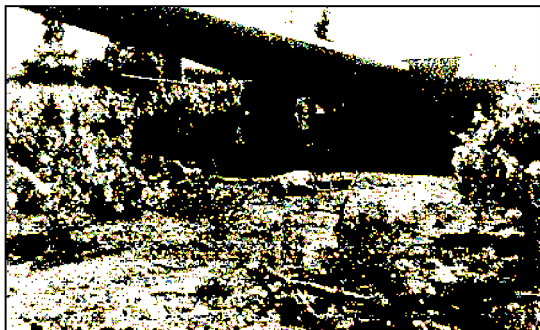


# ATS OM1 Morning's Peril – ATS Conversion 08/31/2009



**Maleme, Crete, 20 May 1941:** This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of ATS Tobruk and Arnhem Defiant Stand are necessary for play as is HOB's Operation Merkur. Please refer to OM1 for the scenario historical background. ASL scenario design Andrew Hershey.



Elements of C Co., 22<sup>nd</sup> Batt, 5<sup>th</sup> NZ Brigade set up first on/between hexrows Z-TT and east of the Barbed Wire with a maximum 1 squad/crew + 1 Leader + 1 L or M weapon per location and ≥ 2 hexes from any other Squad or crew.

118	117	658	456 f	LMG Bren	MMG Vickers	Foxhole
1	1	4	1	2	1	5

Bofars HAA
2

Elements of 156<sup>th</sup> AA Battery set up with one HAA gun each in LL8 and SS7.

Set up in eligible terrain east of the barbed wire and ≤ 2 hexes from DD8.

Bofars HAA	Weapon Pit
1	1



Abteilung von Plessen, 1<sup>st</sup> Sturm Reg enter by Glider on Turn 1 SSR 4.

117	749	547 f	LMG MG34	MMG MG34	LMtr	MMtr	ATR	Satchel Charge	Glider DFS230
4	9	4	4	1	1	1	1	2	13

## VICTORY CONDITIONS

The Germans win immediately upon capturing or destroying all 3 Bofars HAA guns.

## SPECIAL SCENARIO RULES

- Spotting conditions are Optimal. All OM BW rules are in effect.
- Prior to setup each player must place 3 Lane markers on Barb Wire hexsides. German player goes first, each Lane marker must be at least 4 Barb Wire hexsides from another Lane marker.
- For a Bofars HAA to Fire at a Glider in the air its crew must first pass an unmodified Morale Check. If it fails mark the gun as Fired otherwise it is free to fire normally. In Addition, the Allied Player must, at set up, secretly record 1 Bofars HAA that may only fire at Aerial targets for turns 1 and 2.
- All Gliders must have a Target Landing hex west of the Barbed Wire. No Glider may have an Target Landing hex adjacent to another Glider.
- Allied units may not move or Infiltrate on Turn 1.

## TURN RECORD MARKER

1	2	3	4	5	6	7
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## BALANCE

- Add a 117 marked with Courage to the Allied OB.
- Increase the Game Length to 8 turns.

## MAP LAYOUT

HOB Kreta map  
Use only hexes U – TT ≤ 14

