

ATS AP 51 Something to Prove ATS Conversion 12/22/2009



Sid Yugoslavia, 18 January 1945: This scenario is a conversion to the Advanced Tobruk System (ATS) from ASL. Ownership of Advanced Tobruk, Bloody Omaha and at least one of Panther Line, Kursk or Stalingrad are necessary for play as are ASL boards 56 and 58. Please refer to scenario AP51 for the historical background to this scenario as well as its aftermath. ASL design by Pete Shelling.

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

Elements of 6th Tito Division set up first on/north of hexrow W

547	117	11*	MMG 1938	MMG 1910	LMG	ATR	118 FO	AP Mine Factors	Bunker	HedgeHog
10	2	1	2	2	3	1	1	5	3	5



Setup on/north of hexrow W at \geq Level +20.

MMtr 82D	HAT 45A
1	2

Enter on Turn 3 along the North edge.

547	117	LMG
2	1	1



Elements of SS Div 7 enter on Turn 1 along the south edge.

758	118	117	MMG MG42	MMG MG34	LMG MG34	ETC	Stug IIIG	Pz 39H	35R 731
11	1	2	1	1	3	1	2	2	1

Enter on Turn 2 along the east edge.

758	556 f	118	MMG MG34	Satchel Charge
3	1	1	1	1

VICTORY CONDITIONS

The Germans win at game end by controlling all 3 multi hex buildings provided there are no F-Killed Yugoslavian guns manned by non broken/surrendered personnel at Level +20 or higher.

SPECIAL SCENARIO RULES

1. Spotting conditions are Average.
2. Use Russian units to represent Yugoslavian units. Yugoslavian characteristics:
 - guns may not use Hidden set up but may receive weapon pits.
 - units may not form multolocation fire groups.
 - the commissar functions normally.
3. The FO may access a 76mm OBA (HE & Smoke). The Yugoslavian receives 1xL2M with 1x500 lb bomb 5GF MG on any d6 roll (made during the IF segment) \leq the current turn.
4. The Germans are Die Hard Waffen SS. They suffer -2 on overruns and friendly surrendered or broken enemy units in MSR have no effect. All crews are 2|3|8. All AFV crews have a morale of 8.

BALANCE

⊕ Add 1x758 to the Turn 1 reinforcements.

★ Add 1x547 to the Turn 3 reinforcements.

TURN RECORD MARKER

1	2	3	4	5	6	7	8
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MAP LAYOUT

