6th Mountain Division "Nord"; - enter Turn 1 on any south edge hexes:**

8-1  
**8**

8-0  
**2**

6+1  
**8**

6-5-8  
**2**

HMG  
6-16  
B12  
**2**

LMG  
2-8  
B12  
**2**

**Elements of Finnish Group "J" - enter Turn 2 on any west edge hexes of board 5, 4, or 3, as per SSR 88.2:**

F 9-1  
**6**

F 8-0  
**3**

F 6-4-8  
**6**

MMG  
4-12  
B12  
**3**

LMG  
2-8  
B12  
**3**

**SPECIAL SCENARIO RULES:**

**WWW SSR 88.1** All wheatfield hexes are considered marsh hexes for this scenario.

**WWW SSR 88.2** The Axis entry board for his turn 2 reinforcements must be recorded before the Russian set-up. He may choose board 5, 4, or 3. Only one board may be chosen.

**WWW SSR 88.3** There is snow present on the ground, but it is not "deep snow".

**WWW SSR 88.4** The Russian units have skis (rule 114) and snow smocks (114.2). No Russian unit may start the game wearing skis.

**WWW SSR 88.5** The SS units are subject to the full effects of DM (14.6). In addition, if at any time there are more than 5 SS squads eliminated all remaining SS infantry are immediately and permanently removed from the game.

**WWW SSR 88.6** No bore sighting (78) is allowed.

**AFTERMATH:** In the next two days the Germans and Finns were able to encircle the exposed Russian units and virtually wipe them out. Having been hardest hit, few troops of the 8th Ski Brigade managed to escape. Reduced to 367 men, the Brigade was nearly destroyed in its attack on Kesten'ga road. The offensive had failed and with it the Soviet chance of a breakthrough in the north.

©1982 WWW

9

# CHERKASSKOYE

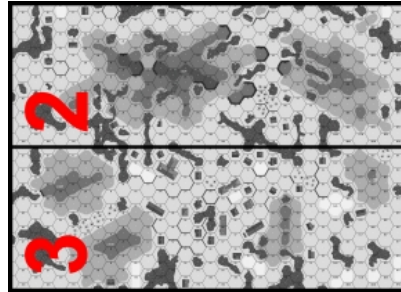
## WWW Scenario 89

081109



**CHERKASSKOYE, July 5th 1943:** During the initial stages of the Battle of Kursk some of the Wehrmacht's finest units were committed in order to break through the heavily fortified Russian positions. At Cherkasskoye, the finest of them all, Grossdeutschland, was given the task of clearing the village and capturing the high ground beyond.

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The German player wins by being the last to solely occupy all the multi hex stone buildings on board 3 *and* three of the 3rd level hexes on board 2. The Russian player wins by avoiding the German conditions.

### TURN RECORD CHART:

★ Russian sets up first	1 ★	2	3	4	5	6	7	8	9	10	END
✚ German moves first											

**Elements of the 71st Guards Rifle Division** - set up anywhere on board 2 and/or board 3 with a hex grid coordinate of 6 or less on board 3.

2			4	12	2	2	2	4	2	2		6	9

**Elements of 1st Guards Tank** - enter per SSR 89.2 below, via any north edge hex of board 2:

76L 4/2	122*

**Elements of Grossdeutschland Division with support from 11th Panzer Division** - enter play via any south edge hex of board 3 on turn one or later:

			8	2	4	10		6	3	2		2

### SPECIAL SCENARIO RULES:

**WWW SSR 89.1:** German 8-3-8 engineer squads may make a total of 6 smoke counters per game.

**WWW SSR 89.2:** At the start of each Russian prep fire phase the Russian player throws a dice. If the result is equal to or less than the current turn number the Russian may bring on his reinforcements during the following movement phase.

**AFFERMATH:** Using flamethrowing tanks and Panthers to good effect the Grossdeutschland Division captured the village and heights as ordered. However, in the long term they could not effect the needed strategic breakthrough.



# THE BRIDGE AT KANEV

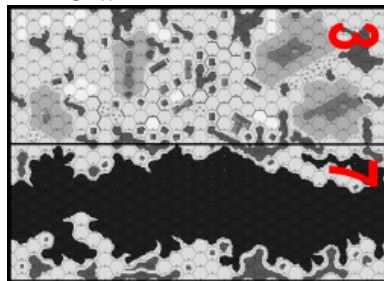
## WWW Scenario 90

090328



**KANEV, 23rd September 1943:** The Soviet offensive had reached the Dnieper north of Kanev. Wishing to capture the bridge in the town the Russians sent a force southwards along the East edge of the river. In their way stood a small German rearguard set up to delay the Russians long enough to give other German units still east of the Dnieper the chance of crossing to the safety of the West bank before blowing the bridge.

