

# ATS OM7 Too Little Too Light [6] – ATS Conversion

08/31/2009

pg 1



**Maleme, Crete, 21-22 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 OM7 for the scenario historical background. ASL scenario design Shaun Carter.

## VICTORY CONDITIONS

The Allies win at game end if they control  $\geq 30$  of the 47 building/weapon pit hexes on/north of hexrow X with a coordinate  $\geq 15$ , but 3 of these must be Weapon pits and they control  $\geq 18$  Level +30 hexes on/north of hexrow 36.

## SPECIAL SCENARIO RULES

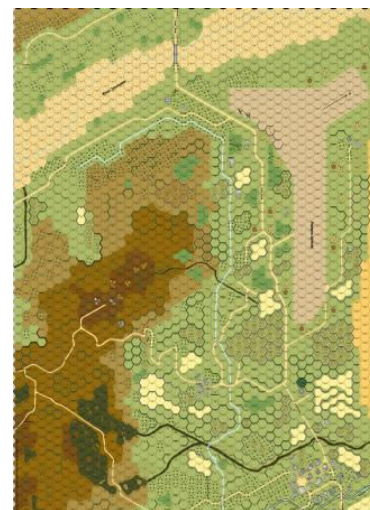
1. Spotting conditions are Optimal. All OM BW rules are in effect.
2. Night rules are in effect for Turns 1 to 4. Normal LOS begins on turn 5.
3. Prior to all set up, 12 Glider markers, 1 per hex, are placed randomly, 6 from U5 and 6 from FF4. Place 6 wreck markers from LL12. roll 2d6, 1 die for direction and 1 die for distance.
4. F Killed Mk VIB's exit via the east edge.
5. The Allied FO received on turn 5 may access a 70mm OBA (HE only). The FO is at Level +40 along the east edge. Only the center hex of the FFE is resolved at full frag, the outer 6 hexes are resolved at  $\frac{1}{2}$  frag.
6. Gurkha rules are in effect for the New Zealand 448 squads.
7. At the beginning of Turns 6, 7 and 9 the Germans receive 2 planes on that turn. 1 Stuka with bombs 500 rof 1, 50 rof 4. 1 BF109 10 GF MG only, no bombs. The planes must leave the game the same turn as they arrive, ie cannot remain on board for 2 turns.
8. The Gliders arriving on turns 7, 9 and 11 are Ju-52 aircraft. Treat as gliders except as where modified below.
  - Ju-52s must select an airfield hex as its Target Landing hex in a south direction. • If another landing direction is chosen the Ju-52 must roll on the crash table with a +2 drm.
  - if any of these terrain types are present in the 6 hexes preceding its final landing hex it must roll on the crash table with the following drms. Landed Ju-52/glider, shellholes, weapon pit, vehicle, wreck (+2 if burning). If it's final landing hex is a beach hex a further +2 drm applies on the Crash table.
  - a Ju-52 that lands offboard is eliminated along with all passengers, (a Ju-52 is worth 3 VPs)

## BALANCE

- Delay both Turn 7 and Turn 9 German reinforcements 1 Turn.
- Change the VCs from 3 Weapon Pits to 5.

## MAP LAYOUT

HOB Kreta map  
Use the entire map.





## TURN RECORD MARKER

1	2	3	4	5	6	7
8	9	10	11	12	13	



Set up first ≤ 3 hexes from an airfield hex.

117	HAA Bofars	HAA Flak 38 20B
1	2	1

Elements of Kompanie 5 and 6, 2<sup>nd</sup> Fallschirmjäger Reg set up ≤ 5 hexes from MM53.

117	749	LMG MG34	LMtr 50D	ATR	Wire
2	6	2	1	2	6

Elements of Kampfgruppe Ramcke, 1<sup>st</sup> Sturm Reg set up first on/north of hexrow 36 on Level+30 hexes with 1 squad/crew per hex not adjacent to another squad/crew.

118	117	749	547 f	LMG MG34	MMG MG34	ATR	MMtr 81D	Foxhole	Hedgehog
1	2	4	1	2	1	2	2	3	3

Elements of Gebirgsjäger Reg 100 set up ≤ 5 hexes from F42.

117	657	LMG MG34	MMG MG34
2	6	1	1

Enter on Turn 7 SSR 8.

117	657	LMG MG34	ATR	Glider SSR 8
2	3	1	1	3

Enter on Turn 9 SSR 8.

118	117	657	LMG MG34	ATR	Glider SSR 8
1	1	3	1	1	3

Enter on Turn 11 SSR 8.

117	657	LMG MG34	ATR	Glider SSR 8
2	3	1	1	3



Elements of A, B, C and D Companies and Batt HQ 20<sup>th</sup> Batt, 5<sup>th</sup> NZ Brigade Enter on/after Turn 1 on/between hexes AA56-FF56.

118	117	448 SSR6	557	LMG Bren
1	1	5	2	2

Elements of A and B Companies and Batt HQ 28<sup>th</sup> Maori Batt, 5<sup>th</sup> NZ Brigade Enter on/after Turn 1 on/between hexes GG56-TT56.

118	117	448 SSR6	557	355 f	LMG Bren	ATR
1	2	8	2	2	1	1

Elements of 21<sup>st</sup> Batt, 5<sup>th</sup> NZ Brigade Enter on/after Turn 2 on/between hexes A39-D56

117	557	355 f	LMG Bren	MMG Vickers	MMtr 76D
2	8	1	1	1	1

Cretan Irregulars enter on Turn 2 on/between GG56-TT56

117	355 f
1	6

Elements of 21<sup>st</sup> Batt, 5<sup>th</sup> NZ Brigade Enter on/after Turn 2 on/between hexes D56-O56.

117	557	355 f	LMG Bren
2	8	1	2

Elements of C Squadron, 3<sup>rd</sup> Hussars enter on/after Turn 5 on the east edge.

ETC	Mk VIB
1	3