

ATS VOTG6 Enter Dragan – 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 VOTG6 for the historical background to this scenario as well as its aftermath.
ASL scenario design by: Tom Morin



Elements of Infantry Reg 191, Infantry Div 71 set up first on/west of hexrow I, each building in hexrow I must contain at least 1 squad or crew

657	117	MMG MG34	LMG MG34	Sd 10-4	HHOW leIG 18
9	3	3	2	1	1

Elements of Infantry Div 71 and Stug Abteilung 244 enter in 3 separate groups on any turn in which the Russian controls building F36 or automatically on Turn 4 (whichever comes first) see SSR 4 for entry areas.

Group #1			Group #2			Group #3		
758	117	Satchel Charge	Stug IIIC	657	117	LMG MG34	Sd 10-4	828
3	1	1	1	4	1	2	1	2



Elements of the 10th NKVD Div set up second in buildings in hexrow K, each building in hexrow K must contain at least 1 squad or crew.

828 NKVD	436	626 (f)	Commissar	LMG	ATR	LMtr
2	3	1	2	1	1	1

Elements of the 1st Co., 1st Batt., 42nd Guards Reg, 13th Guards Div enter on Turn 1 anywhere along the south edge.

828 C ENG	648	118	117	MMG 1938	MMG 1910	LMG	Flame Thrower	Satchel Charge	Mol P
3	9	1	2	1	1	3	1	2	1

VICTORY CONDITIONS

The Russians win at game end by Controlling all hexes of building F36.

SPECIAL SCENARIO RULES

1. All VOTG Battlefield Walkaround rules apply.
2. Spotting Conditions are Night.
3. The Germans may use Hidden setup for up to 3 squads + any Leader or L/M weapon that stacks with them.
4. The entry areas for the German reinforcements are any map-edge hexes that are within 2 hexes from each of the following hexes: H34, A35 and A42, only 1 group may enter in each area.
5. The Russians have 3 Molotov Cocktails.

BALANCE

Replace a 117 leader with a 118 leader.

Remove 1 MMG34 from the German OB.

MAP LAYOUT

Only hexes that are numbered 34 or more And 42 or less in hexrows A-L are playable.



TURN RECORD MARKER

1	2	3	4	5	6	7
★		+				