

ATS VOTG11 A Dangerous Possibility – ATS Conversion 10/27/2009



Central Stalingrad, Russia, 22 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 VOTG11 for the historical background to this scenario as well as its aftermath. ASL scenario design by: Tom Morin



Elements of Infantry Reg 518, Infantry Div 295 set up first with one group in each German set up area, SSR 3, no more than 1 squad or crew per hex.

Group A

828 C ENG	657	117	Satchel Charge
1	2	1	1

Group B

758	117	MMG MG34
2	1	1

Group C

758	657	117	LMG MG34
1	1	1	1

Group D

657	455(f)	117	LMtr
2	1	1	1

Reinforcements set up last in any of the German set up areas SSR 3, no more than 1 squad per hex.

758	556 (f)	117	117 with courage	LMG MG34	Flame Thrower
1	1	1	1	1	1



648	547	446 (f)	117	MMG 1938	LMG	LMtr
3	5	1	2	1	1	1

Elements of the 3rd Batt., 42nd Guards Reg, 13th Guards Rifle Div set up second on/south of the hex grains Q5-U3-X3-BB1. At least 1 squad or crew must set up in hexes R4, T3, V3, X3, Z2 and BB1.

Elements of the 3rd Batt, 39th Guards Reg, 13th Guards Rifle Div enter on Turn 1 along the south edge on/east of hexrow Q.

828 SMG	648	118	117	LMG	Satchel Charge
3	5	1	1	2	1

VICTORY CONDITIONS

The Russians win at game end if they have 'cleared' at least 2 of the German set up areas. An area is 'cleared' if it contains no non broken/surrendered German Squad or Crew and the Russians control at least 1 building/rubble hex within that set up area. The Germans win immediately if they control at least 1 building in the Russian setup area and simultaneously have non broken/surrendered squads or crews in all four of their setup areas.

SPECIAL SCENARIO RULES

1. All VOTG Battlefield Walkaround rules apply.
2. Spotting Conditions are Average. R5 is a Burnt out Building. Prior to setup each player, starting with the German, alternately places three Crater counters (representing shell holes) in any hexes not containing a building or rubble.
3. There are four German setup areas: each area is comprised of all hexes or hexrows as indicated. **Area A:** hexes V0/W1/X0/Y1; **Area B:** hexes R0/S1/S2/T0/T1; **Area C:** hexrow M4 to Q2; **Area D:** hexrow L2 to P0. The German player randomly determines which area groups will set up in by drawing chits lettered A-D.
4. After setup all Russian infantry must take a Morale check, all modifiers and results apply normally including a -1 DRM, ie easier to pass. Failure and the unit starts the game broken but can move that turn. All German infantry must take a morale check using only its printed Morale value, no mods, failure and the unit is marked Winded to start the game.

MAP LAYOUT

Only hexes that are numbered ≤ 5 in hexrows L-EE are in play



BALANCE

- ★ Replace a 117 leader with a 118 leader in the German OB.
- ★ Replace a Satchel Charge with a Flamethrower in the Russian OB.

TURN RECORD MARKER

1	2	3	4	5
★				