

GURYEV'S HEADQUARTERS

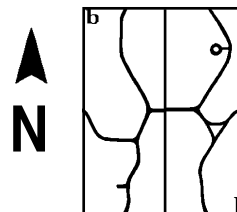
DELUXE ASL SCENARIO 1



VICTORY CONDITIONS: The Germans must have more unbroken *squads* (or their equivalent) in building dL1 at game end than the Russians.

STALINGRAD, RUSSIA, 27 October 1942: Throughout the Hell that was October in Stalingrad, determined and costly German assaults had managed to steadily shrink the Russian defensive perimeter. Everywhere it seemed that the Russians were hanging on by the slimmest of margins. On this day, near the Red October plant, German troops of the 79th Infantry Division finally broke through, reaching the HQ of Guryev's beleaguered 39th Guards.

BOARD CONFIGURATION:



BALANCE:

✚ In any given turn, the Russian reinforcements (SSR 4) may not enter more units than the current turn number or the turn's Reinforcement dr (whichever is less).



★ Building dL1 is considered Fortified (with no tunnels) at ground level.

TURN RECORD CHART

★ RUSSIAN Sets Up First [102]	1	★ 2	3	4	5	6	7	END
✚ GERMAN Moves First [170]								

Elements of 39th Guards [ELR: 3] set up in hexes east of road bA3-O3: {SAN: 6}



 6-2-8	 4-5-8	 8-1	 7-0	 6-12	 4-10	 2-6	? 7 morale
---	---	---	---	--	--	---	---------------



3

6

2

5

62nd Army HQ Guard Company [ELR: 3] enter as per SSR 4:

 6-2-8	 8-1
--	--

6



Elements of 79th Infantry Division [ELR: 4] set up on board b in the area enclosed by road hexes bA3-H1-J2-H5 and the northwest corners of the board (but not in those road hexes): {SAN: 3}



 4-6-7	 8-1	 8-1	 8-0	 7-0	 7-16	 5-12	 3-8
--	--	--	--	--	---	---	--

17

2

2

2



SPECIAL RULES:

1. EC are moderate with no wind at start. Kindling is NA.
2. All woods hexes except those in a gully are treated as stone rubble.
3. The Russian may use HIP for ≤ 2 squad equivalents (and all SW/SMC set up with them).
4. The Russian reinforcements must enter anywhere along the east edge during their Player Turn if they have made a RPh Reinforcement dr < the current turn number. However, they may never enter more units than the current turn number. Any remaining Reinforcements may enter on a subsequent turn(s) in which they roll < the current turn number.

AFTERMATH: As the Germans were about to surround the hard-pressed headquarters personnel, hurriedly dispatched reinforcements (a company of 62nd Army's Headquarter's Guard) arrived just in time to save the situation. Under intense counterattack, the Germans withdrew westwards.