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The Russian wins by capturing the bridge intact (see Scenario Special Rules). The German wins by exiting at least 4 of the half-tracks in convoy off the west edge of Board 7 and demolishing the bridge. Any other result is a draw.

### TURN RECORD CHART:

+ German sets up first	②	③	④	⑤						
	1	2	3	4	5	6	7	8	END	
★ Russian moves first										

**Remnants of the 253rd Grenadier Regiment, supported by elements of Panzer Jaeger 34** - Set up first on any whole hex of board 3, south of hexrow V inclusive.

2                      8                      4                      6                      2

**Elements of Engineer Battalion 10** - set up on the following hexes:

Hex 7O3:

Hex 7R1:

**Convoy of 57th Infantry Division** - Enter via hexes 3A5/6 as per special rules:

3                      3

**Elements of the 51st Guards Tank Brigade with supporting infantry** - Set up second on any whole hex north of hexrow Z on board 3.

2                      6                      8                      4                      5

### SPECIAL SCENARIO RULES:

- WWW SSR 90.1:** No bore sighting allowed.
- WWW SSR 90.2: Terrain:** The river is deep and running high and a two lane vehicular stone bridge extends from 7Q4 to 7Q9 inclusive. Treat all marsh and island hexes as water. No unit may enter a water hex except via a bridge hexside. All buildings on board 7 are made of wooden construction.
- WWW SSR 90.3:** EC are clear and dry with no wind at start.
- WWW SSR 90.4:** To capture the bridge the Russian player must solely occupy hex 7Q10 with at least one good order squad, and have at least three good order squads at the same time in any or all of hexes 7P2, 7Q1, 7R2 at the end of his close combat phase on any turn. The game ends immediately if this occurs. A tank counts as two squads for the purposes of this rule, providing all its guns and machine guns are functioning.
- WWW SSR 90.5:** The German player may demolish the bridge from Game Turn 5 onwards; (as per detonation rules 133.7-78). The bridge has been pre-wired with a hidden demolition charge in hex 7Q5. The demolition charge represents the "plunger" and may not be moved. Only the 10-2 Leader may attempt detonation.
- WWW SSR 90.6:** Immediately upon the loss of the third T-34 the Russian squads (not leaders or berserkers) must take a normal morale check. This check can be leader modified in the usual fashion. Failure of this check does not break the unit, but does require it to move towards the north map edge as soon as possible in an effort to exit off the board. During this retreat these units may fire only during the DF and AF Phases, and are immune to any berserk status DR's. Once off the board they are removed from play permanently.

**WWW SSR 90.7:** Beginning with game turn 1 the German player rolls one die during his close combat phase to see if the convoy will appear in the next turn. A die roll  $\leq$  the circled number within the current Game Turn on the Turn Record Track is required for the convoy to appear during the next movement phase of the next friendly player turn. The convoy may automatically appear in Turn 5 or thereafter at the discretion of the German. Upon entry the halftracks must obey all convoy rules as per rule 84.

**AFTERMATH:** Despite overwhelming superiority of numbers the Russians became disheartened by the heavy losses taken by their armor and eventually retreated from the conflict altogether. Having repulsed the attack the Germans held on until every unit possible has crossed to the safety of the west bank. Their engineers then blew the bridge to deny its use to the Russians. It will always remain one of the mysteries of the war why the Russians made no further attempt to take this vital bridge.

