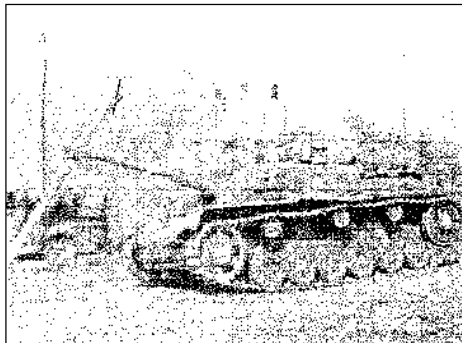


ATS VOTG DB55 Sturmgeschutz Forward!- ATS Conversion 10/29/2009



Central Stalingrad, 14 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 #DB055 for historical background, aftermath, and scenario design & analysis. ASL scenario design by: Tom Morin ATS conversion by Dan Smith.



Elements of Kampfgruppe Barnbeck (Infanterie Reg 211), Infanterie Div 7 and StuG Abt 244 enter per SSR#2 on Turns 1-3 anywhere along the south edge.

Group 1						
657	117	MMG MG42	LMG MG34	ETC	Stug III G	Stug III C
3	1	1	1	1	2	1

Group 2					Group 3			
758	118	LMG MG34	Satchel Charge	Stug III G	838 C ENG	657	117	LMG MG 34
2	1	1	1	2	1	1	1	1

Flame Thrower	Stug III G	Stug III C
1	1	1

Elements of 42nd Guards Reg, 13th Guards Rifle Div setup first in hexes numbered ≤ 48. See SSR#3



828 C ENG	648	117	LMG Dp 28	Flame Thrower	Road Block	AT Group 1		
2	3	2	2	1	1	ATR	AT Mine	HAT 45A
						1	1	2

AT Group 2				AT Group 3			AT Group 4	
ATR	AT Mine	HAT 45A	HAT 45B	ATR	AT Mine	HAT 45A	ATR	AT Mine
1	2	1	1	3	2	1	3	3

								HAT 45B
								1

VICTORY CONDITIONS

The Germans win immediately upon exiting at least 26 VP off the north edge.

SPECIAL SCENARIO RULES

1. All VOTG Battlefield Walkaround rules apply.
2. Prior to setup the German player secretly records the turn of entry of each of his reinforcement groups. Only one group may enter each turn.
3. Prior to setup the Russian player secretly selects one of the four AT groups to add to the OB. The Russian automatically receives one 446 f unit for each ATR. These units may use Hidden Setup.
4. Due to their cautious advance, prior to turn 6 the German AFVs have their movement factors reduced by 1/2, FRD. The regular movement allowance is still used to determine the movement point cost for terrain such as debris, rubble, etc.

BALANCE

✚ Add an ETC to the German OB.

★ Add a satchel charge to the Russian OB.

TURN RECORD MARKER

1	2	3	4	5	6
✚	✚	✚			

MAP LAYOUT

Only hexes numbered ≥ 40 in rows X-FF, are playable..

