

ATS Bdf4 Brief Breakfast – ATS Conversion 04/23/2013



Fraiture Village, Belgium, 23 December, 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of Tobruk, Darkest December and ASL maps 10 & 32 are necessary for play. Please refer to Bdf4 for the historical background to this scenario as well as its aftermath. ASL design by Nadir El-Farra



Elements of D & E Co., 2nd Batt., 325th Glider Reg., 82nd Airborne Div setup first in any building location north of hexrow G on board 32. Max one squad per location, plus any leaders, weapons stacked with it. All foxholes must setup on a whole hex within 4 hexes of 32E3. see SSR2, SSR3.

767	565 f	259	117	LMG 1919	LMtr	Foxhole
5	3	1	2	2	3	8

2nd Batt HQ, 325th Glider Reg., 82nd Airborne Div. Enter on turn 2 from the north board edge.

767	565 f	259	118	117	LAT Baz	LMG 1919
2	1	1	1	2	1	1



Elements of 2nd Batt., 4th SS PzGren Reg., 2nd SS Pz Div. Enter from the south edge on turn 1.

758	556 f	118	117	MMG MG34	LMG MG34	LAT Psk	LAT Pf
5	1	1	2	1	2	1	2

VICTORY CONDITIONS

The side that has the most victory points at game end wins. Each foxhole and building on board 32, except 32N8, count as 1 VP. Casualty victory points are awarded normally. The American player begins the game in control of all building and foxhole locations.

SPECIAL SCENARIO RULES

1. Spotting conditions are Hazy. Ground Snow is in effect. Vehicles – Fully tracked and all other vehicles: MIN hex entry cost is 1MP, ie road 1MP. Halftrack non road movement costs 1+COT, Wheeled non road movement costs are 2x COT. The Creek is not deep. All woods hexes are Forest, ie. +20 blocking terrain.
2. Crops are open Ground. Orchards are obscuring only, no blind hexes.
3. American units may not perform any action until they spot a German unit. This limitation is removed at the end of the first turn an American unit spots a German unit.
4. No American units or Emplacements may use Hidden setup. All US 60mm mortars must begin the game under a foxhole counter with no more than 1 per location.

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



TURN RECORD MARKER

1	2	3	4	5	6
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BALANCE

⊕ Increase game length one turn.

☆ American turn 2 reinforcements enter on turn 1..

MAP LAYOUT

Only hexrows A-P are in Play for boards 32 & 10.

