

ATS VOTG17 On the Verge of Extinction – ATS Conversion 10/28/2009



Central Stalingrad, Russia, 30 January 1943: 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 VOTG17 for the historical background to this scenario as well as its aftermath. ASL scenario design by: Tom Morin



Remnants of Infantry Div 71 and AOK 6th Army set up first on/between rows M-BB in hexes with a coordinate of 45 or less.

758	657	656	118	117	MMG MG42	MMG MG34	LMG MG34	LMtr
4	19	16	1	7	1	2	3	1
Flame Thrower	Satchel Charge	AP Mine Factors	HAA Flak 18	HAA Flak 36	HAT Pak 36r	Hedgehog	Road Block	
1	2	10	1	1	2	2	6	



Elements of 38th Motorized Rifle Brigade and 329th Eng Batt, with supporting armor enter on/after Turn 1 along the east/west/south edges

828 C ENG	547	118	117	MMG 1938	MMG 1910	LMG	Flame Thrower	Satchel Charge	118 FO	ETC
13	26	1	6	2	3	9	3	6	1	1
						T34 76B	T34 OT34 SSR 5			
						5	1			

VICTORY CONDITIONS

The Russians win at game end by Controlling building S38, provided the Germans have amassed 60 or less Casualty Victory points and Control 4 or less multi-hex buildings.

SPECIAL SCENARIO RULES

1. All VOTG Battlefield Walkaround rules apply.
2. Spotting Conditions are Average. **Ground Snow** is in effect. Vehicles – Fully tracked: MIN hex entry cost is 1MP, ie road hexside is 1MP. **Frostbite** – German personnel suffer the effect of Frostbite. During the End of Turn Segment, AFTER the Rally phase, all German personnel units make a die roll on the Frostbite Tables FB. **German Vehicle Effect** - In any scenario in which Frostbite is in effect, all German vehicles (Exception: if already using Continued Movement; when first entering from off-map) roll two dice when attempting to move, if the result is 9+ place a M-Kill marker on the vehicle in its current location and roll for Bail Out with a -1 DRM bonus. The German player is still considered to have used a Movement Impulse (including treating the placement of the M-Kill marker as an Opportunity Fire trigger).
3. The Germans may Fortify $\leq 6 + 0$ Level building locations. The German may use Hidden setup for up to 4 squads + any Leader or L/M weapon that stacks with them.
4. The Russian FO may access 1 battery of 82mm Mortar OBA (HE & Smoke) with High Ammo. The Russian receives 3 x PO-2 Bombers. At the beginning of each turn the Russian makes a d10 roll to determine if they arrive that turn. Turn 1 1-5, Turn 2 1-7, Turn 3 1-9, Automatic arrival on Turn 4. Each PO-2 may be designated as carrying either 5x50 HE (resolve normally as 5 rolls in 1 attack) or 2x100 HE (resolve as 2 separate attacks, 1 roll per attack) at the Russian players option, make a note.
5. The Russian may keep the identity of the OT-34 secret until the FT is used. Substitute a normal T34 76B, cannot use Bow MG, and make a note until revealed.

MAP LAYOUT

Only hexes that are ≥ 34 & ≤ 47 in K-DD are playable.



BALANCE

⊕ The German may exchange 3x657 for 3x758 squads.

★ Extend the game length to 8 turns.

ATS on The Table - <http://www3.telus.net/public/larsent/>

1	2	3	4	5	6	7
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