

ATS OM6 Waltzing the Matildas [4] – 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 OM6 for the scenario historical background. ASL scenario design Andrew Hershey.



Elements of Abteilung von Plessen and Kompanie 13, Batt IV, 1st Sturm Reg set up first on/within the perimeter R0-R11-T10-W12-Z10-BB11-BB0.

117	749	547 f	LMG MG34	MMG MG42	ATR	LMtr	Foxhole	Glider DFS230 SSR 3
3	6	4	2	1	2	1	2	8

HAT Pak 36
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Set up in a non-road hex on the west bank of the Tavaronitis Riverbed

MMtr 81D
Set up in the Tavaronitis Riverbed or on the west bank and



Elements of C & D Co., 22nd NZ Batt, 30th & 33rd Squadrons RAF and 85 Squadron FAA, 156th AA Battery, Royal Australian Artillery and B Squadron RTR, set up second as indicated.

Set up \leq 3hexes from W16. MMG crew is reduced.

117	658	557	456 f	LMG Bren	MMG Vickers	Foxhole
2	1	2	1	2	1	5

Set up \leq 3hexes from DD18. SSR2. MMG crew is reduced.

118	117	658	557	456 f	LMG Bren	MMG Vickers	Matilda II
1	1	3	2	1	2	1	2

VICTORY CONDITIONS

The Allies win at game if they control U4, U7 and Bridge locations U5 & U6 or if they have accumulated \geq 19 Victory Points provided the Germans have not accumulated 34 Victory Points. (AFVs do not count as VPs, including in the CG)

SPECIAL SCENARIO RULES

1. Spotting conditions are Optimal. All OM BW rules are in effect.
2. AFVs may set up marked Continuous Movement.
3. Prior to all set up, 8 Glider markers, 1 per hex, are placed randomly from U5. roll 2d6, 1 die for direction and 1 die for distance.

TURN RECORD MARKER

1	2	3	4	5	6	7
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MAP LAYOUT

HOB Kreta map
Use only hexes R-FF \leq 21.



BALANCE

- 1. Add a LMtr 51D to the British OB.
- 2. Change the VCs from 34 to 18 VPs.