

LAST ALLY, LAST VICTORY

SK 26



PUSPOKLADANY, HUNGARY, October 10, 1944: 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 S26 for the historical background to this scenario as well as its aftermath.

ASL Scenario Design & copyright: Pete Shelling.
ATS conversion: Fernando Sola.



Elements of 1st Panzer Division (group 1) enter along the east edge (see SSR 1):

Squad	Squad	Leader	Leader	MG 34	MG 42	MG 34	Pf	Psk	Satchel Charge	Pz Vg
7 5 8	6 5 7	1 1 8	1 1 7	5 8 L MG	5 8 L MG	8 14 M MG	88 * L AT	88 5 L AT	1	(75) A 5 4

3 8 1 3 1 1 1 3 1 1 3



Elements of Schweren Panzer Abteilung 503 and 23rd Panzer Division (group 2) enter along the west edge (see SSR 1):

Squad	Leader	MG 34	Pf	Psk	8 4	10 6
6 5 7	1 1 7	5 8 L MG	88 * L AT	88 5 L AT	(88) A 5 4	(75) B 5 4

4 1 1 2 1 2 3



Elements of 33rd Rifle Corps set up first on/south of hexrow Y:

Squad	Leader	Leader	DP 28	M1910	Satchel Charge	T-34c	H AT
5 4 7	1 1 8	1 1 7	3 5 L MG	5 11 M MG	1	(76) B 4 3	(57) A 2

10 1 3 1 1 1 2 1



Elements of 6th Guards Tank Army set up \leq 2 hexes of uZ5:

Squad	Leader	DP 28	Satchel Charge
8 2 8	1 1 7	3 5 L MG	1

6 2 1 1

Elements of 71st Heavy Tank Regiment, 6th Guards Tank Army enter on Turn 1 along the north edge:

11 5	15 5
(12) B 3R 4 -	(85) B 4 3

3 4

VICTORY CONDITIONS: The Germans win at game end if they control \geq 9 multi-hex buildings.

SCENARIO SPECIAL RULES:

- Prior to set up the German player secretly chooses which group will enter on Turn 1 and which will enter on Turn 2. Each group may only be selected once.

BALANCE:

Delete a 1|1|7 Leader to the German group 1

Change the number of buildings in the Victory Conditions to 8 instead of 9.

MAP CONFIGURATION: Maps T, U and V are used.

This is version 1.1 of this scenario

TURN RECORD TRACK

1	2	3	4	5	6	7
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MAP LAYOUT:

