

SNOWGLOBE

SQLA Scenario WG214 v170925



SOMEWHERE IN RUSSIA, February 1942: A desperate and demoralized German infantry outpost seeks to survive another cold winter day.

Board Configuration



VICTORY CONDITIONS

The German player must ensure all three road junction hexes (J1, P9, and I8) are clear of Russian fire to allow the arrival of the mobile reserve relief force. To be considered clear, no unbroken Russian infantry (leader, squad, or dismounted crew) may be within two hexes (inclusive) of that junction hex and have a clear LOS to that junction hex. The Russians win by avoiding the German victory conditions.

Rules in Play: SL & COI

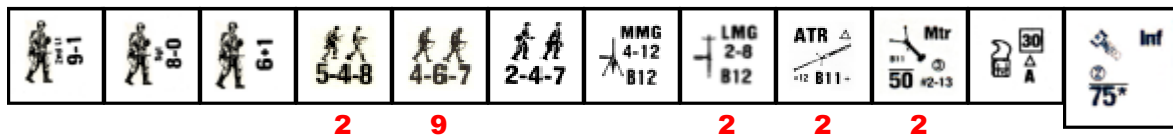
(Including COI Supplemental Rules B, D, J, M)

TURN RECORD CHART

+	German sets up first	*1	2	3	4	+5	6	7	END
*	Russian moves first								



AT START: Elements of a demoralized German infantry battalion. All German units must setup in buildings, no more than one squad and SW per hex (upstairs and downstairs are considered the same hex), west of Row Z (inclusive). The gun and crew may setup HIP (SSR WG214.4)



2

9

2

2

2

TURN 5: Ad Hoc reserve: Enter west edge via a single hex using sequential movement and with 1/2 MPs spent off-board. (See COI Rulebook inside Cover, "A Word About Scenarios")
NOTE: per Q/A, hexes A5/A6 and GG5/GG6 are the same road hex for Sequential Movement purposes.

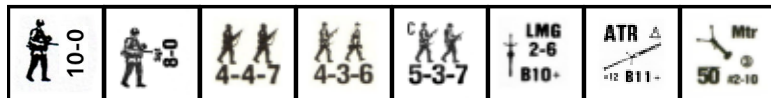


PSW222

SPW250/1



AT START: Elements of 36th Tank Brigade setup in any whole or half hex east of row AA (inclusive):



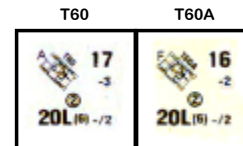
6

6

2

3

TURN 1: Light tank element of the 36th Tank Brigade: Enter east edge from a single hex using sequential movement.



2

3

SPECIAL RULES

WG214.1: Terrain: Treat the valley (H6) as level 0 terrain. All orchards (V8), crags (H1), pond (L9/M9), wheatfields, and footpaths (V6) are open ground. All brush (X7) is considered woods. Due to ground snow, vehicle road movement costs 1 MP. The bridge (F6) does not block LOS nor provide any TEM. Cliffs (E8/E9) do not exist.

WG214.2: German 548s are engineers with unlimited smoke-making capability.

WG214.3: German troops are exposed to harsh winter conditions and exhausted, so, whenever a German squad breaks, it is permanently replaced by a broken conscript counter (436). They are also desperate and subject to Advanced Berserk Status (Supplemental Rule D) and, when broken, will go berserk on a die roll of "2" or "3" (prior to modifier adjustments) when taking a morale check due to enemy fire.

WG214.4: The German gun and crew set up HIP and define their facing when revealed. They do not lose HIP status if friendly units fire from or move through the hex.

WG214.5: The Russian 10-0 Commissar is a normal leader in all respects and has the following special abilities: The Commissar always takes his MC first. He increases the morale of all infantry units stacked with him by one. Broken units in his hex must attempt to rally, must use the Commissar's modifier if he is unbroken, and are not

subject to DM effects. Any infantry unit failing a rally attempt when stacked with a Commissar is eliminated. (Use a blank leader counter to represent the Commissar unless using VSQI where a Commissar counter is available.)

WG214.6.: When three T60s are destroyed and/or immobilized, the remaining T60s must seek to exit the east edge at fastest possible speed in the next Russian movement phase. The T60s are subject to COI 1-man turret rules (Vehicle Note KK): Due to the commander being the loader and gunner, a +1 DRM is added to all main armament fire (in addition to the +1 DRM for being BU) and, if CE, no turret weapons may fire.

WG214.7: All Entrenchment rolls have a +2 penalty due to frozen ground. German base entrenchment number is hence 3, Russian is 4 (Supplemental Rule J). Armor crew morale: German 8; Russian 7 (Supplemental Rule B).

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