

# ATS KOR3 PB10 First to See Will – ATS Conversion 06/06/2007



**OSAN, KOREA, 27 September, 1950:** This scenario is a conversion to the Advanced Tobruk System (ATS) from Squad Leader. Ownership of ATS Toktong Pass and one Russian and one US Army ATS module are necessary for play as are SL boards 10 and 17.



Elements of the 105<sup>th</sup> Tank Div set up first anywhere on board 17, including  $\frac{1}{2}$  hexes.

636	117	11*	MMG M92	LMG Dp28	T34 85
6	1	1	1	2	2

Reinforcements enter on Turn 3 along the East edge.

636	117	LAT ATR	MMG Type 24	LMG Dp28
4	1	1	1	1

Reinforcements enter on Turn 4 along the East edge.

T34 85
2



Elements of the 2/31 Inf Reg and C Co. 73<sup>rd</sup> Tank Batt enter on Turn 1 along the West edge.

656	259	118	117	LMG 1919	LAT M20	M3	M26
6	1	1	2	3	2	1	2

Reinforcements enter on Turn 2 along the West edge.

656	259	117	MMG 1917	Flame Thrower	Satchel Charge	M3	M4A1 76w
3	1	1	1	1	1	1	2

## VICTORY CONDITIONS

The American player wins at the end of any turn if at least 30 Victory Points of non broken/surrendered friendly units have exited off the east edge of the playing area and control all buildings on board 17. Draws are possible.

## SPECIAL SCENARIO RULES

1. Spotting Conditions are Optimal. All buildings have a +0 level only and are +10 LOS obstacle.
2. All crop hexes are considered Rice Paddies, including overlays RP1-5.
3. Place B2 16BB3-CC3, RP1 17CC3, RP2 17EE3-FF3, RP3, 17AA3-AA4, RP4 17CC8-DD7, RP5 17Z6-Z5. Overlays are available at ATS on The Table.
4. The Koreans may place 4 factors of AP mines and 1(3 factor) AT mine.
5. The US AFVs have a Morale of 8.
6. Use CCF counters to represent Korean infantry and weapons. Use Soviet counters to represent Korean AFVs.

## BALANCE

Remove the MMG Type 24 from the Korean OOB,

Delete 1 US M4A1 76w from the US reinforcements.

## TURN RECORD MARKER

1	2	3	4	5
6	7	8		

**MAP LAYOUT** only hexrows R-GG on both boards are playable

