

# ATS VOTG DB56 Breakout from Stalingrad-1

– ATS Conversion 10/30/2009



**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 #DB056 for historical background, aftermath, and scenario design & analysis. ASL scenario design by: Tom Morin. ATS conversion by Dan Smith.



Elements of Infanterie Division 71 Set up first in hexes that are 2 or more hexes from Russian setup hexes. A maximum of 2 non-leader units per hex; no stacks may set up adjacent to one another.

556 f	455 f	118	117	MMG MG42	LMG MG34	Satchel Charge	L Mtr
3	11	1	4	1	3	1	1

Reinforcements enter on indicated turn on any road hex.

Turn 1	556 f	Sd 10-4
	1	1

  

Turn 2	556 f	Sd 10-4
	1	1



Remnants of the 1<sup>st</sup> Batt 42<sup>nd</sup> Guards Reg., 13<sup>th</sup> Guards Rifle Div.  
Remnants of 2<sup>nd</sup> Rifle Co. set up in bldg F36

446 f	355 f	117	117 with courage	LMG Dp 28	ATR	Satchel
4	3	2	1	1	1	1

Remnants incl Batt HQ set up in bldg L38

626 f	118	MMG 1910	Mol-P
3	1	1	1

## VICTORY CONDITIONS

For the Russians to win, they must control bldg L38, and have at least 4 Casualty Victory Points of non b/s personnel from the 2<sup>nd</sup> Rifle Co in any location of bldg L38. The number of victory points required is reduced by 1 for every 13 Casualty Victory points the Russians have gained. The Russian courage-marked 117 is worth 2 VPs.

## MAP LAYOUT

Only hexes numbered  $\geq 34$  and  $\leq 42$  in rows D – M, are playable..



## SPECIAL SCENARIO RULES

1. All VOTG Battlefield Walkaround rules apply.
2. Spotting conditions are average.
3. Buildings F36 and L38 are Fanatic Resistance Nests; all their ground level locations are fortified.
4. Designate 4 x 455 f German units to be considered wounded, with only 3 MF, which cannot be increased for any reason. Melee attacks made BY the units receive a +1 DRM; Melee attacks AGAINST the units receive a -1 DRM

## BALANCE

Replace one LMG MG 34 with a MMG MG 42.

Replace 2 x 345 f units with 2 x 446 f units

## TURN RECORD MARKER

1	2	3	4	5
+	+			