

ATS VOTG18 In Sight of the Volga – ATS Conversion 10/28/2009



Central Stalingrad, Russia, 14 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 VOTG18 for the historical background to this scenario as well as its aftermath.
ASL scenario adaptation by: The Bunker Crew

Elements of the 10th NKVD Div and 62nd Army set up first east and north of the German setup area.



828 NKVD	436	Commissar	117	MMG 1938	LMG	ATR	HHOW M27	Roadblock
6	9	2	2	2	2	2	1	3

Reinforcing elements of the 13th Guards Div enter along the east edge beginning on/after turn 7 as per SSR 4

828 C ENG	648	Officer or NCO	MMG 1938	MMG 1910	LMG	Satchel Charge	Flame Thrower
?	?	?	?	?	?	?	?

Reinforcement Table

d10	Squads	Leaders	Weapons
1	828x2 648x1	118	FT, MMG1910
2	828x1 648x2	117	SC, LMG
3	648x3	-	MMG1938
4	648x3	-	LMGx2
5	648x3	-	LMG
6	828x3 648x1	118	FT, MMG1938
7	828x2 648x2	117	SC, MMG1910
8	828x1 648x3	-	FT, MMG1910, LMG
9	648x4	-	MMG1910, LMG
0	648x4	-	LMGx2



Reinforced elements of Batt. II, 194 Inf Reg, 71 Inf Div set up second on/west of hexrow T in hexes numbered 20 or greater.

828 C Eng	657	118	117	MMG MG42	MMG MG34	LMG MG34	Satchel Charge	Stug III G	
2	21	1	6	1	1	1	3	2	2

VICTORY CONDITIONS

The Germans win at game end by controlling all +0 ground level locations of buildings BB16 and CC20 and by having at least 17 GF of fully manned non B/S German MGs in level +20 of buildings BB16 and/or CC20. Any German MGs exited off the east map edge on or after Turn 5 count towards this total.

SPECIAL SCENARIO RULES

1. All VOTG Battlefield Walkaround rules apply.
2. Spotting Conditions are Average. Dusk begins on turn 6, apply a +1/1L modifier to all direct fire, increasing on turn 9 to +2/2L.
3. The Russians may fortify up to 5 +0 Ground level building locations, NKVD FRN rules are in effect. The Russian may use Hidden set up for up to 4 squads plus any leaders and L/M weapons that set up with them.
4. Starting on Turn 7 the Russian player makes a d10 roll on the reinforcement chart at the beginning of each turn.
5. The number of squads the Russians receive are decreased by 1 squad per German Squad or German Leader and 2 squads per German AFV exited off the east edge during the previous turn. The Russians must match any exited German units prior to receiving any reinforcements, the number of Russian leaders and weapons received cannot exceed the number of squads received in a given turn.
6. The Russians receive 1 Molotov Cocktail per every 3 squads including reinforcements, round fractions down.

TURN RECORD MARKER

1	2	3	4	5	6 +1/1L	7 +1/1L*	8 +1/1L*	9 +2/2L*	10 +2/2L*
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MAP LAYOUT

Only hexes that are ≥ 14 & ≤ 24 in O-FF are playable.



BALANCE

+ Add an 828 and FT to the German OB.

* Add a HOW M27 76C to the Russian OB.

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