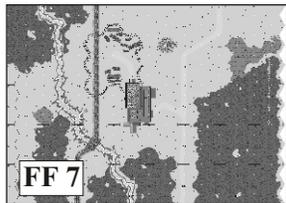


# PLOW FACTORY

FF 7

Battlefield:



**Objective:** The Russians win at game end by accumulating  $\geq 5$  VP. One VP is awarded for each Factory Location and for each wrecked at start tank controlled by the Russians that has either a functioning MA or MG at game end.

**Pre-game Set Up:** Prior to Set up, German player makes 6 random placement DR [E.3] from hex H5 and then places a Shellhole counter in each hex (re-roll for duplicated hexes.) Prior to Set up, the Russian player places 3 T-34/M40 counters to indicate tank wrecks, in hexes C4, G5, and G7. Make *Random dr* for each wreck to determine VCA and TCA.

**Wreck Tank Inspection:** For either side to inspect/occupy any tank wreck any squad MMC may automatically deploy into half-squads. Then one HS makes a Recovery  $dr \leq 5$  to enter tank. Upon entering the HS must make a  $dr$  on the following Tank Inspection table. Each tank may be inspected only once, opposing player is informed of results when his HS enters the tank. If the Germans elect to begin play with a HIP unit IN a Tank Wreck, the Inspection Results are revealed at the same time as the HIP unit. In all cases the tank is Immobilized.

## Tank Inspection Table

1	MA, Turret & both MG work.
2	MA Malfunctioned, Turret and both MG work.
3	MA is NA, Turret does not turn, LMG salvageable.
4	No functioning weapons.
5	#4 & Boobytrapped, ELR reduce HS/Crew Stunned.
6	#4 & Boobytrapped, HS/Crew KIA'ed.

**Dubno, Ukraine, 27 June 1941.** The German armies had crossed the Russian border just days before. Besides the destruction of the Russian military, there were other strategic goals, including capture of manufacturing facilities. Units of the German 111th Infantry Division had moved into the outskirts of Dubno and captured a plow factory. In response the Soviet 34th Tank Division had cut through the supply line of the German 11th Panzer Division and had turned northeast with the objective of recapturing Dubno. The first Soviet assaults had been repelled during the morning, but by late afternoon the Soviets were ready to try again, this time near the factory. The fighting lasted all afternoon. In the end the Soviets expended most of their ammunition and had lost most of their tank strength. German infantry reinforcements were then able to successfully counterattack and continue their drive into the Ukraine.

## Scenario Rules:

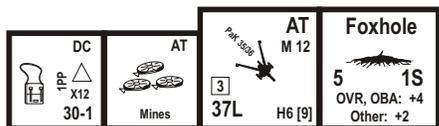
1. EC are Moderate with no wind at start.
2. Streams are Shallow (B20.42). RR are GL (B32.1) and the RR Bridge is Wood, Single Lane; Bridge may Collapse (B6.42). Building J2 is Stone Rubble and Building H5 is a Factory (B23.74).
3. The Germans may Deploy freely during setup. If Germans choose to set up in Wrecked Tanks, they must also make the  $dr$  on the Wreck Tank Inspection table. Any results take effect immediately. German units IN Wrecked Tanks at start are HIP. The Germans have 1944 ATMM capability (C13.7) to represent grenade bundles. The German 37L ATG suffers Low Ammo (D3.71).
4. Russian have Molotov (A22.6) capability. Russian Squads may Deploy without Leadership when entering a Wrecked Tank to inspect/occupy the tanks (A25.2).

**GERMANS Set Up First**

**RUSSIANS Move First**



**Elements, 111th Infantry Division: [ELR 3] Setup east of stream. [SAN 4]**



4

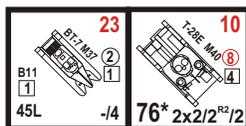
4

**Variable German Units:** Make a secret Pre-game DR and enter on Turn 1 on/between hexes H0 and N0.

DR	Units
2-5	2-2-8 Cr, 50* MTR
6-8	2-2-8 Cr, MMG
9-10	2 x PSW 231(6 rad) AC
11-12	SAN Increase by 2

Design: Steven Swann

**Elements, 34th Tank Division: [ELR 3] Enter along any map edge west of stream on/after turn 1. [SAN 2]**



3

2

**Variable Russian Units:** Make a secret pre-game DR and enter on/after Turn 2 along map edge west of stream.

DR	Units
2-3	2 x T-34 M40 Med Tanks.
4-6	3 x BA-6 Armored Cars.
7-9	3 x BT-7 M43 Tanks
10-12	1 x KV-2 Heavy Tank

Artwork: Klaus Fischer

**FF7**  
Plow Factory

