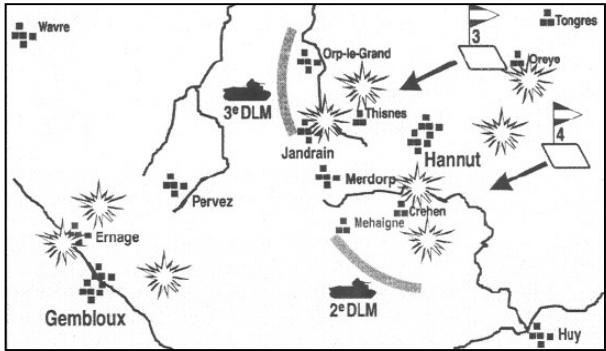


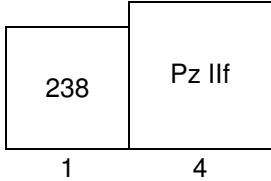
# ATS GTF1 Caught Napping – ATS Conversion 04/18/2024



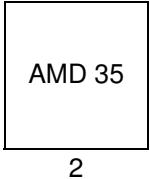
Oreye, Belgium, 11 May, 1940: This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of Advanced Tobruk and Stonne Heights are necessary for play as are ASL Boards 4 & 19. Please refer to scenario GTF1 for the historical scenario background.



Advanced Elements of the 4<sup>th</sup> Pz Division set up within 3 hexes from 19S6, SSR 2.



Elements of the 8<sup>th</sup> Cuirassiers, 2<sup>nd</sup> DLM enter on turn 1 on the east or west edge of board 4



## VICTORY CONDITIONS

The French win at game end if they have amassed at least 5 more casualty Victory Points than the Germans. Additionally, the Germans receive exit VP for units that exit off the east edge.

## SPECIAL SCENARIO RULES

1. Spotting conditions are Optimal. Crops are in Season
2. One German tank must start Bailed Out. The crew must use Hidden setup in the same hex with the tank. Once the crew re enters the tank it may operate normally except for its first movement activation or VCA change. It must pass a roll on the IM table with an additional -1 drm to the check, ie IM on a roll of 9+.
3. The French have 2 Elite Tank Commanders (ETC).

## BALANCE

- ① In the Victory Conditions change 5 to 3.
- ✚ In the Victory Conditions change 5 to 8.

## TURN RECORD MARKER

1	2	3	4	5	6
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## MAP LAYOUT

