

ATS DASL M Streets of Carpiquet – ATS Conversion 04/27/2010



Carpiquet, France 4 July, 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader. Ownership of a British ATS Module is necessary for play as are ASL Deluxe Boards b & d. Please refer to scenario MWT7 for the historical background to this scenario as well as its aftermath.
ASL scenario design by: Kevin Meyer



Elements of the 25th SS Pz Gren Reg setup first anywhere on board d or on board b in any hex numbered 3 or less

859	118	LAT Psk	LAT Pf	LMG MG 42	LMG MG 34	HAT Pak 40
6	2	1	2	1	2	1



Elements of the North Shore Reg enter on the north edge on Turn 1 or later.

658	118	117	Bren	MMG Vickers	Satchel Charge	LMtr	M4A4	Crocodile
11	1	2	2	1	1	1	2	1

VICTORY CONDITIONS

The Canadians win at game end if they control buildings dI4 and dF2.

SPECIAL SCENARIO RULES

- Spotting Conditions are Average. All buildings are Masonry and ground level only, level +0 and +10 LOS obstacle.
- Place Masonry rubble markers in bE1, bK1, bI3, dK3, dL5 and dE4.
- The German may use Hidden setup for 2 squads plus any leader or L/M Weapon that sets up with them.
- The German may mark may mark 1 building location as **Fortified** (Provides additional +1/1L to the normal terrain modifier and Friendly units cannot enter a Fortified location that is already occupied by non B/S Enemy units, even by Infiltration or via Sewer Infiltration).
- All German SS infantry are Die Hard SS. They suffer -2 on overruns and friendly surrendered or broken enemy units in MSR have no effect ..All crews are SS 2|3|9 s.

TURN MARKER

1	2	3	4	5

BALANCE

- Add a 758 and an LMG 34 to the German OOB
- Extend the game to 6 turns long.

MAP LAYOUT

