

ATS BV10 The Citadel – ATS Conversion 10/09/2009



The Citadel of Brest-Litovsk, 25 June, 1941: This scenario is a conversion to the Advanced Tobruk System (ATS) from ASL. Ownership of Advanced Tobruk and at least two of Kursk, Stalingrad, Panther Line, BGII are necessary for play as is ASL module Beyond Valor. Please refer to ASL scenario BV10 for the historical background to this scenario as well as its aftermath.

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



Elements of 44th Rifle Regiment set up first anywhere north of the canal but not within 5 hexes of 23BB5 or on/within the road net L2-L5-J6-E4-E3-I2-L2 on board 20.

5 4 7	1 1 8	1 1 7	MMG 1938	LMG	Turret SSR 3	HAT 45A	HAA 37B SSR 8	Bunker
30	1	6	2	5	3	2	1	2



Remnants of 3rd Batt., 135th Infantry Reg., set up second anywhere within the road net L2-L5-J6-E4-E3-I2-L2 on board 20.

6 5 7	1 1 8	1 1 7	MMG MG34	LMG MG34
7	1	2	1	1

Elements of 1st Batt. 113rd Infantry Reg., set up second on Board 23 anywhere south of the canal plus anywhere within 4 hexes of BB5.

6 5 7	1 1 8	1 1 7	MMG MG34	LMG MG34	1 1 8 FO	Stug IIIC
19	1	7	2	1	2	3

VICTORY CONDITIONS

The last side to have solely occupied building 20H3 at game end is the winner. The Germans solely occupy it at scenario start.

SPECIAL SCENARIO RULES

1. Spotting conditions are Average.
2. Only bridge 23BB5 exists. Building 20H3 has +0, +10 and +20 levels and is a +30 level LOS obstacle. All other multi hex buildings have +0 and +10 levels and are +20 LOS obstacles with stairwells as identified by the center dot.
3. The Turret counters represent Closed Top Armored Turrets, very small target size with an AF of 5 for all aspects. The turret changes covered arc as a slow turret. The main armament is a MMG with 6 FP and ROF of 3, range #12. May be melee, treat as CT AFV. Turret Hit Location is required to hit, all others location rolls are a miss. POSS K Kill result is a an immediate K Kill. The Turrets can be set up in any location as if an H Weapon. They may not set up within 5 hexes of each other.
4. The German FO has access to one battery of 105mm OBA.
5. German Infantry may enter the Canal by expending all their MF, ie start adjacent or by infiltration. If broken while in the Canal they are eliminated. No fire is allowed from the Canal. The Canal can be exited normally as if moving to a higher elevation or in the Infiltration phase.

6. The Russians do not have complete freedom of movement. At the start of each turn they must make a die roll to determine how many squads they may move that turn. Die roll of 1 or 2 - 1, 3 or 4 - 2, 5 or 6 - 3, 7 or 8 - 4, 9 or 0 - 5. Add a modifier equal to the the current turn number to the die roll result. This final number, die roll result plus the modifier, is the number of squads that can move that turn. There is no restriction on units in the Infiltration phase.

7. The Russians may use Hidden setup for 2 squads and any leaders or L/M weapons that setup with them.

8. The obr39 Marker and the Armored Turret Data Card are available at the ATS on The Table website.

BALANCE

⊕ The Germans have a fourth Stug IIIC.

☆ The Russians may designate all ground level locations of any one building of their choice 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)

MAP LAYOUT

1	2	3	4	5	6	7	8	9	10
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