

ATS SOF7: WITH FLAME AND SHELL - ATS Conversion 09/02/2009



CHERKASSKOYE, RUSSIA, 5 July 1943: Kursk, the greatest tank battle in history, had opened badly for the Germans. The offensive that Hitler thought would win the war had suffered enormous losses as it assaulted the deep, well prepared Russian defensive positions. The new miracle tanks which were to lead the way were lost in droves to minefields, anti-tank guns, their own imperfections, and inexperience. But on the right wing of Grossdeutschland, things had gone more according to plan and deep penetrations of the first Soviet defenses had been made. The village of Cherkasskoye, located five miles inside the Russian defenses, now became the focal point of the initial day's fighting. The bulk of the German heavy armor bogged down in the wet lowlands outside the town, but lighter elements, led by terrifying flame-throwing tanks, entered the village and reduced the Soviet strong points with hissing four second bursts of fire generating 1000° Centigrade. The Russians withdrew the remnants of their forces before nightfall under the cover of a 15 man rear guard which made the ultimate sacrifice for their comrades' escape

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



Elements of 67th Guards Rifle Division: set up first anywhere north of hexrow D of boards a and c

648	547	117	MMG .50cal	MMG 1938	MMG 1910	LMG	ATR	PTP 39 76B	PTP 42 45A
13	12	4	1	3	2	4	3	3	3



Elements of Combat Group Schimmelmann of the 11th Panzer Division: set up anywhere south of hexrow D of boards a and c

828	758	657	118	117	MMG MG42	MMG MG34	LMG MG34	StuH 42 105	B2(f) FT
4	10	12	1	7	2	3	6	3	3

VICTORY CONDITIONS

The Germans must have a total of 65 Victory Points at scenario end. The Germans earn Victory Points for both inflicting casualties and the exit of German forces off of the north edge of the playing area. The German Victory Point total is reduced by the amount of Russian Victory points earned by causing German casualties.

SPECIAL SCENARIO RULES

1. Spotting Conditions are average
2. There are no Level +20 building locations; all multi-hex buildings contain ground and Level +10 only with a stairwell in each hex. All row houses are considered single story houses; the thick black bar separating such houses is considered open ground. All buildings are considered wood.
3. The Russians may secretly designate four Fortified building Locations **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 Infiltration4. All Russian 648's are considered Combat Engineers
5. The Russians may use hidden setup for up to 2 squads and any leader, L or M weapon that set up with them
6. The Russians have 3 satchel charges.
7. The Germans have 4 satchel charges.



TURN RECORD TRACK

1	2	3	4	5	6
7	8	9	10		

MAP LAYOUT

Only hexrows A-G on boards a & c are playable



BALANCE

The required number of Victory Points for the German is 55.

★ Reduce game length to nine turns