

ATS BV8 The Fugitives – ATS Conversion 03/29/2008



Berlin, Germany, 3 May, 1945 This scenario is a conversion to the Advanced Tobruk System (ATS) from Squad Leader. Ownership of Advanced Tobruk and at least one of Berlin, Kursk, Stalingrad, Panther Line or BGII are necessary for play as is ASL module Beyond Valor. Please refer to scenario BV8 for the historical background to this scenario as well as its aftermath.

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



Elements of the 2nd Guards Tank Army set up first on Board 20 in hexes numbered 5 or less.

5 4 7	1 1 7	MMG 1910	LMG
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5 1 1 1

Set up on board 23 west of the canal

6 4 8	5 4 7	1 1 7	MMG 1938	LMG	HAT Pobr 43
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3 4 2 1 1 1

Enter Turn 5 on any west edge hexes.

8 2 8	1 1 7	LMG	T34 85
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3 1 1 1



Elements of Muencheberg Panzer Div. enter 1 Group per turn on turns 1, 2 and 3 via SSR 2.

Group 1

6 5 7	1 1 7	LMG MG34	LAT Pf	Stug IIIG L	Sd251 * 5
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5 2 2 2 1 2

Group 2

6 5 7	1 1 7	LMG MG34	LAT Pf	Pz IVj	Heavy Truck
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5 2 2 2 1 3

Group 3

6 5 7	6 5 6	1 1 8	1 1 7	LMG MG34	LAT Pf	Sd 222
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4 4 1 3 1 2 1

VICTORY CONDITIONS

The Germans must exit at least 44 Victory Points off the west edge by game end.

SPECIAL SCENARIO RULES

1. Spotting Conditions are average. The Canal can only be crossed at a bridge. Due to the debris and civilian congestion all vehicular road movement bonus is negated.
2. Before the Russian setup the German must secretly designate the turn of entry and entry road (one of 20I10, 20Q10 or 20Y10) for each group. An entry point can be used more than once.
3. All direct fire attacks suffer a +1/1L modifier during the first 4 turns due to pre dawn light conditions.
4. Two Russians squads plus any leader and L/M weapons may use Hidden setup.
5. Russian units setting up on Board 23 may not move/infiltrate on Turn 1 and 2 unless a German unit has entered Board 23.
6. Prior to his setup but after the German secretly designates his entry data, the Russian player picks any 6 non adjacent building hexes with a +10 level and mark them with a rubble marker. To represent rubble from the upper floor he then makes a die roll for each rubble counter and if he rolls 8,9 or 0 he may place another rubble counter in any adjacent +0 level hex of his choice. He continues this procedure only until he has created 2 additional rubble hexes.
7. The Germans are limited to 3 smoke grenades.

TURN RECORD MARKER

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

- ✚ Add an Elite Tank Commander to the German OOB.
- ★ Reduce the game length to 8 turns.

MAP LAYOUT

