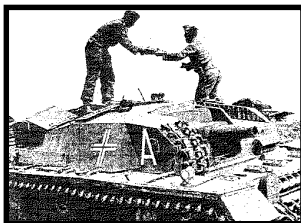


ATS WO6 The Heat is On ATS Conversion 01/14/2013



Pogost'e, Russia 17 January 1942: This scenario is a conversion to the Advanced Tobruk System (ATS) from ASL. Ownership of Advanced Tobruk and at least one of Panther Line, Kursk or Stalingrad are necessary for play as are ASL boards 57 & 65. Please refer to scenario WO6 for the historical background to this scenario as well as its aftermath. ASL design by Pete Shelling

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

Elements of 254th Inf Div setup first on bd 57 in hexes 6 or less and/or on bd 65.

657	455 f	118	117	LMG MG34	ATR	LMtr	Wire	Flak18 HAA	Bunker	Hedgehog
10	1	1	2	3	1	1	6	1	1	4



Elements of Stug Abteilung 677 enter on Turn 1 along the west edge

ETC	Stug IIIB
1	4



Elements of 285th Rifle Div enter on Turn 1 along the east edge.

547	117	MMG 1938	LMG	ATR	LMtr	KV1 42	KVm 39	T34B	BT 7
20	4	1	2	1	2	1	1	1	2

VICTORY CONDITIONS

The Russians win immediately upon exiting ≥26 VP (at least 7 of which must be Personnel) off the west edge on/between hexrows L and X or at game end if there are no CE German squads in building 65CC6.

SPECIAL SCENARIO RULES

- Spotting Conditions are Average. Ground snow is in effect. Vehicles – Fully tracked and all other vehicles: MIN hex entry cost is 1MP, ie road 1MP. Personnel – no running, +1 MP per hill level change. Smoke may only be placed in building hexes. Crop hexes are Harvested, as well any vehicle exiting a crop hex must pass an IM roll (-1 drm).
- Each Stug has 1 round of HEAT, do not roll for Ammo for the Stugs

TURN RECORD MARKER

1	2	3	4	5	6	7
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BALANCE

✚ Add 1 657 squad to the at start German OB

★ Exchange a 117 leader for a 118 leader in the Russian OOB.

MAP LAYOUT

