

ATS FE131 Take That Damn Factory – ATS Conversion 01/24/2009



Dzerhezinsky Tractor Works, Stalingrad, October 15, 1942: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of ATS DTW and Red Berlin are necessary for play as is FE 131 for the scenario background and aftermath. ASL design Paul Kenny.



Elements of the 37th Guards Rifle Division: set up first on/east of hexrow G.

648	828	547	117	11*	MMtr SSR 5
9	3	6	4	1	2

MMG 1938	MMG 1910	LMG	LAT Atr	Flame Thrower	Satchel Charge	HAT 45B
1	2	4	2	1	2	2

Emplacement	EPP Cost
Foxhole	5
Hedgehog	15
A-T Ditch	20
A-P Mine	8 / Factor
A-T Mine	5 / Factor
Roadblock	12
Wire	8
Bunker	18
Fortified Location	13



Elements of the 305th Infantry Division and supporting armor: Enter on/after Turn 1 along the west edge.

768	828	118	117	MMG MG34	LMG MG34	Flame Thrower	Satchel Charge	Stug IIIB	Pz III L
17	3	1	4	2	4	1	2	2	2

VICTORY CONDITIONS

The German player wins at game end if he controls the M34 Factory building.

SPECIAL SCENARIO RULES

1. Spotting conditions are Average.
2. The Russians receive 60 Emplacement Purchase Points, EPPs, to add to their OOB. Costs as per EPP chart.
3. Russian and German 828s are Combat Engineers.
4. The Germans may access one 81mm OBA (Smoke & HE) with one Registration Hex, directed by an off board FO at level 20 on the west edge of the playing area. The FO and Registration hex are selected prior to all set up.
5. The Russian MMTR represents a Molotov thrower. It has a range of 4 hexes and uses the A1 HPT table to hit as a D weapon. A successful hit results in a Molotov Attack on the MC table.
6. **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

★ Reduce the game to 5 turns.

✚ Increase the game to 7 turns.

ATS on The Table - <http://www3.telus.net/public/larsent/>

TURN RECORD MARKER

1	2	3	4	5	6
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MAP LAYOUT

Only hexrows E through S and hexes numbered 30 or more are in play.

