CHRONIC RESILIENCE II
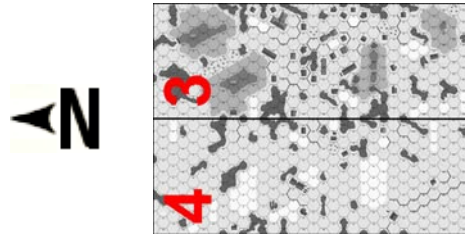
Scenario WG115

August 1943: Flush with the victory at Kursk, Russian Forces are harshly reminded of the resilience of the German forces.

BOARD CONFIGURATION:

VICTORY CONDITIONS: To win, the Russians must have at least ten squads (three of which must be 628s) remaining on the two-board area and have undisputed control of two of the stone buildings on board 3 (the village). The Germans win by avoiding the Russian victory conditions.

TURN RECORD CHART:

✠ German Sets Up First	✠	★	✠					
★ Russian Moves First	1	2	3	4	5	6	7	END	**Russian Variant (Beta)**

Setup on any whole hex of board 3 using Hidden Initial Placement (42):

8-0	4-6-7	2-4-7	LMG 2-8 B12	MINES
				36

TURN 1: Enter on East Edge

9-2	9-1	8-1	8-0	4-6-7	HMG 6-16 B12	MMG 4-12 B12	LMG 2-8 B12	SdKfz 251 16 P5	Truck 24 P7
				17		**2**	**8**		**2**

TURN 5: Enter on East Edge

STG III 12	
75	6/-

Set up on any whole hex of board 4.

9-2	9-1	8-1	6-2-8	4-4-7	MMG 4-10 B11+	30 △ A
			4	**12**	**2**	**2**

TURN TWO: Enter on West edge:

10-2	8-0	6-2-8	4-4-7	MMG 4-10 B11+	LMG 2-6 B10+
		3	**6**		**2**

SPECIAL SCENARIO RULES:

WG115.1: *RULES:* All SQL rules are in effect with exception of Sewer Movement (27); all appropriate buildings are multi-story.

WG115.2: The Russian 628s and/or 9-2 Leader may use German PF's as captured weapons with a +2 to hit penalty. Other Russian units cannot use these weapons.

WG115.3: Any Russian 628 may use the Russian DC with no penalty. Russians may not use captured FT's/DS's. SQLA interpretation of the capture weapons chart is only qualified American units may use captured FT's and DC's at the SQL rules level.

WG115.4: Any German vehicle with the exception of Trucks and unarmed halftracks may not enter until the Turn 5 reinforcements. Turn 5 vehicles may be purchased at half cost (FRU).

WG115.5: The minimum mine density allowed is 4 Attack Factors.

WG115.6: *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.