NAKED CROSSROADS

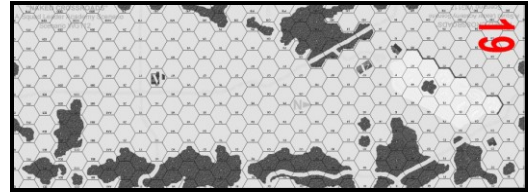**SQLA SQL SCENARIO: WG112**   **B150621**

December 16th, 1944. Belgium. As a prerequisite to the armored thrust to open the Battle of the Bulge, German advanced patrols seek to capture key crossroads to enable rapid movement of the armored fist.

BOARD CONFIGURATION:

VICTORY CONDITIONS: The Germans win by having more Victory Points (VPs) than the American player. Any other result is an American victory. Building hex 19K7 is worth 2 VP if occupied by an unbroken infantry unit not engaged in melee at the end of turn 6. Similarly, Building hex 19X6 is worth one VP. Should one side inflict in excess of 2x the infantry losses than their own, they are awarded 1 VP. Infantry units are Leaders, Squads, and Crews (including the halftrack crew) are considered Infantry units. No other counters have any role in VP calculations

TURN RECORD CHART:

| ☆ Americans Setup First | | | 1 | ✚ 2 | 3 | ☆ 4 | 5 | 6 | END |
| ✚ Germans Move First | | | | | | | | | |

Reconnaissance elements of the German 5th Panzer army:
All German units must start in any whole/half Woods hex with hex id of 5 or less that is not in LOS of any American unit.

| 8-1 | 9-1 | 7-0 | 4-6-7 | MMG 4-12 B12 | LMG 2-8 B12 | 3 |
| | | | 9 | | 4 | 3 |

TURN 2: Enter on any East edge:

SdKfz 251 (MG).

16 / SdKfz 251 / P5 -/4

Elements of the 110th regiment, 28th Infantry Division sets up in any whole or half hex with Hex ID of 6 or higher:

| 9-1 | 8-1 | 6-6-6 | 2-4-6 | MMG 4-12 B12 | 6 4 X11+ |
| | | 6 | 2 | 2 | 2 |

TURN 4: Regimental ATG support enters on any West edge hex:

| 7-0 | 6-6-6 | 2-4-6 | 57 B12 ②+2 |

SPECIAL SCENARIO RULES:

WG112.1: *TERRIAN:* Treat all Orchard hexes (19K9) and Brush hexes (19I4) as Woods. Roads exist but there is no infantry road bonus (1 MF per hex). The wheatfields represents an irregular snowdrift. Treat as Wheatfield for all purposes except each hex costs 2MP. Hex 19G6 is a single hex woods hex. Due to Frozen ground, no entrenchments may be constructed.

WG112.2: As part of his setup, the German player may place 6 shellhole counters on any open ground hex (may use entrenchment counters; VSQL use the terrain button on the control window) representing damage from the result of a nebelwerfer rocket artillery bombardment. These shellholes are exactly like printed shellhole hexes, costing 1 MF for infantry are considered non-open ground for rout purposes.

WG112.3: Place on a concealment counter on all American stacks during setup. All remaining concealment counters are removed at the conclusion of German turn 1. There are no 'Dummy' stacks.

WG112.4: To simulate the surprise German attack, all American IFT fire on German turn 1 is treated as AREA fire.

WG112.5: German squads may place smoke if they roll a '1' as the first Prep Fire action. A squad that rolls a '6', that squad loses its smoke making ability (label counter in VSQL).

WG112.6: SIDE SELECTION PROCEDURE: Each player selects a unit to designate their preference of side and players simultaneously reveal their preference. If different sides are selected, play those sides. If the same side is selected, bid for the non-favored side as follows with the lower rated player choosing the first bid. 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 final published form.