DEATHTRAP

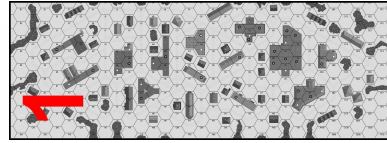## Scenario SQLA WG106

Germany, February 1945: In the US 3ʳᵈ Army sector, the VIII Corps offensive against the Siegfried Line meets with dogged resistance by the units of the German 7ᵗʰ Army. The Americans yet assaulted another town redoubt, in yet another German city, defended by fanatics who fear retribution.

BOARD CONFIGURATION:

VICTORY CONDITIONS: The American player must clear all hexes of building X3 of all German infantry (leaders, squads and crews) at the conclusion of the Close Combat Phase of German Turn without losing more than a combined total of ten (10) leaders, squad, and crews. The AFVs, gun, and jeep have no value although their inherent crews count as toward the casualty total.

TURN RECORD CHART:

✠	German Sets Up First	1 ☆	2	3	4	5	6	END
	German Moves First							

Remnants of the 7ᵗʰ Army and Local Volkstrum Units - setup in any building hex of T2, T4, T7, X4, V3, V4, Y8 and/or AA4.

9-2	8-1	7-0	4-6-7	2-4-7	HMG 8-20 B12	MMG 4-12 B12	LMG 2-8 B12	3	MINES	WIRE
			9	2		2	3	5	50	6

Elements of 3ʳᵈ Army, VIII Corps - setup on any whole hex west of hexrow S (inclusive) or east of row BB (inclusive) that is not adjacent to a German unit or enter as passengers on AFV's as reinforcements during Turn 1.

9-2	9-1	8-1	7-0	8-4-7	6-6-6	6/4 X11+	MMG 4-12 B12	30 △ A	9 △ B12
				2	12	2	2		

Reinforcements - enter from East and/or West edges on Turn 1:

16 75 4/6	14 105 H6 4/2	Jeep 24	105 ② H6 +2 B12	2-4-6
2				

SPECIAL SCENARIO RULES:

WG106.1: Fanaticism rules [26] apply to all German units in the same hex as a German Leader (regardless if the leader is broken). Units on different levels are considered to be in separate hexes.

WG106.2: German units who roll a unmodified '2' due to a IFT Morale check may go Berserk at the German player's option. Berserk units may return to normal after killing an enemy unit in Close Combat.

WG106.3: Note: Bazookas do not benefit from Point blank fire; Bazooka To Hit die rolls are subject to +2 when firing at moving targets.

WG106.4: All wooden building hexes east of row Q inclusive are considered to be on fire (exception of V3 and V4). Place burning building markers in these hexes. Fires created during this scenario do not spread.

WG106.5: All wire and mines must be place adjacent to Buildings X4, V3 and V3.

WG106.6: Prior to German setup, the American player secretly defines his OBA module from the following choices: 4x80mm, 3x100mm, 2x120mm, and 1x150mm.

WG106.7: *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.

AFTERMATH: Although the Americans could readily replace equipment, infantryman and officers were becoming increasingly reluctant to become the last casualties in a war nearly won.