**A BRIDGE TOO NEAR**

***Verdal, Central Norway, April 21, 1940***: Following their landing at Namssos, the British 146th Brigade had been pushing tentatively towards German held Trondheim while awaiting reinforcements. So far, opposition had been encountered only from the air, but when their most advanced elements reached the bridges across the River Inna at Verdal, held by a scratch garrison of Norwegian troops, the first contact was made with German forces moving north.

**BOARD CONFIGURATION:**

**VICTORY CONDITIONS:** The German player wins by being the last to solely occupy with an unbroken infantry unit at least ten buildings West of hexrow I (board 10), hexrow Y (board 8), and North of the river at the end of the game. The Allied player wins by avoiding the German victory conditions.

**TURN RECORD CHART:**

<table>
<thead>
<tr>
<th>Norwegian Sets Up First</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>END</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>Restart on Turn 11 (1)</th>
</tr>
</thead>
<tbody>
<tr>
<td>German Moves First</td>
<td></td>
<td></td>
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</tbody>
</table>

Remnants of the 2nd Battalion, 13th Mountain Regiment – set up first anywhere north of the river on boards 8 and/or 10:

Section of the Royal Engineers attached to the 1/4th King’s own Yorkshire Light Infantry – enter Turn 5 anywhere along the north edge of board 10.

Elements of the 1st Battalion, 130th Infantry Regiment – set up second anywhere with a grid coordinate of 4 or higher (inclusive) on board 5:

**SPECIAL SCENARIO RULES:**

SSR 81.1: A single lane vehicular stone bridge runs through hexes 815, 816, 817, 818, and 819. Hex 814 is considered an open ground hex with a road connecting hexes 813 and 815. The hedge along hexside 814/815 does not exist.

SSR 81.2: A stone infantry bridge runs through hexes 8Y2 and 8Y4 with a gap (no bridge counter) in hex 8Y3. This bridge cannot be crossed until the German pontoon section (use 3/4 pontoon counter) has been placed in hex 8Y3. The pontoon section can be dragged overland by two 8-3-8 squads in a manner identical to a Grosse Flussack (same portage costs). It is placed in hex 8Y3 by two 8-3-8 squads remaining unbroken with the pontoon section in hex 8Y4 for one entire game turn without moving, firing, making smoke, or engaging in close combat (notably in a T1 state). The pontoon section is then placed in hex 8Y3 at the end of the German advance phase, and thereafter pontoon bridge rules (133.8 et seq) apply to this hex.

SSR 81.3: All hills on board 8 are considered to be ground level, and cliff hexes do not exist. All other terrain in these hexes remains unchanged.

SSR 81.4: The River is deep, running at normal level.

SSR 81.5: All buildings on all three boards are single-level and made of wooden construction, except 8N2, which is a two-level stone building.

SSR 81.6: Snow (not deep snow) rules are in effect.

SSR 81.7: Each German 8-3-8 squad may make three smoke counters during the game. These are not transferable from one unit to another and a written record should be kept of their use.

SSR 81.8: The German radio may direct on-board artillery only.

SSR 81.9: Treat British 4-4-7’s as normal infantry, not as Gurkhas.

**AFTERMATH:** Lacking the means to demolish them, the Norwegians were forced to defend both the intact road bridge and the railway bridge, which although damaged, could easily be repaired. The timely arrival of the British engineers bolstered the position and several German attempts to cross the bridges were driven back. The Allies had to evacuate the town later that morning, however, when German amphibious landings further North along the Trondheim Fjord threatened to cut off the position.
TO LOSE A BATTLE

WWW Scenario 82

CLAIRFAYTS, FRANCE, May 16th 1940: As Rommel and his 7th Panzer Division crossed the French frontier headed into what he expected was the “Maginot Line”, he found instead a shallow belt of anti-tank obstacles and pillboxes manned by remnants of the French XI Corps. By prematurely opening fire, the Germans lost an initial opportunity to coax the French defenders into surrendering. With the opportunity lost the French anti-tank and machine-gun fire became uncomfortably effective, especially against the lightly armored German tanks.

BOARD CONFIGURATION:

VICTORY CONDITIONS: The German player wins by exiting 10 squads off the west edge of the playing area within one hex of 3A5/3A6 or 2A5/2A6. AFV’s with functioning main armament count as 2 squads, but at least 4 squads exited must be non-AFV. The French player wins by avoiding the German victory conditions.

TURN RECORD CHART:

French set up first
+ Germans move first

1  2  3  4  5  6  7  8  9  10  11  END

Elements of 18th Infantry Division, 11th Corps - set up anywhere on boards 2 and 3. west of hex row V inclusive:

Elements of 25th Panzer Regiment and 6th Infantry Regiment - 7th Panzer Division, enter turn 1 or later on any east edge hexes.

SPECIAL SCENARIO RULES:

WWW 82.1: Treat all trenches as anti-tank ditches (137.7).
WWW 82.2: Trenches may not be set-up on road hexes and may not be occupied by ordinance weapons [Exception: ½” support weapons].
WWW 82.3: Mine Factors may only be placed on board 3 half or whole hexes west of hexrow V inclusive.
WWW 82.4: German off-board artillery Consists of one module of 105mm with plentiful ammunition.
WWW 82.5: The German player may delay the entry of any of his units to later turns, but may not exit any unit off the eastern map edge once entered.

AFTERMATH: Having been warned in advance that the main road through the village of Clairfayts had been mined, the German column swung off to the south around the village. There they discovered several anti-tank obstacles which could not be traversed. The only possible route of advance was through a road blocked by obstacles. Under cover of smoke, engineers were sent to blow the obstacles and the pill boxes overlooking the road. By last light the fortified zone had been finally penetrated and Rommel’s “Phantom Division” was on its way once more.

Bill Thomson 512.799.6765

Squad Leader Academy
1Q1, CO1, CO2, GA1 Player Development
Email Bill@WargamesAcademy.org
Website www.WargamesAcademy.org
7606 Lakes Laver Avarin, TX 78729 USA

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Graphic Layout by Bill Sosicki
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CAMBRAI, 22 May 1940: During the latter stages of the Allies' retreat to the coast and Dunkirk, the British and French tried several times to pierce the infantry-held flanks of the "Panzer Corridor" across France. One such attack took place at Cambrai when a combined French infantry and tank force tried to wrest control of it from the Germans.

VICTORY CONDITIONS: The French win by being the last to solely occupy any two stone buildings on Board 3 and/or building J8 on Board 6. The Germans win by avoiding the French conditions.

BOARD CONFIGURATION:

TURN RECORD CHART:

<table>
<thead>
<tr>
<th></th>
<th>1</th>
<th>2</th>
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</tbody>
</table>

Elements of the 32nd Infantry Division - set up first on any hex on boards 3 and/or 6 south or line 3L10-6V10 inclusive:

Elements of the 121st Infantry Division supported by units of the 25th Motorized Division - enter on turn 1 via any hex on the north edge of boards 3 and/or 6.

SPECIAL SCENARIO RULES:

WWW 83.1: All buildings on board 6 are made of wooden construction.
WWW 83.2: Environmental Conditions are moderate with mild breeze blowing from west.

