

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 VIe | 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

| |
|-------|
| Pz Vg |
| 2 |

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 | Su 122 |
| 4 | 1 | 1 | 1 | 2 |

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 |
| 2 | 4 | 1 | 1 | 1 |

| | | | |
|---------|-------|----------------|-----------------|
| GROUP C | | | |
| 547 | 1 1 8 | MMG .50 cal | Churchill IV |
| 4 | 1 | 1 | 2 |

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

- 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.
- Place Deluxe overlays dx8 gL3,L4; dx5 gM5,M4; dx3 bN5; dx7 bK5, L5; dx6 eJ1,eJ2.
- 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.
- All Russian 648s and German 828s are Combat engineers.
- The Russian turret counter represents a HD Dug in T34B, can only pivot it's turret, not move or pivot the hull.
- The Russians may designate 3 Masonry building locations as Fortified (Provides additional +1/L 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 | dx3 | b |
| | c | dx7 | |