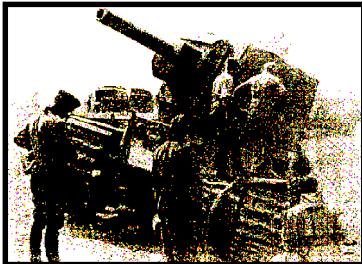


# ATS AP 41 The Meatgrinder - ATS Conversion 12/04/2009



**Lutsk, Russian, 25 June 1941:** This scenario is a conversion to the Advanced Tobruk System (ATS) from ASL. Ownership of Advanced Tobruk and at least one of Panther Line, Kursk or Stalingrad are necessary for play as are ASL boards 56 and 49. Please refer to scenario AP41 for the historical background to this scenario as well as its aftermath. ASL design by Bill Sisler.

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



Elements of the 22<sup>nd</sup> Mechanized Corps set up first on board 49 and/or board 56 in hexes numbered  $\leq 5$ .

547	117	MMG 1938	MMG 1910	LMG	ATR	KV2	Obr38 HAA	GAZ II SSR 2	MMG .50 cal SSR 2
8	2	1	1	1	1	2	1	1	1

Enter on Turn 1 along the east edge.

BT 5	BT 7
1	2



Elements of Panzer Division 13 enter on Turn 1 along the west edge.

657	118	117	MMG MG34	LMG MG34	ATR	Pz IVe	Pz III H
10	1	2	1	2	1	3	1

Enter on Turn 2 along the north or south edge.

ETC	Pz III H
1	3

## VICTORY CONDITIONS

The Germans win at game end by amassing more Victory Points than the Russian. In addition to normal Victory Points each side receives 2 VPs for each multi hex building it controls.

## MAP LAYOUT



## SPECIAL SCENARIO RULES

1. Spotting conditions are average.
2. The MMG .50 cal must set up on the GAZ II. The MMG is on a 360 mount and cannot be removed from the vehicle. It has an inherent crew like an AFV. Otherwise it fires normally.
- 3 Required markers are available at the ATS on The Table website.

## BALANCE

⊕ Add an MG42 to the German OOB.

★ Rule 15.5 does not apply to Russian AFV crews.

## TURN RECORD MARKER

1	2	3	4	5
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