AFTERTHough: The French attack made good progress against the German forces who were hampered by their inferior anti-tank guns which were unable to penetrate the French armor. However, just as the defense was about to crumble, reinforcements arrived in the shape of an 88mm gun. With its powerful assistance, the French armor was stopped and without the support of tanks, the French infantry retreated and the corridor was once again made safe.
LE PARADIS

FRANCE MAY 26 1940: The Germans were pushing north of the La Bussee canal against the southern defensive positions of the B.E.F. North of Betune the British were holding the village of Le paradis as the enemy launched another assault.

VICTORY CONDITIONS: The player with the most points at the end of the game is the winner.

BOARD CONFIGURATION:

TURN RECORD CHART:

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
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<th>8</th>
<th>9</th>
<th>10</th>
<th>?</th>
</tr>
</thead>
<tbody>
<tr>
<td>+ German sets up first</td>
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<tr>
<td>+ German moves first</td>
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</tbody>
</table>

Note: Game length is variable, see special rules.

Elements of SS Totenkopf - set up south of hex row DD inclusive:

Remnants of the 2nd Royal Norfolk's - setup north of hex row X inclusive:

SPECIAL SCENARIO RULES:

WWW 84.1: Victory point schedule:

<table>
<thead>
<tr>
<th>German:</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>For each British squad or leader eliminated</td>
<td>1 point</td>
</tr>
<tr>
<td>If British surrender before Game Turn 6</td>
<td>20 points</td>
</tr>
<tr>
<td>If British surrender on or after Game Turn 6</td>
<td>15 points</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>British:</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>For each multi-hex building controlled</td>
<td>1 point*</td>
</tr>
<tr>
<td>For each German squad or leader eliminated</td>
<td>2 points</td>
</tr>
<tr>
<td>For each German AFV eliminated</td>
<td>6 points</td>
</tr>
</tbody>
</table>

*Per Turn

WWW 84.2: The game ends after 10 turns or when British units surrender. British units can be forced to surrender as follows: At the end of any phase the ranking British leader at that time must undergo a normal morale check when the fourth British Squad is eliminated. Failure of this NMC results in the immediate surrender of all British units. Every time a British squad is further eliminated this NMC must be performed at the end of any phase. There is a +1 DRM for each squad eliminated over four. Regardless of the number of squads lost during a phase the NMC is rolled only once. The British surrender immediately if all their officers are eliminated.

WWW 84.3: No Bore Sighting allowed.

WWW 84.4: All multi-hex buildings on Board 6 are made of stone construction.

WWW 84.5: Environmental conditions are wet with no wind at start of game.

WWW 84.6 British control all buildings until Germans solely occupy them.

AFTERMATH: Continually being attacked throughout the day by infantry and armor, the Norfolk’s held out until 17:15 hours when becoming short of men and ammunition then decided to surrender. A sad sequel occurred when their SS captors massacred the prisoners with machine gun fire. The German Company commander was later convicted and hanged for this crime after the war.

WWW 84.7: No Bore Sighting allowed.

WWW 84.8: All multi-hex buildings on Board 6 are made of stone construction.

WWW 84.9: Environmental conditions are wet with no wind at start of game.

WWW 84.10 British control all buildings until Germans solely occupy them.

WWW 84.11: All buildings are made of stone, no wood.

AFTERMATH: Continually being attacked throughout the day by infantry and armor, the Norfolk’s held out until 17:15 hours when becoming short of men and ammunition then decided to surrender. A sad sequel occurred when their SS captors massacred the prisoners with machine gun fire. The German Company commander was later convicted and hanged for this crime after the war.

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Original Scenario Design by World Wide Wargamers, Author(s) Unknown;
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Updated 081109; rev A
Graphic Layout by Bill Susnitski (BB1028)
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WWW Scenario 85

ULLA, RUSSIA, July 7th 1941: Fifteen days after the beginning of “Operation Barbarossa”, the Fourth Panzer Army moved along the southern bank of the upper Divina River as it positioned itself for an enveloping attack on Vitebsk. The army’s northern wing being the L.VII Panzer Corps, was to cross the Divina at Ulla and capture Gorodok located just north of Vitebsk. In what was assumed to be an area weakly defended the panzer corps commander assigned the task of constructing the bridge at Ulla to the 1st Engineers School Battalion.

BOARD CONFIGURATION:

**VICTORY CONDITIONS:** The Russian player receives one point for each German squad eliminated, and two points for each building he controls within 5 hexes of any river hex at game end. The Russian player must have 10 points or more by game end to win. The German player wins by avoiding the Russian victory conditions.

**TURN RECORD CHART:**

<table>
<thead>
<tr>
<th></th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
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<th>9</th>
<th>10</th>
<th>11</th>
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</tr>
</tbody>
</table>

- **Elements of a local partisan group** - setup anywhere north of the river:
  - 3
  - 11

- **Remnants from Ulla Garrison, 22nd Army** - enter turn 5 on any north edge hexes:
  - 2
  - 12
  - 3

- **Company A, 1st Engineer School Battalion** - enter turn 1 on any south edge hexes:
  - 8
  - 4
  - 8

- **Battalion reinforcement elements** - enter turn 7 on any south edge hexes:
  - 3
  - 2
  - 2
  - 3

**SPECIAL SCENARIO RULES:**

**WWW 85.1:** The Finnish 6-4-8 squads are used to represent German engineers. Treat them exactly as German engineers in all respects. Note that they may not self-rally.

**WWW 85.2:** All island river hexes are treated as normal river hexes. The river is at normal level, with a moderate current running east to west.

**WWW 85.3:** The Russians are considered to control all buildings north of the river at the start of the game.

**AFTERMATH:** In the face of sporadic small arms fire, one company of engineers crossed the river in an effort to flush out the Russian snipers and secure the far bank. As the Germans were carrying out this mission a strong Russian counter-attack was suddenly launched. Heavy hand-to-hand fighting developed as the Russians fought to drive the engineers back into the river. If reinforcements with flamethrowers had not arrived at the last moment from across the river the Russians may well have succeeded. But with the additional support the Germans were able to secure the crossing site and finally construct the bridge.
RAID ON VAAGSO

WWW Scenario 86

SOUTH VAAGSO, NORWAY, December 27th, 1941: In the first Allied raid of the war against a defended port, some 600 officers and men of the British 2nd and 3rd Commando attacked Maaloy Island and Vaagso, near Bergen, with the aim of destroying factory and port installations. The force split into five groups, the largest of which launched an assault on the surprised defenders of South Vaagso.

BOARD CONFIGURATION:

VICTORY CONDITIONS: The Allies win by both setting fire to every building hex on board 8 south of hexrow Q and detonating a demo charge in hex 8F5. The German player wins by avoiding the Allied victory conditions.

TURN RECORD CHART:

VICTORY CONDITIONS: The Allies win by both setting fire to every building hex on board 8 south of hexrow Q and detonating a demo charge in hex 8F5. The German player wins by avoiding the Allied victory conditions.

VICTORY CONDITIONS: The Allies win by both setting fire to every building hex on board 8 south of hexrow Q and detonating a demo charge in hex 8F5. The German player wins by avoiding the Allied victory conditions.

