

ATS Oto CG On Track to Orsha v1.6 - ATS Conversion 03/17/2010



South of the Minsk-Moscow Highway, Belorussia, 23-24 June, 1944:
This is a conversion of Heat of Battle's Onslaught to Orsha Campaign Game to the Advanced Tobruk System (ATS). Ownership of at least 2 ATS East Front games and HOB's Onslaught to Orsha are necessary for play. Please refer to the Oto CG for the historical background and aftermath.

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ATS conversion by Fernando Sola and Todd Larsen

Campaign Date Track

Jun 23 AM	Jun 23 PM	Jun 24 AM	Jun 24 PM
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Initial German OB: Reinforced Elements of 195 Regiment, 78 Sturm Division. Set up first in hexes numbered < 42 or enter from off board on the west edge

RG: Rifle Co I
2 x MG Armored Turret
2 x Sd 10-4
AT Ditch x 5
Wire x 10
Hedgehog x 10
66 Buy points
4 Minefield hexes each containing 3 AT factors and 2 AP factors.



Initial Russian OB: Reinforced Elements of the 16th Guards Rifle Div, 36th Guards Rifle Corp, 11th Guards Army enter on Turn 1 or later on the east edge or at a cost of 1 Buy point per RG set up in Sectors 1, 2 3 or 4.

RG: 3 x PT-34 Mineroller
RG: 2 x KV-1S
RG: Eng Co.
4 x T34 76C, 2 drs on ETC Table
6 x Med Trucks
RG: Bombardment (ie. 2 CFFs)
68 Buy points

Campaign Game Victory Conditions:

The Russians win at the end of CG scenario 4 if they have amassed ≥ 21 Victory Points. 1 VP is awarded for each Location VP (LVP) currently controlled and 1 for every 33 German Casualty Victory Points (CVP) or 33 Russian Exit Victory Points (EVP) off the west edge. CVPs and EVPs are cumulative from scenario to scenario. ie. 40 CVPs count as 1 VP plus 7 CVP carried over for the next scenario. CVPs and EVPs cannot be combined.

Attack/Hold:

In all 4 CG scenarios the Russian chooses Attack and the German chooses Hold.

Setup: The German sets up first in all CG scenarios

Friendly Map Edge Arrows:

German: West edge and North Edge on/west of the Blue arrow (DD26). As the CG progresses the North edge area moves west. Always at least 5 hexes from the western most north edge hex controlled by the Russians.

Russian: East edge

Special Rules:

- Spotting Conditions are: Optimal in AM scenarios and Average in PM scenarios. AM scenarios apply a +1/1L mod in Turn 1 to represent morning fog. PM scenarios apply a +1/1L mod in Turn 7 and +2/2L in Turn 8 to represent twilight.
 - Germans are limited to using a maximum of 3 OBA RGs and the Russians a max of 4 OBA RGs per CG scenario.
 - Normal ATS setup rules apply, ie. Hidden heavy weapons, Weapon pits, etc.
 - The German player may exchange a purchased Hedgehog for a Weapon Pit. Only vehicles may set up in these weapon pits. These Weapon pits do not prevent guns from setting up with a weapon pits at scenario start.
 - Purchased mines cannot be used to increase the factors in a multi-hex Minefield. They can extend them though.
 - Russian OBA's capable of smoke may only fire 1 smoke FFE per CG scenario.
 - A maximum of 2 aircraft RGs (6 aircraft possible) per side may be on map at one time. No additional aircraft may enter until all aircraft of an RG are exited or destroyed.
 - Anytime fire from an on map Mortar is resolved (including fire at an empty hex, possible in the case of OBSIF) and the F2 table roll is a 0, that Mortar and crew are removed from play after resolution. Represents either malfunction or out of ammo.
 - The 120mm HMtrs in both OOBs are Heavy weapons, not medium
 - Optional rule C13.0 may be used at the players option.
- Re-grouping** - Players may re-group casualty reduced squads & crews of the exact same type, **only in the same location if in a Contested sector or any location if in the same or adjacent Controlled sectors.** As long as all Casualties are accounted for the owning player may freely flip and remove units from play.

Balance

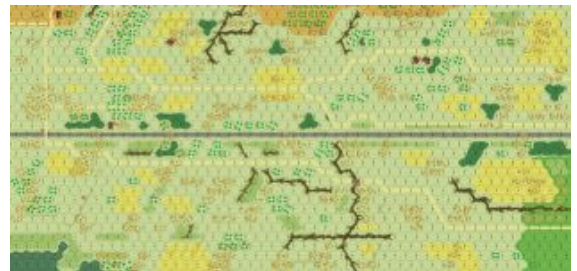
- ★ Reduce VPs needed for Victory to 19
- ✚ Increase VPs needed for Victory to 23

Rules specific to Scenario 1 only:

- All OOB and purchased RGs are received at Full Strength.
- Map sectors 1-4 are Russian controlled. The German controls all remaining map sectors at start.
- German Armored Turrets may use Hidden setup.
- In addition to any purchased Aircraft the Russians receive 4 x Il-2 Sturmovik Model A without rockets on Turn 1. These must exit by the end of Turn 2.

Map Sectors: As per the Oto Sector Map. The hex ID determines which sector border hexes are in.

Map: Orsha



Scenario Turn Track:

Scenarios end on a d10 roll
Turn 5 = 1-2
Turn 6 = 1-5
Turn 7 = 1-8
Turn 8 = 1-0

1	2	3	4
5	6	7	8

German Buy points				Balance	
Date	Pts	Spent	Balance		
23 PM	22				
24 AM	22				
24 PM	21				
CG scenarios 2,3 & 4 the Buy Points available to each side are modified by a d10 roll: 1 = +2; 2-3 = +1; 4-5 = 0, 6-9 = -1; 0 = -2					
Elite Tank Commander 1 CVP					
1-3		Elite			
4-0		No Leader			
1 d10 roll for each AFV section at start or purchased. Cumulative drms +1 unit depleted					

Infantry Leader Creation Table	
1	NCO & Officer
2-3	Officer
4-9	NCO
0	No Leader
# of d10 rolls as per RG chart Cumulative drms +1 unit depleted +1 German Rifle Co II -1 Combat Eng or Assault	

Emplacement Purchase Table	
Purchased Emplacements may only be set up in friendly sectors at least 9 hexes away from any Russian Unit	
Type	EPP Cost
Hedgehog	11
Foxhole	2
AT Trench	20 (max 15 per CG)
Bunker	22 (max 2 per CG date)
Wire	13
AP Mine Factor	8
AT Mine Factor	4 (12 per counter)
Hidden setup	5 EPP / Squad (max 3 squads per scenario) no cost for Leaders or L/M weapon that set up with the Hidden squad/s

The charts on this page are specific to the German.

Any and each remaining German Buy Point at the completion of the 24 PM scenario Buy Segment count as a Victory Point earned by the Russian.

CG Purchase Form – German					
Unit	Buy Point Cost	d10 Roll =	Unit Types	Maximum Units Per Scenario	Maximum Units Per Campaign Game
Rifle Co I - 3 drs on Leader table	7	1-7 = 12 x 657; LMG42; LMG34; 2xPF; Psk; LMtr 8-0 = 9 x 657; LMG42; 2xPf, LMtr		2 00 00 00 00	4 0000
Rifle Co II - 3 drs on Leader table	6	1-7 = 12 x 656; LMG42; LMG34; 2xPF; Psk; LMtr 8-0 = 9 x 656; LMG34; 2xPf, LMtr		2 00 00 00 00	4 0000
Pioneer Plt - 1 dr on Leader Table	6	1-7 = 3 x 828; LMG34; FT; 2xSC; Pf Combat Eng & Sappers 8-0 = 2 x 828; FT, SC Combat Eng & Sappers		2 00 00 00 00	4 0000
Assault Plt - 1 dr on Leader Table	4	1-7 = 3 x 758; LMG34; SC; Pf 8-0 = 2 x 758; Pf		2 00 00 00 00	4 0000
MG Section	3	dr 1-9 = MMG42 + MMG34 dr 0 = MMG42		3 000 000 000 000	5 00000
Mtr Section	4	dr 1-9 = 2xMMtr 81D; dr 0 = MMtr 81D		2 00 00 00 00	5 00000
Armored Turret Section	5	2xArmored Turret		3 000 000 000 000	5 00000
Pz Jg III/IV Nashorn	6	Pz Jg III/IV dr 1-7 = 3x; 8-0 = 2x ETC Leader roll		2 00 00 00 00	4 0000
Pz Jg Marder I	5	Pz Jg Marder I dr 1-7 = 3x; 8-0 = 2x ETC Leader roll		2 00 00 00 00	4 0000
AG StuG III G	6	StuG IIIG dr 1-7 = 3x; 8-0 = 2x ETC Leader roll		2 00 00 00 00	4 0000
AG StuH-42	6	StuH-42 dr 1-7 = 3x; 8-0 = 2x ETC Leader roll		1 0 0 0 0	2 00
HT Flk Sd 10-4	2	Sd 10-4 dr 1-7=2x; 8-0=1x		3 000 000 000 000	6 000000
AT Pak40	5	HAT Pak 40 dr 1-7=2x; 8-0=1x		2 00 00 00 00	5 00000
AA Flak18	7	HAA Flak18 dr 1-7=2x; 8-0=1x		2 00 00 00 00	4 0000
AA Flakvierling38	6	HAA Flakvierling38 dr 1-7=2x; 8-0=1x		2 00 00 00 00	3 000
AA Flak38	3	HAA Flak38 dr 1-7=2x; 8-0=1x		2 00 00 00 00	5 00000
HOW 1eFH18 105C	5	HOW 1eFH18 105C dr 1-7=2x; 8-0=1x		1 0 0 0 0	2 00
HOW 1eIG18 75D	4	HOW 1eIG18 75D dr 1-7=2x; 8-0=1x		1 0 0 0 0	3 000
HOW siG33 150 D	6	HOW siG33 150D dr 1-7=2x; 8-0=1x		1 0 0 0 0	2 00
H Mtr 120mm GrW42	5	H Mtr 120mm GrW42 dr 1-7=2x; 8-0=1x (use 81D counter w/ note)		1 0 0 0 0	2 00
OBA 105 mm HOW	4	105 mm smoke/HE AMMO dr 1=High; 2-7=Normal; dr 8-0= Low		2 00 00 00 00	6 000000
OBA 120 mm MTR	5	120 mm smoke/HE AMMO dr 1=High; 2-7=Normal; dr 8-0= Low		1 0 0 0 0	3 000
OBA 150 mm HOW	6	150 mm smoke/HE AMMO dr 1=High; 2-7=Normal; dr 8-0= Low		1 0 0 0 0	3 000
Offboard Forward Observer	1	FO at +20 level on west map edge, replaces regular FO		2 00 00 00 00	6 000000
Registration Hex	1	Each OBA battery may purchase a Registration hex at a cost of 1 additional BP. The hex must be recorded prior to scenario setup.		4 0000 0000 0000 0000	12 000000000000
Stuka 87D	2	Roll 2d10 at CG scenario start for # of planes/RG and turn of arrival		3 000 000 000 000	8 00000000
Stuka 87G	2	1st dr # of planes 1-2 = 3; dr 3-7 = 2; dr 8-0 = 1			
FW 190	2	2nd dr x 1/2 (FRU) = turn of arrival			
Emplacements 50 EPP	1	Emplacements 50 EPP, max 20% of Buy Points for each scenario may be spent on Emplacements and Minefields		5 00000 00000 00000 00000	10 0000000000
Minefield	2	8 straight contiguous hexes in a hexrow or grain, each hex has 3 AT Mine factors and 2 AP Mine factors		2 00 00 00 00	4 0000

German - purchased units set up on map in friendly controlled sectors OR may enter play on a friendly map edge for 1 less Buy Point (NA for Armored Turrets/Guns/OBA/EPP). All units of the 24 PM scenario must enter by Turn 2 or they count as Casualty VP for the Russians. All Satchel Charges and Flamethrowers removed during a scenario are returned to surviving units of the original RG for the next scenario, but only in the same ratio as the original RG, FRU.

