

# BLACK SEA DEATH

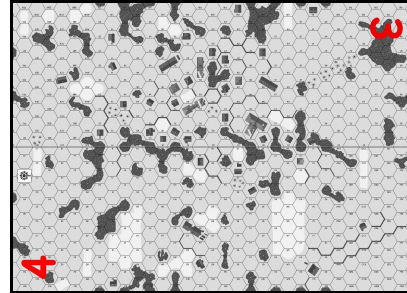
**SQLA COI SCENARIO WG206**

B070106



**The Black Sea Coast; September 1941:** Russian attempts to use the Black Sea Fleets marine units, were often met with failure, if not disaster. They were most effective when operating against the Axis Allied armies, but even these successes required the expenditure of their limited supply of elite units.

## Board Configuration:



**Victory Conditions:** The Russians win if they were the last to control buildings in 3N1, 3R3, and 3R5 at game end and all 3 guns have been captured or eliminated. Rumanians win by avoiding the Russian Victory Conditions.

## TURN RECORD CHART:

✚ Romanians Setup First	1	2	3	4	5	6	7	END
★ Russians Move First								

✚	<b>Elements of Rumanian Garrison:</b> Set up north of row Y included on board 3:	8-0 7-0 3-4-7 LMG 2-7 B11+ MMG 4-10 B11+ Mtr 50 #2-13 ATR #12 B11+	<b>Rumanian Artillery Group:</b> Set up within 3 hexes of 4V3 on board 4: (use 2-2-7's to represent Artillery Crews)
	2-2-7 105 H6		

★	<b>Elements of Russian Marines:</b> Enter on turn 1 anywhere along the West edge.	9-1 8-0 7-0 4-5-8 MMG 4-10 B11+ LMG 2-6 B10+ Mtr 50 #2-10 5-7 B12 T-40 18/5 -4 -18 (50c.)
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## Scenario Special Rules:

**WG206.1: TERRAIN:** All hills are ground level; other terrain in the hex remains as printed. All buildings are of wooden construction. All Axis units are Rumanian, the 227 units represent gun crews and their broken morale is a 6. The Rumanians do not suffer from captured weapons penalties for the use of the German SW's and/or gun counters, mortars, or artillery.

**WG206.2:** The Rumanian artillery may not gain concealed status.

**WG206.3:** The first time each Rumanian gun crew has a LOS to an enemy unit, it must take an immediate IMC. Regardless of result, any other subsequent LOS to an enemy unit(s) does not affect the crew.

**WG206.4:** Russians receive one module of 82mm OBA consisting of three fire missions of HE only (no smoke). To reflect the priority of the assault, the Russian radio gains contact on a 6 and maintains contact on an 8.

**WG206.5:** To reflect surprise, all Rumanian IFT fire during Turn 1 has an additional +2 DRM. Bore sighting is not allowed.

**WG206.6:** The Russian T40 may not carry passengers. Note the T40 suffers COI 1MT penalties (KK). Due to the commander also being the loader and gunner, an additional +1 TH DRM should be added to all To Hit attempts by the main armament. If in CE, no weapons may fire. The main armament and CMG may not both fire in any fire phase.

**WG206.7:** If the Russian MPh begins with the T40 more than four hexes of an unbroken Russian squad, the T40 may not move that MPh.

**WG206.8:** As per the COD rulebook, inside cover, Heat ammunition was first introduced by the Germans in 1942, therefore, Heat ammunition is not available.

**WG206.9: 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.

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