

The Chemical Plant

A Scenario for General Glen's Combat Rules for Toy Soldiers Second Edition by Richard Dufault

Date: fall 1944

Place: A chemical factory, Eastern Europe

Background

Soviets have recently captured this small factory and halted production of rocket fuel (T-Stoff and C-Stoff). While production is no longer under way, and unlikely to resume, the plant does have about a million liters of the potent, corrosive fuel stored in underground tanks ready to be used. The Soviets know this is some sort of chemical facility, but do not know about the storage tanks below their feet.



Soviets

An under strength platoon of Soviets has been stationed here, about 12 kilometers behind the front lines. Morale is high and alertness is low, since the Germans are unlikely to mount an attack this far behind the lines. The Soviets have three distinct groups, each on one sheet:

Tower 1: L1 **veteran** with pistol and binoculars; 2 **regulars** with rifles and 2 grenades; **hero** with sub-machinegun and 2 grenades. One member of the squad must be up in the tower, spotted. The rest of the squad may be at the foot of the tower, unspotted.

Tower 2: L½ **regular** with sub-machinegun and ATG grenade; **elite** with LMG(D); **regular** with sub-machinegun and 2 grenades; **elite** with sniper rifle and binoculars. One member of the squad must be up in the tower, spotted. The rest of the squad may begin at the base of the tower, unspotted.

The Factory: L3 **green** with pistol; **veteran** with flame thrower; **regular** with semi-auto rifle and 2 grenades; **regular** with sub-machinegun and 2 grenades. Members of this squad begin on any floor of the building (unspotted), or the roof (spotted).

Germans

The Germans, meanwhile are desperate for the rocket fuel that is stored at this facility. A V-2 rocket launch pad is hidden in the forest about 6 kilometers away, and its commander has decided to send all the men he can spare to secure the chemical plant prior to sending the fuel trucks. Because the Russian advance in this area moved so quickly, the V-2 launch facility has been bypassed and is now behind enemy lines as well, which makes it easy for the German attack squads.

Squad 1 begins in the bottom left-hand start zone.

Squad 1 (sheet 1): L2 **veteran** with pistol and binoculars; **elite** with LMG(B); **green** with sub-machinegun (partner to the LMG); **veteran** with sub-machinegun and 2 Panzerfaust.

Squad 1 (sheet 2): L½ **hero** with assault rifle and 2 antitank grenades; 2 **regulars** with sub-machineguns and 2 grenades each; **veteran** with rifle and 2 grenades.

Squad 2 begins in the upper right-hand start zone.

Squad 2 (sheet 1): L1 **veteran** with rifle and 2 rifle grenades; **elite** with sniper rifle and binoculars; **elite** with flame thrower; **regular** with rifle and 2 grenades.

Squad 2 (sheet 2): L½ **green** with sub-machinegun and 2 grenades; **elite** with LMG(D); **veteran** with rifle and Panzerfaust; **regular** with rifle and 2 grenades.

Camouflage and Armor Class

Assume all soldiers have a camo rating of 1, except for the snipers, who have CR2. AC is 1 for soldiers without helmets and 2 for those who have helmets.

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Map Set Up

The chemical factory occupies the centre of the map, and is partially surrounded by a ruined stone wall. Two guard towers overlook the area. One building in the compound is still usable, while a couple of others are just shells, burned in the take-over.

The guard towers are supported by thin metal posts (DT12 each). The posts may not be targeted by direct fire, but explosions in adjacent zones affect them normally. The towers are made of wood, DT12 as well. They may be targeted normally. Occupants of the towers are mostly obscured.

The central building is stone, DT20. It has two levels, and many windows on all sides. Any soldiers in the building may consider themselves mostly obscured against spotting and attacks.



The chemical tanks in the bottom left-hand corner of the compound are partially full, but these are not the ones the Germans are looking for. The tanks have a collective DT of 12, and leak a corrosive liquid if the DT is reduced by a crit. Anyone in the same zone as the leaking fluid takes a 1d12 attack, TN4, save as if hit by a flamethrower.

There are Woods in the 4 corners of the map, distinguished by the different ground pattern. Any soldier inside the woods is mostly obscured, and any line of sight tracing through a full zone of woods renders the soldier fully obscured.

Victory Conditions

Game time: 4 hours.

The Germans win if they control the central building by game end. To control the building (or the rubble, if the building was destroyed), There must be at least one live German in the building and no Russians.

The Russians win if they prevent the Germans from achieving this objective.