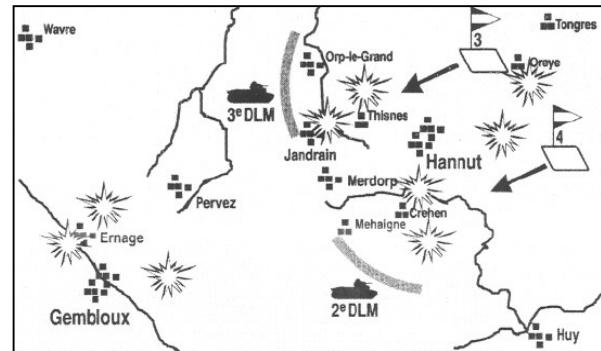


ATS GTF2 Bitter Day - ATS Conversion 04/18/2024



10 kms east of Hannut, Belgium, 12 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 16, 19, 42 & 43. Please refer to scenario GTF 2 for the historical scenario background.



Elements of the 1st Cuirassiers. 3rd DLM set up first on board 19.

558	557	258	117	LMG m29	H39L	H39
1	1	1	1	2	1	2

Setup first on board 42.

557	258	117	118	MMG m1909	m1914	H39L	H39	Setup first on board 43.					
5	1	1	1	1	2	1	3	2	1	1	1	1	1



Elements of the Pz Reg. 35, Pz Div 4 enter on turn 1 on the east edge of board 16.

758	657	117	LMG MG34	Pz III f 37B	Med Truck
3	2	2	3	5	3

Enter on turn 2 on the east edge of board 16

Pz III f 37B
3

Enter on turn 4 on the east edge of board 16.

758	657	118	MMG MG34	LMtr	Med Truck
2	2	1	1	1	3

Elements of Co 8, Pz Reg 35, Pz Div 4 enter on Turn 5 on the east edge of board 16

Pz IVD
2

VICTORY CONDITIONS

The Germans win if, at game end, they control at least 14 buildings on board 42 OR they have amassed at least 33 more Casualty Victory Points than the French.

SPECIAL SCENARIO RULES

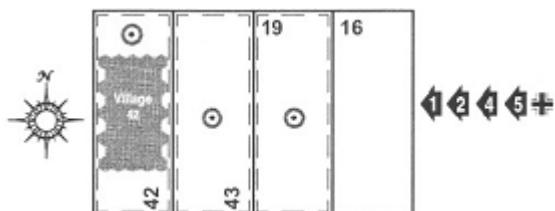
1. Spottings conditions are Optimal. All buildings are wooden. Buildings on board 43 are all +0 level only, ie no second story. Place the Village-42 overlay on board 42. Crops are in season.
2. One French Squad may use Hidden setup plus any leader and L/M weapon that stacks with it.
3. Trucks that do not contain Personnel may not move closer to a spotted enemy unit unless moving closer to friendly infantry.
4. The Germans have 1 ETC with their turn 2 units.

BALANCE

○ Delete one Pz III f from the turn 1 reinforcements.

✚ Delete SSR 2.

MAP LAYOUT



TURN RECORD MARKER

1	2	3	4	5	6	7	8	9	10
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ATS on The Table - [ATS on the Table](#)