

LARGE-SCALE STREETFIGHTING

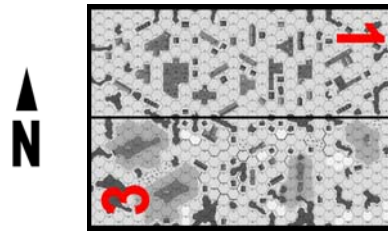
Dragon SQL Scenario D2

B060722



Russia, April 1944: This scenario again pits the Russians and Germans in a street fight, but on a somewhat larger scale. The street fighting skills learned in Scenario #1 will be of immense aid to both players in this scenario.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The German must have unbroken control of a road from the south edge to the north edge. Control is defined as no enemy units adjacent to road hexes. Points will also be scored for destruction of enemy units per the chart below. Russians win by preventing German victory by either maintaining at least partial control of the road or scoring more points than the German player.

TURN RECORD CHART:

★ Russian Sets Up First	+1	2★	3	4	5	6	END	RULES USED: Rules for Squad Leader scenarios 1 through 5, 10 and SSR.
+ German Moves First								

★ All Russian units may use hidden initial placement and/or may start concealed. The Russians may not setup more than one AT gun and eight squads and/or crews on board 3. All other units must set up in buildings on board 1 with no more than 1 squad and/or crew unit per building:

TURN 1: Enter on board 3 in column in hex Q10 (Vehicles entering sequentially). Not all units are required to enter on turn 1.

TURN 2: Enter on Board 1, hex GG6:
T34

✚

TURN 1: Enter on board 3 in column in hex Q10 (Vehicles entering sequentially). Not all units are required to enter on turn 1.

SPECIAL SCENARIO RULES:

- SSR D2.1:** All vehicle that enter the board on the same hex must do so sequentially, with the second vehicle playing one additional MP to enter, the third paying two additional MPs, etc. Note: Entrance via a road hex would then expend MPs of .5, 1, 1.5, 2, 2.5, etc.
- SSR D2.2:** A captured support weapon (SW) has its Breakdown Number decreased by 2 due to lack of familiarity with the weapon and difficulty of ammunition resupply. A captured SW, which breaks down, cannot be repaired unless recaptured by the player of the same nationality.
- SSR D2.3:** All attacks by capture ordnance must add +2 DRM to all To Hit dice rolls. Attacks by captured support weapons, which do not utilize a To Hit table, have their firepower factors halved when rolling for effect on the IFT.
- SSR D2.4:** German 838s may place a total of six smoke counters during the game.
- SSR D2.5:** Russian radio has access to 1 fire mission of 120mm Artillery Support available.
- SSR D2.6: 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.

VICTORY POINT CHART

Unit Type Destroyed	Points for Russian		Points for German	
	Each	Possible	Each	Possible
Crew	0	13	1	12
Squad	2	24	2	54
Engineer/Guard	3	9	3	18
MG	1	13	2	14
Armor	6	54	8	24
Halftrack	4	24	0	0
Leader	2	12	4	20
SW (NonMG)	1	8	3	3
AT Gun	0	0	3	12
ACHIEVE VICTORY	143		143	
TOTAL POINTS POSSIBLE	300		300	

This scenario was originally published in DRAGON™ Magazine, Volume IV, Number 11, page 20. 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.

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