

ATS WO2 Failure to Communicate ATs conversion 03/07/2011

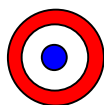


ONHAYE, BELGIUM, 14 May 1940:: This scenario is a conversion to the Advanced Tobruk System (ATS) from ASL. Ownership of Advanced Tobruk and Stonne Heights are necessary for play as are ASL boards 42 & 59. Please refer to scenario WO2 for the historical background to this scenario as well as its aftermath.
ASL design by Chas Argent.

ATS on The Table - <http://www3.telus.net/public/larsent/>

Elements of the 4th North African Inf Div setup first set up first on/west of hexrow I.

558	258	557	118	117	MMG	LMG	LMtr	AMR35	HAT 25A	P178
6	3	3	1	2	1	2	1	2	2	1



Secretly choose 1 group and add to the At Start OOB

A

ETC	P178
1	1

B

HAT 25A
1

C

258	ATR	AP Mines
2	1	3 Factors

Enter on Turn 5 along the west edge

558	117	Satchel Charge
1	1	1



Elements of 7 Schutzen Reg, 7 Pz Div set up second on/east of hexrow D

758	657	118	117	MMG MG42	MMG MG34	LMG MG34	ATR	LMtr	Satchel Charge
2	12	1	3	1	1	2	2	1	

Elements of 25 Pz Reg, 7 Pz Reg enter on Turn 3 along the east edge.

Pz IIIf 37B	Pz II
3	2

VICTORY CONDITIONS

The Germans win at game end by Controlling ≥ 5 multi.hex buildings provided the French have amassed ≤ 42 VPs

SPECIAL SCENARIO RULES

- Spotting conditions are Optimal.
- Place St1 42K6/K5; the 59K9/59K10 hexside is considered to be a creek hexside. A masonry bridge exists in hex 42oK4 that may be entered/exited across Road hexsides in J4 and L4, and a Personnel only Bridge exists at +0 Level in hex 42oL7 that may be entered/exited across Path hexsides in K8 and M8.

BALANCE

- ✚ Extend the game to 8 turns.
- 🎯 Add 1 558 squad to the turn 5 reinforcements

TURN RECORD MARKER

1	2	3	4	5	6	7
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MAP LAYOUT

