

ATS SOF 2: Berserk - ATS conversion 09/02/2009



RED BARRICADE, STALINGRAD, RUSSIA, 25 October 1942: Throughout the grueling month of October, determined and costly German assaults had managed to steadily shrink the Soviet defensive perimeter. But no one man, soldier or commander, could grasp the scope of the confused battle raging in the ruins. One such was Sgt. Esser, now leading the remnants of the 64th Motorcycle Battalion in an assault on the southern corner of the Red Barricade ordnance factory. Across the street lay his company commander and platoon leader, both dead; at his side the last officer was dying. Only sixty men remained from his company. Suddenly Esser went berserk. Leaping to his feet, he screamed "Forward" and charged across the street. The charge took place across open ground, but amazingly no one was hit. Panting, they flung themselves down alongside the wall. At the windows across the gigantic room crouched the enemy, firing at other Germans attacking from the other direction. They never realized what hit them. Then the next floor. Cautiously the men crept up the stone staircase. Each door frame was covered by one man as the others burst into the largest rooms for a swirling melee. In this way, the 64th Motorcycle Battalion took the building. At the end, only twelve German troopers remained, but they had killed or captured many times their number. Esser was honored—posthumously.

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



Elements of 124th Rifle Brigade: set up first within three hexes of hex dL1

828	648	547	117	MMG 1938	LMG
6	9	2	3	1	3



Remnants of 64th Motorcycle Battalion: set up in any building (not rubble) hexes on board d, excluding the region bounded by the road dO3-L4-H2-H0 and the southwest edges of board d

657	117	LMG MG34
6	2	2

Elements of 103rd Rifle Regiment: set up in any building (not rubble) hexes on board b, excluding the region bounded by the road bH0-H1-A3 and the northwest edges of board b

657	117	MMG MG42	MMG MG34	LMG MG34
13	3	1	2	1

VICTORY CONDITIONS

The German player must have more unbroken squads in building dL1 than the Russian player does at the end of the scenario.

SPECIAL SCENARIO RULES

1. Spotting conditions are average.
2. All woods hexes except those in gullies are considered stone rubble. All orchard or tree-lined boulevard symbols (not the road itself) are ignored.
3. Each player may use hidden setup for 1 squad and any Leader, L or M weapons that set up with it.
4. At the start of the game the German must designate one 117 leader from the 64th Motorcycle Battalion as Sgt Esser. At the start of any turn in which Sgt. Esser is not marked with courage or is eliminated, the German player must make one d6 roll. If he rolls a 1, Sgt. Esser and all other German units in the same or adjacent hexes are marked with courage. If Sgt. Esser gains courage normally, ie. without this SSR, any other German units in the same or adjacent hexes to Sgt Esser would still gain courage.
5. Remnants of 64th Motorcycle Battalion have 1 satchel charge.

BALANCE

†Sgt. Esser will gain courage on a die roll less than or equal to the current turn number, rather than on a die roll of 1 (SSR 4).

★ Setup is sequential. The German player sets up his units on board b first, followed by the Russian setup, and finally the German sets up his units on board d.

TURN RECORD TRACK

1	2	3	4	5	6	7
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MAP LAYOUT

Five Easternmost hexes are unplayable