TURN RECORD CHART:

<table>
<thead>
<tr>
<th>German Sets Up First</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
<th>12</th>
<th>END</th>
</tr>
</thead>
<tbody>
<tr>
<td>Allies Move First</td>
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<td>864</td>
</tr>
</tbody>
</table>

Vaga Garrison – set up first in any building hexes of board 1 and/or board 8. No squad may set up within two hexes of any other squad (other units are exempt from this restriction). The tank sets up on any non-building whole hex of board 1 south of hexrow V using Hidden Initial Placement (per SSR 86.4):

<table>
<thead>
<tr>
<th>2</th>
<th>10</th>
<th>4</th>
<th>27</th>
</tr>
</thead>
</table>

Reinforcements – enter Turn 2 on any north edge hex of board 1:

<table>
<thead>
<tr>
<th>4</th>
<th>2</th>
</tr>
</thead>
</table>

Group 2, No. 3 Commando, with Norwegian detachment – set up second on any whole or half hex of board 2 south of hexrow K:

<table>
<thead>
<tr>
<th>2</th>
<th>8</th>
<th>6</th>
<th>2</th>
<th>5</th>
<th>3</th>
<th>6</th>
<th>1</th>
</tr>
</thead>
</table>

Norwegian detachment:

<table>
<thead>
<tr>
<th>2</th>
</tr>
</thead>
</table>

Elements of Groups 1 and 4, No. 3 Commando – enter Turn 5 anywhere along the north edge of board 10:

<table>
<thead>
<tr>
<th>4</th>
<th>4</th>
<th>2</th>
</tr>
</thead>
</table>

SPECIAL SCENARIO RULES:

SSR 86.1: Terrain: Vaagso lies on the banks of the Ulvesund Fjord. Treat all river, marsh, and island hexes, and all hexes east of the river, as deep water. Hedges do not exist. Treat all Orchard hexes as open ground. All buildings on boards 2, 7, and 8 are of wooden construction. Hex 1AA7 is a third-level hex. Vehicular bridge counters are placed in hexes 8H4, 8G5, and in 8F5, representing a steamship wharf. Treat as a single lane vehicular stone bridge for all purposes except that rule 133.7 does not apply; any demo charge placed (not thrown) in the normal way destroys the wharf counter in the hex where it explodes. Note to VSQL players: available for this scenario are customized boards with the terrain changes already built in.

SSR 86.3: Snow (not deep snow) rules are in effect.

SSR 86.4: The German player secretly records the location and facing of the tank during his set up; it is placed on the board as soon as it moves, pivots, or falls within the LOS of any Allied infantry unit. However, due to the surprise of the Allied attack, neither the tank nor its crew may move, pivot, or fire any armament until game turn 8.

SSR 86.5: All Allied units are “Commandos” (rule 104.7, etc.) and any British (not Norwegian) squad or leader may use a demo charge.

SSR 86.6: Due to the presence of Norwegian civilian volunteers carrying ammunition (not depicted), the British 76mm Mortar is treated as a support weapon with a portage cost of 5, and rule 107.8 is cancelled. However, only the crew may operate it.

AFTERMATH: The unexpected presence of some 50 men of an elite German regiment in addition to the regular garrison caused resistance in the town to be much tougher than had been anticipated. The timely arrival of reinforcements from Groups 1 and 4 however, added sufficient momentum to Group 2’s attack to ensure the capture and destruction of vital installations before the raiders withdrew at dusk.

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THE BRUNEVAL RAID

WWW Scenario 87

CHANNEL COAST, February 28th 1942: At Bruneval, north of Le Havre, the Germans had installed an example of the Wurzburg radar system for air defense. British paratroopers were to drop into France, steal as much of the equipment as possible and bring it back to England. Flight Sergeant C.W.H. Cox, a R.A.F. radar expert, was detailed to accompany the mission.

BOARD CONFIGURATION:

VICTORY CONDITIONS: The British win by having more victory points than the Germans at the end of the game. Any other result is a German win.

TURN RECORD CHART:

<table>
<thead>
<tr>
<th>German sets up first</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>END</th>
</tr>
</thead>
<tbody>
<tr>
<td>British moves first</td>
<td></td>
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</tbody>
</table>

- German garrison forces set-up or enter as indicated:
  - Set-up on hex 7A5: 2
  - Set-up on hex 7F2: 2
  - Set-up in building at hex 6N4: 2
  - Set-up in building at hex 6X5: 2

- Turn 4: South edge road hexes 4GGS and or 6GGS: 2
- Turn 5: South edge road hex 4GG5: 2

C Company, 2nd Parachute Regiment - enter on turn 1 via paratroop drop per rule (99):

Landing Craft - enter on turn 5 from any west edge sea hex:

SPECIAL SCENARIO RULES:

WWW SSR 87.1: The French leader counter represents Flt. Sgt. Cox. His personal morale level is 9 but has no leadership functions, and his -2 DRM is only used as explained below.

WWW SSR 87.2: Building 6X5 represents the Wurzburg installation. Provided there is no German unit in the hex, each unbeknown British squad in the hex may during the close combat phase roll 2 dice. If the result is a 4 or less a German radio counter is created in the hex. Flt. Sgt. Cox may apply his -2 DRM to EVERY roll if he is also present in the hex. The maximum number of radios so created cannot exceed 3. They are treated as captured equipment and have no function as radios. They may be carried at normal portage costs.

WWW SSR 87.3: Terrain: All islands and the west bank on board 7 do not exist; treat as water (sea) hexes. All marsh hexes are sandy beaches; treat as bog hexes. Orchard hexes do not exist; treat as clear terrain. VSGL players may use customized boards 6-8 & 7-8.

WWW SSR 87.4: The entrenchments at 7AA5 and 7F2 represent fixed coastal defense positions. The heavy MGs may never move from these hexes but may fire normally. The Entrenchment DRMs apply to fire against these positions.

WWW SSR 87.5: Night rules are in effect until turn 7, when dawn breaks and normal day rules apply.

WWW SSR 87.6: The German 2-4-8 crews count as their radar technicians and owing to their high level of training receive an “8” morale level. They are not S.S. units so rule 83 does not apply.

WWW SSR 87.7: No German unit may move on turn 1 due to the surprise factor inherent in any airborne attack.

WWW SSR 87.8: Paratroops landing in a sea hex are permanently lost.

WWW SSR 87.9: Treat weather as calm, no wind and environmental conditions are wet.

WWW SSR 87.10: Sturmboats are used to represent Landing Craft (LC). All sturmboat rules apply except as modified below:
  a. There is no -1 DRM for IFT attacks against units on board.
  b. The LC may carry 2 Squads and up to 10 PP’s of SW.
  c. LC are considered hull down targets vs. ordnance with an all round armor modifier of -5.
  d. Each LC has an inherent 4 FP AAMG. Normal CE rules apply, except they may still move if stunned. Passengers may never fire from them.
  e. British units may embark during an advance phase whilst landing craft are in an adjacent water hex. Units may only embark from a sandy beach hex.

WWW SSR 87.11: Victory Point Allocation.

British:
- Each “radio” moved off west edge: 10 points
- Each German technician unit moved off west edge: 5 points
- Each German technician unit eliminated: 2 points

German:
- Each British squad or leader not moved off west edge in landing craft: 2 points
- Elimination of Flt. Sgt. Cox: 15 points
- Capture of Flt. Sgt. Cox: 30 points

Note: Count victory points at the end of the game as if he has been captured if Flt. Sgt. Cox is left in a “broken” state on the board.

