

# ATS VOTG1 The First Bid – ATS Conversion 11/22/2009

P1



**Central Stalingrad, Russia, 14 September 1942:** This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader. Ownership of ATS Berlin and another East Front ATS title are necessary for play as is ASL Module Valor of the Guards. Please refer to scenario VOTG1 for the historical background to this scenario as well as its aftermath. ASL scenario design by: Kiri Naiman and Tom Morin



Elements of the 270<sup>th</sup> and 272<sup>nd</sup> NKVD Reg, 10<sup>th</sup> NKVD Div set up first east of the road A4-C8-C13-C20-C23-C30-C35-C40-C46-C50 in hexes that are on/west of hexrow L

828 NKVD	436	11*	MMG 1938	MMG 1910	LMG	ATR	LMtr	Road Block
9	22	5	1	2	4	4	2	12

Reserves of the 10<sup>th</sup> NKVD Div set up first in NKVD FNRs using Hidden setup. SSR3

828 NKVD	436	11*	MMG 1910	LMG	ATR
6	12	6	2	3	2

Remnants of the 6<sup>th</sup> Tank Brigade set up in hexrows D-L in hexes that are numbered  $\geq 43$  and  $\leq 48$ . Up to 4 AFVs may set up anywhere in hexrows D-L and at least 2 AFVs must set up DUG IN.

547	118	117	MMG 1910	LMG	ATR	ETC	T34 76B
11	1	1	1	4	1	1	6

Remnants of the 399<sup>th</sup> Composite Reg set up first in hexrows D-L in hexes that are numbers  $\geq 46$ .

547	436	117	MMG 1910	ATR
6	3	1	1	1

Misc Elements of the 62<sup>nd</sup> Army set up first on/east of hexrow D.

118 FO	MMtr 82D	HAA 37B	HHOW 76C	HHAT 76B
1	2	3	3	2

Elements of the Infantry Reg 194 and Pioneer Batt 171, 71 Inf Div and Stug Abteilung 244 set up second in hexrows A-B in hexes that are numbered  $\geq 20$  and  $\leq 40$ .

828 C ENG	758	657	118	117	MMG MG42	MMG MG34	LMG MG34	ATR	LMtr	Satchel Charge	Flame Thrower
4	5	24	2	7	2	3	4	2	2	4	2

ATMM	118 FO	MMtr	ETC	Stug IIIg	Stug III C	Sd 10-4
2	1	2	1	3	2	2



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P2

Elements of 62<sup>nd</sup> Army HQ Security Company and HQ staff with supporting armor of the 133<sup>rd</sup> Heavy Tank Brigade enter along the south edge on/after any turn in which the Russians has made a reinforcement 2d6 roll < than the current turn number.

828 SMG	547	11*	118	117	MMG 1938	MMG 1910	LMG	Satchel Charge	ETC	KV1 M42	T34 76B
9	6	2	1	2	1	2	4	2	1	4	3

Elements of the 1<sup>st</sup> Batt., 42<sup>nd</sup> Guards Reg, 13<sup>th</sup> Guards Div enter on/after Turn 13 in boats along the east edge. Up to 5 boats may enter per turn with a minimum 1 squad or crew per boat.

828 C ENG	648	118	117	MMG 1938	MMG 1910	LMG	Satchel Charge	Flame Thrower	Mol P	S-Boat	
6	9	1	4	2	2	6	4	2	3	20	



Elements of Battery III< Stug Abteilung 245 enter on/after Turn 1 along the west edge on/between hexes A8-A40.

ETC	Stug IIIg	Stug IIIC	828 C ENG	657	118	117	LMG MG34	Flame Thrower	Satchel Charge	ATMM	Stug IIIg
1	2	3	3	9	1	2	2	1	2	1	3

Elements of Inf Reg 518, Inf Div 295 enter along the west edge on/between hexes A1-A20 on/after any turn in which the German has made a reinforcement 1d6 roll < than the current turn number.

828 C ENG	758	657	118	117	MMG MG42	LMG MG34	ATR	Satchel Charge	Flame Thrower	ATMM	Sd 10-4
2	3	12	1	4	1	3	1	3	1	1	2

Elements of Inf Reg 191, Inf Div 71 and Stug Abteilung 244 enter along the west edge on/between hexes A35-A50 on/after any turn in which the German has made a reinforcement 2d6 roll < than the current turn number.

	758	657	118	117	MMG MG42	MMG MG34	LMG MG34	ATR	LMtr	Stug IIIC	Sd 10-4
4	15	1	5	1	1	1	3	1	1	2	2

## VICTORY CONDITIONS

The Germans win at game end by controlling and/or Interdicting all existing Ferry Landings. The number of Ferry Landings required is reduced by 1 each for control of the Rail Station(F36) and the Rail Crossing(all hexes in/adjacent to the road D45-I46)

## BALANCE

The Germans receive a second pre-game Aerial Bombardment

Add 6 x 828 NKVD squads to the at start OB of the 270<sup>th</sup> & 272<sup>nd</sup> NKVD regiments

## SPECIAL SCENARIO RULES

1. All VOTG Battlefield Walkaround rules apply.
2. Spotting Conditions are Average. Dusk begins on turn 13, apply a +1/1L modifier to all direct fire, increasing on turn 16 to +2/2L.
3. The Russian must designate 6 masonry buildings that are on/east of hexrow M as NKVD FRNs. All ground locations of these buildings are fortified. On/after turn 10 any occupant of the NKVD FRN may voluntarily leave the building.
4. The Russian FO may access a battery of 76mm OBA (HE, Smoke). On Turn 12 he receives a second battery of 76mm OBA (HE, Smoke) with an offboard FO located at +20 Level at a hex of his choosing just off the eastern map edge.
5. The Russian may Fortify up to 12 building locations in addition to the NKVD FRN Fortified locations. The Russian may use Hidden setup for up to 5 squads + any Leader or L/M weapon that stacks with them. This is in addition to the Hidden setup received with the NKVD FRN.

## TURN RECORD TRACK

1	2	3	4	5	6	7	8	9	10
+	+								

11	12	13 +1/1L ★	14 +1/1L	15 +1/1L	16 +2/2L	17 +2/2L	18 +2/2L	19 +2/2L	
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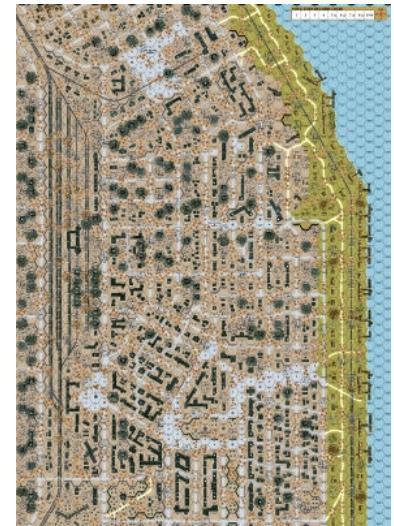
6. The Russians have 12 Molotov Cocktails.

7. The German FO may access 1 battery of 105mm OBA (HE, Smoke) with High Ammunition. At the beginning of each turn 1 to 12 the German makes 1a d6 roll, halved FRD to determine the number of Stukas, if any, he receives that turn. Each Stuka may make 2 attacks per turn and must leave at the end of the turn it arrives on.

8. The German receives 1 Aerial Bombardment, the German may choose his CFF hex after Russian setup is complete.

## MAP LAYOUT

Entire map is in play



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