

ATS Conversion Campaign Game Rules

2009-04-06

By Kurt Martin

ATS Campaigns allow players to fight over historical ground in a series of three or more linked scenarios. Unlike standard scenarios, you fight to take and hold ground, but also try to preserve your forces for the next scenario. A special version of the game map, the Sector Map, breaks the terrain up into groupings called sectors that help organize your plans. The Campaign Card tells all about the campaign, much like a scenario card.

1. First Campaign Scenario:

Do steps a-f in order for the First Campaign Scenario only.

a) OB: Pick out the First Scenario OB units listed on the Campaign Card.

b) Reinforcements: Purchase units with the First Scenario Buy Points and determine special ammo, Flares and smoke shells.

c) Start: Begin play with turn one of the First Scenario.

d) End of Scenario: At the end of a Scenario perform a d10 roll(as defined for the Campaign), if low enough to end the scenario, perform Sector Resolution in each sector, in order.

e) Resolve Final Unit and Map Status (4).

f) Next Scenario: Then go to step 1 of the Second and Subsequent (2) for all of the other scenarios in the campaign.

2. Second & Subsequent Campaign Scenarios:

2a) Calendar: Move to the next Campaign date. (ex. AM to Dusk)

2b) Buy: Each side checks the Buy Points table. Each side then buys units with their points.

2c) Orders: Each side simultaneously reveals their *Attack* or *Hold* choice, and determines special ammo and smoke shells. Set up accordingly. (2e).

2d) Start: Begin play of the next scenario listed on the Campaign Card (if both chose *Hold* option, return to 2a above.)

2e) End of Scenario: At the end of a Scenario perform a d10 roll(as defined for the Campaign), if low enough to end the scenario, perform Sector Resolution (3) in each sector, in order

2f) Resolve Final Unit and Map Status Step (4).

2g) Unless this was the last scenario of the CG, go back to Step 2a.

3. Sector Resolution

Perform steps 3a-3e for Sector 1, then for Sector 2, etc. until the highest-numbered sector on the map is resolved. Then go to step (4)

3a) Remove markers: Remove all Broken markers from infantry, plus Fired, Moved and other non-permanent markers from the sector, but not Courage. Move any Surrendered units to the nearest unit. If friendly, remove the Surrender marker; if enemy, the units are eliminated. If both friendly and enemy are the same distance in hexes away, each Surrendered unit makes another Morale Check - those units that pass remove their Surrendered marker and are placed with the friendly unit, those that fail are eliminated.

Captured L, M & H weapons (optional) – In **all** sectors. Make a d10 roll for each Light, Medium and Heavy weapon captured by the other side.

Captured Weapons Table	
1-4	Weapon stays where it is
5-0	Weapon is eliminated

3b) Controlled (un-contested) sectors: If units of only one side are in the sector, that side controls the sector. (if a side only has M or F Killed AFVs that are also Bailed out in a sector, those units must have their status determined as per 4d & 4e below, units that are M or F Killed +Bailed cannot be used to control a sector) This control continues until the other side takes control. Make a note of who controls the sector. Make a d10 roll for each unpossessed Light and Medium weapon in the sector.

Controlled Sector Unpossessed Weapons	
1-4	Weapon stays where it is
5-0	Weapon is eliminated

Move to the next sector and do Step 3a.

3c) Contested sectors: If the sector is Contested (there are units from both sides in the sector) proceed to steps 3d-3e. If one side only has M or F Killed + Bailed out AFVs in the sector, determine that unit's status per 4d & 4e below immediately

3d) Melee: All units marked with Melee markers undergo an unlimited number of melee rolls until the units of only one side remain in melee hexes. Use melee rules normally. Remove all Melee markers at the conclusion of this round of melee. Surviving units remain in their current hex.

3e) