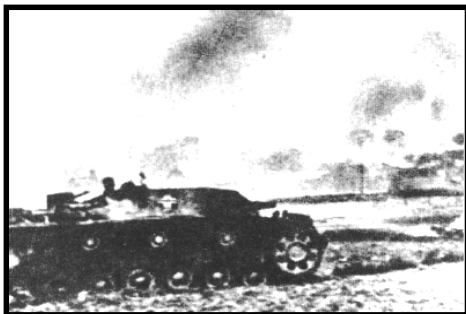


ATS RB A5:OH JOY! - ATS Conversion 10/25/2009



STALINGRAD, RUSSIA, 28 OCTOBER 1942: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of the ASL Historical Module Red Barricades is necessary for play as is Advanced Tobruk and at least one of Panther Line, Stalingrad, or Kursk: Clash Along the Psel. Please refer to ASL Scenario J22 for the historical background to this scenario as well as its aftermath. ASL design Brian Youse.



Elements of Infanterie Division 79. Set up first on/west of hex row BB.

| | | | | | | | |
|-----|-----|-----|-------------|-------------|-----|-----------------------|-------------|
| 758 | 657 | 117 | MMG MG34 | LMG MG34 | ATR | AP Mine Factors | AT MINES |
| 1 | 8 | 2 | 1 | 3 | 1 | 4 | 1 |

| | | | |
|----------|------------|-----------|----------|
| Pz III H | Stug III C | Sd 251-10 | Hedgehog |
| 1 | 2 | 1 | 3 |



Elements of 118th Rifle Regiment: set up on/east of hex row CC.

| | | | | |
|-----|-----|-----|-------------|-----|
| 648 | 436 | 117 | MMG 1910 | LMG |
| 1 | 3 | 1 | 1 | 1 |

Scratch force, 62nd Army Staff and 118th Rifle Regiment Headquarters setup on/east of hex row GG.

| | | | | | | | | | | |
|-----|-----|-----|-----|-----|-------------|-------------|-----|-----|-------|------|
| 828 | 547 | 11* | 118 | 117 | MMG 1938 | MMG 1910 | LMG | ATR | OT 34 | T-70 |
| 1 | 3 | 1 | 1 | 2 | 1 | 1 | 1 | 1 | 1 | 2 |

VICTORY CONDITIONS

The Russians win at game end if they amass at least 27 Victory Points provided they amass at least 13 Victory Points more than the Germans and control at least 1 Hedgehog location. In addition to earning victory points normally the Russians also earn 4 victory points for each Hedgehog location they control at game end.

SPECIAL SCENARIO RULES

1. Spotting conditions are Hazy with an additional +1/L modifier to all Direct fire Attacks due to the pre-dawn conditions. All RB BW rules apply.
2. After setup but prior to the start of play each German personnel unit must take a Morale check, all modifiers and results apply normally including a -1 DRM, ie easier to pass. Failure and the unit starts the game broken but can move that turn.
3. The Russian 547s begin play marked with a 1 casualty marker each.
4. Each side has a satchel charge. The Russian charge is available to the units that set up on/east of hex row GG.

TURN RECORD TRACK

| | | | | | |
|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|

MAP LAYOUT

Only hexes on/east of row W and numbered 38 or greater are playable.



BALANCE

- ✚ The Germans may exchange 4 AP Mine factors for an AT Mine
- ★ Exchange a Russian 117 for a 118 with 62nd Army Staff.