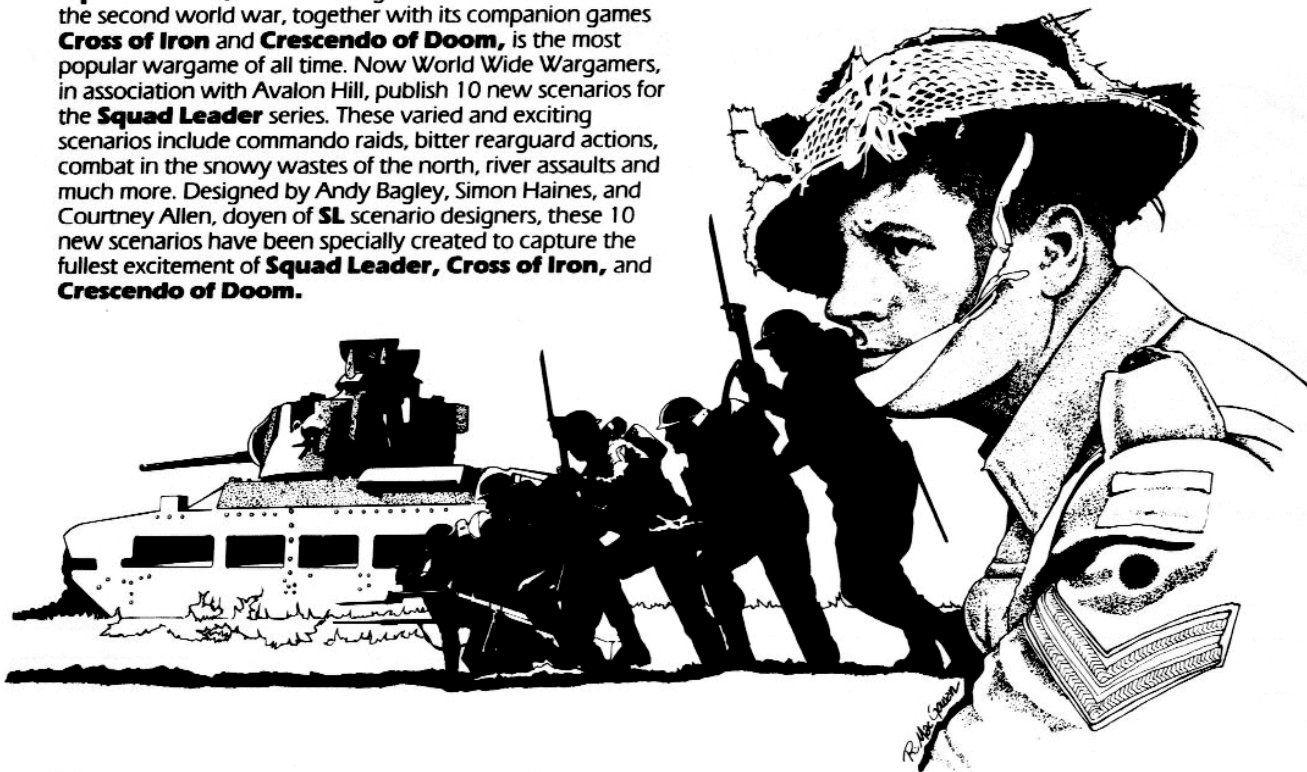
Bill Thomson
512-799-6705

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

Email: [Bill@WargameAcademy.org](mailto:Bill@WargameAcademy.org)  
Website: [www.WargameAcademy.org](http://www.WargameAcademy.org)  
7940 Luling Lane Austin, TX 78729 USA

©1982 A World Wide Wargamers Scenario  
Updated 090328; rev B, Graphic Layout by Bill Sosnicki (B090328)  
Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.

**Squad Leader**, Avalon Hill's game of tactical combat in the second world war, together with its companion games **Cross of Iron** and **Crescendo of Doom**, is the most popular wargame of all time. Now World Wide Wargamers, in association with Avalon Hill, publish 10 new scenarios for the **Squad Leader** series. These varied and exciting scenarios include commando raids, bitter rearguard actions, combat in the snowy wastes of the north, river assaults and much more. Designed by Andy Bagley, Simon Haines, and Courtney Allen, doyen of **SL** scenario designers, these 10 new scenarios have been specially created to capture the fullest excitement of **Squad Leader**, **Cross of Iron**, and **Crescendo of Doom**.



**SQUAD LEADER** is a trademark of The Avalon Hill Game Company, copyright 1977, T.A.H.G.C., Baltimore, Maryland. Permission of use granted by the Avalon Hill Game Company.

# THE WARGAMER

- The World's most widely read independent wargames magazine.
- An outstanding game with each issue.
- Top designers plus careful development.
- Full color maps.
- Six issues a year.
- Hobby-wide coverage.
- Up to the minute hobby news and views.
- 250,000 words of independent comment a year!