Notes:

Russian Buy Points Balance				Elite Tank Commander 1 CVP		Emplacement Purchase Table		Infantry Leader Creation Table	
Date	Pts	Spent	Balance	1-4	Elite	Type	EPP Cost	1	NCO & Officer
23 PM	21			5-0	No Leader	Foxhole	2	2-3	Officer
24 AM	23			1 d10 roll for each AFV section at start or purchased. Cumulative drms +1 Russian Mineroller Plt +1 unit depleted -1 KV-1S platoon				4-8	NCO
24 PM	22							9-0	No Leader
CG scenarios 2,3 & 4 the Buy Points available to each side are modified by a d10 roll: 1 = +3; 2-4 = +2; 5-7 = +1; 8-9 = 0; 0 = -1								# of d10 rolls as per RG chart Cumulative drms +1 unit depleted -1 Combat Eng or Guard	
The charts on this page are specific to the Russian.									

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CG Purchase Form – Russian				
Unit	Buy Point Cost	d10 Roll = Unit Types	Maximum Units Per Scenario	Maximum Units Per Campaign Game
Rifle Co I - 3 drs on Leader table	5	1-8 = 11 x 547; 2xLMG; MMG1910; ATR; LMtr 9-0 = 8 x 547; 2xLMG; ATR	2 00 00 00 00	6 000000
Guards Rifle Co - 3 drs on Leader Table	7	1-8 = 11 x 648; 2xLMG; 2xMMG1910; ATR; 2xLMtr 9-0 = 8 x 648; LMG; MMG1910; ATR; Mtr	2 00 00 00 00	5 00000
Guards SMG Co - 3 drs on Leader Table	6	1-8 = 9 x 828; LMG; ATR; SC 9-0 = 7 x 828; SC	2 00 00 00 00	6 000000
Combat Eng Co - 2 drs on Leader Table	10	1-8 = 8 x 828; LMG; 2xFT; 5xSC Combat Eng & Sappers 9-0 = 6 x 828; FT; 2xSC Combat Eng & Sappers	1 0 0 0 0	4 0000
MG Section	4	dr 1-8 = MMG1938x2 + MMG.50 cal dr 9-0 = MMG1938x2	2 00 00 00 00	6 000000
Mtr Section	3	dr 1-9 = 2xMMtr 82D; dr 0 = MMtr 82D	2 00 00 00 00	4 0000
SU-76 Plt	3	SU-76 dr 1-8 = 2x; 9-0 = 1 ETC Leader roll	2 00 00 00 00	5 00000
ISU-122 Plt	5	ISU-122 dr 1-8 = 2x; 9-0 = 1 ETC Leader roll	2 00 00 00 00	5 00000
ISU-152 Plt	5	ISU-152 dr 1-8 = 2x; 9-0 = 1 ETC Leader roll	2 00 00 00 00	5 00000
KV-1S Plt	4	KV-1s dr 1-8 = 2x; 9-0 = 1 ETC Leader roll	3 000 000 000 000	5 00000
PT-34 Mineroller	6	dr 1-8 = 2xPT-34; 9-0 = PT-34 ETC Leader roll	3 000 000 000 000	3 000
OT-34 FT	6	dr 1-8 = 2xOT-34; 9-0 = OT-34 ETC Leader roll	2 00 00 00 00	4 0000
KV-FT	5	dr 1-8 = KV-8s + KV-8; 9-0 = KV-8 ETC Leader roll	2 00 00 00 00	3 000
PT-KV1 Mineroller	4	dr 1-8 = 2xPT-KV1; 9-0 = PT-KV1 ETC Leader roll	2 00 00 00 00	2 00
HOW M27 76C	3	HOW M27 76C dr 1-8=2x; 9-0=1x	2 00 00 00 00	2 00
HAT PTP39 76B	5	HAT PTP39 76B dr 1-8=2x; 9-0=1x 1 additional Buy Point to add an equal number of Light Trucks	2 00 00 00 00	2 00
HAT PTP32/42 45B	4	dr 1-8 = HAT PTP32 + HATPTP42; 9-0=HAT PTP42 1 additional Buy Point to add an equal number of Light Trucks	2 00 00 00 00	3 00
H Mtr 120mm obr38	5	HMtr 120mm obr 38 dr 1-8=2x; 9-0=1x (use 82D counter w/ note)	1 0 0 0 0	2 00
OBA 76 mm HOW	4	76 mm smoke/HE AMMO dr 1-3=High; 4-9=Normal; dr 0= Low	2 00 00 00 00	8 00000000
OBA 120 mm MTR	5	120 mm smoke/HE AMMO dr 1-3=High; 4-9=Normal; dr 0= Low	2 00 00 00 00	8 00000000
OBA 150 mm HOW	6	150 mm smoke/HE AMMO dr 1-3=High; 4-9=Normal; dr 0= Low	1 0 0 0 0	3 000
OBA 120 mm Rocket	2	for either size OBA AMMO dr 1-3=High; 4-9=Normal; dr 0= Low	1 0 0 0 0	2 00
OBA 150 mm Rocket	3	HE Only, Max 1 FFE per RG Rocket OBA, +10 to accuracy die roll. FFE removed normally at end of turn.	1 0 0 0 0	2 00
Offboard Forward Observer	1	FO at +20 level on friendly map edge, replaces regular FO	3 000 000 000 000	12 000000000000
Registration Hex	1	Each OBA battery may purchase a Registration hex at a cost of 1 additional BP. The hex must be recorded prior to scenario setup.	8 0000 0000 0000 0000 0000 0000 0000 0000	23 0000000000000 000000000000
Il-2 Sturmovik A	2	Roll 2d10 at CG scenario start for # of planes/RG and turn of arrival	2 00 00 00 00	8 00000000
Il-2 Sturmovik B	2	1st dr # of planes 1-2 = 3; dr 3-7 = 2; dr 8-0 = 1		
Il-2 Sturmovik C	3	2nd dr x 1/2 (FRU) = turn of arrival		
Emplacements 50 EPP	2	Emplacements 50 EPP, Russians may only buy Foxholes, Purchase for the 1st CG scenario is not allowed.	2 00 00 00 00	6 000000
Bombardment	8		2 00 00 00 00	6 000000

