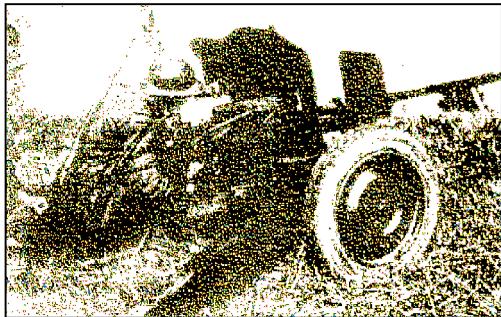


# ATS AP57 KLECKERWEISE – ATS Conversion 03/09/2011



**Along the Chemery-Bulson Road, France, 14 May, 1940:** This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of Advanced Tobruk and Stonne Heights are necessary for play as are ASL Boards 2, 10 & 1b. Please refer to scenario AP57 for the scenario background. ASL design: Gary Fortenberry

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



Elements of PzJg Co. Inf Reg GD set up first on bd 10 using Hidden set up if in applicable terrain.

758	117	LMG MG34	ATR	HAT 37B
3	1	1	1	2

Elements of 4<sup>th</sup> Co. 2<sup>nd</sup> Pz Reg enter on Turn 3 along the north edge

ETC	Pz IIIf	Pz IIIf 37B
1	2	2

758	118	117	LMG MG34	LMtr	ATR	Satchel Charge	Pz IIIf	Pz IIIf 37B	Pz IVD
15	1	2	3	2	2	2	1	3	2



Elements of 213 Inf Reg and 7 Batt de Chars de Combat setup second within 5 hexes of 1bCC10 and/or on/adjacent to board 1b road hexes.

557	118	117	MMG	LMG	LMtr	FCM 36	HAT 25A
18	1	3	3	3	2	8	2

## VICTORY CONDITIONS

The French win at the end of any Turn by controlling all Level+20 hexes of Hill 538 or at game end by controlling  $\geq 1$  building on board 1b and/or  $\geq 1$  level +20 hex of Hill 538. The Germans win if the French control  $\leq 1$  Level+20 hex of Hill 538 at the end of Turn 5 or by avoiding the French Victory conditions.

## SPECIAL SCENARIO RULES

1. Spotting conditions are Optimal. All buildings are Masonry. All buildings with black bars are Level +0 only.
2. Place overlay OG1 on 10H6 and OG2 on 10J6-J7. The path on board 10 is an unpaved woods road. This road also crosses hexes C5-D4, G6-oH6, oH6-H7.
3. Prior to French setup the German player must secretly record his 2<sup>nd</sup> Co. reinforcements as being in 3 groups with at least 2 AFV and 3 squads in each group. One group enters on east edge of Bd 10 within 3 hexes of 10Q5, the others enter on Turn 4, one along the west edge of Bd 2 within 3 hexes of 2GG6 and/or along the north edge, and the other along the east edge of board 1b within 3 hexes of 1bQ16.
4. French AFV may be set up marked continuous movement.

## MAP LAYOUT

Hexrows A-P on board 2 and R-GG on board 10 are not playable



## TURN RECORD MARKER

1	2	3	4	5	6	7	8	9
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## BALANCE

○ Add 1 557 to the French OOB.

✚ Add 1 758 and 1 LMG34 to the German at start OOB.