

RED STORM

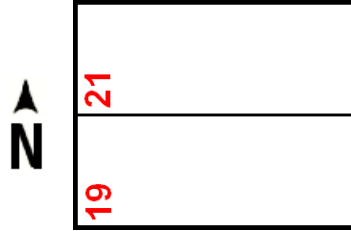
SQLA COI SCENARIO WG205

111022



FEBRUARY, 1945 : As the end of the war approached, the Russians matched brute force against the eastern cities of Germany itself, which by this time had become strong points often defended by local detachments and/or Volksgrenadiers.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Russian must have uncontested control of three of five victory point buildings (21B2; 21J4; 21R5; 2Z2; 2EE4) at game end without losing more than 15 infantry squads. Only ground floor hexes are considered when determining control. Broken units do not affect building control. Crews and vehicles do not affect the 15 squad VC count. Any other result is a German victory.

TURN RECORD CHART:

⚡ German Sets up First	1	2	3	4★	5	6	7	8	9	END
⚡ German Moves First										

AT START - set up in any whole hex of board 21 or enter as passengers in Turn 1:

10-2	9-1	8-1	7-0	4-6-8	4-6-7	4-3-6	2-4-7	6-16 B12	4-12 B12	2-8 B12	50 #2-13	3
			2	6	8	5			2	6	2	8

German Armor Support - enter Turn 1 anywhere along the north edge (with any passengers taken from AT START forces):

7 B12	50L	75★	H5
†		2	8*

SS Kampfgruppe Von Pollard - enter Turn 6 along North Edge on any five adjacent hexes:

10-2	8-1	8-0	6-5-8	8 X9+	3	2-8 B12	7 B12	13 1-1 75L 4/2/4
			5		2	2	††	

**see SSR WG205.2*
 † 150mm Hummel off board SPA unit see SSR WG205.4
 †† 105mm Wespe off board SPA unit see SSR WG205.4

AT START - setup on board 19 in any whole hex:

9-2	8-1	8-0	7-0	5-3-7	4-4-7	2-3-7	6-12 B11+	4-10 B11+	2-6 B10+	#12 B11+	X10+	20 -1 2
				12	12		2	3	5	4	3	

Russian flanking force - enter Turn 4 on board 21 from either the East or West board edge (not both). The Russian player must announce their entry board edge during the rally phase of Russian Turn 1:

9-1	6-2-8	2-6 B10+	30 A	16 +1 0	17 +2 0	14 -1 -3	85L 4/2	85L +1 0
				2	2		2	2

**see SSR WG205.2*

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SPECIAL SCENARIO RULES:

WG205.1: TERRAIN: Treat all graveyard (21M6) and brush hexes as woods. All orchard hexes (21P6), graveyard paths (21O5), and row house bars do not exist. Ground snow has no effect on play. Roads on board 19 do not exist.

WG205.2: Each player places all allotted rubble counters with during setup in any building hex or adjacent to previously placed rubble counter. Street rubble hexes do not block LOS and has an inherit +1 TEM. All fire at ground level through street rubble incurs a +1 DRM for each street rubble hex the LOS passes through. LOS along the rubble hexside is impacted by the rubble for fire combat and rout purposes. Tracked AFVs may not enter rubble of any kind.

WG205.3 The Russian 537s are considered assault engineers for DC and FT usage but possess no smoke making capability.

WG205.4: Each German radio may only contact their respective off board SPA unit. These units create single hex FFE and have unlimited smoke ammo. SPA units deplete HE and smoke ammo separately on DR 11, and suffer gun malfunction without depletion on DR 12. Gun malfunctions are resolved normally.

WG205.5 The JagdPz 38 Flamm is treated as a Bow mounted weapon with the corresponding restrictions of a SP gun.

WG205.6: Per SQLA conventions, Boresighting (78), Prisoners (89), Battlefield Integrity (93), and HE Near Misses (100) are not in use.

WG205.7: 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 modifications to the scenario prior to its published form.

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