

# ATS VOTG2 Russia! Drown in the Wolga! – ATS Conversion 10/26/2009



**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 VOTG2 for the historical background to this scenario as well as its aftermath.  
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Elements of the 270<sup>th</sup> Reg, 10<sup>th</sup> NKVD Div set up first east of the road FF13-DD14-DD20-DD21-EE25-EE26.

|             |     |            |           |     |             |     |             |
|-------------|-----|------------|-----------|-----|-------------|-----|-------------|
| 828<br>NKVD | 436 | 626<br>(f) | Commissar | 117 | MMG<br>1910 | LMG | HHOW<br>76C |
| 2           | 2   | 3          | 1         | 1   | 2           | 2   | 1           |

Advance elements of the 1<sup>st</sup> Batt, 42<sup>nd</sup> Guards Reg., 13<sup>th</sup> Guards Rifle Div enter along the east edge in boats, with a max 2 personnel counters per boat, on the turn indicated.

|                 |     |        |                 |     |     |     |     |                   |
|-----------------|-----|--------|-----------------|-----|-----|-----|-----|-------------------|
| Enter on Turn 3 |     |        | Enter on Turn 4 |     |     |     |     |                   |
| 648             | LMG | S-Boat | 828<br>C ENG    | 648 | 118 | 117 | LMG | Satchel<br>Charge |
| 1               | 1   | 1      | 2               | 3   | 1   | 1   | 2   | 5                 |



In Building BB16 at +20 level.

|             |
|-------------|
| MMG<br>MG34 |
| 1           |

Elements of Infantry Reg 194, Infantry Div 71 set up second as indicated.

In Building CC20 at +20 level.

|             |
|-------------|
| MMG<br>MG42 |
| 1           |

In Building DD25 at +20 level.

|             |
|-------------|
| MMG<br>MG34 |
| 1           |

Set up second in Ground level locations, +0 level, of buildings BB16, CC20 and DD25 with at least 1 squad in each building.

|     |     |     |             |
|-----|-----|-----|-------------|
| 657 | 118 | 117 | LMG<br>MG34 |
| 13  | 1   | 4   | 4           |

## VICTORY CONDITIONS

The German wins at game end by Controlling all 5 Ferry Landings. The number of Ferry Landings required is lowered by one for every 4 (FRD) German squad that sets up in Building BB16.

## SPECIAL SCENARIO RULES

1. All VOTG Battlefield Walkaround rules apply.
2. Spotting Conditions are Average. Dusk begins on turn 3; apply a +1/1L modifier to all direct fire, increasing on turn 6 to +2/2L.
3. The Russian may use Hidden setup for 1 squad + any Leader or L/M weapon that stacks with it. The HHOW cannot setup in weapon pit or use Hidden setup nor does it receive a crew.

## BALANCE

⊕ The German may replace 2x657 in his OB with 2x828s.

★ The Russian may replace 2x436 with 2x828 NKVD in his at start OB.

## MAP LAYOUT

Only hexes that are numbered 13 or more and 26 or less in hexrows AA-OO are playable.



## TURN RECORD MARKER

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