

ATS OM4 The Umbrella Men [3] – ATS Conversion 08/31/2009



Pirgos, 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 OM4 for the scenario historical background. ASL scenario design Andrew Hershey.



HQ Co., 22nd Batt, 5th NZ Brig set up first ≤ 4 hexes from NN52.

117	557	LMG Bren
2	6	1

Elements of A Troop, 7th LAA, 156th Royal Australian Artillery.

Bofars HAA	Set up in Weapon pit KK36.	Setup (no weapon pit) 4 hexes from NN52.	Pak 36 HAT SSR 2
1			1

MG Section MG Batt set up ≤ 2 hexes from X42. and Cretan Irregulars

117	355 f	MMG Vickers	Foxhole
1	2	2	2

Cretan Irregulars. SSR 3

117	355 f
1	2

MG Section MG Batt set up ≤ 3 hexes from a Runway hex.

117	355 f	MMG Vickers	Foxhole
1	2	2	2



Elements of Kompanie 9, Batt III, 1st Sturm Reg Enter by Paratroop on Turn 1.

117	749	LMG MG34	LMtr	ATR	Satchel Charge
4	18	5	3	3	3

VICTORY CONDITIONS

The Germans win at game end if they control the majority of the building hexes, including all those adjacent to the plaza (KK53) and capture/destroy the Bofars H/AA gun.

SPECIAL SCENARIO RULES

- Spotting conditions are Optimal. All OM BW rules are in effect.
- The Pak 36 HAT gun crew is reduced and marked with Courage. The Pak 36 HAT is captured and has a 1 ROF.
- Use Italian units to represent the Cretan Irregulars.

BALANCE

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

TURN RECORD MARKER

1	2	3	4	5	6	7	8	9
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MAP LAYOUT

HOB Kreta map
Use only hexes Q – TT ≥ 31

