KING OF THE HILLS

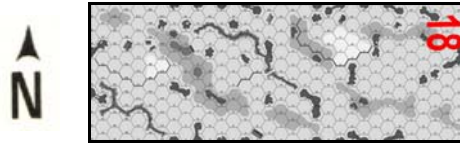## SQLA COI SCENARIO WG200

October 1942: As the German assault on Stalingrad rages, Army Group A continues to move further into the Caucasus. Each kilometer advanced is further from the railheads and dilutes the German forces across a wider frontage. At some point the German momentum is lost as Russian resistance stiffens.

BOARD CONFIGURATION:

VICTORY CONDITIONS: The German player must occupy three of the five victory point hexes (V3, W4, X5, Y7, Z7) with an unbroken infantry unit (leader, squad or crew) at the game's end. An inherent vehicle crew must be on foot to qualify for victory purposes.

TURN RECORD CHART:

★ Russian Sets up First								
✚ German Moves First	1	2	3	★4	★5	6	7	END

Elements of Army Group A - Set up on any whole or half hex east of row M inclusive (A-M), but at least two hexes from a Russian unit:

German units: 9-1, 8-1, 8-0, 7-0, C 5-4-8 (3), 4-6-7 (12), 2-4-7 (2), MMG 4-12 B12, LMG 2-8 B12 (4), 30 A, ATR #12 B11+ (2)

Mtr 10-30 #81, PzKwIII-J 13 0 -1 50L 4/2, PzJagII-M 16 -2 -4 ★ 75L

Elements of Russian Defense Force positioned outside Stalingrad - Set up on any whole or half hex west of hex row N inclusive (N-GG):

Russian units: Commissar 9-0, 8-1, 6+1, 4-4-7 (12), 2-3-7 (3), MMG 4-10 B11+, LMG 2-6 B10+ (2), ATR #12 B11+, Mtr 50 #2-10 (2), AT 45L (2), AA 37LL(8)V

Advanced elements of a Guards Rifle Regiment - enter Turn 4 on west edge.

Russian units: 9-1, 7-0, 4-5-8 (5), LMG 2-6 B10+, ATR #12 B11+ (2)

Armor released from local repair unit - enter Turn 5 on west edge:

T34/76B 17 +1 0 76L 4/2

SPECIAL SCENARIO RULES:

WG200.1: *TERRAIN:* Treat all brush hexes (18N3) as woods; Wheatfield's are in effect. Roads do not exist. A light breeze exists (all smoke drm's are halved, fractions rounded up). The bridge at R5 has no TEM or LOS effects. *VSQL players may download specialized maps from the SQLA website for this scenario.*

WG200.2: The Russians may utilize up to eight fortification points as part of their setup. Each entrenchment, roadblock, or wire, counts as one fortification point. 135 bunkers count as two fortification points, 157 bunkers count as three fortification points. No other fortifications types are allowed. The Germans receive with entrenchment counters as a function of the number of fortification points spent by the Russians. The number of German entrenchments is one half (FRD) the number of fortifications points spent by the Russian player. (Example: Russians use 7 fortification points, Germans get 3 entrenchments). Roadblocks may be placed in any hexside location.

WG200 3: German 548s are considered to be assault engineers with unlimited smoke making ability.

WG200.4: The Russian 9-0 Commissar is always considered the highest-ranking leader in a hex (Commissar MCs are taken first). All units stacked with an unbroken Commissar have their morale increased by one. Unit is attempting to rally by a Commissar are immune from DM effects. However any infantry unit failing a rally attempt by a commissar is eliminated. Should a Commissar go berserk, all friendly Infantry in he same location automatically go berserk. Use a blank leader counter to represent the Commissar (Commissars exist within the VSQL module.).

WG200.5: The Russian 458 are Guards Rifle units found in the ASL counter set. For those with COD, British 458s can be substituted. (Note: VSQL includes both 448 & 458 units by design, with 448s representing pre-1944 elite Guards, and 458s to represent elite Guards from 1944-45.)

WG200.6: *SQLA 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.