

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

- 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.
- Vehicles may not move into Ravine hexes.
- The German FO has access to an 80mm mortar battery (HE only)
- The Germans may designate 3 level 0 masonry building locations as **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)
- The Americans have one elite tank commander.
- 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