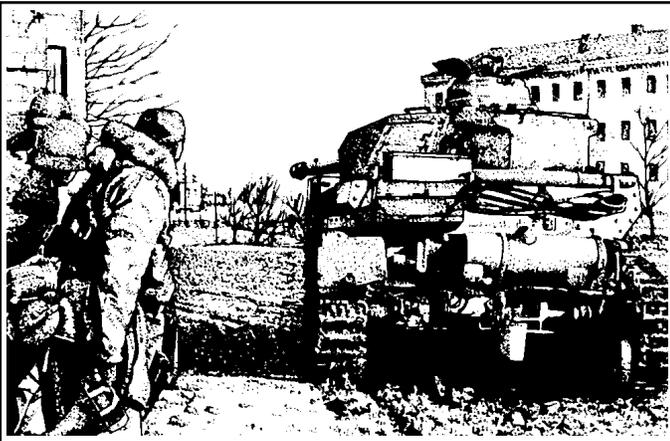


STORMING THE FACTORY



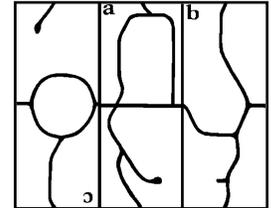
DELUXE ASL SCENARIO 3



DAROGA SQUARE, ROSTOV, RUSSIA, 28 July 1942: All over the city battles raged; house by house, Rostov had to be pried from the Reds. Having initially made good progress, SS "Viking" Division became embroiled in the bitter street fighting. Soviet troops and sappers who had barricaded the city streets were ordered to defend it to the last bullet. The Scandinavians of the Nordland Regiment, stymied from advancing for two days by a well-armed NKVD company in a large factory complex, attacked again in expectation that approaching German armor would support the final assault.

VICTORY CONDITIONS: The German player must solely occupy building aK2 and reduce the number of Good Order Russian *squads* (not equivalents) to \leq the turn number of the German armor's arrival by game end. The Germans lose automatically if they ever have $<$ six Good Order *squads* (not equivalents) or if three tanks are *eliminated* (not *Recalled* or *Immobilized*).

BOARD CONFIGURATION:



BALANCE:

☩ Ignore SSR 7; The German ELR is 5.

★ The Russians may Bore Sight (C6.4).

TURN RECORD CHART

★ RUSSIAN Sets Up First [218]	1	2	☩ 3	4	5	6	7	8	9	10	END
☩ GERMAN Moves First [300]											

Elements of 1233rd NKVD Company [ELR: 3] set up within three hexes of hex aK2: {SAN: 6}



6-2-8	5-2-7	4-5-8	2-2-8	9-1	8-1	8-0	7-0	8-16	6-12	4-10	2-6	1-12
10	10	2									2	2



Elements of SS Nordland Regiment [ELR: 4] set up within three hexes of hex cM2: {SAN: 3}



6-5-8	9-2	9-1	8-1	8-0	7-0	7-16	5-12	3-8	30-1
20	2	2					2	4	3



Elements of 13th Panzer Division enter as per SSR 3:

9-2	14
75L	3/5

4

SPECIAL RULES:

1. EC are Dry (B25.5) with no wind at start. Kindling is NA.
2. Russian elite units may use MOL (A22.6), but only vs AFV. NOTE: A MOL's Basic TK# is reduced by two during the AFPh unless using Opportunity Fire.
3. Prior to German setup the German player must secretly pre-designate one of the three board b road hexes to enter his tanks. During the first German Player Turn in which he makes a RPh Reinforcement dr at least two $<$ the current Turn number, the tanks may enter. He may make only one Reinforcement dr per RPh.
4. Hex cH4 contains a third-level building Location (B23.24).
5. Building aK2 is a Factory. The Gun and crew may set up using HIP in any woods or factory hex within the setup area and do not count towards the Russian HIP allowance. The Russians may use HIP for \leq 2 squad equivalents (and any SMC/SW that set up with them) set up in Concealment Terrain.
6. The game length is extended one Turn for every German Player Turn prior to

Turn 10 in which the Germans solely occupy the factory at the German player's option.

7. Due to extreme fatigue and prior combat losses, the SS suffer Unit Replacement normally (A19.132).

AFTERMATH: The SS incurred heavy losses gaining entrance to the factory, but once inside their troubles had only just begun. Devastating fire from a previously hidden Soviet artillery piece forced a premature charge into enemy positions where the Russians exacted a heavy toll in hand-to-hand combat. Only the timely arrival of the panzers turned the tide. The "victory" proved Pyrrhic however; over half of the assaulting Nordlanders were lost.