After setup, but prior to the start of play, the Russian player places 2 CFFs per Bombardment RG, in any hex on the map. Roll for accuracy for each CFF normally but without LOS or enemy unit requirements. Every hex within 5 hexes of the resulting FFE is attacked by 82mm HE, resolve as a normal OBA attack. Any units in a resulting Flame Location may move one hex prior to the start of play. The FFE is removed after resolution. The game commences normally on turn 1.

Russian - purchased units may enter play on a friendly map edge or, at a cost of 1 Buy point per RG, set up on map in any friendly controlled sector ≥ 9 hexes from any non hidden German unit. Starting with 23 PM the Russian may spend 1 less BP per RG and enter them on the east edge. All Satchel Charges and Flame-throwers removed during a scenario are returned to surviving units of the original RG for the next scenario, but only in the same ratio as the original RG, FRU.

Notes:

Victory Point Chart						
At End of Scenario	Russian LVPs	Russian CVPs	Russian EVPs	Total Russian VPs	German Casualties	Russian Casualties
1						
2						
3						
4						

Sector Control at start of each CG Scenario											
R – Russian G – German C – Contested											
Sector	2	3	4	Sector	2	3	4	Sector	2	3	4
1				15				29			
2				16				30			
3				17				31			
4				18				32			
5				19				33			
6				20				34			
7				21				35			
8				22				36			
9				23				37			
10				24				38			
11				25				39			
12				26				40			
13				27				41			
14				28				42			