

FIGHTING IN THE STREETS

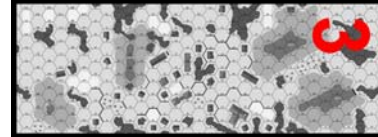
Dragon SQL Scenario D1

B060722



Somewhere in Russia, June 1942;

BOARD CONFIGURATION:





VICTORY CONDITIONS: The player who controls the most buildings is the winner. Control is defined as the building being occupied by an infantry unit (may be broken) such as a squad, crew or leader with no enemy units present within. Should both players control an equal number of buildings, the German wins. In non-tournament play, both players controlling an equal number of buildings at the game's end constitutes a draw.

TURN RECORD CHART:

★ Russian Sets Up First	1	2	3	4	5	6	END	RULES USED: Rules for Squad Leader scenarios 1 through 4 and sections 54 & 57.
✚ German Moves First								

★ AT START: setup first in wood hexes north of hex row F inclusive with a 10-2 Leader plus any *two* groups of the following:

Group 1:

	13		5

Group 2:

	3	10	

Group 3:

	12	3			3

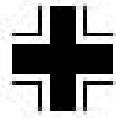

Group 4:

		15		

Group 5:

	6		2

✚ AT START: setup second in woods or building hexes south of hex row BB inclusive with a 10-2 Leader, plus any *two* of the following:

Group 1:

	2	6	3		

Group 2:

		10			5

Group 3:

			3	5	

Group 4:

		10	2	2	5

Group 5:

			5	5	4

SPECIAL SCENARIO RULES:

SSR D1.1: TERRAIN: Treat all hill hexes as wheatfields.

SSR D1.2: Russian 628s and German 838s have unlimited smoke making capability.

SSR D1.3: 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.

This scenario was originally published in DRAGON™ Magazine, Volume IV, Number 10, page 38. The original scenario author is Bryan Beecher. Bill Thomson has made clarifications and modification to the original scenario for Squad Leader Academy tournament play. Updated 060717. This Scenario and others are available for download from the *Squad Leader Academy* website at: www.WargameAcademy.org.

Graphic Layout by Bill Sosnicki (B060610)

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