

# ATS AP 66 Cat's Cradle ATS Conversion 01/12/2012



Cherkasskoye, Russia, July 5 1943: 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 13, 57, 60. Please refer to scenario AP66 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 196<sup>th</sup> Guards Rifle Reg and 611<sup>th</sup> AT Reaset up on first boards 57 and 60

648	117	MMG 1938	MMG 1910	LMG	ATR	LMtr	118 FO	AP Mine Factors	HAT 45A	Hedgehog	Wire
13	4	1	2	4	2	2	1	11	2	5	5



Elements of 245<sup>th</sup> Tank Reg enter on Turn 2 along the north edge

Lee Ssr 2
3

Elements of 1440<sup>th</sup> Self-Propelled Artillery Regiment enter on Turn 4 along the north edge

SU 76M
4



Elements of PG Div GD set up on board 13

758	626 f	118	117	MMG MG34	LMG MG34	ATR	Flame Thrower	Satchel Charge
10	5	1	3	1	3	1	1	1

Elements of Pz Brig 10 enter on Turn 1 along the southwest edges between 13A5 and 13I10

758	117	LMG MG34	ETC	Pz Vg	Sd 251-10	Sd 251
4	2	2	1	4	1	3

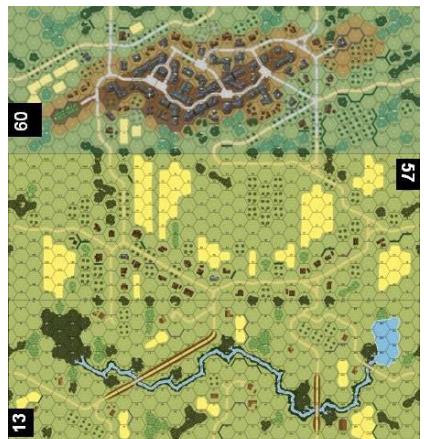
Elements of Pz Div 11 enter on Turn 3 along the east edge of boards 13 and 57.

657	117	LMG MG34	ATR	ETC	Pz IV H	Pz III H FT 30 ssr 5
6	2	2	1	1	2	2

## VICTORY CONDITIONS

The Germans wins at game end by Controlling  $\geq 9$  multi-hex buildings on board 60, provided they have more combat effective AFVs on board than the Russians.

## MAP LAYOUT



## SPECIAL SCENARIO RULES

1. Spotting conditions are Average. No Level +20 Hills exist; treat all Hills as Level +10. Place overlays as follows: S1 on 57AA6-AA5; M5 on 57FF3-EE4; M1 on 13C5. A Ford exists in hex 57oAA5.
2. The Russians FO may access one Battery of 70mm OBA HE and Smoke) with one Registration Hex. Use British counters to represent the Lee tanks in the Russian OB.
3. Vehicle entry of non road Level +0 hexes adjacent to swamp/creek/pond hexes requires a roll on the IM table with a +1 DRM.
4. The 636 (f) squads in the German at start OOB are Sappers. Each Sapper that starts and remains in a hex with an M Killed Vehicle provides a -1 d10 DRM to that AFVs attempt to remove a terrain related M-Kill marker.
5. The German IIIH's main gun are replaced with a 30 FT, range 2.

## TURN RECORD MARKER

1	2	3	4	5	6	7
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## BALANCE

⊕ In the VCs replace 9 with 8.

★ Add one Hedgehog and one wire to the Russian OOB.