

ATS DASL J Cry of the Valkyries – ATS Conversion 10/07/2009

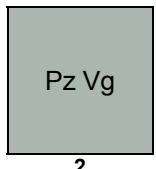


Cherkasskoye, Russia, 6 July, 1943: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of Advanced Tobruk and at least one of Panther Line, Stalingrad, or Kursk: Clash Along the Psel are necessary for play. Please refer to ASL Scenario CH164 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 Grossdeutschland Panzer Div. enter on turn one along the west edge.

828	758	118	117	MMG MG42	MMG MG34	LMG MG34	LAT Pf	Satchel Charge	Flame Thrower	Pz Vle	Pz IVH
2	12	1	3	1	2	2	3	2	1	2	2



Elements of the 10th Panzer Brigade enter on turn 5 along the west edge

Elements of the 67th Guards Rifle Div. set up first on/east of hexrows E on board c and K on board g

648	547	117	MMG 1938	MMG 1910	LMG	ATR	LMtr	Tank Turret SSR 5	AP Mines		
4	7	3	1	2	4	1	2	1	6		
HAT PTP 39	Wire	Hedge Hog	Bunker	AT Ditch							
2	3	7	2	3							



				GROUP A		
547	117	LMG	ATR			

Prior to play the Russian Player secretly preselects one of the following reinforcement groups as his turn 3 reinforcements. Elements of the 3rd Mechanized Corps enter on turn 3 along the east edge.

		GROUP B		
T34 76C	828	117	LMG	Satchel Charge

		GROUP C		
547	117	MMG .50 cal	Churchill IV	

VICTORY CONDITIONS

The Germans win if they achieve one of the following secretly pre recorded victory conditions. A) Control all level +20 hill hexes and at least 7 level +10 hill hexes on board e at game end. B) Control all multi hex buildings on boards b and c at game end. C) Achieve at least 84 VPs. VPs are awarded normally for the VP value of units exited off the east edge and 1 VP is awarded per building location controlled on boards c and b, and 2 VP are awarded for control of each +20 level hill hex. The Russian player subtracts VPs for German casualties. The Germans lose automatically if they suffer 68 CVPs under any of the 3 possible Victory conditions.

SPECIAL SCENARIO RULES

1. Spotting Conditions are Average. No building has a Level +20. All multi hex buildings have a +10 level with an inherent stairwell. Due to overnight rainfall all vehicle movements cost +1 MP and there are no Road movement bonuses. No smoke may be used.
2. Place Deluxe overlays dx8 gL3,L4; dx5 gM5,M4; dx3 bN5; dx7 bK5, L5; dx6 eJ1,eJ2.
3. The Russians may use hidden set up for up to 2 squads + any leader or L/M weapon in the same location. Any unit wishing to may begin play set up in a foxhole.
4. All Russian 648s and German 828s are Combat engineers.
5. The Russian turret counter represents a HD Dug in T34B, can only pivot it's turret, not move or pivot the hull.6. The Russians may designate 3 Masonry building locations 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

BALANCE

The Germans need only achieve 67 VP to win in the Victory Conditions.
 Add a 117 leader marked with courage to the Russian OB

TURN RECORD MARKER

1	2	3	4	5	6	7
---	---	---	---	---	---	---

MAP LAYOUT

Only hexrows I-O on boards g, e and b and hexrows A-G on board c are playable.

	dx5	dx6	e
g	dx8		
		c dx3	b dx7