AFTERMATH: The British dropped in three groups. One group went astray and landed 2 miles to the south but managed to march back in time to hold off arriving German troops. A second party successfully stormed a coastal strongpoint whilst the third with Major D. Frost (later to achieve fame at Arnhem) in command took some German radar technicians prisoner and with help from Flt. Sgt. Cox dismantled the desired parts of the Wurzburg set. All parties then retired to the beach and embarked successfully on the landing craft.
THE BACKWATER OF WAR

WWW Scenario 88

NEAR KESTEN’GA, NORTHERN RUSSIA, May 6th 1942: During the Soviet spring offensive in the far northern reaches of Russia, the 8th Ski Brigade and a regiment from the 186th Rifle Division were sent on a wide sweep to the west and south to cut the road behind the town of Kesten’ga. By May 5th the Brigade had advance troops within less than a mile of the road. Here, in the swamps northwest of the town the attack had lost momentum. Losing little time the German command formulated a counter-attack for the next day.

BOARD CONFIGURATION:

VICTORY CONDITIONS: The Russian player wins if he has 5 or more squads remaining on any hex(es) of Hill 621 at game end, or if he successfully exits 5 or more squads off the northern map edge between 301 and 3Y1 inclusive. The German player wins by avoiding the Russian victory conditions.

TURN RECORD CHART:

<table>
<thead>
<tr>
<th>Stars</th>
<th>Russian sets up first</th>
<th>+</th>
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<th>2</th>
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<th>9</th>
<th>10</th>
<th>11</th>
<th>12</th>
<th>End</th>
</tr>
</thead>
<tbody>
<tr>
<td>Axis moves first</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
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<td>10</td>
<td>11</td>
<td>12</td>
<td>End</td>
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</tbody>
</table>

SPECIAL SCENARIO RULES:

WWW SSR 88.1 All wheatfield hexes are considered marsh hexes for this scenario.
WWW SSR 88.2 The Axis entry board for his turn 2 reinforcements must be recorded before the Russian set-up. He may choose board 5, 4, or 3. Only one board may be chosen.
WWW SSR 88.3 There is snow present on the ground, but it is not “deep snow”.
WWW SSR 88.4 The Russian units have skis (rule 114) and snow smocks (114.2). No Russian unit may start the game wearing skis.
WWW SSR 88.5 The SS units are subject to the full effects of DM (14.6). In addition, if at any time there are more than 5 SS squads eliminated all remaining SS infantry are immediately and permanently removed from the game.
WWW SSR 88.6 No bore sighting (78) is allowed.

AFTERMATH: In the next two days the Germans and Finns were able to encircle the exposed Russian units and virtually wipe them out. Having been hardest hit, few troops of the 8th Ski Brigade managed to escape. Reduced to 367 men, the Brigade was nearly destroyed in its attack on Kesten’ga road. The offensive had failed and with it the Soviet chance of a breakthrough in the north.

Bill Thomson 512-799-6705
Squad Leader Academy
501 S. Lake Austin, TX 78739 USA
Website: www.SquadLeaderAcademy.org

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**CHERKASSKOYE**

**WWW Scenario 89**

**CHERKASSKOYE, July 5th 1943:** During the initial stages of the Battle of Kursk some of the Wehrmacht’s finest units were committed in order to break through the heavily fortified Russian positions. At Cherkasskoye, the finest of them all, Grossdeutschland, was given the task of clearing the village and capturing the high ground beyond.

**BOARD CONFIGURATION:**

**SPECIAL SCENARIO RULES:**

**WWW SSR 89.1:** German 8-3-8 engineer squads may make a total of 6 smoke counters per game.

**WWW SSR 89.2:** At the start of each Russian prep fire phase the Russian player throws a dice. If the result is equal to or less than the current turn number the Russian may bring on his reinforcements during the following movement phase.

**AFTERMATH:** Using flamethrowing tanks and Panthers to good effect the Grossdeutschland Division captured the village and heights as ordered. However, in the long term they could not effect the needed strategic breakthrough.

**VICTORY CONDITIONS:** The German player wins by being the last to solely occupy all the multi hex stone buildings on board 3 and three of the 3rd level hexes on board 2. The Russian player wins by avoiding the German conditions.

**TURN RECORD CHART:**

<table>
<thead>
<tr>
<th>★ Russian sets up first</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
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<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>END</th>
</tr>
</thead>
<tbody>
<tr>
<td>★ German moves first</td>
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</table>

**Elements of the 71st Guards Rifle Division** - set up anywhere on board 2 and/or board 3 with a hex grid coordinate of 6 or less on board 3.

**Elements of 1st Guards Tank** - enter per SSR 89.2 below, via any north edge hex of board 2:

**Elements of Grossdeutschland Division with support from 11th Panzer Division** - enter play via any south edge hex of board 3 on turn one or later:

---

**Bill Thomson**

**Squad Leader Academy**

"A World Wide Wargamers Scenario" Updated 081199; rev A, Graphic Layout by Bill Sosnicki

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VICTORY CONDITIONS: The Russian wins by capturing the bridge intact (see Scenario Special Rules). The German wins by exiting at least 4 of the half-tracks in convoy off the west edge of Board 7 and demolishing the bridge. Any other result is a draw.

TURN RECORD CHART:

<table>
<thead>
<tr>
<th>+ German sets up first</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>END</th>
</tr>
</thead>
<tbody>
<tr>
<td>✔ Russian moves first</td>
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Remnants of the 253rd Grenadier Regiment, supported by elements of Panzer Jaeger 34 - Set up first on any whole hex of board 3, south of hexrow V inclusive.

Elements of Engineer Battalion 10 - set up on the following hexes:

- Hex 703: Hex 4-6-7
- Hex 7R1: Hex 2-4-7

Convoy of 57th Infantry Division - Enter via hexes 3A5/6 as per special rules:

- SPW251/1
- SPW251/2
- 18
- 11
- 16
- 15
- 5

Elements of the 51st Guards Tank Brigade with supporting infantry - Set up second on any whole hex north of hexrow Z on board 3.

SPECIAL SCENARIO RULES:

WWW SSR 90.1: No bore sighting allowed.

WWW SSR 90.2: Terrain: The river is deep and running high and a two lane vehicular stone bridge extends from 7Q4 to 7Q9 inclusive. Treat all marsh and island hexes as water. No unit may enter a water hex except via a bridge hexside. All buildings on board 7 are made of wooden construction.

WWW SSR 90.3: EC are clear and dry with no wind at start.

WWW SSR 90.4: To capture the bridge the Russian player must solely occupy hex 7Q10 with at least one good order squad, and have at least three good order squads at the same time in any or all of hexes 7P2, 7Q1, 7R2 at the end of his close combat phase on any turn. The game ends immediately if this occurs. A tank counts as two squads for the purposes of this rule, providing all its guns and machine guns are functioning.

WWW SSR 90.5: The German player may demolish the bridge from Game Turn 5 onwards; (as per detonation rules 133.7-78). The bridge has been pre-wired with a hidden demolition charge in hex 7Q5. The demolition charge represents the “plunged” and may not be moved. Only the 10-2 Leader may attempt detonation.

