

ATS SOF9: PREPARING THE WAY – ATS Conversion 10/09/2009



OSTROVIEC, POLAND, 16 August 1944: The Soviet wave swept inexorably toward the borders of the Reich—but in those isolated instances where replenished German armored units were encountered, they still proved masters of the battlefield. During the night of August 14th, the 3rd Panzer Division detained at Kielce in southern Poland to halt the advance of a Russian breakthrough during the collapse of Army Group Center. In order to allow his division the time it needed to prepare for the counterattack, and to ready the path, the German commander formed an armored task force from the first units unloaded. The mixed force was placed under the command of Lt. Zobel who was ordered to seize the bridges at Ostroviec in preparation for the division's advance on Opatov. On his first approach, however, three Panthers were lost to enemy fire and he fell back into nearby woods. Realizing that the element of surprise had been lost, and pressed for time, Zobel decided to boldly attack again before the Russian garrison was reinforced. As part of his task force created a diversion to the south, Zobel led a contingent of Panthers and infantry which forced entry into the town. With his self-propelled artillery deployed on the edge of the woods to provide support, Zobel fought his way through the town toward the bridges on the far side. Follow-up companies were to annihilate any Russian forces that might continue to offer resistance behind him; Zobel couldn't be bothered. Two German tank platoons seized the east bridge "on the bound," crossing over it to form a small bridgehead. Meanwhile 5th Company had secured the heights to the south of town which dominated the area. Zobel dispatched armor to overrun the remnants of the Russian garrison trying to escape northward, and ordered the artillery moved to the heights to zero in on the northern and eastern roads. Despite initial setbacks, the young officer had accomplished his mission admirably.

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



Elements of 113th Guards Infantry Regiment: set up first in any hexes on/east of hexrows cG/aG.

828	547	117	MMG .50 cal	MMG 1938	MMG 1910	LMG	Pobr 43 57A	PTP 42 45A	T34-85
10	14	4	1	1	2	3	3	1	5



Elements of 6th Company, 6th Panzer Regiment and elements of 188th Infantry Regiment: set up in or west of hex row cE/aE.

758	657	118	117	MMG MG42	MMG MG34	LMG MG34	LAT Psk	LAT Pf	FO 118	PZ Vg
3	18	1	5	1	1	4	3	4	1	5

VICTORY CONDITIONS

The German player must earn 60 Exit Victory Points by exiting units off the east edge of Boards d/b. Victory Points are also awarded (at half value) for units exiting off road hex dH0.

SPECIAL SCENARIO RULES

1. Spotting conditions are average
2. Hex dC4 is the only Level +30 building hex with Levels +10 & Level +20, all other multi-hex buildings are +20 and contain ground and Level +10 only with a stairwell in each hex. All row houses are single story houses; the thick black bar separating such hexes is considered Open Ground. All buildings are of wooden construction.
3. The German artillery is a 105mm OBA.
4. Russian 828s are considered Combat Engineers.
5. The Russians may use hidden setup for up to 2 squads and any leader, L or M weapon that sets up with them.
6. The Russians have 3 satchel charges.
7. The Germans have 3 satchel charges.
8. The Germans receive one elite tank commander.

TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10	11
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BALANCE

- ✚ Decrease Exit Victory Points required to 55.
- ★ Decrease Game Length one turn.

MAP LAYOUT

