

ATS GI 92 Patton's End Run – ATS Conversion 12/03/2006



BROLO, SICILY, 11 August 1943: This scenario is a conversion to the Advanced Tobruk System (ATS) from Squad Leader. Ownership of Advanced Tobruk and Dark December are necessary for play as are SL boards 2, 3, 4, 5, 6 and 14. Please refer to scenario GI 92 for the historical background to this scenario as well as its aftermath. SL Design: Joe Suchar, Jon Mishcon, John Kenower, Steve Myberg, Simon Haines, Andy Bagely.

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

Elements 29th Pz Gren Div set up first on any ground level hex of board 3 using Hidden placement.

6 5 7	1 1 8	1 1 7	MMG MG34	LMG MG34	LAT Pf	HAA Flak 38	Pz IV F1
9	1	1	1	1	3	2	1

Elements 29th Pz Gren Div enter on turn 3 or later (at German Player's option) on any west edge hexes.

6 5 7	7 5 8	1 1 8	1 1 7 SSR 11	MMG MG42	MMG MG34	LMG MG34	LAT Pf	1 1 8 FO
20	1	2	6	1	1	4	6	1
Pz III N	Pz IV F2	Sd 251	Horch	Sd 8	Heavy Truck	Light Truck	Kfz 4	
1	2	5	1	4	3	5	1	

Colonel Bernard's 2nd Battalion, 30th Reg, 3rd Inf Div reinforced by engineers and AFVs enter on turn 1 on any north edge hexes of board 6.

7 6 7	6 5 6	2 5 9	1 1 8	1 1 7	MMG .50 cal	MMG 1917	LMG 1919	LAT Baz	Satchel Charge	LMtr M2	1 1 8 FO
3	16	4	1	5	2	4	1	4	2	2	2



M7 HMC	MMtr M1
4	2

VICTORY CONDITIONS

To win the German player must exit seventeen squads of the reinforcement group off the east edge by the game's end. Each exited AFV counts as two squads, exiting an armed APC counts as 1.

SPECIAL SCENARIO RULES

1. Spotting Conditions are Average. Place ATS Overlay 6 on board 14 J7, K8.
2. Roll one die for each individual non-road hill hex entered by a vehicle. On a roll of 1-5 the vehicle is M-Killed in that hex.
3. Roll one die for each wall or ravine entered by a vehicle. On a roll of 1-3 the vehicle is M-killed in the ravine hex or the hex before crossing the wall. No passage by earlier vehicles affects this roll.
4. The Germans have one battery of 105 mm OBA with high ammunition.
5. The US have 2 batteries of 155m OBA, with a +1 modifier on his contact die roll due to extreme range of land based guns and radio problems with naval support.
6. The US 767 squads are considered combat engineers
7. The German PZ IV F1 may not move or fire until turn 3.
8. No Personnel infantry by ride any fully tracked AFV.
9. All buildings higher than level +10 are treated as +10 only, no higher level than +10.
10. If played as a 3 player game the German onboard player always moves before any German reinforcement ground troops move and may not communicate with the Reinforcement Group commander. Opportunity fire is treated normally.
11. One German 117 leader in the turn 3 group is marked with courage.

BALANCE

Cancel SSR 7.

Exchange a US 117 leader for a 118 leader.

TURN RECORD MARKER

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	

MAP LAYOUT

14	9	
5	4	3

