

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

1. Spotting Conditions are Average. All buildings are Masonry and ground level only, level +0 and +10 LOS obstacle.
2. Place Masonry rubble markers in bE1, bK1, bI3, dK3, dL5 and dE4.
3. The German may use Hidden setup for 2 squads plus any leader or L/M Weapon that sets up with them.
4. The German may mark 1 building location as **Fortified** (Provides additional +1/L 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).
5. 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 2/39 s.

BALANCE

⊕ Add a 758 and an LMG 34 to the German OOB

⊗ Extend the game to 6 turns long.

MAP LAYOUT



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

TURN MARKER

1	2	3	4	5
⊗				