WWW SSR 90.6: Immediately upon the loss of the third T-34 the Russian squads (not leaders or berserkers) must take a normal morale check. This check can be leader modified in the usual fashion. Failure of this check does not break the unit, but does require it to move towards the north map edge as soon as possible in an effort to exit off the board. During this retreat these units may fire only during the DF and AF Phases, and are immune to any berserk status DR’s. Once off the board they are removed from play permanently.

WWW SSR 90.7: Beginning with game turn 1 the German player rolls one die during his close combat phase to see if the convoy will appear in the next turn. A die roll ≤ the circled number within the current Game Turn on the Turn Record Track is required for the convoy to appear during the next movement phase of the next friendly player turn. The convoy may automatically appear in Turn 5 or thereafter at the discretion of the German. Upon entry the halftracks must obey all convoy rules as per rule 84.

AFTERMATH: Despite overwhelming superiority of numbers the Russians became disheartened by the heavy losses taken by their armor and eventually retreated from the conflict altogether. Having repulsed the attack the Germans held on until every unit possible has crossed to the safety of the west bank. Their engineers then blew the bridge to deny its use to the Russians. It will always remain one of the mysteries of the war why the Russians made no further attempt to take this vital bridge.

Bill Thomson
512-790-6765

Squad Leader Academy
1 Gallant Col, Gotha, Germany
Website: www.SquadLeaderAcademy.org
704-544-4495

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ASSAULT AT WADELINCOURT

WADELINCOURT, BELGIUM, May 13, 1940: The northernmost of the three crossing attempts of the Meuse took place late in the day as advance elements of the German 2nd Panzer Division approached the river in the face of fierce crossfire from the western bank. As a preliminary to gaining a bridgehead, assault engineers would have to cross the river and silence the well-prepared French positions on the far side.

BOARD CONFIGURATION:

VICTORY CONDITIONS: The German player wins by capturing (being the last to exclusively occupy) three of the four French bunkers. The French player wins by avoiding the German victory conditions.

SPECIAL SCENARIO RULES:

SSR 91.1 The river is deep, running high with a moderate current flowing north. There are no island hexes; consider all such hexes open river instead.

SSR 91.2 The weather is clear; EC are moist and there is no wind.

SSR 91.3 French OBA consists of one module of 70mm. Mtr/SW’s may enter/start the scenario either disassembled or assembled at the owner’s option (142.8-34).

SSR 91.4 Only German assault engineers (8-3-8) squads may make smoke.

SSR 91.5 French units in bunkers are not concealed, but the German player may not inspect the contents of any bunker until some unit from that particular bunker fires.

SSR 91.6 All buildings on board 6 are considered single-story and of wooden construction.

SSR 91.7 OPTIONAL: ELR and Heat of Battle (HoB) is in effect for both sides. ELR rules (141.51-.54) are used but with one exception: any MMC which fails its ELR is not replaced by an inexperienced unit but is instead reduced to the next lower quality unit. [Ex: a German 468 is reduced to a 467 > 447 > 436, a British 458 is reduced to a 457 > 447 > 436, a French 458 is reduced to a 457 > 357 > 136. EXC: Specialized units of all nationalities are reduced to their Inexperienced Infantry (94) unit type as per their nationality and rules pertaining to them (i.e. German Volksgrenadiers, Russian Conscripts, British Home Guard, U.S. Green units, etc.)] HoB is otherwise the reverse of ELR but also has some additional effects which can occur and are shown in the following table:

<table>
<thead>
<tr>
<th>Heat of Battle</th>
<th>follows any Original MC or Rally (not Self-Rally) DR of 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>≥6</td>
<td>Hero Creation ........................................... -1</td>
</tr>
<tr>
<td>5.8</td>
<td>Battle Hardening ........................................... +1</td>
</tr>
<tr>
<td>9-11</td>
<td>Berserk † ...................................................... +1</td>
</tr>
<tr>
<td>12</td>
<td>Surrender † .................................................... +1</td>
</tr>
<tr>
<td>Note: A unit can become Battle Hardened and generate a Hero at the same time.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>DR</th>
<th>Result</th>
<th>DRM’s</th>
</tr>
</thead>
<tbody>
<tr>
<td>≥6</td>
<td>Hero</td>
<td></td>
</tr>
<tr>
<td>5.8</td>
<td>Battle Hardening</td>
<td></td>
</tr>
<tr>
<td>9-11</td>
<td>Berserk †</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>Surrender †</td>
<td></td>
</tr>
</tbody>
</table>

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WWW SCENARIO 91

Elements 55th Infantry Division [ELR 3] - set up anywhere on board 2. Bunkers must set up on board 2 east of hexrow 5 inclusive:

Elements 2nd Panzer Division [ELR 4] - enter Turn 1 or later (at the German player’s option) on any east edge hexes of board six:

Aftermath: After a bitter and costly struggle the Germans succeeded in scrambling a few men onto the west bank. These men managed to knock out one bunker, and the tide then began to turn in the Germans’ favor. By the end of the day they had a firm foothold on the west bank, and would eventually succeed in establishing a bridgehead.

Credits: Scenario 91-100


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This scenario is an adaptation of Scenario #91 from the World Wide Wargamers G.L. Arnul of Victory Scenario Package. It has been slightly modified since its original publication to correct typos and sentence structure plus added optional rules for my own enjoyment and for play using VSQL. For all accounts its still plays the same as the original publication. Feel free to use these modifications or use your own. Graphic Layout and Modifications by Bill Sosnicki; Squad Leader® and its counter images are Trademarks of MMP and Hasbro, Inc.
**VICTORY CONDITIONS:** To win, the German player must exit seventeen squads (or their equivalent) of the Reinforcement Group off the east edge by game end. A tank with a functioning main armament counts as two squads exited. An armored halftrack and a tank without a functioning main armament counts only as one squad exited. The U.S. player wins by avoiding the German victory conditions.

**TURN RECORD CHART:**

<table>
<thead>
<tr>
<th>U.S. Moves First</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
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<th>9</th>
<th>10</th>
<th>END</th>
</tr>
</thead>
<tbody>
<tr>
<td>German Sets Up First</td>
<td>92.1</td>
<td>92.2</td>
<td>92.3</td>
<td>92.4</td>
<td>92.5</td>
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<td>92.8</td>
<td>92.9</td>
<td>92.10</td>
<td>END</td>
</tr>
</tbody>
</table>

**SPECIAL SCENARIO RULES:**

92.1 **Terrain:** Place Overlay F normally on board 14. All buildings higher than level one are treated as level one. **[SQL Note: A special customized board 14 for this scenario is available for download on the WGA/SQLA website.]**

92.2 Roll one die for each individual hill hex entered by a vehicle. On a roll of 1, 2, or 3 the vehicle is permanently immobilized in that hex.

92.3 Roll one die for each wall crossed or gully hex entered by a vehicle. On a roll of 1 or 2 the vehicle is permanently immobilized in the gully hex or the hex before the wall. No passage by other vehicles changes this roll.

92.4 **Bore sighting (78):** is not allowed.

