THE TRACTOR WORKS



ASL SCENARIO B



VICTORY CONDITIONS: At game end, the player with undisputed control of at least six hexes of building 1X3 wins. A hex containing a Melee is controlled by neither player. If only one player has an unbroken unit in the building at game end, that player is the winner. Any other result is a draw.

STALINGRAD, RUSSIA, October 6, 1942: While pushing into the industrial area of the city, advancing elements of the 389th Infantry Division isolated a contingent of the 308th Rifle Division in the crucial Dzerhezinsky Tractor Works. The German command decided to crush this island of resistance and to help, brought up a crack team of assault engineers. However, the Russians had noted a critical weakness in the ring around the Tractor Works and had decided to launch a major counterattack to relieve their garrison there.

BOARD CONFIGURATION:



BALANCE:

* Allow Sewer Movement by the Russians.

(Only hexrows O-GG are playable)

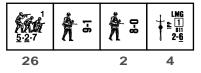
Add one Hero to any German group.

TURN RECORD CHART

Sequential Set Up ★ [266]	# [226]	1	2	2	1	5	6	7	0	END
Roll Die to Determine Who Moves First		ı	_	J	4	3	U	1	0	END

Elements of the 308th Rifle Division [ELR: 3] set up first in building X3: {SAN:6} 를 3 7Å 6-<u>12</u> 12 2 18

Elements of the 295th Rifle Division [ELR: 3] set up last in buildings P8, P5, Q4, and R1:



Elements of 389th Infantry Divison [ELR: 4] set up second after the Russian 308th Rifle Division, as indicated: {SAN: 6}

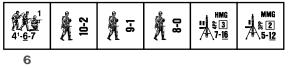
Company A, Assault Engineer Battalion 50 set up in buildings AA4, CC3, and/or Y8:

+ LMG **≗** 1 22 € ☆ 3-<u>8</u>

Kampfgruppe Stahler set up in buildings U3, T4, R7, and/or T7:



Kampfgruppe Tienham set up in buildings Y8, CC7, and/or AA4:



SPECIAL RULES:

- 1. EC are Moderate, with no wind at start.
- 2. Each non-prisoner Russian unit is Fanatic (A10.8) while in building X3.
- 3. Building X3 is a Factory (B23.74).