

# EARLY BATTLES

SK 25



Photo taken from www.ww2incolor.com

**North of KAUNAS, LITHUANIA, June 26, 1941:** This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of Advanced Tobruk and ASL SK3 are necessary for play. Please refer to scenario ASL S25 for the historical background to this scenario as well as its aftermath.

ASL Scenario Design & copyright: Brian Youse.  
ATS conversion: Fernando Sola.



**Elements of 6<sup>th</sup> Panzer Division enter on Turn 1 along the south edge:**

|                      |                |                          |                         |                     |                |
|----------------------|----------------|--------------------------|-------------------------|---------------------|----------------|
| Squad<br>7 5 8       | Squad<br>6 5 7 | Leader<br>1 1 7          | MG 34<br>5 8 L MG       | MG 34<br>8 14 M MGS | Satchel Charge |
| 4                    | 8              | 2                        | 2                       | 1                   | 2              |
| 10 6                 |                | 10 5                     |                         | 10 6                |                |
| Pz IVd<br>(75) D 5 4 | (37) C 4 4     | Pz 35(t)<br>(20) B 2 5 - | Pz IIIf<br>(20) B 2 5 - |                     |                |
| 2                    | 2              | 2                        |                         |                     |                |



**Elements of 2<sup>nd</sup> Tank Division set up in board U in hexes numbered  $\leq 7$  and/or on board V:**

|                            |                |                       |                   |                     |                   |                  |
|----------------------------|----------------|-----------------------|-------------------|---------------------|-------------------|------------------|
| Squad<br>5 4 7             | Squad<br>4 3 6 | Leader<br>1 1 7       | DP 28<br>3 5 L MG | M1910<br>5 11 M MGS | P41<br>1 16 L ATR | M41<br>50 DL MTR |
| 9                          | 2              | 2                     | 2                 | 1                   | 2                 | 1                |
| 8 4                        |                | 16 8                  |                   | H HOW               |                   |                  |
| KV-2 m40<br>(152) C 3R 4 3 | (45) B 4 -     | BT-7<br>M27<br>76 C 2 |                   |                     |                   |                  |
| 1                          | 1              | 1                     |                   |                     |                   |                  |

**VICTORY CONDITIONS:** The Germans win at game end if they control  $\geq 4$  buildings on board V and  $\geq 2$  German AFVs are still mobile (i.e., non K/M-Killed).

#### SCENARIO SPECIAL RULES:

- To represent its radioless condition, the Russian BT-7 must make a die roll  $\leq 7$  during the F&M segment if it wishes to move outside its hex.
- KV-2 and Pz 35(t) AFV Data Cards and counters are available at Uncle Ted's ATS Page: <http://uncleted.jinak.cz/ATS.htm>

#### BALANCE:

Add a 1|1|7 Leader to the German OB

Delete one turn.

**MAP CONFIGURATION:** Maps U and V are used. Only hexrows B-Q on board V and R-GG on board U are playable.

#### TURN RECORD TRACK

|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|---|---|---|

#### MAP LAYOUT:

