

ATS CH 165 Russian Riposte – ATS Conversion 05/03/2009



KRIVOI ROG, RUSSIA 27 October 1943: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of Advanced Tobruk and at least one of Panther Line, Stalingrad, or Kursk: Clash Along the Psel are necessary for play. Please refer to ASL Scenario CH165 for the historical background to this scenario as well as its aftermath.

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



Elements of the 384th Infantry Division setup first on board 23.

6 5 7	1 1 7	MMG MG34	LMG MG34	LAT Psk	LAT Pf	HAT Pak 38
4	1	1	1	1	1	1

Elements of the 24th Panzer Division enter on turn 2 along the north edge with all personnel as passengers and/or riders.

7 5 8	1 1 8	MMG MG42	Satchel Charge	LAT Pf	Pz IV H	Sd 251
3	1	1	1	1	2	2



Elements of the 18th Tank Corps enter on turn 1 along the north/east/south edges between 17R4-17GG6 with all personnel as passengers and/or riders.

8 2 8	6 4 8	1 1 7	MMG 1938	LMG	ATR	Flame Thrower	Satchel Charge	KV 1-42	Churchill IV	OT34 FT	Heavy Truck
5	4	2	1	2	1	1	1	1	2	2	3

VICTORY CONDITIONS

The Russians win if they control buildings 23F3 and two other multi-hex buildings at the end of any game turn. Row house, ex G8/H7, buildings with hexes that are each separated by a black bar. These buildings are treated as individual buildings, and normal black bar rules apply (i.e., no movement, infiltration, gunfire or grenade attacks are allowed, and morale modifiers do not apply across these black bar hex sides). Each Row house counts as one multi-hex building for Victory condition purposes.

SPECIAL SCENARIO RULES

1. Spotting Conditions are Average. Place ATS Overlay O2 17AA10,BB9 and O5 on 17EE7,FF7.
2. Due to Rain all vehicle road movement bonuses are not applicable. No smoke may be used.
3. The Germans may use Hidden set up for 1 squad and any Leader or L/M weapon that sets up with it.
4. Hex 23F3 is a +30 level steeple.
5. All trucks must immediately exit the board via the closest friendly edge once their initial passengers unload.
6. The Germans have one elite Tank commander with the 24th Panzer units.
7. No unit may cross the canal unless on a bridge.
8. The required overlays are available at the ATS on The Table website.

BALANCE

† Add a 117 marked with courage to the initial German OOB.
★ The German Turn 2 reinforcements arrive on Turn 3 instead.

TURN RECORD MARKER

1	2	3	4	5	6	7
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MAP LAYOUT

Only hex rows A_P on board 23 and hex rows R-GG on board 17 are playable

