

ATS ITR4 Clash at Ponyri - ATS Conversion 11/02/2009



Ponyri, Russia, 7 July 1943: This scenario is a conversion to the Advanced Tobruk System (ATS) from ASL. Ownership of Advanced Tobruk and at least one of Panther Line, Kursk or Stalingrad are necessary for play as is HOBs Into the Rubble and ASL board 49. Please refer to scenario ITR4 for the historical background to this scenario as well as its aftermath. ASL design by Chas Smith

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

Reinforced elements of the 1019th Reg, 307th Rifle Div set up first south/east of BFP B Q1-49 Q9-49 A1.

118	117	547	436	545 f	MMG 1938	MMG 1910	LMG	ATR	AP Mine Factors	AT Mine counters	LMtr
1	3	14	2	3	2	4	5	2	8	6	1
Wire	Molotov	118 FO	HAT 76B	HHOW 76C	HAT 57A	HAT 45B	T34-76c SSR5	Foxhole	Hedgehog	Road Block	
4	7	1	1	1	1	1	1	3	3	1	
<div>Enter on turn 3 on the south edge.</div> <div>Enter on turn 4 on the south edge.</div> <div>Enter on turn 5 on the south edge.</div>											
<div>117</div> <div>547</div> <div>Su 152</div>			<div>828</div> <div>Satchel Charge</div>		<div>Su 76</div> <div>Stewart I SSR 10</div>						
1 3 2			2 1		2 2						

Reinforced elements of Inf Div 292 set up second north/west of BFP B Q1-49 Q9-49 A1.

118	117	828	758	657	118 FO	MMG MG34	LMG MG34	Flame Thrower	Satchel Charge	ETC
1	6	3	3	17	1	2	4	2	4	2
<div>Pz III j</div> <div>Pz IIIN</div> <div>Pz IV f1</div> <div>Pz IV f2</div> <div>Stug III G</div>										
1 3 1 3 3										

VICTORY CONDITIONS

The Germans win at game end by controlling BFP B Z7 tower location and ≥ 5 of the following buildings on board 49 (E9, K9); BFP B (M7, T6, V2, EE2, EE8).

SPECIAL SCENARIO RULES

- Spotting conditions are optimal. All ITR BW rules are in effect.
- The Tower at BFP B Z7 has a Level +0 and Level +20 locations only, you pay for the Level+10 mp cost but cannot stop there and is a Level +30 LOS obstacle. No type of Emplacement may be placed in or adjacent to BFP B Z7. Any Russian unit in the Tower is marked courageous. All other buildings, including Factories, are Level+0, +10 LOS obstacle and wooden. Other features such as black bars & vehicle entrances still exist.
- Hedgehogs connect to Level+0 of any adjacent building.
- The Russians may use Hidden set up for 2 squads and any Leaders or L/M weapons that set up with them.
- The T34 is a Dug In AFV and may use Hidden set up in allowable terrain.
- The Russians may designate ≤ 4 building locations as **Fortified**.
- German 828 squads are Combat Engineers and Sappers.
- The Russian FO may access 1x 76mm battery OBA with High Ammo.
- The German FO may access 1x 81mm Mortar OBA (HE & Smoke)
- Use British Stuart I counters and data cards.

MAP LAYOUT

BFP B, 49



TURN RECORD MARKER

BALANCE

✚ Add 2 MMG MG34s to the German OOB.

★ Add 2 648 squads to the Turn 5 reinforcements

1	2	3	4	5	6	7
			★	★	★	