

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

- 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 2xCOT. The Creek is not deep. All woods hexes are Forest, ie. +20 blocking terrain.
- Crops are open Ground. Orchards are obscuring only, no blind hexes.
- 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.
- 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.

