

Führerbefehl! (ATS NQNG-1)

(ATS Conversion 02/10/2009)

Demyansk Pocket, Russia, 10 January 1942: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader. Ownership of any Eastern Front ATS title, Berlin – Red Victory, and ASL Action Pack 1 or 3, is necessary for play as is ASL NQNG-1. Please refer to scenario NQNG-1 for the historical background to this scenario as well as its aftermath. ASL scenario design: Heat of Battle
ASL scenario conversion by: Ian Sutherland, Ver. 1.2

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



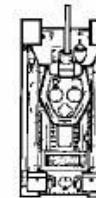
Elements of KampfGruppe "Ullrich", 3rd SS Division "Totenkopf" set up first, west of the river ≥ 2 hexes from any Russian set up or entry hex:



8 5 9 SS	1 1 9 SS	1 1 8 SS	L MG MG34	M MG MG34	DC	Bunker	Foxhole	Hedgehog
8	1	1	2	2	2	3	4	4



Elements of 1st Guards Rifle Division – One RG sets up on Board 43 in hexes numbered ≤ 2 while the rest of the RGs enter on the southwest edge on/between 43GG1-43R10 (see SSR3):



RG 1

6 4 8	1 1 7	LMG DP28
7	1	1

RG 2

6 4 8	1 1 7
6	1

RG 3

5 4 7	1 1 7	LMG DP28
5	1	1

RG 4

T34 76B Obr41
3

VICTORY CONDITIONS

The Russians win at game end if they Control both bridge hexes or if there are no Good Order German squads on the map. Vehicles may not Control bridge hexes.

SPECIAL SCENARIO RULES

1. Spotting Conditions are Hazy due to drifting snow. Snow Ground Cover is in effect, as is Ice. All Orchards on map are treated as Shellholes. Fields are open ground.
2. There is a bridge present in hexes 40I2-3. The roads in 40I1 and 40I4 connect to the bridge.
3. The Russians have Winter Camouflage. All units in RG 2 are Ski equipped.
4. Prior to German set up the Russian player secretly records one RG to set up on map, and the Turn entries of the remaining RGs. One RG (only) shall enter per Turn.
5. The German may secretly record up to two squads with courage.
6. All German 8|5|9 squads are Combat Engineers. German crews are 2|3|9 units.
7. All German SS infantry are Die Hard SS. They suffer -2 on overruns and friendly surrendered or broken enemy units in MSR have no effect. All crews are SS 2|3|9, including vehicles.

BALANCE

The Russian Victory Condition of having no Good Order squads is NA.

Increase the Game Length to 7 Turns.

MAP LAYOUT



Note: Use hexrows A-P on board 40 and R-GG on board 43.



TURN RECORD MARKER

1	2	3	4	5	6