

# ATS SOF 8: THE SCHOOL HOUSE – ATS Conversion 09/02/2009



**PONYRI, RUSSIA, 9 July 1943:** It was a nondescript, strung-out village but it was situated in the Kursk salient and it was destined to become the scene of the most intense street fighting since Stalingrad. The school, the water tower, the tractor station, the railway embankment, and the train station became fiercely contested landmarks whose price in blood was paid and repaid dozens of times in that fateful week. But now, three days after the initial foothold was gained, the surrounding hills 239.8 and 253.5 had fallen to German assaults and monstrous Ferdinand assault guns rumbled into the village streets. The Ferdinands were soon immobilized by Anti-Tank guns firing at their tracks and then dispatched by "anti-tank squads" with explosive charges and petrol bombs. Nevertheless, the German attack gained 500 costly yards only to prompt an immediate Soviet counterattack. So intense was the fighting that the opposing battalion commanders both fell within seconds at the forefront of their respective forces while exhorting their men to take or retake the schoolhouse. On this occasion, the Germans held the schoolhouse but could not take the all-important crossroads. After over a dozen such attacks, the Germans were forced to up the ante and commit their last reserves in the form of the 10th Panzer Grenadier Division the following night to take the village. Nonetheless, for several days thereafter Ponyri remained the target of repeated Soviet counterattacks including massed armor and even a sabres-drawn cavalry charge.

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

Elements of 307th Rifle Division set up first anywhere on the map south of hexrow D on boards a and c

648	547	118	117	MMG .50 cal	MMG 1938	MMG 1910	LMG	Pobr 43 57A	PTP 42 45A
6	17	1	3	1	1	3	2	2	2

Elements of 307th Rifle Division: set up anywhere on the map south of hexrow D on boards a and c

648	547	117	LMG	KV1-S
6	9	2	3	6



Elements of 3rd Battalion, 508th Grenadier Regiment: set up north of hexrow D on boards a and c

828	758	657	118	117	MMG MG42	MMG MG34	LMG MG34	Flame Thrower	LAT Pf	Ferdinand SSR 8
4	3	20	2	5	2	2	5	1	5	4

## VICTORY CONDITIONS

The Germans must have a Victory Point total at least 3 greater than 3 times the turn number in which the Russian reinforcements enter play (see SSR 5) by game end. The Germans receive one Victory Point for each stone building hex (*not Location*) of boards b and d which they control plus a bonus of three points if they control the schoolhouse (b13-I4), five points if they control the tractor station (bD1-D2-E1-E2-F1) and seven points if they control the crossroads (signified by possession of hexes dE4, F4, F2, G2, G5, and H3).

## 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.
3. The Russians may use hidden setup for up to 2 squads and any leader, L or M weapon that set up with them
4. Prior to setup the Russians may secretly designate 3 building locations as **Fortified** (Provides additional +1/1L 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. Commencing with turn 4, the Russians must make a d6 roll for reinforcements until they arrive. If they roll at least 3 less than the current turn number, their reinforcements appear anywhere along the south edge. The game ends 5 turns after the arrival of the Russian reinforcements.
5. All Russian 648s are considered Combat Engineers.
6. The required AFV markers and Data cards for the Ferdinand are available from the "ATS On TheTable" website.
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8. The Russian setup forces and the reinforcement forces have 3 satchel charges and 3 Molotov Cocktails for each group.
9. The Germans have 3 satchel charges.
10. Hex dL3 is considered a water tower. No LOS may be traced through the green circle inside the road outline of the hex but it does not have a terrain effects modifier. Entry of the hex or movement within it is limited infiltration. Any Infantry unit in the hex must specify one of the six vertices of the hex as the point it will trace fire to and from by placement of the unit on that vertex inside the hex. Infantry can use infiltration to enter or remain in the Water Tower hex and may use infiltration to advance to *any* vertex in the Water Tower hex from the same or an adjacent hex and vice versa.

## BALANCE

⊕ The game ends 4 turns after the arrival of the Russian reinforcements (SSR 5)  
 ★ The Russian reinforcements arrive on a Reinforcement die roll 2 (not 3) less than the current turn number (SSR 5)

## TURN RECORD TRACK

1	2	3	4	5	6
7	8	9	10	See SSR5 restart on Turn 1	

## MAP LAYOUT

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

