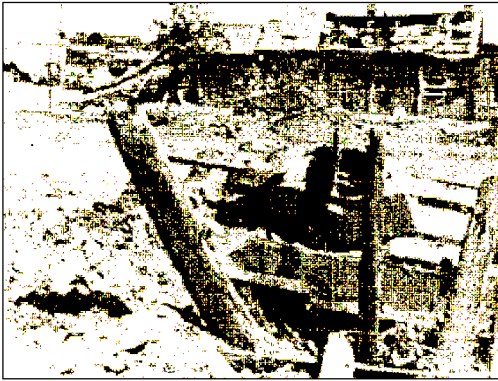# ATS VOTG3 Khopka's Crossing – ATS Conversion 10/26/2009

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 VOTG3 for the historical background to this scenario as well as its aftermath.
ASL scenario design by: Tom Morin

Remnants of the 6th Tank Brigade set up first east of the road C40-C46-B50 in hexes numbered ≥ 43 and ≤ 48.

547	436	118	117	MMG 1910	LMG	ETC	T34 76B SSR 3
6	4	1	1	1	2	1	1

Elements of the 399th Composite Reg set up first east of the road C40-C46-B50 in hexes numbered ≥ 46.

547	436	117	MMG 1938	LMG	ATR
3	2	1	1	1	1

Elements of the 10th NKVD Div set up first east of the road C40-C46-C50 in hexes numbered ≤ 45.

828 NKVD	436	117	LMG	ATR
2	2	1	2	1

Elements of Stug Abteilung 244 and Infantry Reg 191, Infantry Div 71 set up second west of the road C40-C46-C50.

758	657	118	117	MMG MG42	MMG MG34	LMG MG34	ATR	Stug IIIC
1	9	1	3	1	1	2	1	1

Reinforcements enter on/after Turn 1 anywhere along the west edge.

758	657	117	LMG MG34	Stug IIIC	Sd 10-4
1	2	1	1	1	1

VICTORY CONDITIONS

The Germans win at game end if there are no non/broken surrendered Russian squads or AFVs adjacent to the road that runs from D45-I46. The Germans win immediately by exiting at least 36 Victory Points off the east edge.

SPECIAL SCENARIO RULES

1. All VOTG Battlefield Walkaround rules apply.
2. Spotting conditions are Average. Dusk begins on turn 4, apply a +1/1L modifier to all direct fire.
3. The Russian may use Hidden setup for up to 2 squads + any Leader or L/M weapon that stacks with them. The T34 is marked with an M-Kill marker at start.
4. All Russian infantry in suitable terrain may setup with a Foxhole marker.
5. The Russians have 3 Molotov Cocktails.

BALANCE

Replace the 2x657s in the German Reinforcements with 2x758s.

Replace 2x547 in the 399th Composite with 2x648s.

TURN RECORD MARKER

1	2	3	4 +1/1L	5 +1/1L	6 +1/1L

MAP LAYOUT

Only hexes that are numbered 40 or greater in hexrows A-L are playable.

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