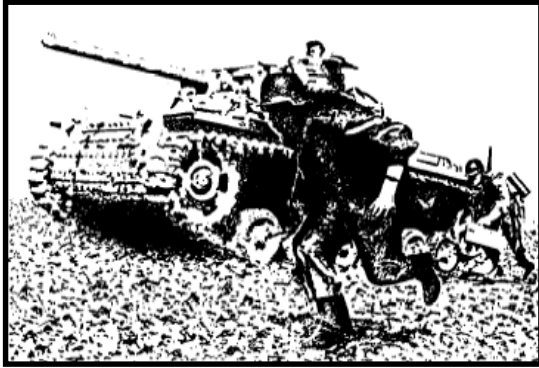


ATS GI 97 The Breaking Wave – ATS Conversion 01/13/2008



Dom Butchenbach, Belgium, 19 December, 1944: This scenario is a conversion to the Advanced Tobruk System (ATS) from Squad Leader. Ownership of Advanced Tobruk and Dark December are necessary for play as are SL boards 2 and 4. Please refer to scenario GI 97 for the historical background to this scenario as well as its aftermath. SL Design: Joe Suchar, Jon Mishcon, John Kenower, Steve Myberg, Simon Haines, Andy Bagely.

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



Elements 2nd Battalion, 26th Regiment set up anywhere on board 2

7 6 7	6 5 6	2 5 9	1 1 7	MMG .50 cal	MMG 1917	LMG 1919	LAT Baz	LMtr	1 1 8 FO
7	9	2	5	1	1	3	4	1	1
HAT 57B		Fox Hole		Elements 741 st Tank Battalion and 634 th Tank Destroyer Battalion enter on turn 1 on any west edge hexes.				M4A3 75w	M10
1		3						2	2



Elements 25th SS Panzer Grenadier Regiment set up on board 4 anywhere east of hex row 5 inclusive

7 5 8	1 1 8	1 1 7	MMG MG42	MMG MG34	LMG MG34	LAT PF
15	1	4	1	2	4	6
Elements 12 th SS Panzer Regiment enter on turn 1 on any east edge hex having expended ½ of its Cross Country MP allowance.					Pz VIb	Pz Vg
					1	2

VICTORY CONDITIONS

The German player wins by controlling 5 +30 level hexes on board 2 by the game's end.

SPECIAL SCENARIO RULES

1. Spotting Conditions are Hazy. Place ATS Overlay 1 2AA10, 2Y10 (extends onto board 4), ATS Overlay 6 4W8, 4X8, ATS Overlay 7 4Q3, 4O3.
2. Owing to soft ground conditions the cost of all off-road vehicular movement is increased by 1 MP per hex.
3. The US FO has access to a 105mm battery with High ammunition.
4. German AFVs have a morale of 9.
5. Both sides setup simultaneously. This may be done by placing a divider between the two forces or by having one player write down his setup, allow the other player to setup then laying out the first player's units.
6. US Bazookas and German Panzerfausts use the 1945 data.

BALANCE

- ✚ Replace a US M10 with a US M4A2.
- ☆ Replace a German Pz Vg with a Pz IVj.

TURN RECORD MARKER

1	2	3	4	5
6	7	8	9	

MAP LAYOUT

