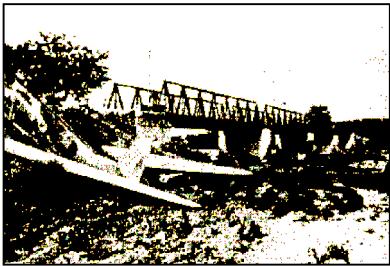


ATS OM2 Glide Path to Hell [4] – ATS Conversion 09/10/2009



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 OM2 for the scenario historical background.

ASL scenario design Shaun Carter, Andrew Hershey, Derek Ward.

Elements of D Co set up at \geq Level +0 as indicated.
Set up \leq 2 hexes from K16.

117	658	557	LMG Bren	Foxhole
1	1	1	1	2

Elements of C Co., 22nd Batt, 5th 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 \geq 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

Set up \leq 2 hexes from O14.

117	658	557	ATR	Foxhole
1	1	1	1	2

Bofars HAA
2

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

Bofars HAA	Weapon Pit
1	1

Set up \leq 2 hexes from S13.

118	658	557	LMG Bren	Foxhole
1	1	1	1	2

Set up with the three Co D groups, with a MAX of 2 squads and 1 MMG per any 1 group.

117	658	355 f	MMG Vickers	Foxhole
1	1	2	2	3



Abteilung von Plessen, 1st Sturm Reg enter by Glider on Turn 1. Gliders must have a Target landing hex on/between hexrows V-TT and west of the Barbed Wire.

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

Abteilung Braun, 1st Sturm Reg enter by Glider on Turn 1. Gliders must have a Target landing hex on/between hexrows K-U and in or west of the Riverbed.

118	117	749	547 f	LMG MG34	MMG MG34	ATR	Satchel Charge	Glider DFS230
1	3	6	4	4	1	1	2	9

VICTORY CONDITIONS

The Germans win at game end upon capturing or destroying all 3 Bofars HAA guns and the Germans control hexes U4, U5, U6 and U7 providing the Allies are unable to apply 19 GF at normal range against the Level +0 location of any one of the above noted hexes.

SPECIAL SCENARIO RULES

1. Spotting conditions are Optimal. All OM BW rules are in effect.
2. 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.
3. 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.
4. No Glider may have a Target Landing hex adjacent to another Glider.
5. Allied units may not move or Infiltrate on Turn 1.
6. To reflect operational areas on both sides: Von Plessen and NZ C Co. units may not move on or south of the road U1-U9-EE16. Braun and NZ D Co. units may not move north of this road. Any unit that cannot abide by this SSR is eliminated.

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 K-TT \leq 16



TURN RECORD MARKER

1	2	3	4	5	6	7
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