

ATS VOTG14 Pavlov's House – ATS Conversion 10/28/2009



Central Stalingrad, Russia, 15 October 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 VOTG14 for the historical background to this scenario as well as its aftermath.
ASL scenario design by: Tom Morin



Elements of the 7th Co., 3rd Batt., 42nd Guards Reg., 13th Guards Rifle Div set up first in building R5.

828 SMG	648	446 (f)	117	117 with Courage	MMG 1938	MMG 1910	LMG	ATR	LMtr
1	1	3	1	1	1	1	2	3	2
Set up first within 2 hexes of Building R5	AP Mine Factors	Wire			Set up first in T4 and T5	HedgeHog			Set up first in Building T3
	8	3				2			1

Elements of 3rd Batt., 42nd Guards Reg set up first east of the road Q1-S3-P4-R8-T11 and at least 2 hexes from Building R5.

828 SMG	648	547	117	MMG 1910	LMG	ATR
2	3	2	2	1	2	2



Elements of Infantry Reg 518, Infantry Div 295 set up second west of the road Q1-R2-L5-O10-R8-T11.

657	455 (f)	117	MMG MG42	MMG MG34	LMG MG34	ATR	LMtr
9	1	3	1	1	1	1	1

Sturmstruppe enter on Turn 1 on/adjacent to any road hexes that are within the German set up area.

828 C ENG	758	556 (f)	118	117	LMG MG34	Flame Thrower	Satchel Charge	Stug IIIC
2	3	1	1	2	2	1	3	4

VICTORY CONDITIONS

The Germans win at game end by controlling all Masonry locations in their setup area and at least 1 location of building R5.

SPECIAL SCENARIO RULES

1. All VOTG Battlefield Walkaround rules apply.
2. Spotting Conditions are Average. Prior to setup the German player may place Crater Markers (representing shell holes) in any 3 hexes not a building or rubble.
3. Building R5 is a Burnt Out Building and is a Russian FRN. All of its locations are Fortified. The Russian may designate 4 building locations as Fortified.
4. The Germans may Fortify up to 4 building locations. The Stug IIIC's may not fire smoke. Once any German AFV has be K or M Killed, at the beginning of every subsequent turn each remaining AFV must take a MC. Failure results in the vehicle having to exit the board as if F Killed. The Morale roll is modified by +1 for each AFV M Killed, K Killed or each AFV with an already failed MC up to that point.

BALANCE

★ Add one ETC to the German OB.

★ Shorten game length to 5 turns.

TURN RECORD MARKER

1	2	3	4	5	6
+					

MAP LAYOUT

Only hexes that are ≤ 11 in hexrows K-V are playable.

