

ATS VOTG16 Under Murderous Fire – ATS Conversion 10/28/2009



Central Stalingrad, Russia, 24 November 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 VOTG16 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 on/west of the perimeter S1-M4-L5-O11. Leaders and L/M weapons may use Hidden setup. Minefields may set up in any hexes that are both east of and adjacent to the perimeter.

657	455 (f)	117	MMG MG42	LMG MG34	LMtr	AP Mine Factors
8	1	3	1	3	1	4

Bonus at start OB addition and Turn 4 Reinforcements as per SSR 4.
Bonus OB addition d10 Turn 4 Reinforcements addition

117, 4 AP Mine Factors	1-2	657, 626(f), LMG MG34, S Charge
556 (f), LMtr	3-4	657, 117, LMG MG34
758, S Charge	5-6	626(f), 117, S Charge
MMG MG34	7-8	657, 117, LMG MG34
758, LMG MG34	9-0	657, 626(f), 117



Elements of 3rd Batt, 42nd Guards Reg, 13th Guards Rifle Div set up second 2 or less hexes from hex S6.

828 C ENG	648	547	446 (f)	117	117 mark with courage	MMG 1938	MMG 1910	LMG	Satchel Charge	LMtr
2	5	2	1	2	1	1	1	2	2	1

Elements of 3rd Batt, 39th Guards Reg, 13th Guards Rifle Div set up second in building Q10.

648	547	117	LMG
1	2	1	1

VICTORY CONDITIONS

The Russians win at game end by amassing at least 7 Victory Points. Each of the following masonry building/rubble hexes that are Russian controlled is worth 1 VP: K5, L6, M4, N9, O3, O11, P2 and S1. Hex M8 is worth 5 VP.

SPECIAL SCENARIO RULES

1. All VOTG Battlefield Walkaround rules apply.
2. Spotting Conditions are Average. R5 is a Burnt out Building. Prior to setup the Russian player may place 3 Crater Markers (representing Shell holes) in any non building/rubble hex.
3. The Germans may Fortify up to 2 building locations.
4. During setup the German player makes a d10 roll and adds the corresponding Bonus OB Group to his at start OB, these units may use Hidden setup. The secret d10 roll also determines what units he receives as his Turn 4 reinforcements.

TURN RECORD MARKER

1	2	3	4	5	6
			+		

BALANCE

⊕ The German may roll for a second Bonus OB group, each group may only be received once, roll again to select a different group as needed.

★ Add an 828 C ENG and a Flame Thrower to the Russian OB.

MAP LAYOUT

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

