

ATS SOF 1: Guryev's Headquarters – ATS conversion 09/02/2009



STALINGRAD, RUSSIA, 27 October 1942: Throughout the Hell that was October in Stalingrad, determined and costly German assaults had managed to steadily shrink the Russian defensive perimeter. Everywhere it seemed that the Russians were hanging on by the slimmest of margins. On this day, near the Red October plant, German troops of the 79th Infantry Division finally broke through, reaching the HQ of Guryev's beleaguered 39th Guards. As the Germans were about to surround the hard-pressed headquarters personnel, hurriedly dispatched reinforcements (a company of 62nd Army's Headquarter's Guard) arrived just in time to save the situation. Under intense counterattack, the Germans withdrew westwards.

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



Elements of 39th Guards set up first in hexes east of road bA3-O3:

828	648	117	MMG 1938	MMG 1910	LMG
3	6	2	1	2	3

62nd Army HQ Guard Company enter as per SSR 4:

828	117
6	1



Elements of 79th Infantry Division set up on board b in the area enclosed by road hexes bA3-H1-J2-H5 and the northwest corners of the board (but not in those road hexes):

657	117	MMG MG42	MMG MG34	LMG MG34
17	5	1	1	2

VICTORY CONDITIONS

The Germans must have more unbroken squads in building dL1 at game end than the Russians.

SPECIAL SCENARIO RULES

1. Spotting conditions are average
2. All woods hexes except those in a gully are treated as stone rubble.
3. The Russian may use hidden setup for 2 squads (and all leaders and MGs that set up with them).
4. The Russian reinforcements must enter anywhere along the east edge if they have made a reinforcement d6 roll < the current turn number. However, they may never enter more units than the current turn number. Any remaining reinforcements may enter on a subsequent turn(s) in which they roll on a d6 < the current turn number.

BALANCE

In any given turn, the Russian reinforcements (SSR 4) may not enter more units than the current turn number or the turn Reinforcement die roll (whichever is less).

★ Building dL1 is considered Fortified at ground level. **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)

TURN RECORD TRACK

1	2	3	4	5	6
7					

MAP LAYOUT

Streets of Fire b & d are used

