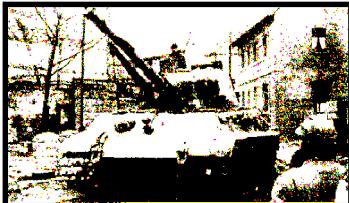


ATS AP 62 Shouting into the Storm ATS Conversion 03/09/2011



Klein-Silber, Germany, 8 February 1945: 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 10, 46 & 2a. Please refer to scenario AP62 for the historical background to this scenario as well as its aftermath. ASL design by Gary Fortenberry.

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

Elements of 2nd Guards Tank Army set up first on boards 2a110/46, SSR 2

648	117	MMG .50 cal	LMG	AT Mines	HAT 57A
6	2	1	3	2 counters	2

Group B1

ETC	SU 100	T34 85
1	1	3

Group B2

IS 2m
3

Elements of 2nd Guards Tank Army and 6th Ind Heavy Tank Reg set-up/enter per SSR 3



648	118	LMG	HAT 100B
3	1	1	1

648	117	LMG	Flame Thrower	Satchel Charge
4	1	2	1	2

Elements of 503rd SS Pz Abteilung, 11th SS Pz Abteilung 9th Fallschirmjager Div set up second west of the stream and/or enter on Turn 1 along the west edge on/north of 2aH16

758	118	117	MMG MG34	LMG MG34	LAT Psk	LAT Pf	ETC	Pz VIb	Stug IIIG L	StuH 42
12	1	2	1	2	2	2	4	1	3	4



Enter on Turn 1 along the west edge on/north of 2aH16 per SSR 4

828	117	LMG MG34	Flame Thrower	Satchel Charge	LAT Pf
3	1	1	1	2	1

758	117	117 w/courage	LMG MG34	LAT Psk	LAT Pf
4	1	1	2	1	2

VICTORY CONDITIONS

The Germans win at game end by Controlling buildings 10Z6 and 46W7 and hexes 10oY5 and 46X3.

SPECIAL SCENARIO RULES

1. Spotting Conditions are average. Place overlay OG1 on 10Y5, and P5 on 2aM5/L5. All buildings without a steeple are +0 Level only. All roads are paved. The ravine is a deep creek.
2. One Russian squad and all Leaders or L/M weapons stacked with it may be set up on board 2a and only within 2 hexes of 2aO10. AT mines may be set up only in a road hexes, and only on boards 10/46, they may use Hidden setup.
3. Prior to setup, the Russian player secretly chooses and records either Group A1 or A2, and either Group B1 or B2, as additions to his OB. His Group A choice sets up on boards 10/46, and his Group B choice enters on Turn 2 or Turn 3 on/between 46R6 and 46Y1. The Russian player makes a d6 roll at the start of the Turn 2 on a dr ≤ 3, the reinforcements enter on Turn 2; on a dr ≥ 4, they enter on Turn 3. Russian 828s are Combat Engineers.
4. Prior to Russian setup, the German player secretly chooses and records either Group C or Group D as reinforcements. The 828s are Combat Engineers.

TURN RECORD MARKER

1	2	3	4	5	6	7
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MAP LAYOUT

Only hexrows H-Q on board 2a and R-GG on boards 10 and 46 are playable



BALANCE

- ⊕ Add a 758 and Flame Thrower to the German reinforcements.
- ★ Add a T34 85 to Groups B1 and B2