

ATS VOTG DB54 Soldiers of the 62nd Army – ATS Conversion 10/29/2009



Central Stalingrad, 23 September, 1942: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of ATS Berlin and another Eastern Front ATS title are necessary for play, as well as ASL module Valor of the Guards. Please refer to [Dispatches from the Bunker](#), issue 23, Scenario #DB054 for historical background, aftermath, and scenario design & analysis. ASL scenario design by: Tom Morin. ATS conversion by Dan Smith.

Elements of Infanterie Div 71 set up on/west of hexrow G

758	657	117	Satchel Charge	LMG MG34
2	4	2	1	1

Group 1 (0 VP)

Sd 10-4	758	117
1	1	1

Group 2 (-1 VP)

Stuka SSR 4
1

Group 3 (-1VP)

118	MMG MG42
1	1

Group 4 (-2 VP)

758	118	LMG MG34
1	1	1

Group 5 (0 VP)

657	Stug III C
1	1

Group 6 (0 VP)

657	LMtr 50 D	LMG MG34
1	1	1

Elements of NKVD Militia Batt, 10th NKVD Div

828 NKVD	436	Commissar	117	ATR	LMG Dp 28
3	9	1	1	1	2

Group 1 (0 VP)

828 NKVD	Commissar	MMG 1910
1	1	1

Group 2 (0 VP)

ETC	T34 76b
1	1

Group 3 (-1 VP)

MMtr 82D
1

Group 4 (-2 VP)

828 NKVD	436	Commissar	LMG Dp28
1	2	1	1

Group 5 (-1 VP)

118 FO
1

Group 6 (0 VP)

626 f NKVD	436	MMG 1910	LMtr 50D
1	1	1	1



VICTORY CONDITIONS

Each friendly controlled location of Bldg F36 is worth 1 Victory Point. The Russians win by gaining more Victory points than the Germans.

SPECIAL SCENARIO RULES

1. All VOTG Battlefield Walkaround rules apply.
2. Prior to setup each player determines which two additional OB groups to add to the at-start OB. Each group received has a Victory Point value that indicates the number of VPs to be deducted from the player's Victory Point total. Each group may only be selected once. Groups may be selected by:

Roll d6 with the resulting number indicating the selected group. OR
Choose the group, but the group's VP value is increased by -1 VP.

3. The T34 is Dug in. The Russian FO may access 76mm OBA (HE Only)
4. If the Stuka is chosen, the turn of arrival and number available is determined as follows: Roll a d10 and divide by 3 (fractions rounded up). The resulting number represents the number of available Stukas, with maximum of three.

Turn of entry is determined by: At the start of each turn roll a d10. If the result is $\leq 2x$ the current turn number, the Stukas become available.

TURN RECORD MARKER

1	2	3	4	5
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MAP LAYOUT

Only hexes numbered ≥ 34 & ≤ 42 in rows D–M are playable.



BALANCE

Replace one initial setup 117 leader with a 118.

Replace one initial setup 436 unit with a 828 NKVD unit.