

# ATS VOTG10 The Darkest Day - ATS Conversion 10/27/2009



**Central Stalingrad, Russia, 21 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 VOTG10 for the historical background to this scenario as well as its aftermath. ASL scenario design by: Tom Morin

Remnants of the 2<sup>nd</sup> Rifle Co. set up on/within the area enclosed by hex grains F35-E37-E40-G40-H38-H36-G36.

|  |             |          |          |       |            |     |               |     |     |     |     |     |
|--|-------------|----------|----------|-------|------------|-----|---------------|-----|-----|-----|-----|-----|
| 648  | 117         | LMG      | ATR      | 828   | 118        | LMG | Flame Thrower | 648 | 118 | 117 | LMG | ATR |
| 4  | 2           | 1        | 1        | 3     | 1          | 1   | 1             | 7   | 1   | 1   | 2   | 1   |
| Set up in any of the Russian setup areas, no more than 3 squads per area. All M and H weapons may use hidden setup |             |          |          |       |            |     |               |     |     |     |     |     |
| 828  | MMG .50 cal | MMG 1938 | MMG 1910 | Mol P | HAT PTP 42 |     | 648           | 118 | 117 | LMG | ATR |     |
| 4  | 1           | 1        | 1        | 3     | 2          |     | 5             | 1   | 1   | 2   | 1   |     |

Elements of Infantry Reg 191 & 211, Infantry Div 71. 1 squad, + any leader and L/M weapons that set up with it, may set up in each building/rubble hex that is adjacent to a Russian set up area. The rest of the group must set up in hexes that are at least 2 hexes from the Russian set up area.

|     |     |     |     |          |          |          |                |              |
|-----|-----|-----|-----|----------|----------|----------|----------------|--------------|
| 758 | 657 | 118 | 117 | MMG MG42 | MMG MG34 | LMG MG34 | Satchel Charge | HHOW leIG 18 |
| 5   | 17  | 1   | 7   | 2        | 3        | 5        | 2              | 2            |

|          |                |     |           |
|----------|----------------|-----|-----------|
| LMG MG34 | Satchel Charge | ETC | Stug IIIg |
| 4        | 1              | 1   | 3         |
| 758      | 657            | 118 | 117       |
| 4        | 4              | 2   | 1         |

|     |           |                |
|-----|-----------|----------------|
| ETC | Stug IIIC | Stug IIIg      |
| 1   | 2         | 2              |
| 828 | 117       | Satchel Charge |
| 5   | 2         | 3              |
|     |           | Flame Thrower  |
|     |           | 2              |

## VICTORY CONDITIONS

Provided the Russians have amassed 80 Casualty Victory Points or less, the Germans win at game end by controlling at least 12 multihex buildings that are located within the Russian set up areas. Buildings F36 and L38 count as 2 multi-hex buildings and building S38 counts as 4 multihex buildings.

## SPECIAL SCENARIO RULES

1. All VOTG Battlefield Walkaround rules apply.
2. Spotting Conditions are Average. Building F36, L38 and S38 are Russian Fanatic Resistance Nests. All their +0 level locations are Fortified.
3. During setup the Russian may add up to 15 Emplacement counters from the following list: 2 Factor AP Minefield x4, Hedgehogx2, Wirex2, Fortified Building Location x8, Bunker x2, Roadblock x2, Masonry Rubble (place on any Masonry building hex) x4, Hidden Squad setup x2,
4. The German receives 1 Aerial Bombardment. The German receives 2 Stukas that enter on Turn 1.
5. The Russians have 3 Molotov Cocktails.
6. The first six Russian F2 table d10 rolls of 1, prior to the end of Turn 6, will generate Russian units with the type and location based on the result of a subsequent d10 roll on this chart. The units, marked with an F marker, are placed in the ground level location of the given hex or an adjacent hex of the Russian players choosing if the given hex contains a German unit.

## TURN RECORD MARKER

|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| * |   |   |   |   |   |   |

## BALANCE

The Germans receive a 3rd Stuka.

The Russian may fortify up to 4 more building locations.

## MAP LAYOUT

Only hexes that are  $\geq 32$  &  $\leq 44$  in A-V are playable.

### d10 Units placed

|   |                                |     |
|---|--------------------------------|-----|
| 1 | 446(f)+SC                      | M33 |
| 2 | 446(f)+SC                      | I33 |
| 3 | 446(f)+SC                      | E33 |
| 4 | 446(f)+SC                      | E43 |
| 5 | 446(f)+SC                      | I43 |
| 6 | 446(f)+117 leader              | M33 |
| 7 | 446(f)+117 leader              | I33 |
| 8 | 446(f)+117 leader              | I43 |
| 9 | 446(f)+117 Leader with courage | E43 |
| 0 | 446(f)+117 Leader with courage | M43 |

