

**WORLD BOARDGAMING CHAMPIONSHIPS**  
**SQUAD LEADER SERIES TOURNAMENT**  
**SQUAD LEADER**  
**CROSS OF IRON**  
**CRESCENDO OF DOOM**  
**GI: ANVIL OF VICTORY**  
**2012**

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Resource: Bruno Sinigaglio; Grognard Room Keeper

Resource: Bill Morse: Grognard Scoring Keeper

Saturday July 28- Tuesday July 31: Heritage

Wednesday Aug 1-Saturday Aug 4: Conestoga I

## Squad Leader Series Tournament Overview

1. Squad Leader Series Tournament is part of Grognard Com. Preliminary rounds are played Saturday July 28 through Friday August 3. Preliminary matches not completed at 11pm Friday August 3 are vacated.
2. The top four players, based on Grognard scoring, advance to a single elimination event which starts 9am Saturday August 4. To maximize one's Grognard score, one must achieve three wins, generate wins against opponents who have wins, and play games.
3. The players with the top four score will each play two games to determine the top 4 positions. These rounds will be timed with adjudication imposed as required to determine a binding result.
4. Subsequent games played vs the same opponent at the same rules level (SQL, COI, COD, GIA) are invalid for scoring purposes. The same opponent may be played if each match is at a different rules level (SQL, COI, COD, and GIA); maximum of four if all four rules levels are played.
5. All matches will be entered into the AREA player rating system and SQLS scenario record.
6. A player is not required to play at any rules level higher than they agree to. In most cases, all non-optional rules of that level are in play. Exception form SQL Scenario 1-3 per SQLA conventions.
7. Squad Leader Academy (SQLA) rule conventions will supplement the SQLA compiled Q/A and published rulebooks. A binder of each will be available for reference. All are available at the Squad Leader Academy website: <http://www.wargameacademy.org/SQLA/Documentation>.
8. The SQLA Rules Czars are Bill Thomson and Scott Bramley. All rulings made are final and binding.
9. The last published rulebooks published by The Avalon Hill Game Company (TAHGC) are:
  - o Squad Leader, 4<sup>th</sup> Edition
  - o Cross of Iron, 4<sup>th</sup> Edition
  - o Crescendo of Doom; 1<sup>st</sup> Edition
  - o GI: Anvil of Victory; 2<sup>nd</sup> Edition
10. A Personal Leader Performance competition is held in parallel to the main event. To be eligible, a player inserts a PLC into any four preliminary games of their choice until it is KIA or survives four games. A PLC is substituted for a scenario's 8-1 counter (adjustments are made to both sides if both do not have an 8-1 leader to minimize impact to play balance). Based on the SQLA Élan chart, PLCs accrue élan or cowardice points. A single promotion due to +8 net élan may occur after each scenario it is used. If advanced, the PLC replaces a leader of similar rank. SQLA awards a plaque for the highest surviving PLC score. A Pollard Memorial plaque is awarded to whoever kills off last year's PLC winner.
11. SCENARIOS: It is strongly suggested players stick to the scenario list for the preliminary rounds. The final four matches will be limited to this list. Scenarios are classified in two categories, Basic and Advanced. **Germans win all Draws for tournament purposes.** Advanced scenarios cater to those players wishing greater variety of units and tactics. However these scenarios may require more time and should be avoided by slow players.

## SCENARIO SELECTION

- Players select the level of play (SQL, COI, COS, GIA) and complexity level (Basic or Advanced) with indecision defaulting the Basic SQL.
- Alternate scenarios may be selected upon agreement with both players
- See Scenario Details for description of each scenario

	#	Basic	Advanced	#
<b>SQUAD LEADER</b>				
Squad	1	(01) The Guards Counterattack	(WG102) Tooth and Nail	2
Round 2	3	(WG112) Naked Crossroads	(02) The Tractor Works	4
Round 3	5	(OAF35.1) Russia, 1941	(WG103) Eviction Notice	6
Round 4	7	(WG109) Reconnaissance in Force (A)	(WG101) Forced Entry	8
Alternate	9	(APH Delta) Back to the Sea	(10) Hitdorf on the Rhine	10
Alternate	11	(OAF 38.1) South of Kharkov, 1943	(8) The Bitche Salient	12
Alternate	13	(APH Beta) Hasty Assault	(WG113) The Cost of Prestige	14
<b>CROSS OF IRON</b>				
Round 1	15	(E) The Nisemi-Biscari Highway	(WG202) Jadge's Tigers	16
Round 2	17	(TS2) Pavlov's House	(WG200) King of the Hills	18
Round 3	19	(TS4) Soldiers of Destruction	(WG204) Reinforcing Failure	20
Round 4	21	(OAF 60.1) The Workers Strike Back	(WG108) Flugplatz	22
Alternate	23	(108) Blockbusting in Bokruisk	(13) The Capture of Balta	24
Alternate	25	(TS3) Land Leviathans	(19) A Winter Melee	26
Alternate	27	(OAF 33.3) Outside Stalingrad	(104) The Penetration of Rostov	28
Alternate			(102) Slamming the Door	29
<b>CRESCENDO OF DOOM</b>				
Round 1	30	(TS2) Pavlov's House	(201) Sacrifice of the Polish Armor	31
Round 2	32	(TS3) Land Leviathans	(207) The French Perimeter	33
Round 3	34	(R213) Transverse Right...Fire	(OAF 33.3) Outside Stalingrad	35
Round 4	36	(M) The Dead of Winter	(OAF 55.5) Flames over Flavion	37
<b>GI: ANVIL OF VICTORY</b>				
Round 1	39	(301) The Clearing	(300) Trial By Combat	39



