

ATS AOTT2 Immoveable Object

11/13/2009



South of Bykovka Russia, 5 July 1943: 0405-hrs SS-Panzer Grenadier Regiment 2, LAH supported by the Tiger-Kompanie and Sturmgeschutz Abteilung LAH, moved forward toward the day's objective, the village of Bykovka. It was their job to clear a string of small towns along the Voskla River of enemy forces and prevent the Soviets from out flanking them from the west bank of the Voskla. Moving northward, the first Soviet defensive position of Hill 220.5 was soon encountered. This strongpoint was riddled with mines, covered with barbed wire and dotted with well-fortified bunkers and trench systems. This Soviet field position had been developed into an elaborate fortification system. The crack 52nd Guards Rifle Division occupied the trenches and bunkers reinforced by artillery regiments, anti tank guns, tank companies, mortar regiments and other formations stubbornly resisting and refusing to give ground. The II SS Panzer Grenadier Regiment 2 LAH began its fight to take the hill. In the following hours of tough fighting the SS Grenadiers supported by Stugs and Tigers moved forward meter by meter. In a final desperate thrust, Oberleutnant Karck, with a

handful of men, knocked out five bunker with Satchel Charges. He then led the remainder of his company through the maze of trenches up on to the high ground, finally overcoming the last bunker which tore open the Soviet position, only to reveal a new Soviet trench system on the next rise.



Elements of the Soviet 52nd Guards Rifle Division supported by the 1108th Anti Tank Regiments set up first on any hex numbered 16 or less.

828	648	118	117	LMG	MMG 1910	MMG 1938	ATR	LMtr	Molotov Cocktails	ATMM
4	12	1	3	2	3	4	6	2	8	4

118 FO	AP Mine Factors	AT Mine Counters	HAT PTP42 45A	HAT PTP39 76B	Bunker	Wire	Anti Tank Trench	Hedgehog	Weapon Pit
1	20	8	2	4	7	25	12	25	2



Elements II/Pz Gren Reg 2 supported by Pioniere Kompanie, Tiger Kompanie and Stug Abteilung LAH enter on/after Turn 1 along the south edge; all, some or none may enter on each/any turn.

828	758	118	117	118 FO	LMG MG34	MMG MG34	MMG MG42	Flame Thrower	Satchel Charge
6	16	2	5	1	6	2	1	4	6

Stug IIIG L	PZ VIE
5	3

VICTORY CONDITIONS

The Germans win at the end of any Game Turn they control the Hillock Summit (R6), provided they have not suffered 100 or more Casualty Points losses.

SPECIAL RULES

1. Spotting conditions are Optimal. Place overlays T5 DD9-DD10, TR1 DD8-DD7, H35 U8-T8. Treat the Track overlay as a shallow River, wading and fording is possible in all hexes.
2. The Russian FO may access 1x 82mm OBA,(HE & Smoke) with 3 Registration hexes. The FO has a Field Telephone, contact roll of 8 or less for this OBA. If the FO moves he may not attempt battery contact again.
3. The German may access 1 x 105mm OBA (HE & Smoke) High Ammunition directed by an FO located off board at a +0 level hex along the south edge, location secretly noted during Turn 1 Fire/Movement segment.
4. The German receives 2 x Stukas with Bombs on Turn 1, they must exit by the end of Turn 4.
5. The German has 1 Elite Tank Commander.
6. No units may use hidden set up.
7. German and Russian 828s are Combat Engineers.

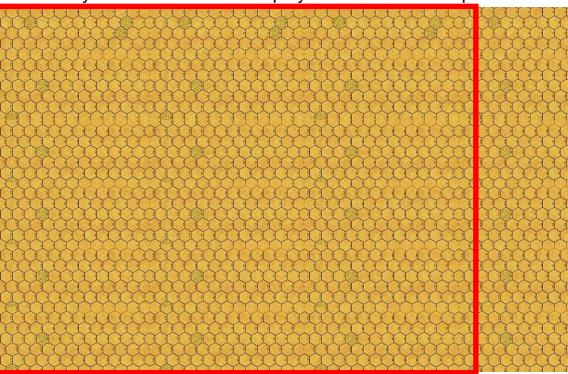
BALANCE

† In SSR4 replace "105mm" with "150mm"

★ Add 4 AP mine **Factors** and 2 AT Mine **Counters** to the Russian OB.

MAP LAYOUT

- only hexrows A-GG are in play on one Tobruk map



TURN RECORD TRACK

1	2	3	4	5	6	7	8
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