

# NUTCRAKER

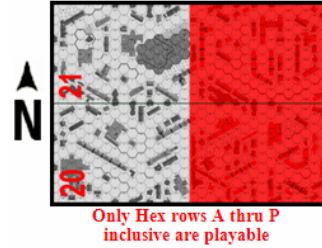
## SQLA SCENARIO WG111

130622



**GERMANY, February 1945:** As the German Reich crumbles, advancing American forces enter yet another German city uncertain if they will be opposed by token forces or will face determined resistance. For the common Allied soldier, the goal of surviving the war in its final stages supersedes proving oneself a hero. Even in 1945 when the German strategic situation was hopeless, the German soldier continued to fight with grim determination, exacting a heavy toll on the Allied riflemen casualties and morale. An Allied soldier lament paraphrased in Max Hastings book *ARMAGEDDON: The Battle for Germany 1944-45* (2004; AA Knopf, New York; ISBN 0-375-41433-9) "Even though we are winning the war, the Germans are not losing".

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The Americans win by achieving uncontested control of building 21J3 at the end of any complete game turn. without losing 9 infantry units. Uncontested control implies no enemy infantry unit (leader, squad or crew) remains in any hex of this building and one unbroken friendly squad is in any hex of the building. Should the Americans lose 9 infantry units at the conclusion of any player phase; they will immediately withdraw and cede victory to the Germans side. For this purpose, (AFVs and their crews have no value towards this infantry tally).

### TURN RECORD CHART:

<b>Germans Setup First</b> Move First: (See SSR)	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>END</b>
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**Mixed elements of Kampfgruppe Ludwig** set up on any whole or half hex that resides solely on board 21. No more than four German squads may setup in or within two hexes inclusive of Building 21J3 (crews count as 1/2 squad for this purpose):

10-2	8-1	8-0	4-6-7	2-4-7	HMG .50 cal 8-20 B12	MMG 4-12 B12	LMG 2-8 B12	3	7 B12	50 B12
			8	3	2		2	8		

**TURN 4: Ad-hoc armored support;** enter any east edge of board 21.

0-1	8-3-8	4-6-7	LMG 2-8 B12	3	30 A	STG III 75 6/-	M41V1 12 7/5
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Setup in any whole or half hex that resides solely on board 20 and is not adjacent to a German infantry unit:

9-2	8-1	8-0	7-0	6-6-6	2-4-6	MMG 4-12 B12	6 X11+	9 B12	T05 H6 +2 B12	M4M52 14 H6 10/5
					12	4	3	4		

**Elements of Tank Destroyer Battalion** enter Turn 6 on South edge:

M10 18 75 -/6
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### SPECIAL SCENARIO RULES:

- WG111.1:** Treat all Graveyard hexes (21M5) and Brush hexes (21N3) as Woods. Treat all Orchard hexes (21N7) as Open Ground. Ignore Rowhouse status (20F5). Only buildings containing a staircase symbol are considered multi-story buildings (57). The footpath (21M4) cost 1 MF for infantry when entered from another footpath hex. They are treated as woods for all other purposes.
- WG111.2:** At the conclusion of both players' setup, the American player decides which player moves first.
- WG111.3:** The German 838 may make unlimited smoke.
- WG111.4:** German units may use sewer movement, and in addition, no leader is required to enable this movement.
- WG111.5:** The German radio may only be used to direct fire of an off-board 120mm Mortar that produces a single hex barrage. The total number of cumulative HE and Smoke FFEs available is six. The weapon breaks down on any FFE DR of 12 and repairs are made

- off-board via normal procedures. The American OBA module consists of three rounds of 81mm. An American AR may not be placed prior to Turn 3.
- WG111.6:** The American 105 HOW may not setup or be moved into a building hex.
- WG111.7:** Rule 63.7 is voided. Mortars and the American 105 Howitzers are destroyed as per 48.2 (AT gun destruction) in SQL play until replaced by 65.9 in COI level play.
- WG111.8: 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.