

PREPARING THE WAY

DELUXE ASL SCENARIO 9



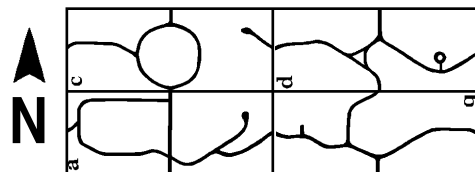
OSTROVIEC, POLAND, 16 August 1944: The Soviet wave swept inexorably toward the borders of the Reich—but in those isolated instances where replenished German armored units were encountered, they still proved masters of the battlefield. During the night of August 14th, the 3rd Panzer Division detrained 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.

VICTORY CONDITIONS: The German player must earn 50 Exit Victory Points (A26.3) by exiting units off the east edge of Boards d/b. Victory Points are also be awarded (at half value) for units exiting off road hex dH0.

BALANCE:

- ✚ Decrease Exit Victory Points required to 45.
- ★ Decrease Game Length one turn.

BOARD CONFIGURATION:



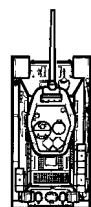
TURN RECORD CHART

★ RUSSIAN Sets Up First [242]	1	2	3	4	5	6	7	8	9	10	11	END
✚ GERMAN Moves First [219]												

Elements of 113th Guards Infantry Regiment [ELR: 4] set up in any hexes on/east of hexrows cG/aG. {SAN: 5}



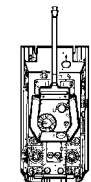
 6-2-8	 4-4-7	 2-2-8	 5-5	 6-6	 8-8	 7-7	 HMG 30 cal 3 8-16	 HMG 30 cal 3 6-12	 MMG 2 4-10	 LMG 1 2-6	 DC 30-1	 ? 7 morale
10	14	4							2	3	3	6
 85L 1 2/4	 57LL 3 2	 45LL 3 2										
3	2	2										



Elements of 6th Company, 6th Panzer Regiment and elements of 188th Infantry Regiment [ELR: 4] set up in or west of hex row cE/aE. {SAN: 3}



 4-2-6-8	 4-1-6-7	 9-2	 9-1	 8-1	 8-0	 7-0	 HMG 30 cal 3 7-16	 MMG 2 5-12	 LMG 1 3-8	 DC 30-1	 Radio 8	 PSK x10 12-4
3	18			2			2	3	5	2		3
 9-2 1st Lt	 75LL 1 3/5/2											
	6											



SPECIAL RULES:

- EC are Dry (B25.5) with no wind at start. Kindling is NA.
- Hex dC4 is the only 2nd level building hex; all other multi-hex buildings contain ground/1st levels only with an inherent stairwell in each hex (B23.22). All rowhouses (B23.71) are single story houses; the thick black bar separating such hexes is considered Open Ground but is not sufficient to allow VBM. All buildings are of wooden construction.
- The German radio represents one battery of 100+mm OBA.
- Russian elite MMC are considered Assault Engineers for CCV purposes.
- The Russians may use HIP for ≤ 2 squad equivalents (and any SW/SMC set up with them).

AFTERMATH: 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.