

ATS AOTT1 Pay Back 08/31/2009



Heilbronn, Germany 4 April 1945: Infantry from the 100th 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 Pf	117	LMG MG42	LAT Pf
3	1	2	1	2	1

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

859 17th	118 17th	LMG MG34 17th	Pz IVj 17th	Sd251 17th
1	1	1	1	1

Heilbronn Garrison set up first on board 15

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

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

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



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

767	259	118	117	LMG 1919	MMG 1917	LAT Baz	LMtr
10	3	1	3	2	1	2	1

Supporting armor from the 781st 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 1919	MMG 1917	LAT 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 Optional.
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. 17th SS PG units may not stack with non 17th PG units, other rules apply normally.
10. The required markers and Data cards are available at [ATS on The Table](http://www.3telus.net/public/larsent/).

TURN RECORD MARKER

1	2	3	4	5	6	7	8
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MAP LAYOUT



ATS on The Table - <http://www.3telus.net/public/larsent/>
Photo Credit: National Archives
Text Credit: 100th Inf Div Official History