

# ATS VOTG5 The Specialists' House – ATS Conversion 10/26/2009



**Central Stalingrad, Russia, 14-15 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 VOTG5 for the historical background to this scenario as well as its aftermath. ASL scenario design by: Tom Morin



Elements of Batt. I & II, Infantry Reg 194, Infantry Div 71 set up first in Part I on/within the German Perimeter (defined as V29-V33-Z35-CC35-FF34-GG32-GG29-W29). No units of this group may set up in Building DD30. 1 squad + any leaders and L/M weapons stacked with it may use Hidden setup.

828 C ENG	758	657	118	117	LMG MG34	Satchel Charge	Flame Thrower	ATMM	ETC	Stug IIIG
2	2	5	1	3	2	2	1	1	1	2

Set up in Part I in ground level, +0 Level, locations of building DD30 with at least 1 squad or crew per location.

758	556 (f)	117	LMG MG34	Satchel Charge	MMG MG42	MMG MG34
2	1	1	1	1	2	1

Set up in Part I in +20 level locations of building DD30.

d10	Reinforcement Table
1-2	758x3, 117 w/courage, 118, LMG34, FT, Stug IIIG, ETC, Stuka
3-4	828x2, 117, LMG34, FT, ATMM, HAT 75B, 80EPP (max 50% on Mines)
5-6	828, 657x2, 117, LMG34x2, SC, Stug IIIG, Stuka
7-8	657x4, 118, MMG34, LMG34, HAT 75B, 40EPP (max 50% on Mines)
9-0	657x4, 116 (f) w/courage, MMG42, Stug IIIG, Stuka

+ Keep or replace SCs = to remaining # of Part I C ENGs



Elements of the 10<sup>th</sup> NKVD Div set up second in Part I at least 2 hexes from the German Perimeter, each squad or crew must set up at least 2 hexes from all other Russian squads or crews.

828 NKVD	436	Commissar	LMG
3	5	2	1

Elements of the 62<sup>nd</sup> Army Hq, Security Co. and Hq Staff with supporting armor of the 133<sup>rd</sup> Heavy Tank Brigade enter on Turn 1, Part I anywhere along the south edge

828 SMG	547	Commissar	118	117	LMG	Satchel Charge	KV-1 m42
5	4	1	1	1	2	1	3

Elements of the 3<sup>rd</sup> Batt, 34<sup>th</sup> Guards Reg, 13<sup>th</sup> Guards Div and supporting armor of the 133<sup>rd</sup> Heavy Tank Brigade set up in Part II as per SSR 4.

828 SMG	828 C ENG	648	117	MMG 1938	LMG	Satchel Charge	Flame Thrower	KV1 m42	T34 76B
2	2	9	4	1	2	2	1	?	?

## VICTORY CONDITIONS

Providing the Russians never Control building DD30, the Germans win immediately upon amassing 130 or more Victory Points.

## MAP LAYOUT

Only hexes that are numbered 29 or more & 39 or less in hexrows V-KK are playable

## BALANCE

+ Add a Stug IIIG(L) to the German at-start OB

★ In the Victory Conditions increase the number of VP required to at least 145.

## TURN RECORD MARKER

1	2	3	4	5	Restart Turn 1 Part II
★					

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



## SPECIAL SCENARIO RULES

1. All VOTG Battlefield Walkaround rules apply except as modified below.
2. Spotting Conditions are average for both Part I and II.
3. In Part I the German receives 1 Stuka. At the beginning of each turn the German makes a d10 roll to determine if it arrives that turn. Turn 1 1-5, Turn 2 1-7, Turn 3 1-9, Automatic arrival on Turn 4. If the German receives a Stuka in his Part II reinforcements he follows the same procedure.
4. The German gains Victory Points equal to Russian Casualties Points plus Interdiction Points (see VOTG BW for Interdiction rules, with modifications given here taking precedence). The German receives a number of Interdiction Points at the end of each Player turn equal to the ROF of each German MG (possessed by a non-B/S unit) in a +20 level location of building DD30 that is designated as Interdicting (that player turn) any level +0 hex off the east edge of the playing area. The German must designate Interdicting units and ROF used for Interdiction at the start of each Fire/Move Segment of that player turn by marking with an appropriate F marker. The MG may use any ROF not designated for Interdicting normally. If it changes its Covered Arc to fire normally the designated Interdiction ROF is lost and will not count for Interdiction Victory Points.
4. This is a two-part scenario mini Campaign. Each part ends after 5 turns or when 1 side or the other has fulfilled the Victory Conditions. At the end of Part I a slightly modified version of the ATS Conversion Campaign Game Rules (by Kurt Martin) are used to prepare for Part II.

