

ATS OM3 Hill 107 [4] – ATS Conversion 08/31/2009



Southeast of Hill 107, 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 OM3 for the scenario historical background. ASL scenario design Andrew Hershey.



Elements of A and B Co and Batt HQ, 22nd Batt and C Troop Heavy AA Battery, Royal Marines, 5th NZ Brig. Set up first ≤ 1 squad or crew per hex and not adjacent to another squad or crew.

#8 Platoon set up at Level +20 ≤ 3 hexes from T26	117	658	LMG Bren	Foxhole
	1	2	1	3

#12 Platoon set up at Level +20 ≤ 3 hexes from I40.	117	658	LMG Bren	ATR	Foxhole
	1	2	1	1	3

Batt HQ set up at Level +30 on Hill 107.

118	117	658	557	355 f	LMG Bren	MMG Vickers	Foxhole	HAA 76D SSR5	AA Section set up ≤ 3 hexes from O31.
1	2	2	2	2	1	1	5	2	



Elements of HQ Batt and Kompanie 4, 1st Sturm Reg Enter by Glider on Turn 1.

118	117	749	LMG MG34	MMG MG34	MMG MG42	LMtr	MMtr	ATR	Satchel Charge	Glider DFS230
1	3	8	3	1	1	1	2	1	1	12

VICTORY CONDITIONS

The Germans win at game end if they control ≥ 18 Level +30 hexes on Hill 107, but must control O31. For each HAA gun captured or destroyed the number of hexes required to control is reduced by 2. See SSR 4 for additional reduction possibilities.

SPECIAL SCENARIO RULES

1. Spotting conditions are Optimal. All OM BW rules are in effect.
2. The HAA guns may only fire at Aerial targets for turns 1 and 2.
3. Allied units may not move or Infiltrate on Turn 1 or 2 unless using Broken movement.
4. The 2 Numbered Platoons are restricted to reflect assigned Operational Areas. None of these units may move (may use broken movement), mark or note these units. At the start of Turn 3 (and only at this time) the Allied player may elect to remove the above restrictions on all, some or none of the units. Any chosen units may act normally for the rest of the game. For each squad released from these restrictions the total number of hexes required by the German to control is reduced by 3, FRU. All units of a Numbered Platoon are freely released, without altering the VCs, if a Germans squad or landed Glider is ≤ 2 hexes from any element of such a platoon. Note, even in this case SSR 3 would still apply.
5. The HAA guns in the British OB are 76D ROF 2. Use a Bofars marker to represent.

BALANCE

Add a 658 and LMG to a Numbered Platoon.
 Add a 749 and a Glider to the German OB.

MAP LAYOUT

HOB Kreta map
Use only hexes F-AA
 ≥ 21 and ≤ 40



TURN RECORD MARKER

1	2	3	4	5	6	7	8
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