

ATS GI 38 The Factory – ATS Conversion 05/03/2009



APRILIA SETTLEMENT, Central Italy, 11 February, 1944: 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 4 and 12. Please refer to scenario GI 38 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 725th Regiment, 715th Division set up first on board 12 on/north of hex row Z

6 5 7	4 5 5 (f)	1 1 7	MMG MG34	LMG MG34	LAT Pf	1 1 8 FO	Pz III N	HAT Pak 36r	HOW Ie IG18
10	1	4	1	2	2	1	1	1	1

Enter on Turn 5 along the east edge on/between hexrows L-V.

6 5 7	1 1 7	LMG MG34
3	1	1

Elements of 1st Battalion, 179th Inf. Reg. and 191st Tank Battalion enter on turn 1 along the west/south edge(s)

7 6 7	6 5 6	2 5 9	1 1 8	1 1 7	MMG 1917	LMG 1919	LAT Baz	M4A3 75w	M8 HMC
6	14	4	1	4	1	4	6	2	1



VICTORY CONDITIONS

The Americans win at game end if they control at least 6 of the 11 multi level buildings on board 12. For these purposes building hexes separated by black bars are considered separate buildings.

SPECIAL SCENARIO RULES

1. Spotting Conditions are Average, Heat Shimmer is in effect to represent Heavy Rain. Due to Mud conditions, no personal units may Run and Vehicle off road movement suffers an additional +1 COT penalty. No smoke may be used.
2. Vehicles may not move into Ravine hexes.
3. The German FO has access to an 80mm mortar battery (HE only)
4. The Germans may designate 3 level 0 masonry building locations as **Fortified** (Provides additional +1/L 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)
5. The Americans have one elite tank commander.
6. Building Hex R7 has a +10 level and roof only, LOS is possible through the hex at 0 level indicated by the dashed line. Hex 12U5 contains a Steeple Location +30 level, +40 LOS obstacle. Building hexes M3, O4, O6, O7, P3, Q4, R2, S5 and S9 are single hex square dot tower locations.

BALANCE

⊕ Add one 657 and one LMG MG34 to the initial German OOB
☆ Replace three 656 with three 767 squads in the American OOB

TURN RECORD MARKER

1	2	3	4	5
6	7	8	9	

MAP LAYOUT



4	12
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