### Part I / Part II Sector Resolution

**Calendar:** Move the turn marker back to 1 for Part II.

**Orders:** The Russians are the Attacker in Part I and II

**Units:** OBs for Part I and II are given on the scenario card. Part II Smoke Grenades and special AMMO determination is determined after German Reinforcements confirmed and final forces on both sides determined.

### Sectors:

**Part I:** The German controls all sectors inside their Perimeter (see German OB info). The Russian controls all sectors outside the German Perimeter.

**Part II:** If units of only one side are in the sector at the end of Part I, that side controls the sector. Identify German Controlled, Russian Controlled and Contested sectors. Make a d10 roll for each un-possessed German Light and Medium weapon of 5/8" size in the sector. On a 1-5 it remains where it is; on a 6-0 it is eliminated.

**Contested sectors:** If there were units from both sides in the sector at the end of Part I. Use location control markers to identify which side controls which location in the sector.

**Isolated Sectors:** An Isolated Sector is one that is not connected to the Friendly Map Edge by connected Friendly sectors. All German units in an isolated sector remain where they are to start Part II and are marked Winded.

**Part I Russian Units:** All Russian Part I units are removed from play (mark the location of any Russian unit in a contested sector prior to removal) except any remaining KV-1s, these are set up with the Part II units. All remaining KV-1s are restored to full working order (ie. all F-Kill, M-Kill, Bail out etc markers are removed). Any Eliminated KV-1s are replaced by new T34-76Bs for Part II.

### Part I German Units:

- Remove all Broken markers from infantry, plus Fired, Moved and other non-permanent markers, but not Courage. All remaining special AMMO & smoke Grenades are removed from the German side.
- Replace any Courage 1|1|7 with a 1|1|8. Replace any Courage squad with any other squad type available in the scenario. Remove all Courage markers.
- Make a d10 die roll for each wounded leader; on a 1-3 it is eliminated; on a 4-5 it is flipped to its non-wounded side; on a 6-10 it remains in play wounded (begins Part II wounded side up).
- Roll a d10 for each Surrendered unit, 1-5 remove Surrendered marker, 6-0 eliminate unit.
- Make a d10 roll for all M-KILLED vehicles: on a 1-3, remove the M-KILL marker; on a 4-5, replace the vehicle with a non-burning wreck; on a 6-10, no change (i.e., the vehicle begins Part II M-KILLED in its current hex).
- A d10 roll is made for all F-KILLED vehicles; on a 1-3 remove the F-KILL marker; on a 4-10, there is no change (i.e., the unit begins Part II already marked as F-KILLED.) This includes vehicles that have left the map during the scenario.

### Misc Markers

- Flip all burning wrecks to their non-burning wreck side.

- Replace any Fire markers in *building* hexes with Rubble markers in that hex. Remove all other Fire markers.

- Place all Hidden Mines and any other hidden units in a sector that is now controlled by the enemy on map. All mines and fortifications remain on the map but may be removed in friendly-controlled sectors.

**Part II German Units:** After the sector resolution the German makes a d10 roll on the Reinforcement table and adds the units to his OB for Part II. These units set up first in any friendly controlled sectors and in friendly controlled locations of Contested Sectors. They may also enter from a friendly map edge.

**Part II Russian Units:** These units may set up in any friendly controlled sectors and in friendly controlled locations of Contested Sectors. They may also enter from a friendly map edge.

Fortification Chart		
Type	EPP	Cost
Hedgehog	7	
Foxhole	2	
AP Mine Factor	4	
AT Mine Factor	12	
Roadblock	12	
Wire	15	
Bunker	45	
Fortified Location	10	
Tunnel	30	
AT Trench	21	

