

ATS VOTG7 Storming The Station – ATS Conversion 10/27/2009



Central Stalingrad, Russia, 16 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 VOTG7 for the historical background to this scenario as well as its aftermath.
ASL scenario design by: Ralph McDonald and Tom Morin

Elements of 1st Batt., 42nd Guards Reg., 13th Guards Rifle Division set up first in hexes that are on/south of/east of the Russian Perimeter (defined as hex grains M37-K36-F35-F39-H41-H44-I45-I48).



828 SMG	648	547	446 (f)	118	117	LMtr	Satchel Charge	MMG .50 Cal	MMG 1938
5	9	5	3	1	4	1	1	1	2

MMG 1910	LMG	ATR	Mol P	AP Mine Factors	AT Mine Counter	MMtr 82D	HAT 45A	Road Block	Bunker
2	4	2	2	5	1	1	2	2	1

Reinforcements enter on Turns 2 & 4 along the east edge on hexes number 37 or more and/or along the south edge on/east of hexrow J; only 8 counters may enter each turn, the MMG1910 and crew may enter without counting against the 8 counter limit.

828 C Eng	648	547	117	MMG 1910	LMG	Flame Thrower	Satchel Charge	T34 76b
3	2	2	2	1	2	1	2	2

Elements of Infantry Reg. 191, Infantry Div 71 and Stug Abt 244 set up second in hexes on/north of/west of the German Perimeter (defined as hex grains M35-K33-I35-F33-D34-D40-F42-F46-F48) At least 1 squad or crew must set up in each Perimeter hex that contains a building, bunker, rubble, rail car or lumberyard.



Enter on Turn 1 on any road hexes along the west/north edge.

758	657	118	117	MMG MG42	MMG MG34	LMG MG34	Sd 10-4
4	19	1	6	2	2	4	2

ETC	Stug IIIg	Stug IIIC
2	3	3

VICTORY CONDITIONS

Providing the Russians have amassed less than 80 Casualty Victory Points, the Germans win at game end by controlling at least 13 more Masonry hexes than they controlled at start, including all hexes of building F36.



MAP LAYOUT

Only hexes ≥ 32 & ≤ 48 in hexrows A-M are in play

Sturmgruppe enter on Turn 1 along the west/north edge.

828 C Eng	758	118	117	LMG MG34	Flame Thrower	Satchel Charge	ATMM
5	3	1	2	3	2	3	1

Reinforcements enter on Turns 3 & 5 along the west/north edge; only 6 counters may enter on each turn.

758	657	118	117	LMG MG34	Satchel Charge	Stug IIIC
2	2	1	1	2	2	2

SPECIAL SCENARIO RULES

1. All VOTG Battlefield Walkaround rules apply
2. Spotting Conditions are Average. Place wreck markers in H38 & I39
3. The Russian may use Hidden setup for up to 3 squads + any Leader or L/M weapon that stacks with them.
4. Building F36 is a Fanatic Resistance Nest and all of its Locations are Fortified.
5. The Russians may Fortify up to 6 more building locations.
6. Minefields may be set up outside of both setup areas.
7. The Russians have 5 Molotov Cocktails.
8. The German receives 1 Stuka at the beginning of each turn 1, 3 and 5
9. The German receives 1 Aerial Bombardment.

BALANCE

- ✚ Add an 828 and Satchel Charge to the German Turn 1 OB.
- ★ Add a PTP 42 HAT to the Russian at start OB.

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

TURN RECORD MARKER

1	2	3	4	5	6	7
✚	★	✚	★	✚		