## Some subscribers' comments:-

- "I've noticed that I spend more time playing your games, like **Richmond** and **Damascus** than those of other companies which I play once and put away. I like the way you mix proven techniques with new ideas".  
Ron Evanicki, (Brooklyn).
- "Your games and magazine are the finest I have seen in my 20 years in the hobby".  
James R. Janneck, (Rochester, NY).
- "Congratulations on **Aces High**. It is a great piece of work – probably the best subscription game to appear in any magazine since the vintage years of **S&T**".  
D.M. Loveridge, (Toronto).
- "The variety of game subjects, physical quality, and sheer innovation displayed in **THE WARGAMER** place it in a class by itself".  
Nolan Bickford, (Ventura, CA).
- "The general direction of the magazine – towards fuller analysis of wargames as games – is refreshing".  
Duff Caldeway, (Cardiff, CA)
- "**Forward to Richmond!** I am damn near fantastic. Easy to play... fun to play... AND reinforces the history, something a lot of Civil War Games do not do".  
Gil Collins, (Ottawa).
- "I own over two hundred wargames and specialize in the Napoleonic period, but **Napoleon at Austerlitz** is one of the most varied and enthralling gems of accurate simulation I've seen".  
Michael Largey, (Peru, Indiana).
- "Talk is **THE WARGAMER** is the best wargames magazine on the market today: a comment both Craig (Taylor) and I agree with".  
Steve Peek, (Yaquinto Publications, Dallas).
- "**The Wargamer** is becoming the leading vehicle for creativity and innovation in historical wargame design".  
Jack Radey (People's War Games).

**Six-issue subscription \$32, single inspection copy \$8.**  
From **WWW**, Dept S, 2950 San Pablo Ave., Berkeley, CA 94702. Checks payable to "WWW".




*The Wargamer* was a magazine devoted to the hobby of board wargaming. It was founded by Keith Poulter and published six times a year by World Wide Wargames (3W), Although initially it was only published four times a year.

Poulter founded the magazine in 1977. In the May/June 1988 issue, it was announced that 3W acquired Diverse Talents Inc., who published Fire & Movement, Battleplan and Space Gamer/Fantasy Gamer. A planned merger of the two operations would see 3W publish all three of these magazines, as well as Strategy & Tactics. Volume 1 of The Wargamer was rolled into Strategy & Tactics and ceased to exist.

Poulter, however, wanted a magazine to continue to support S&T, by providing wargame reviews and general hobby news and information. Christopher Cummins, knowing that 3W had also acquired Moves, expressed his interest in returning that magazine to print. Poulter made Cummins assistant editor, co-ordinating various strategy and analysis articles. Cummins felt that the previous audience of The Wargamer was better served by a revival of that title, and in 1988 beginning with Issue 6 began offering "timely reviews on time" under the banner of Volume 2 of The Wargamer. By the end of the year, Poulter had offered Fire & Movement to Cummins, which at that time was the main competition for readership. Cummins agreed, and brought F&M back to a regular publishing schedule in 1989.

Volume 2 of The Wargamer printed issues on games by a variety of publishers, and printed a series of anthologies in of various categories of wargames, giving a historical look at the development of the wargaming hobby through the lens of its collective published works.

By 1990, Cummins and his staff felt that The Wargamer, Volume Two was "suffering from a split personality" in that it had reviews like F&M had, and strategy and scenario articles like the older Moves title had. The decision was finally made in June 1990 to reintroduce Moves magazine. The Wargamer ceased publication with Issue 25 of Volume 2 in the winter of 1990. – Taken from Wikipedia, the free encyclopedia

<p>Provided for By:</p> <p><b>Bill Thomson</b>  <b>512-799-6705</b></p> <p><b>Squad Leader Academy</b> SQL, COI, COD, GIA Player Development</p> <p>Email: <a href="mailto:Bill@WargameAcademy.org">Bill@WargameAcademy.org</a> Website: <a href="http://www.WargameAcademy.org">www.WargameAcademy.org</a> 7940 Luling Lane Austin, TX 78729 USA</p>
<p>©1982 A World Wide Wargamers Scenario</p> <p><b>CREDITS:</b> These scenarios were originally produced and published by World Wide Wargamers in 1982. Last known address is WWW, Dept 5, 2950 San Pablo Ave., Berkeley, CA 94702. Author(s) are unknown and therefore not listed. Some very minor modifications and/or alterations were made to the original scenarios to correct typos and/or sentence structure, but none that would actually change the scenario from its original intent.</p> <p>Graphic Layout by Bill Sosnicki</p> <p>Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.</p>