

Factory Interior for Warmachine Mk III

In the Factory District in the Battle of Stalingrad, buildings were used as artillery spotting sites and as impromptu fortifications, consequently many engagements took place entirely inside the confines of factory buildings. This scenario is an attempt to simulate these claustrophobic battles.

Setup

The battlefield is four feet wide by three feet deep.

The floor defaults to Rough Terrain, providing Concealment against ranged attacks made across it.

Models in this scenario cannot use Advance Deployment, Ambush, Arcing Fire, or Flight.

Each player places three to five structural walls (6" x 1"). These are Impossible.

The players take turns placing obstacles (6" x 1") or obstructions (2" x 3") as abstractions of machinery and stacks of supplies. Models in base contact with obstacles or obstructions have Cover.

For every two obstacles/obstructions a player has placed, that player may place one path (6" x 1"). A path is Open terrain.

Special Rules

Each player deploys within 5" of his deployment edge.

Starting on the second player's second turn, a player scores 1 control point for each friendly unit completely within the other player's deployment zone at the end of his turn.

The game ends when one player gains 6 or more control points.

Victory Conditions

The first player to reach or exceed 6 control points wins.

Note

In Stalingrad there were instances of units as small as thirty men initiating such battles, i.e. about the size of a Battlegroup and two units. Here is an example of a Warmachine-sized force playing a decisive role in an entire campaign.

5"	Player 2 Deployment		
5"	Player 1 Deployment		