

THROUGH THE GAUNTLET

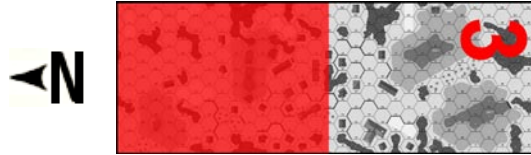
TTS Scenario Series Gamma-0 [GA-0]

100707



Russia, October 1942; Although the rules are not particularly well organized for the "vehicle learning" approach of this Tactical Training Series, it is best to start vehicles with basic movement and facing. This can then form a strong foundation for the later complexities of armored fighting vehicles (AFV) that are armed with 'cannon'. By using the more vulnerable trucks and halftracks, this scenario can also demonstrate the options available to infantry when opposing vehicles. Consider this your opportunity to "learn to drive" in the Squad Leader system. But then, there is much more to this scenario than just the introduction of vehicles!

BOARD CONFIGURATION:



Use only rows A through Q (inclusive).

Gamma(0) RULES: Through Beta-1, Multi-story buildings (7.4-7.7, 7.9), Vehicles: 16.7, 28.1, 28.3, 29-30.5, 30.8-31.6, 31.8, 31.9, 32.3, 32.4, 32.6, 32.7, 40.1-40.3, 43.61, 44.1, 44.22, Trucks (51)

Note: Wheatfields are present due to the Scenario date.

VICTORY CONDITIONS: The Russians win by reinforcing the town with at least 4 squads or their equivalent. Every 628 that is WEST of the Q3/N4/N6/Q8 road at game end (even if broken) counts as ONE squad. Every 628 and every functioning Russian Truck (Halftracks do not count) ON the Q1/Q3/N4/N6/Q8/Q10 road at game end counts as 1/2 squad. If a halftrack is immobilized or wrecked, the Russians must have FIVE (one additional) squad or equivalent for victory. The Germans win by preventing the Russian Victory Condition.

TURN RECORD CHART

Set Up As Specified	1	2	3	4	END	Introducing: Vehicles, Vehicle movement, more Hill and Shellhole movement, basic Multi-Story buildings, infantry options versus vehicles, panzerfausts, overrun, tactical choice.
⊕ German Moves First						
Flanking company, advance guard: Set up in: Hex N2 2 Hex O1 2						Elements of village garrison: Set up in: Hex O5 3 2 Hex P4 2 Hex P6 1 Support column - enter Turn 1 on any east edge hex(es) with all infantry entering as passengers: 4 4

Scenario Gamma Augmentation Elements:

Gamma 1: (GA-1) Add to each sides forces:		RULES: 30.6, 30.7, 32.5, 33.5, 35.8, 40.5, 47	
[Firepower] Hex I1 2	[AFV, Halftracks] Hex M7 with reinforcements: 2 2 2		
Gamma 2: (GA-2) Add to each sides forces:		RULES: 28.4, 33.2, 33.9, 34.8, 35.1-35.4, 35.6-35.9, 38.2, 38.3, 39.2, 41.2	
[Reinforcements] TURN 2: Enter south edge, east of row I (inclusive). 3 2	[Armed Halftracks] Hex O5 with reinforcements: 2 2		
Gamma 3: (GA-3) Add to each sides forces:		RULES: 37.1-37.37 [note 5.75]	
[Panzerfausts] Place with any squads (including reinforcements): 4 Important note: PF's must apply To Hit Case A, an additional +2 DRM, to all Defensive Fire attempts versus moving targets.	[Force Flexibility] Hex P6 with reinforcements: 2 2		

Playtest credits: Pete Belford, Dave Carter, Lars Clausen, Miguel Commte, Jason Coyle, Matt Davis, Chris Edwards, Tom Gould, Jon Grantham, Steve Grey, John Jones, Brandon Kassebaum, Jim Kiraly, Marc Lammers, Greg Layton, Paul Mills, Eric Pass, Scott Powers, Ken Ray, Eddy M. del Rio, Chris Roberson, Chris Sellers, Curtis Teeters, Walter Weidmann, Jay Yanek, Alan Yngve.

Version 1.4

Design by Alan Yngve, 1997 (copyright 2002) [5/13/99]

Please refer to the commentary accompanying Scenario Alpha for a description of how to use the different "levels," Gamma-0 through Gamma-3.

Graphic Layout by Bill Sosnicki
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