

ATS VOTG13 Escape from Komsomol Park – ATS Conversion 10/28/2009



Central Stalingrad, Russia, 24 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 VOTG13 for the historical background to this scenario as well as its aftermath.
ASL scenario design by: Tom Morin



Elements of Aufklarungs Abt 171, Infantry Div 71 set up first at least 2 hexes from the Russian set up area with at least 1 squad or crew per hex and no squad or crew adjacent to another squad or crew.

| | | | | | | |
|-----|-----|---------|-----|----------|----------------|---------|
| 758 | 657 | 455 (f) | 117 | LMG MG34 | Satchel Charge | Foxhole |
| 1 | 4 | 1 | 3 | 3 | 1 | 1 |

Reinforcements enter on Turn 1 on any one road hex.

| | | | | | |
|-----|---------|-----|----------|------|---------|
| 657 | 455 (f) | 117 | LMG MG34 | LMtr | Sd 10-4 |
| 1 | 1 | 1 | 1 | 1 | 1 |

Enter on Turn 3 on any one road hex.

| | | | |
|-----|-----|----------|---------|
| 758 | 117 | LMG MG34 | Sd 10-4 |
| 1 | 1 | 1 | 1 |



HQ Staff and Remnants of the 272nd NKVD Reg., 10th NKVD Div set up in/adjacent to hexes H47/H49.

| | | | | | | |
|----------|--------------|-----|---------|-----------|-----|-----|
| 828 NKVD | 626 (f) NKVD | 436 | 234 (f) | Commissar | LMG | ATR |
| 4 | 1 | 1 | 1 | 3 | 3 | 1 |

Remnants of the 2nd Batt., 42nd Rifle Brigade set up in/adjacent to hexes H47/H49 but not in the same hexes as units of the 272nd NKVD Reg.

| | | | | |
|-----|---------|-----|-----|-----|
| 547 | 345 (f) | 117 | LMG | ATR |
| 1 | 1 | 1 | 1 | 1 |

VICTORY CONDITIONS

The Russians win immediately by exiting at least 8 Victory Points off the east edge.

SPECIAL SCENARIO RULES

1. All VOTG Battlefield Walkaround rules apply.
2. Spotting Conditions are Average. Dusk begins on Turn 1, apply a +1/1L modifier to all direct fire, increasing on Turn 4 to +2/2L.
3. At the start of every turn all German squads and crews must take a morale check using only it's printed Morale value, no mods, failure and the unit is marked as Fired it's inherent GF for squads minus GF allocated to weapons or 1 ROF for crewed MGs.

BALANCE

- ✚ Replace a 117 with a 118 Leader in the German OB.
- ★ Replace Conscript Russian squads with NKVD 828 squads.

TURN RECORD MARKER

| | | | | | |
|---------|-------|---------|-------|-------|-------|
| 1 | 2 | 3 | 4 | 5 | 6 |
| ✚ +1/1L | +1/1L | ✚ +1/1L | +2/2L | +2/2L | +2/2L |

MAP LAYOUT

Only hexes that are ≥ 42 in hexrows G-T are playable.