92.5 All non-bazooka U.S. weapons break down on a DR of 11+ and repair only on a DR of 1.

92.6 The Germans have one 105mm OBA module with plentiful ammunition.

92.7 The U.S. have two modules of 155mm OBA available, however, due to the extreme range to land based guns and radio problems with their naval support, all U.S. radios have a contact number of 6 and maintain contact only with a DR ≤ 8.

92.8 The U.S. 7-4-7 squads are engineers but lack smoke-making capabilities.

92.9 German PzKwIVF may not move or fire until German player turn 3.

92.10 One German reinforcement squad may enter as half-squads.

92.11 Infantry may not ride any fully-tracked AFV.

92.12 If played as a three-player game, the German onboarding player always moves before any German reinforcement ground troops move, and may not communicate with the Reinforcement Group commander.

92.13 **OPTIONAL:** see SSR 91.7 for ELR and HoB rules. Note: U.S. 7-4-7 squads are reduced to 536 squads.

**AFTERMATH:** Overriding General Truscott’s objections that the operation was taking place before linkup could be assured, Patton personally gave the go-ahead. Colonel Bernard’s troops lost all their accompanying tanks as they tried to cross the thick stone walls or climb very steep hillsides, but otherwise landed safely. Reserve German troops in Brolo quickly reported the assault and began to harass the attackers. As time wore on, the isolated GI’s found that radio contact with their own land based ‘Long Toms’ and the 6-inch naval guns of the Philadelphia began to fail and their small arms ammunition was beginning to run low. Finally, Colonel Bernard was forced to order all troops onto the hill for a last-ditch defense. This, fortunately, was not required as the Germans, pressed from the rear, simply bypassed the remaining GI’s. Little was gained, save experience, from this over ambitious operation.

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CASSINO STATION

VICTORY CONDITIONS: The Allied player wins by being the last to solely occupy with an unbroken MMC hilltop 498, building 12R6, and any other six stone building hexes on board 12. Different levels of a stone building hex do not count as separate hexes, but must be clear of unbroken German units. The German player wins by avoiding the Allied victory conditions.

CASSINO, ITALY, February 17, 1944: The Allies, desperate to relieve the pressure on their beachhead at Anzio, launched Operation Avenger, the second major attempt to break the German position at Cassino. The essential task of capturing the railway station just south of the town was entrusted to the Maori troops of the 28th Bn, 2nd New Zealand Division, in a night attack.

BOARD CONFIGURATION:

TURN RECORD CHART:

<table>
<thead>
<tr>
<th></th>
<th>1</th>
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Elements 3rd Bn, 361st Panzergrenadier Regiment [ELR 4] - set up anywhere on board 12 and/or any non-stream, non-marsh hex of board 13 west of hexrow 5 inclusive:

A and B Company’s, 28th/5th New Zealand Brigade [ELR 4] - enter Turn 1 on any east edge hexes of board 13 between A10 and K10 inclusive:

SPECIAL SCENARIO RULES:

93.1: Terrain: Place overlay B on board 12 so that CC1 covers 12K8 and BB1 covers 12L7. [SQL Note: A special customized board for this scenario is available for download on the WGA/SQLA website.]

93.2: Night rules (49) are in effect.

93.3: Environmental conditions are wet; there is no wind.

93.4: Ground level hexes of building 12R6 are fortified (161), the Marketplace rule (155.5) is still in effect.

93.5: Any New Zealand unit may use a demo charge without penalty.

93.6: New Zealand units may enter the board concealed (117.1).

93.7: OPTIONAL: see SSR 91.7 for ELR and HoB rules.

AFTERMATH: Despite a delayed start the New Zealanders made good ground and fought their way into the German fortified positions. They captured the station, but failed to clear the surrounding buildings or take the small hillock to the south, and daylight brought very heavy German shelling which prevented any reinforcements crossing the Rapido River to reach them. After a series of German counterattacks, the New Zealanders were finally forced to fall back, and another round in the Cassino battle had gone to the Germans.

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HILL 112

CAEN, FRANCE, June 27, 1944: As part of the bitter Normandy battles following D-Day, the British 11th Armored and 15th Divisions spearheaded the 'Epsom' offensive, designed to tie down the German Panzer Divisions to the East of the beachhead and pry the defenders out of Caen. Vital to the attack was control of Hill 112 to the south-west of the town. The Germans realized the importance of this position and were determined to keep it out of enemy hands.

VICTORY CONDITIONS: To win, the British player must occupy any level 2 hill hexes with at least five squads (or their equivalent in half squads) at the game's end. The units must be unbroken but may be engaged in melee. AFVs do not count. The German player wins by avoiding the British victory conditions.

TURN RECORD CHART:

<table>
<thead>
<tr>
<th>Turn</th>
<th>German Sets Up First</th>
<th>British Move First</th>
</tr>
</thead>
<tbody>
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<td>1</td>
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<td>END</td>
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</table>

SPECIAL SCENARIO RULES:

94.1 Terrain: Place Overlay 'E' normally on Board 6, Overlay 'F' normally on board 4, and Overlay 'F' normally on board 14. [VSQL Note: This scenario has special customized boards for 4, 6, and 14 are available for download on the WGA/SQLA website.]

94.2 EC are moist; there is no wind.

94.3 Bore-sighting (78) is not allowed.

94.4 British player has one module of 150mm OBA with plentiful ammunition.

94.5 Treat all wall and hedge hexsides as hedgerows (173).

94.6 OPTIONAL: See SSR 91.7 for ELR and HoB rules.

AFTERMATH: Using the 'Crocodile' flame-throwing tanks to good effect against the snipers and other defenses the British succeeded in capturing the hill. However, the Germans soon counter-attacked and retook the position. So it went on until the hill was eventually abandoned by both sides, leaving it saturated by fire and too dangerous for anyone, it earned the nickname "Calvary".

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THE ATTEMPT TO EXPLOIT

WWW SCENARIO 95

MARIGNY, FRANCE, July 26 1944: Combat Command of the U.S. 3rd Armored Division, in support of the U.S. 1st Infantry Division, attempted an envelopment of the German forces in Marigny. Initially slowed by bomb craters and defended hedgerows the American armored forces tried to crash through the final resistance before daylight ran out. The Germans were desperately trying to both slow the U.S. advance and to lose a minimum of the few combat troops they still had available.

BOARD CONFIGURATION:

VICTORY CONDITIONS: To win, the U.S. player must exit 5 tanks with functioning main armament off the south edge or eliminate 4 German squads (or its equivalent). The German tank counts as two squads eliminated if it is either destroyed or if it lacks a functioning MA at game’s end. For each turn prior to turn 5 that the Typhoon arrives, increase the number of tanks the U.S. player must exit/number of squads he must eliminate for victory by one (e.g. Typhoon arrives turn 3—he must exit 7 tanks or eliminate 6 squads). The U.S. player always wins if he exits all seven tanks. The German player wins by avoiding the U.S. victory conditions.

TURN RECORD CHART:

Mixed elements of 353rd Division and 2nd 55 Panzer Division [ELR 3] - set up anywhere south of row Y inclusive:

Elements Combat Command B of 3rd Armored Division - enter Turn 1 on any north edge hexes:

SPECIAL SCENARIO RULES:

95.1 TERRAIN: Place overlay ‘F’ normally on board 14. All hedges are hedgerows. [VSQL Note: A special customized board 14 for this scenario is available for download on the WGA/SQLA website.]

