

# ATS VOTG4 The Last Fifteen - ATS Conversion 10/26/2009



**Central Stalingrad, Russia, 15 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 VOTG4 for the historical background to this scenario as well as its aftermath. ASL scenario design by: Michael A Baits.



Remnants of Batt. III, Infantry Reg 194, Infantry Div 71, set up first in Buildings BB18/BB19/BB20.

758	656	118 SSR 4	117 SSR 4	MMG MG42	MMG MG34	LMG MG34
1	3	1	1	1	1	2

Elements of Infantry Regiment 194, Infantry Div 71 and Infantry Reg 518, Infantry Div 295 set up first on/south of the German Perimeter (defined as hex grains V22-Y21-X20-BB18-CC21-DD22-DD24) in hexes that are at least 2 hexes from Buildings BB18/BB19/BB20.

657	656	118	117	MMG MG34	LMG MG34
5	4	1	2	2	3



Elements of the 42<sup>nd</sup> Guards Reg, 13<sup>th</sup> Guards Rifle Div and local remnants of the 10<sup>th</sup> NKVD Div set up second in building/rubble hexes that are at least 2 hexes from the German set up areas but at least 1 squad or crew must set up in each of the following hexes: V20, Y18, CC17, EE20 and FF23. There is stacking limit of 2 squads per hex + any Leader or L/M weapon that stacks with them in hexes EE20 and FF23, any they are the only Russian units that may setup east of hexrow CC.

828 NKVD	648	547	436	Commissar	117	MMG 1938	MMG 1910	LMG	HHOW 76C
2	3	3	2	1	1	1	1	2	1

Elements of SMG Company, 42<sup>nd</sup> Guards Reg set up second in/adjacent to hex V18 and/or enter on Turn 2 anywhere along the north edge on/west of hexrow CC.

828 SMG	828 C ENG	117	MMG 1910	LMG	Satchel Charge
6	3	3	1	1	3

## VICTORY CONDITIONS

The Russians win at game end by controlling all existing Cellar locations of building BB19.. Each multi-hex building in the German setup area that the Russians control at game end reduces by 1 (to a min of 1) the number of cellar locations they must control.

## SPECIAL SCENARIO RULES

1. All VOTG Battlefield Walkaround rules apply.
2. Spotting Conditions are Night.
3. The Germans may Fortify 3 or less building locations, at least one location must be in Building BB19. The Germans may use Hidden setup for up to 2 squads + any Leader or L/M weapon that stacks with them.
4. Mark the German 117 & 118 in III Battalion, 194 Inf Reg with courage markers.
5. The German 656 squads are walking wounded. They have a 3 MP allowance that can **never** be increased for any reason. In Melee apply a -1 DRM when defending and a +1 DRM if attacking.
6. The Russians may use Hidden setup for up to 2 squads + any Leader or L/M weapon that stacks with them.

## BALANCE

★ Replace an MMG MG34 with an MMG MG42.

★ Replace a 117 leader in the SMG Company with a 118 leader.



## MAP LAYOUT

Only hexes numbered 16 or more and 24 or less in hexrows V-GG are playable



## TURN RECORD MARKER

1	2	3	4	5	6
★					