COMFORTABLY NU

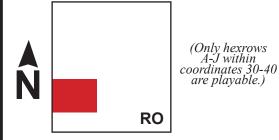
HazMo 24

Scenario Design: Chad Cummins



THE RED OCTOBER FACTORY, USSR. 24 October, 1942: The opening assault on the Red October Factory complex the day before gained valuable ground. Although nearing the point of exhaustion, the Germans were determined to push forward in an effort to capture their original objectives and drive the Russians all the way to the Volga. The Russians, desperate to prevent the 62nd army from being cut in half, counterattacked in the south in order to buy the time needed to ferry the rest of the 39th Guards across the river.

BOARD ORIENTATION:



PARITY:

Add one more MMG to the German OB.

Replace the 7-0 Leader with an 8-1 in the Russian reinforcement group.

PATH TO VICTORY: The Russians win at game end by Controlling ≥ 9 Ground Level Stone Locations.

(Only hexrows

are playable.)

TURN PROGRESSION

RUSSIAN Sets Up First END GERMAN Moves First

Elements of Infanterie-Regiment 212, Sturmgeschütz-Abteilung 244 and the 179th Infanterie-Division [ELR:4] enter on turns 1, 2 and 3 on the north and/or west edges. All/some or none may enter each turn (see SP3). (SAN:3)

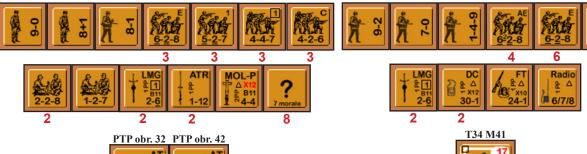


StuG IIIG PSW 222(L) SPW 251/1 StuG IIIB



Elements of the 112th Guards Rifle Regiment, 39th Guards Rifle Division and Factory Militia [ELR: 3] set up on/between hexrows C and J in hexes with coordinates ≥ 31. (SAN: 3)

Counteracting elements of the 112th Guards Rifle Regiment, 39th Guards Rifle Division enter turn 3 on the east edge.



the conclusion of two full Game Turns.

4. The Russian OBA consists of one module of 70mm OBA (HE only). Despite the year, the Russian Radio Contact value is 8.

SCENARIO PARAMETERS:

1. EC are Moist with no wind at start. All offboard terrain exits for movement and Aerial LOS purposes.

2. All CToS Multi-Applicable Scenario Parameters are in effect.

3. The Germans receive Air Support in the form of one '42 Stuka with Bombs, whose turn of entry must be secretly predesignated by the German player prior to Russian setup. Once the Stuka is placed onboard (during the player prior to Russian setup. Once the Stuka is placed onboard (during the player prior to Russian setup. Once the Stuka is placed onboard (during the player prior to Russian setup. Once the Stuka is placed onboard (during the sector, but they would soon be forced back by yet more German assaults. RPh of the assigned German Player Turn), it is automatically Recalled at the conclusion of two full Game Turns. still clinging tenaciously to a small part of the factory complex.