95.1.1 All woods are impassable to vehicles, however, VBM is allowed in woods hexes.

95.1.2 Roadblocks represent felled trees and may only be placed in forest-road hexes.

95.2 All M4 Shermans are equipped with hedgerow cutters.

95.3 The U.S. player may receive random fighter-bomber support consisting of a single Typhoon. The U.S. player must roll each turn and may not withhold such air support if it arrives in order to alter his victory conditions.

95.4 The German tank crew is SS (morale 9).

95.5 OPTIONAL: See SSR 91.7 for ELR and HoB rules.

AFTERMATH: The Germans caught the American Shermans at a narrowing of the small field path. The tremendous American numerical tank advantage was countered by their lack of close infantry support. In the ensuing firefight the GIs lost heavily but bled the Germans equally. In the end it was a tactical airstrike that permitted the U.S. tanks to advance. Although the Germans had delayed the 3rd’s advance it was at far too high a cost.

Balance:
- Add one additional M4A3 tank to the U.S. OB.
- German AFV counts as one squad lost if destroyed or lacks functioning MA.

Credits: Scenarios 91-100

Original Development: Jon Mishcon, Joe Suchar, Andy Bagley, Simon Haines.
Original Graphics: Richard Czupnic, Briony Doyle, Rodger MacGowan.
Original Production: Andy Bagley, Keith Pooler.

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This scenario is an adaptation of Scenario #95 from the World Wide Wargamers G.I.: Anvil of Victory Scenario Package. It has been slightly modified since its original publication to correct types and sentence structure plus added optional rules for my own enjoyment and for play using VSQL+. For all accounts it still plays the same as the original publication. Feel free to use these modifications or use your own. Graphic Layout and Modifications by Bill Sosnicki; Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.
**SCATCH FORCE**

**VICTORY CONDITIONS:** To win, the U.S. player must exit 4 trucks off the north edge of boards 13 or 3. The German player wins by avoiding the U.S. victory conditions.

**BOARDS CONFIGURATION:**

```
  13  14  15  16
  4  5  6  7
  8  9  10 EN
```

**TURN RECORD CHART:**

<table>
<thead>
<tr>
<th>U.S. Moves First</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>END</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1" alt="Elements 106th Panzer Brigade" /></td>
<td><img src="image2" alt="Elements 90th Division" /></td>
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</tbody>
</table>

**SPECIAL SCENARIO RULES:**

96.1: Because of heavy rains and local field conditions all vehicles may move only on roads. Normal road movement is allowed, but any vehicle that moves off-road, due to shock or by choice, is permanently bogged in the first hex entered.

96.2: EC are 'mud', however 102.81 is not in effect. There is no wind.

96.3: Stream is deep.

96.4: No entrenchments may be dug by either side.

96.5: All vehicles must set up on roads. Vehicles may pass a single vehicle/wreck on a road at a cost of 2MP+COT without bogging down. They may not pass manned enemy vehicles, nor a hex that contains two vehicles/wrecks.

96.6: Despite there being only five U.S. trucks in all, they must move as a Convoy (84).

96.7: Both sides set up simultaneously. This may be done by placing box covers between the two forces or by having one player write down his dispositions, allow the other player to place his forces, then laying out the first player's units.

96.8: **OPTIONAL:** ELR (and HoB rules) applies to both sides (see SSR 91.7).

**AFTERMATH:** The lack of American coordination was in large part balanced by the veritable sea of mud that forced all traffic to stay on road. The ungainly procession of U.S. AFV's wallowed forward and brushed the Gernans back into the town of Mairy. The American truckers, with their usual flagrant disregard for radio security, were able to pass close on the heels of the attacking troops and move northward to the previously isolated units of the 90th Division. By day's end most of the German 106th found itself cut off. Forty-eight hours later the Panzerbrigade had ceased to exist as a combat effective unit.

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This scenario is a slightly modified version of Scenario #66 from the World Wide Wargamers G.L.: Anvil of Victory Scenario Package. It has been re-edited since its original publication to correct types and sentence structure plus added optional rules for my own enjoyment and for play using VSQL. These modifications are intended to enhance the play of the game while using G.L.: Aa/V rules. For all accounts the scenario still plays the same as the original publication. Feel free to use these modifications or use your own. Graphic Layout and Modifications by Bill Sosnicki; Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.
THE BREAKING WAVE

WWW SCENARIO 97

DOM BUTGENBACH, BELGIUM, December 19, 1944: The German efforts to press their Wacht am Rhein offensive were falling behind schedule. After rapid deliberation German General Staff decided that the best way to speed the assault was to increase the maneuver area for the attacking elements. They hoped to do this by attacking North from the breakthrough area. Standing firmly on a ridgeline forward of Dom Butgenbach the 6th Battalion, 26th Infantry Regiment, most of them recent replacements, were squarely in the way of any German movement onto the Elenborn Ridge. Thus, on December 19th, the full power of 1st SS Panzer Corps was turned on this veteran American unit.

BOARD CONFIGURATION:

VICTORY CONDITIONS: To win, the German player must solely occupy five level three hill hexes on board 2 at the game's end. The U.S. player wins by avoiding the Germany victory conditions.

CREDITS: Scenarios 91-100

TURN RECORD CHART:

Simultaneous Set Up (see SSR 96.7)

2nd Bn., 26th Reg. [ELR: 3] - set up anywhere on board 2:

Elements 741st Tank Bn and 634th Tank Destroyer Bn. [ELR: 3] - enter Turn 1 on any west edge hexes:

Elements 25th SS Panzer Grenadier Regiment [ELR: 4] - set up on board 4 anywhere east of row 5 inclusive:

Elements 12th SS Panzer Regiment - enter Turn 1 on any east edge hexes having expended 7 MP’s offboard:

SPECIAL SCENARIO RULES:

97.1: TERRAIN: Place overlay A so that M6 covers 4M7 and L5 covers 4L6. Place overlay G so that E3 covers 4R7 and F3 covers 4Q7. Place overlay F so that K8 covers 4X8 and J7 covers 4W8. [VSQL Note: This scenario has special customized boards for 4, 6, and 14 and are available for download on the WGA/SQLA website.]

97.2: WEATHER: EC are ‘Wet’ with no wind.

97.2.1: Due to the soft ground conditions the cost of all off-road vehicular movement is increased by 1 MP per hex (or hexside for VBM).

97.3: The U.S. player has one module of 105mm OBA with plentiful ammunition.

97.4: German AFV’s have SS crews (morale 9).

97.5: Both sides set up simultaneously. This may be done by placing boxcovers between the two forces or by having one player write down his dispositions, allowing the other player to set up, then laying out the first player's forces.

97.6: OPTIONAL: ELR (and HoB rules) applies to both sides (see SSR 91.7).

AFTERMATH: The powerful German attackers were able to drive the Americans off the heights. In response, the GIs called on Corps artillery, which responded with repeated HE and WP strikes in such force that the SS troops were unable to hold the ridgeline. The muddy ground conditions and the reinforcing U.S. tank destroyers kept the heavy German armor at bay. In the end, the badly battered U.S. troops had been forced back, but the Germans had not secured the vital high ground. Time was running out for the German Bulge offensive.

