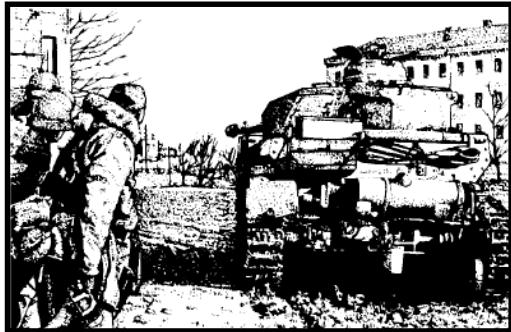


ATS SOF 3: STORMING THE FACTORY – ATS Conversion 9/2/2009



DAROGA SQUARE, ROSTOV, RUSSIA, 28 July 1942: All over the city battles raged; house by house, Rostov had to be pried from the Reds. Having initially made good progress, SS "Viking" Division became embroiled in the bitter street fighting. Soviet troops and sappers who had barricaded the city streets were ordered to defend it to the last bullet. The Scandinavians of the Nordland Regiment, stymied from advancing for two days by a well-armed NKVD company in a large factory complex, attacked again in expectation that approaching German armor would support the final assault. The SS incurred heavy losses gaining entrance to the factory, but once inside their troubles had only just begun. Devastating fire from a previously hidden Soviet artillery piece forced a premature charge into enemy positions where the Russians exacted a heavy toll in hand-to-hand combat. Only the timely arrival of the panzers turned the tide. The "victory" proved Pyrrhic however; over half of the assaulting Nordlanders were lost.

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



Elements of 1233rd NKVD Company: set up first within three hexes of hex aK2

828	648	547	117	MMG .50 cal	MMG 1938	MMG 1910	L MG	ATR	Molotov Cocktails	ART 76
10	2	10	4	1	1	2	5	2	3	1



Elements of SS Nordland Regiment: set up within three hexes of hex cm2

758	118	117	MMG MG42	MMG MG34	LMG MG34
20	1	6	1	2	4

Elements of 13th Panzer Division: enter as per special scenario rule 3

PZIVF2
4

VICTORY CONDITIONS

The German player must solely occupy building aK2 and reduce the number of non broken Russian squads to less than or equal to the turn number of the German armor's arrival by game end. The Germans lose automatically if they ever have less than six non broken squads or if three tanks are K-Killed

SPECIAL SCENARIO RULES

1. Spotting conditions are average.
2. Prior to German setup the German player must secretly pre-designate one of the three board b road hexes to enter his tanks. During the first German Player Turn in which he makes a reinforcement d6 roll at least two < the current Turn number, the tanks may enter. He may make only one reinforcement die roll per turn.
3. Hex ch4 is a Level +40 LOS obstacle and has +10, +20 and +30 levels.
4. Building aK2 is a Factory. The Russian Artillery piece may set up hidden in any woods or factory hex within the setup area and do not count towards the Russian hidden setup allowance. The Russians may use hidden setup for less than or equal to 2 squad, plus any leader and L or M weapon that sets up with them in terrain that allows hidden setup .
5. The game length is extended one Turn for every German Player Turn prior to turn 10 in which the Germans solely occupy the factory at the German player's option.
6. The Germans receive one elite tank commander.
7. The Germans receive three satchel charges.

BALANCE

There are no balance provisions for this scenario.

TURN RECORD TRACK

1	2	3	4	5	6
7	8	9	10		

MAP LAYOUT

Streets of Fire, a, b and c

