

ATS RB A6:VULCAN'S FORGE – ATS Conversion 10/25/2009



STALINGRAD, RUSSIA, 11 NOVEMBER 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 MP11 for the historical background to this scenario as well as its aftermath. ASL design Matt Cicero and Bryan Earli



Reinforcement Platoons enter along the West Edge. One Platoon must enter each turn on Turns 1 through 5. Reinforcements are chosen secretly from the available unused Reinforcement Platoons at the start of each turn. Each Platoon may be chosen only once.

Reinforcement Platoon #1

828	758	117
1	3	1
LMG MG34	Flame Thrower	Satchel Charge
1	1	2

Reinforcement Platoon #2

828	758	117
1	3	1
LMG MG34	Flame Thrower	Satchel Charge
1	1	1

Reinforcement Platoon #3

828	758	117
1	3	1
LMG MG34	Satchel Charge	
1	2	

Platoon #4

StuG 33B
1

Platoon #5

Stug III G
1

Elements of Infanterie Division 305, Pioneer Battalion 50 and Sturmgeschütz Abteilung 177th Starting forces set up in the German Initial Setup area which includes all hexes in Rows K-R inclusive, also SSR 3.

657	117	MMG MG34	LMG MG34	ATR	HAT 75B
11	2	1	2	1	1



Reinforcement Platoons enter along the East Edge. One Platoon must enter each turn on Turns 1 through 5. Reinforcements are chosen secretly from the available unused Reinforcement Platoons at the start of each turn. Each Platoon may be chosen only once.

Elements of the 10th Rifle Regiment, 45th Rifle Division and 37th Guards Division: set up on the Russian Initial Setup area which includes all hexes in rows S-Z, inclusive, SSR 3.

828	547	117	MMG 1938	MMG 1910	LMG	Flame Thrower	Satchel Charge	HAT 76B
3	11	2	1	1	3	1	1	1

Reinforcement Platoon #1

828	117
3	1
LMG	Satchel Charge
1	1

Reinforcement Platoon #2

828	Satchel Charge
3	1
Flame Thrower	
1	

Reinforcement Platoon #3

828	626 (f)	137 (f)
2	1	2
MMtr Mol P	Satchel Charge	
2	1	

Platoon #4

KV1 - 42
1

Platoon #5

T-70	T-60 42
1	2

MAP LAYOUT

Only hexrows K-Z and 32-45 inclusive are playable.



VICTORY CONDITIONS

The Russian Player wins at Game end if he controls ≤ 6 masonry locations more than he controlled at start. Each side controls all masonry locations in their setup area. There are 48 stone locations in the German area and 38 in the Russian area.

SPECIAL SCENARIO RULES

- Spotting conditions are average. All RB BW rules apply. Factories are Russian Fanatic Resistance Nests.
- All German 828 and Russian 828 are Combat Engineers.
- Starting forces setup. Place a Russian 547 and German 657 from the starting forces in each of the following ground level locations R35, R39 and R42. Mark each hex with a Melee marker. After setup, but prior to play beginning resolve these Melees in a special Melee segment. Play then continues normally. The German and Russian H Guns may use Hidden setup in their respective areas. The players then alternate placement of single counters until all are placed. Players may freely examine all counters on board throughout this process. L or M weapons must be placed with an infantry unit already on board. Once all starting forces are placed weapons that qualify can be flipped to FOW status.

TURN RECORD TRACK

1	2	3	4	5	6	7
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BALANCE

- ✚ Change "6 stone locations" to "7 stone locations" in the Victory Conditions.
- ★ Change "6 stone locations" to "5 stone locations" in the Victory Conditions.

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