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This scenario is a slightly modified version of Scenario #97 from the World Wide Wargamers G.E.: Anvil of Victory Scenario Package. It has been re-edited since its original publication to correct types and sentence structure plus added optional rules for any own enjoyment and for play using VSQL. These modifications are intended to enhance the play of the game while using G.E.: AnV rules. For all accounts the scenario still plays the same as the original publication. Feel free to use these modifications or use your own. Graphic Layout and Modifications by Bill Sosnicki; Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.
NIGHT ASSAULT

KIRCHHELLEN, GERMANY, March 26, 1945: After dispersing an attack by the Wehrmacht 116th Panzer Division, the American infantrymen of 120th Regiment were able to advance to positions near Kirchhellen Airfield. The GI's watched helplessly as the airfield's powerful flak guns, mounted high on open concrete towers, drove back the men of 117th Regiment. Knowing that any daylight assault would meet the same fate they waited until darkness fell before beginning their attack.

VICTORY CONDITIONS: To win, the U.S. player must destroy both AA guns (see Special Rules). The German player wins by avoiding the U.S. victory conditions.

BOARD CONFIGURATION:

<table>
<thead>
<tr>
<th>N</th>
<th>1</th>
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<th>END</th>
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<td>7</td>
<td>8</td>
<td>END</td>
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</tbody>
</table>

Elements 180th Division supporting Luftwaffe flak gunners [ELR: 3] - set up anywhere east of row CC inclusive. One AA gun and its crews must set up on each Flak Tower at level two:

Elements 120th Infantry Regiment [ELR: 4] - enter Turn 1 on any west edge hexes:

SPECIAL SCENARIO RULES:

98.1 Bore-sighting (78) is not allowed.

98.2 Treat the 128L Art as AA with a 360 degree mount. Its Breakdown number is still 11+. This gun requires two crew, as does the 88LL AA.

98.3 Flak Towers are represented by Trenches† in hexes O7 and F5. These Flak Towers have all the protective advantages of normal trenches but are at level two. These trenches have a one squad, one SMC, and 3PP capacity beyond their AA gun and crews. Movement up and down is considered as stairwells but there is always a 0 DRM to all incoming Infantry fire and To Hit numbers in the stairwells. Stairwells have a one squad, one SMC, and 3PP capacity, and units may rout up and down stairwells as if in cover.

98.4 The AA guns may fire at ground level targets, but their LOF is limited as per 161.4.

98.5 Night rules (49) are in effect. (To discover why a night assault was deemed necessary, players are encouraged to try this same scenario as a day scenario).

98.6 The AA guns may be destroyed as per 143.6. The Flak Towers are indestructible.

98.7: OPTIONAL: ELR (and HoB rules) applies to both sides (see SSR 91.7).

AFTERMATH: Advancing in the darkness the GI's were able to rout the few defenders and destroy the flak guns without losing a man. The advance moved forward from the airfield on the following morning.

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This scenario is a slightly modified version of Scenario #98 from the World Wide Wargamers G.I.: Anvil of Victory Scenario Package. It has been re-edited since its original publication to correct typos and sentence structure plus added optional rules for my own enjoyment and for play using VSQL. These modifications are intended to enhance the play of the game while using G.I.: ArV rules. For all accounts the scenario still plays the same as the original publication. Feel free to use these modifications or use your own.

Graphic Layout and Modifications by Bill Somicki;
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†VSQL Note: In place of Trench counters players may opt to use 360° Pillboxes from the DTO Italian expansion module (VSQL4-Italians.vmdx) to represent the concrete flak towers.
DORSTEN, GERMANY, March 28, 1945: In an attempt to speed the Allied advance General Simpson's U.S. Ninth Army HQ appealed to the British Second Army commander, General Dempsey, for armored reinforcement of XVIII Airborne Corps. General Dempsey was able to assign the crack Sixth Guards Armored Brigade to spearhead the attack. The combination of British armor and U.S. paratroops was to prove particularly effective.

BOARD CONFIGURATION:

VICTORY CONDITIONS: To win, the Allied player must be the sole occupant (no unbroken German units) of building J8 at the game's end. The German player wins by avoiding the Allied victory conditions.

TURN RECORD CHART:

<table>
<thead>
<tr>
<th>German Sets Up First</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
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<tbody>
<tr>
<td>Allies Move First</td>
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</table>

Elements 116th Panzer Division - set up anywhere east of row Z inclusive:

Elements U.S. 513th Parachute Infantry Regiment [ELR: 4] and British 6th Guards Armored Brigade - enter Turn 1 on any west edge hexes:

SPECIAL SCENARIO RULES:

99.1 Overlay E is placed normally. [VSQL Note: This scenario has special customized boards for 4, 6, and 14 are available for download on the WGA/SQLA website.]

99.2 British AFV crews are Guards (morale 8).

97.6: OPTIONAL: ELR (and HoB rules) applies to both sides (see SSR 91.7).

AFTERMATH: The combined Allied force was able to drive over 17 miles in one day. This one assault outflanked the entire German XL VII Panzer Corps. Following this dramatic advance Field Marshal Montgomery released his directive for operations on the north German plain. The door to Berlin was open.
A DAY AT THE RACES

WWW SCENARIO 100

BERTHTEGADEN, GERMANY, May 4, 1945: The final Nazi holdout was thought to be centered in the Alps of Southern Germany. Allied fears that the Nazis might fall back to some form of National Redoubt sent U.S. columns speeding towards Austria. These armored fingers lost most of their punch in the rapid advance. As resistance lessened, fully-tracked AFVs could not keep up with the rapid pace of lighter vehicles. The Nazis were, however, only scattered, not destroyed.

VICTORY CONDITIONS: To win, the U.S. player must exit seven squads off the west edge of board 15. Armored cars and the M16GMC with functioning main armament count as two squads, other half tracks count as one. The German wins by avoiding the U.S. victory conditions.

BOARD CONFIGURATION:

TURN RECORD CHART:

TURN RECORD CHART:  

CREDITS: Scenarios 91-100  

SPECIAL SCENARIO RULES:

100.1 Bore-sighting (78) is not allowed.
100.2 No scouts may be generated (116.2) by either side.
100.3 All non-SS German units are subject to surrender (153) once their location is revealed.

AFTERMATH: The disorganized Germans did cause some American casualties in the tight defiles of mountainous South Germany. For the most part the GI's were able to simply "floor it" and bypass the isolated pockets of resistance. Follow-up troops often found small well-ordered groups of Wehrmacht troops waiting to surrender now that they had been "surrounded." Berchtesgaden fell in the late afternoon of May 4th 1945, and as it did so the last fears of a German National Redoubt began to vanish.

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This scenario is a slightly modified version of Scenario #100 from the World Wide Wargamers G.I.: Anvil of Victory Scenario Package. It has been re-edited since its original publication to correct types and sentence structure plus added optional rules for any own enjoyment and for play using VSQL. These modifications are intended to enhance the play of the game while using G.I.: AoV rules. For all accounts the scenario still plays the same as the original publication. Feel free to use these modifications or use your own. Graphic Layout and Modifications by Bill Sosnicki; Squad Leader™ and its counter images are Trademarks of MMP and Hasbro, Inc.