

ATS GI 93 Cassino Station – ATS Conversion 01/24/2009



Cassino, Italy, 17 February, 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from Squad Leader. Ownership of Advanced Tobruk and Arnhem or Scottish Corridor are necessary for play as are SL boards 12 and 13. Please refer to scenario GI 93 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 of 3rd Battalion, 361st Panzergrenadier Regiment set up first anywhere on board 12. Mines may be placed anywhere on board 12 and/or any non-creek, non-swamp hex of board 13 west of hex row 5 inclusive.

6 5 7	1 1 7	MMG MG34	LMG MG34	AP Mines	Wire	Bunker	Foxhole
10	3	1	2	8	9	1	3



A and B Coys, 28th/5th New Zealand Brigade enter on turn 1 on any east edge hexes of board 13 between A10 and K10 inclusive.

6 5 8	1 1 8	1 1 7	MMG Vickers	LMG Bren	LAT Piat	Satchel Charge
16	1	5	2	4	4	2

VICTORY CONDITIONS

The Allied player wins by being the last to solely occupy with an unbroken/surrendered squad the +20 level of the hill overlay, all locations of building 12R6 and any other six masonry building hexes on board 12. Different locations of a masonry building do not count as separate hexes, but must be clear of unbroken/surrendered German units.

SPECIAL SCENARIO RULES

- Spotting Conditions are Night. Place ATS Overlay 2 on 12L7, 12K8.
- Ground level locations of building 12R6 are **Fortified** (Provides additional +1/1L to the normal terrain modifier and Friendly units cannot enter a Fortified location that is already occupied by non B/S Enemy units, even by Infiltration or via Sewer Infiltration Building Hex R7 has a +10 level and roof only, LOS is possible through the hex at 0 level indicated by the dashed line.

BALANCE

- Replace a German 117 leader with a 118 leader in the German order of battle.
- Add a third Satchel Charge to the New Zealand order of battle.

TURN RECORD MARKER

1	2	3	4	5
6	7	8	9	10

MAP LAYOUT

