

SKIRMISH IN AUSTRIA

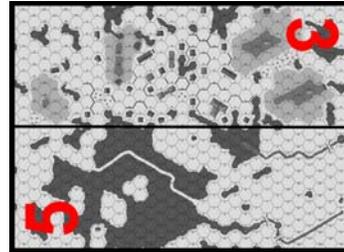
Dragon COI Scenario D6

B060722



AUSTRIA, March 6, 1945: After passing through Bulgaria and Yugoslavia, the Red Army smashed into Austria. A mixed group of Yugoslavs, Bulgarians and Russians met elements of the German force occupying Austria in a night melee.

BOARD CONFIGURATION:



VICTORY CONDITIONS: There are eight objectives on the board: 3E3, 3I7, 3M2, 3W6, 3DD2, 5Y8, 5Z9 and 5EE2. The Russian must capture at least five for a victory, or at least two for a draw. If the Russian captures one objective, or none at all, the German wins. Capturing an objective is defined as moving into or through the objective with a non-broken squad. So, for the Russian to capture Hill 547 (3E3), he needs only to move through; survive all defensive fire directed at the units moving through the objective prior to the point of entry (before the unit(s) made it to 3E3); and make sure the Germans don't take it back. All objectives are considered to be under German control at the start.

TURN RECORD CHART:

✦ German Sets Up First	★ 1	2	3	4	5	6	END	
★ Russian Moves First								

Elements of the Austria Occupation Force; set up on board 5, north of hex row Y, and on board 3, north of hex row I.

10-2	9-2	8-1	8-0	8-3-8	4-6-7	4-3-6	2-4-7	6-16 B12	4-12 B12	2-8 B12	30 A	-3	-2	5		
2	2	2	2	8	12	5	2	3	6					4	6	

Elements of the 2nd Ukrainian Front; enter on turn 1 on the south edge of boards 3 and 5.

9-1	8-0	6-2-8	4-4-7	8-20 B12	4-10 B11+	2-6 B10+
2	9	18	2	2	8	

Elements of Tito's Yugoslavian Partisans; enter on turn 1 on the south edge of boards 3 and 5.

8-1	3-3-6
6	

Remnants of the Bulgarian Army (now fighting with Russia); enter on turn 1 on the south edge of boards 3 and 5.

8-0	3-4-7	4-10 B11+
6		

SPECIAL SCENARIO RULES:

- SSR D6.1:** Night rules are in effect. There are no wheatfields.
- SSR D6.2:** The German 8-3-8's may not make smoke.
- SSR D6.3: SIDE SELECTION PROCEDURE:** Each player takes one marker of either 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 dominant 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.

AFTERMATH: The Russians attacked the German positions time and time again, only to be thrown back by pinpoint German MG fire and barbed-wire entanglements set up by the German engineers the previous day. However, as the saying goes, the Russians lost the battle, but won the war. This minor setback in Austria was of little consequence to the marauding Russian armies.

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