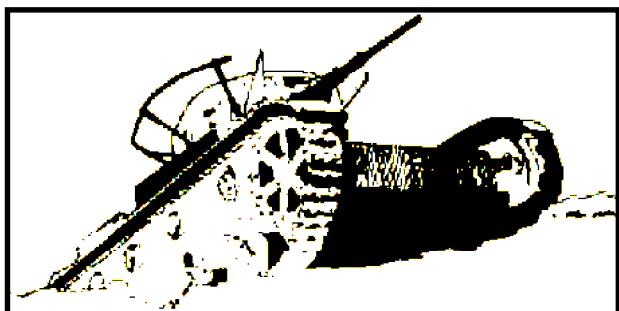


ATS COI13: The Capture of Balta - ATS Conversion 10/09/2009



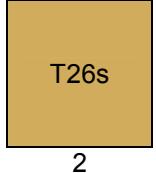
The Ukraine, 3 August, 1941: This scenario is a conversion to the Advanced Tobruk System (ATS) from Squad Leader. Ownership of Advanced Tobruk and at least one of Panther Line, Kursk or Stalingrad are necessary for play as are SL boards 3 and 4. Please refer to scenario COI 13 for the historical background to this scenario as well as its aftermath.



Balta Garrison – Russians set up first. Each foxhole marker must be placed on board 4 in any numbered whole hex ranging from 4 to 7 and must be occupied by 1 squad. The roadblock is to be set up west of row L inclusive on Board 3. All other infantry must set up on board 3, west of row L inclusive and must be placed in buildings or the roadblock hex, the AT gun and Mortar may or may not set up in buildings or the roadblock hex. No more than one squad may occupy a single building, foxhole or roadblock location. Leaders and weapons may set up stacked with any squad. The tanks may set up anywhere west of Q1 inclusive.

547	117	11*	MMG 1938	MMG 1910	LMG Dp28	118 FO	MMtr 82D	HAT 57A	T26s	Fox Hole	Road Block
30	2	2	1	2	6	1	1	1	2	10	1

Enter on Turn 5
on any south
edge hex of
board 3 west of
Q1 inclusive



Co. C. 744 th Engineers set up on board 3 east of row H	657	828	118	117	LMG MG34	Flame Thrower	Satchel Charge	Stug IIIC	Elements of Rumanian 6 th Infantry set up on any north edge hex or half hex of board 4.	557	117	MMG Fiat Rev 35
	8	4	1	4	4	2	4	1	6	1	2	

Enter on Turn 3 elements of the 744th Engineer Regiment on the north edge of board 4 west of hex row H.

	657	828	118	117	LMG MG 34	Satchel Charge
	9	3	1	3	4	1

VICTORY CONDITIONS

At game end the Germans win if there are no combat effective Russian squads in or adjacent to hexes 3Y1, 3Y2, 3Y3, 3Q1, 3Q2 and 3Q3.

SPECIAL SCENARIO RULES

1. Spotting conditions are average.
2. All hexes of Hill 498 and 522 are considered open ground. Hill 534 is considered crop, Hill 547 is considered swamp. Building 3N1 is considered to have ground level and +10 level only and is a +20 LOS obstacle. All other buildings are considered ground level only, i.e. Building 3N1 has the highest elevation in the scenario.
3. The Russian FO may not attempt radio contact until turn 5, he can then access a 120mm mortar battery. After turn 1, the FO can also observe for the on board 82mm mortar from anywhere on the board as he is communicating by radio.
4. Terrain overlays for the above SSR are available at the ATS On The Table Website. For the required Hill 547 swamp overlay use the WD547 overlay and treat as swamp.
5. The German 828s are considered Combat Engineers and have unlimited smoke laying capacity.
6. On turn 1 the Russian player may only move/fire the 2 T26s tanks.
7. Italian units are used to represent the Romanian units.

TURN RECORD MARKER

1	2	3	4	5	6	7	8	9	10
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ATS on The Table -
<http://www3.telus.net/public/larsent/>

