

# ATS SOF 6: DRACONIAN MEASURES – ATS Conversion 09/02/2009



**KHARKOV, RUSSIA, 13 August, 1943:** Kharkov was again becoming the focal point for a major battle for the fourth and last time as the rampaging Red armies of Vatutin and Konev converged on the city—the site of huge German supply dumps. The first Soviets to reach the city belonged to an armored formation of the 57th Army which had crushed the 848th Grenadier Regiment of the 282nd Infantry Division on August 10th and rolled into the eastern part of the city where they took over the tractor plant and other factories. German morale collapsed to the point where imposition of draconian courts-martial was considered. However, the troops rallied and plans to shoot every tenth man of the division were dismissed. The 6th Panzer Division was hurriedly dispatched to counterattack in an effort to throw the Russians out of the city. Colonel Crisolli's panzers saved the situation temporarily by storming the tractor plant, dislodging the Soviets from the city, and sealing the dangerous penetration. However, another 300 Soviet tanks of the 5th Guards Tank Army attempted to encircle the city a week later and, although rebuffed with heavy losses, convinced Manstein that eventual encirclement was certain. He ordered the evacuation of the city on the 22nd. ATS on The Table - <http://www3.telus.net/public/larsent/>



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

648	547	117	MMG 1938	MMG 1910	LMG	ATR	PTP 39 76B	Pobr 43 57A
7	7	3	2	1	2	3	1	1

Enter as per SSR 2

T-34 76B	828	117
3	?	1



Elements of 282nd Infantry Division: set up on any whole hex of board c

657	117	MMG MG42	MMG MG34	LMG MG34	LAT Pf
10	3	1	1	3	3

Elements of 6th Panzer Division and Tiger Battalion 503:

PZIVH	Enter Turn 1 on cA3					Enter on Turn 2 on cH0			PV VIE Tiger I	Sd 251 * 5
	758	657	117	MMG MG34	LMG	828	118	Flame Throw		
	4	3	3	2	1	1	4	1		

## VICTORY CONDITIONS

After setup, but prior to the start of play, the German player must secretly record one of the three options below and have accomplished it at scenario end. The German player loses automatically if his six tanks are M-Killed or K-Killed. The German options are: A.) Exit ten unbroken squads off the north edge; B.) remove all unbroken Russian squads from south of the aA3-B2-H4-K4-O3 road; C.) reduce the Russians to less than or equal to four non broken squads at any point in the game.

## SPECIAL SCENARIO RULES

- Spotting conditions are average
- The Soviet reinforcements enter (one time only) anywhere along the north edge during the Player Turn in which they make a reinforcement d6 roll < the current turn number. If arrive on turn 2, they must enter on or adjacent to bH5. After turn 2, the allowable entry area is expanded one hex east and west for each turn from turn 2. The number of 828 squads included in the Russian reinforcements is equal to the turn number in which they arrive.
- Building aK2 is a factory and can be used as a hidden setup location for the Russian PTP39 76B ATG.
- The German units arriving on turn 2 on cH0 have 3 satchel charges.

## TURN RECORD CHART

1	2	3	4	5	6	7	8	9
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## BALANCE

✚ The German player may change (or fake a change) of his Victory Condition option at the start of Game Turn 4 or upon the arrival of the Russian reinforcements (whichever occurs first).

★ Allow the Russian reinforcements to enter on a die roll less than or equal to the current turn number at the Russian players option

## MAP LAYOUT

