

# ATS DASL D: INTO THE CAULDRON – ATS Conversion



**STALINGRAD, RUSSIA, 25 AUGUST 1942:** This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of the Deluxe ASL Module Streets of Fire is necessary for play as is Advanced Tobruk and at least one Eastern Front ATS game. Please refer to HOB DASL Scenario RbF I-7 for the historical background to this scenario as well as its aftermath. Original ASL Design by Andrew Rodgers & Neil Stevens.

62<sup>nd</sup> Army Reserve and Rear Area units: set up first south of the road net bA3-bO3. The Commissar plus all the 436s plus 3 other squads must set up in the Factory Building aJ2. At least 4 squads must set up in the buildings east of the road net aH1-aH5-bJ2.

828	648	547	436	11*	117	MMG 1938	MMG 1910	LMG	ATR	HAT 76B	MMtr 82mm
3	2	6	4	1	3	2	2	2	1	1	1



Enter on turn 3 along the south board edge

547	117	LMG
3	1	3

6<sup>th</sup> Army Divisional Reserve: set up north of the road net bA3-bO3. At least 4 squads must set up in the buildings northeast of the road net bH1-bJ2-bO3

828	758	657	118	117	MMG MG42	MMG MG34	LMG	Flame Thrower	MMtr 81mm	StuG III g
3	7	6	1	4	1	1	2	1	1	1



Enter on turn 3 along the north board edge

758	117	LMG MG34
3	1	1

PzIVf2
1

## VICTORY CONDITIONS

To win, the German Player must earn more victory points than the Russians at game end; otherwise the Russians win. Players earn victory points as follows: 4 VPs for each ground level factory location in their control, 1 VP for each non-factory ground level stone location on board "a" in their control.

## SPECIAL SCENARIO RULES

- Spotting conditions are Hazy.
- Building aJ2 is a Roofless Factory. Building aJ2 is considered a Fanatic Resistance Nest. As long as the Commissar is in any hex of the building and non-Broken or Surrendered, all Russian personnel in the building are considered to be marked with a Courage marker. All other buildings have a Level +10 and are Level +20 LOS obstacles with inherent stairwells in every hex.
- The Germans have 1 Elite Tank commander.
- The Germans have 3 satchel charges at start and 1 with Turn 3 units.
- German 828s are Combat Engineers.

## BALANCE

- Any German squad possessing a Flame Thrower or Satchel Charge are considered courageous. In this case, the German may secretly declare which squads possess the Satchel charges when the units are placed on board
- Replace reinforcing Russian 547s with 648s.

## TURN RECORD TRACK

1	2	3	4	5
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## MAP LAYOUT

