

RECONNAISSANCE IN FORCE (A)

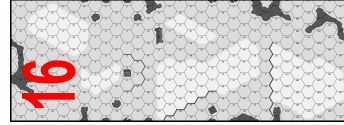
Scenario **SQLA SQL WG109**

B060719



FRANCE, Somewhere in Normandy, June 1944; As 'Green' American units enter the combat line and 'See the Elephant', lackluster leadership and tactics leads to high casualties as the pressed Germans retain a sting.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The American player wins if he occupies with an unbroken unit and has uncontested control or destroys all three building L6, O4, and T9 and ends the scenario with at least four unbroken squads.

TURN RECORD CHART:

	American Sets Up And Moves First	1	2	+3	4	5	6	END	RULE LIMITATIONS: Only rules from Scenario's 1 & 2 apply; supplemented by 44.2 WHEATFIELDS; 37.4 BAZOOKA'S, SQL compiled Q/A and Squad Leader Academy rule conventions.
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American Reconnaissance Force: Setup first on any whole for partial hex east or row Z inclusive:

			2	10		3	

German Garrison Forces: Setup second on any whole or partial hex west of row V inclusive:

		6		2

TURN 3: Enter from West edge:

		5*		2

*See SSR WG110.6

SCENARIO SPECIAL RULES:

SSR WG109.1: The American 847s have smoke making ability in this scenario.

SSR WG109.2: The German 468 squads represent elite units (i.e. Panzergrenadiers). Other than possessing higher morale, they have identical capabilities as 467s.

SSR WG109.3: Note: Bazookas do not benefit from Point blank fire; Bazooka To Hit die rolls are subject to +2 when firing at moving targets.

SSR WG109.4: Board 16; Default orientation (hex id on lower left); Roads do not exist, Wheatfields are in season. Brush hexes are considered to be woods.

SSR WG109.5: The German Reinforcements who arrive in Turn 3 are elite reserved forces and have morale of 8 instead of the normal 7. Players can either note which counter ID's are Elite on a piece of notepaper, or if available, use the 468 counters from the Cross of Iron gamette.

SSR WG109.6: 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.

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PLAYTEST STATUS: This scenario is currently in playtest (Beta Release); please contact [Squad Leader Academy](http://SquadLeaderAcademy.com) to join this effort. The 'final' version will be published as an SQLA/Wargame Academy (WGA) scenario pack. **8/07/04 Update:** As part of the Boardgamers Player Association 'World Boardgame Championships' held in Baltimore MD, four games were played in the Squad Leader Tournament. The Germans won two of four plays (Jimmy Chau, Andrew Cummins, Eric Filipkowski, Chuck Frascati, Chuck Leonard, Paul Risner, Matthew Spitznagel, Bryan Van Nortwick).