

# ATS VOTG9 Eviction Notice – ATS Conversion 10/27/2009



**Central Stalingrad, Russia, 18 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 VOTG9 for the historical background to this scenario as well as its aftermath.  
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Elements of Infantry Reg 518, Infantry Div 295 set up first in hexes that are on/south of the German perimeter (defines as hex grains O23-V22-X20) every Perimeter Masonry hex must contain at least 1 squad or crew.

657	455 (f)	117	MMG MG34	ATR	LMtr	HAT Pak 36
5	1	2	1	2	1	1

Sturmgruppe set up first in building/rubble locations that are 1 or 2 hexes from hex U21.

758	556 (f)	118	117	LMG MG34	Satchel Charge	ATMM
4	1	1	1	2	1	1



Elements of the 3<sup>rd</sup> Batt, 42<sup>nd</sup> Guards Reg., 13<sup>th</sup> Guards Rifle Div set up second north of and at least 2 hexes from the German perimeter in hexes that are at least 4 hexes from hex U21.

648	547	117	LMG	MMG 1910
4	4	2	3	1

Elements of the 23<sup>rd</sup> Tank Corps enter on Turn 1 anywhere along the north edge.

828 SMG	117	Satchel Charge	MMG 1910	T34 76b	T60/42
3	1	1	1	1	2

## VICTORY CONDITIONS

The Russians win at game end by a) Controlling all building and rubble hexes that are north of the German setup perimeter or b) Controlling at least 1 building /rubble hex on/south of the German perimeter if there are 2 or less non broken/surrendered squads or crews south of the German perimeter.

## SPECIAL SCENARIO RULES

1. All VOTG Battlefield Walkaround rules apply.
2. Spotting Conditions are Average.

## TURN RECORD MARKER

1	2	3	4	5
★				

## BALANCE

✚ Add 1 LMG MG34 to the German OB.

★ In the Russian OB replace 1 LMG with an MMG 1910.

## MAP LAYOUT

Only hexes that are ≥ 16 and ≤ 26 in O-X are playable.