Scenario Details

#	Scenario	Level	Complex	Turns	Axis			Allies			Other	Boards		
					Squads	AFVs	Guns	OBA	Squads	AFVs			Guns	OBA
1	The Guards Counterattack	SQL	Basic	5	13	-	-	-	21	-	-	-	1	1
2	Tooth and Nail	SQL	Advanced	7	14	3	2	1	24	4	-	-	1	11
3	Naked Crossroads	SQL	Basic	7	9	1	-	-	10	-	1	-	1	19
4	The Tractor Works	SQL	Advanced	8	18	-	-	-	39	-	-	-	1	1
5	Russia, 1941	SQL	Basic	7	18	4	-	-	16	-	-	-	1	3
6	Eviction Notice	SQL	Advanced	6	11	2	1	1	8	4	1	-	2	2,3
7	Reconnaissance in Force (A)	SQL	Basic	6	11	-	-	-	12	-	-	-	1	16
8	Forced Entry	SQL	Advanced	5	18	-	1	-	21	2	-	-	1	1
9	Back to the Sea	SQL	Basic	5	10	-	-	-	7	-	-	-	2	2,4
10	Hitdorf on the Rhine	SQL	Advanced	9	12	5	-	1	15	-	-	1	2	3,4
11	South of Kharkov, 1943	SQL	Basic	4	5	-	-	-	7	-	-	-	1	1
12	The Bitche Salient	SQL	Advanced	10	21	4	-	2	32	6	-	2	2	4,2
13	Hasty Assault	SQL	Basic	5	8	-	-	-	7	-	-	-	1	3
14	The Cost of Prestige	SQL	Advanced	7.5	14	2	1	1	21	2	-	-	1	11
15	The Nisemi-Biscari Highway	COI	Basic	8	7	-	2	-	8	1	-	-	2	4,5
16	Jadhe's Tigers	COI	Advanced	6	12	3	1	1	21	5	1	-	2	4,3
17	Pavlov's House	COI	Basic	7	9	2	-	-	5	-	1	-	1	1
18	King of the Hills	COI	Advanced	7	17	2	1	-	21	1	2	-	1	18
19	Soldiers of Destruction	COI	Basic	8	5	2	-	-	8	4	-	-	2	6,4
20	Reinforcing Failure	COI	Advanced	8	18	10	-	1	24	5	2	-	3	2,16,19
21	The Workers Strike Back	COI	Basic	5	6	2	2	-	9	6	-	-	1	4
22	Flugplatz	COI	Advanced	7	10	3	2	-	20	6	1	-	2	4,14
23	Block Busting in Bokruisk	COI	Basic	8	15	2	2	-	20	5	1	-	2	1,3
24	The Capture of Balta	COI	Advanced	10	30	1	-	-	35	2	2	1	2	4,3
25	Land Leviathans	COI	Basic	7	6	7	-	-	-	10	-	-	3	2,3,4
26	A Winter Melee	COI	Advanced	10	10	3	-	-	42	-	-	-	3	5,3,4
27	Outside Stalingrad	COI	Basic	7	17	3	4	-	15	4	-	-	2	4,6
28	The Penetration of Rostov	COI	Advanced	11	18	1	2	-	10	-	-	-	1	1
29	Slamming of the Door	COI	Advanced	6	10	3	-	1	16	5	-	-	2	5,4
30	Pavlov's House	COD	Basic	7	9	1	-	-	6	-	1	-	1	1
31	Sacrifice of Polish Armor	COD	Advanced	9	13	6	-	-	12	2	2	-	3	5,2,6
32	Land Leviathans	COD	Basic	7	6	7	-	-	-	10	-	-	3	2,3,4
33	The French Perimeter	COD	Advanced	11	15	2	-	-	15	2	4	-	3	5,3,1
34	Traverse Right...Fire	COD	Basic	5	-	4	-	-	-	4	-	-	1	11
35	Outside Stalingrad	COD	Advanced	7	13	3	4	-	15	4	-	-	2	4,6
36	The Dead of Winter	COD	Basic	5	4	1	1	-	6	3	-	-	1	4
37	Flames over Flavion	COD	Advanced	8	16	16	-	-	10	9	-	-	2	4,10
38	The Clearing	GIA	Basic	6	5	-	1	-	5	-	-	-	1	2
39	Trial by Combat	GIA	Advanced	9	8	2	-	-	12	5	-	1	2	8,4

