

# ATS AOTT1 Pay Back

08/31/2009



**Heilbronn, Germany 4 April 1945:** Infantry from the 100<sup>th</sup> Infantry (Century) Division began their 10 day attack through the ruins of Heilbronn on March 31 after a brutal crossing of the Neckar river. Although the war was clearly over by this stage, the remnants of several German units stubbornly defended this city on the Neckar with help from dozens of guns on the surrounding hills. Heilbronn suffered massive destruction by an RAF bomber raid on 4 December 1944, which mistakenly hit the civilian center. This deadly raid, which destroyed 80% of the city and killed 6,530 civilians (about 1,000 under the age of 10), animated the citizenry, who vigorously assisted the *Wehrmacht* defenders in the construction of fortifications from the rubble of their homes. It would be a hard fought Allied victory at a high price so late in the war. Ownership of ATS Dark December and Berlin Red Victory are necessary for play as are LNL Boards 14, 15 & 18.



Heilbronn Garrison set up first on board 14

|     |     |           |     |             |           |
|-----|-----|-----------|-----|-------------|-----------|
| 656 | 238 | 326<br>Pf | 117 | LMG<br>MG42 | LAT<br>Pf |
| 3   | 1   | 2         | 1   | 2           | 1         |

Elements of 17<sup>th</sup> SS PG Div. enter at H1 Board 18 on Turn 6

|             |             |                     |                |               |
|-------------|-------------|---------------------|----------------|---------------|
| 859<br>17th | 118<br>17th | LMG<br>MG34<br>17th | Pz IVj<br>17th | Sd251<br>17th |
| 1           | 1           | 1                   | 1              | 1             |

Heilbronn Garrison set up first on board 15

|     |     |     |           |     |             |             |             |           |           |              |                         |
|-----|-----|-----|-----------|-----|-------------|-------------|-------------|-----------|-----------|--------------|-------------------------|
| 657 | 656 | 238 | 326<br>Pf | 117 | MMG<br>MG34 | LMG<br>MG42 | LMG<br>MG34 | LAT<br>Pf | 118<br>FO | Pz Jg<br>38t | HAT<br>Pak 43/41<br>88A |
| 2   | 2   | 2   | 2         | 2   | 1           | 1           | 1           | 2         | 2         | 1            | 1                       |

Heilbronn Garrison and elements of the 17<sup>th</sup> SS PG Div set up first on board 18.

|     |     |     |             |           |             |                   |                     |             |             |                     |                      |                 |
|-----|-----|-----|-------------|-----------|-------------|-------------------|---------------------|-------------|-------------|---------------------|----------------------|-----------------|
| 656 | 238 | 117 | LMG<br>MG34 | LAT<br>Pf | 859<br>17th | 329<br>Pf<br>17th | LMG<br>MG34<br>17th | 119<br>17th | 118<br>17th | MMG<br>MG42<br>17th | HAT<br>Pak 40<br>75B | Stug III G<br>L |
| 2   | 1   | 1   | 2           | 1         | 4           | 2                 | 1                   | 1           | 1           | 1                   | 1                    | 1               |



Elements of A & B Co. 2<sup>nd</sup> Battalion, 399<sup>th</sup> Inf Reg, 100<sup>th</sup> Inf Div.:  
A Co enter on turn 1 along the west edge of board 14 north of 14H8

|     |     |     |     |             |             |            |      |
|-----|-----|-----|-----|-------------|-------------|------------|------|
| 767 | 259 | 118 | 117 | LMG<br>1919 | MMG<br>1917 | LAT<br>Baz | LMtr |
| 10  | 3   | 1   | 3   | 2           | 1           | 2          | 1    |

Supporting armor from the 781<sup>st</sup> Tank Batt. Enter on turn 1 anywhere on the west edge of board 14.

|      |      |        |
|------|------|--------|
| M5A1 | M4A1 | M4-105 |
| 2    | 1    | 1      |

B Co enter on turn 1 along the west edge of board 14 south of 14H8

|     |     |     |     |             |             |            |      |
|-----|-----|-----|-----|-------------|-------------|------------|------|
| 767 | 259 | 118 | 117 | LMG<br>1919 | MMG<br>1917 | LAT<br>Baz | LMtr |
| 10  | 3   | 1   | 3   | 2           | 1           | 2          | 1    |

|     |     |
|-----|-----|
| M20 | M18 |
| 2   | 2   |

## VICTORY CONDITIONS

The American player wins at game end if there are no non broken/surrendered German units on boards 14 & 15 and he controls either building 18 F2 or 18 I2.

## SPECIAL SCENARIO RULES

1. Spotting conditions are Optimal.
2. Treat all Bocage hexsides as hedge hexsides.
3. German AFVs and Heavy weapons may use Hidden setup in applicable terrain.
4. The German may designate 6, +0 level, building/rubble locations as **Fortified** (Provides additional +1/L to the normal terrain modifier and Friendly units cannot enter a Fortified location that is already occupied by non B/S Enemy units, even by Infiltration or via Sewer Infiltration Max # per board: Bd 14 -1, Bd 15 - 2, Bd 18 - 3.
5. The German player must place 11 rubble markers, +0 level, on board 18. Each 2 hex building must contain at least 1, and each 3 hex+ building at least 2 markers.
6. The German FO locations are noted prior to play +40 level, 1 hex off the north edge. Each FO may access one 81mm OBA (HE only) low ammo starting on Turn 3.
7. German SS units are Die Hard Waffen SS.
8. Crew counters shown in the German OOB are in addition to the normal allotment.
9. 17<sup>th</sup> SS PG units may not stack with non 17<sup>th</sup> PG units, other rules apply normally.
10. The required markers and Data cards are available at [ATS on The Table](#).

## TURN RECORD MARKER

|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|

## MAP LAYOUT



ATS on The Table - <http://www3.telus.net/public/larsent/>

Photo Credit: National Archives

Text Credit: 100<sup>th</sup> Inf Div Official History