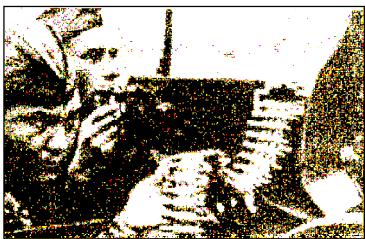


# ATS VOTG12 Siberian Shockwave – ATS Conversion 10/27/2009



**Central Stalingrad, Russia, 23 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 VOTG12 for the historical background to this scenario as well as its aftermath.  
ASL scenario design by: Vic Provost

Assault Group 2 Enter on Turn 4 along the south edge.

117	LMG MG34	Sd 10-4
2	2	2
	758	657
3	3	

Elements of Infantry Div 71 set up first at least 2 hexes from the Russian set up area with max 1 squad per location + any leader and L/M weapon that sets up with it. SSR3

657	118	117	MMG MG42	MMG MG34	LMG MG34	LMtr	HHOW leIG 18
25	1	6	2	2	3	2	2

Assault Group 1 enter on Turn 2 along the west edge.

828 CENG	758	118	117	LMG MG34	Satchel Charge	Flame Thrower	Stug IIIC
2	3	1	1	2	2	1	2

Elements of 2<sup>nd</sup> Batt, 39<sup>th</sup> Guards Reg, 13<sup>th</sup> Guards Rifle Div set up on any Russian Perimeter Hex. SSR3

828 SMG	648	547	118	117	MMG 1938	MMG 1910	LMG	ATR	Mol P
3	8	3	1	2	2	2	2	2	2

Shock Group of the 284<sup>th</sup> Siberian Rifle Div set up within the Russian Setup Area but not on a Russian Perimeter Hex. SSR3

828 CENG	547	345 (f)	118	117	Commissar	MMG 1938	MMG 1910	LMG	LMtr	Satchel Charge	Flame Thrower
3	18	2	1	2	1	1	2	6	2	3	1

Elements of the 13<sup>th</sup> Guards Division set up anywhere in the Russian Set up area. SSR3

MMtr 82D	HAT 45b	HAA Obr39	Hedge Hog
1	2	1	6

Elements of the 685<sup>th</sup> Reg, 193<sup>rd</sup> Rifle Div enter on/after Turn 1 anywhere along the east edge on hexes numbered 28 or less, only 3 boats may enter each turn.

547	117	MMG 1910	LMG	ATR	S Boat
1	2	1	6	2	2

## VICTORY CONDITIONS

The Russians win at game end by Controlling all 7 Ferry Landings OR by Controlling at least 5 Ferry Landings and achieving one or both of the following: Exiting at least 28 Victory Points off the south/west edge(s) (units exited off the south edge count double) OR Controlling buildings DD26 and DD31.

## SPECIAL SCENARIO RULES

1. All VOTG Battlefield Walkaround rules apply.
2. Spotting Conditions are Average.
3. The Russian Set up area is defined as all hexes on/within the perimeter FF22-FF27-II27-LL28-LL22-GG22. The Russian may Fortify up to 4 building locations.
4. The Russian may access one battery of 76mm OBA. The FO is located at +20 Level at a hex of his choosing just off the eastern playing area edge. After setup but prior to play, the Russian may place a CFF, roll for accuracy normally. Play then begins following the normal routine for adjustment etc. but the Russian is assumed to make his Turn 1 Battery Access contact roll.
5. The German may use Hidden setup for up to 2 squads + any Leader or L/M weapon that stacks with them. The Germans may Fortify up to 4 building locations. Each Turn the German receives 1 Stuka on a d10 roll of 5 or less. No Stuka is received if he received a Stuka in each of the 2 preceding turns, while a Stuka is received automatically if no Stuka is received in either of the preceding two turns.

## TURN RECORD MARKER

1	2	3	4	5	6	7	8	9
★ +		+						

## MAP LAYOUT

Only hexes that are  $\geq 22$  &  $\leq 38$  in Y-OO playable.



## BALANCE

- ★ Add an 828 and Satchel Charge to German Assault Group 1.
- ★ Add 1 MMG .50 cal to the Russian at start OB.
- ATS on The Table - <http://www3.telus.net/public/larsent/>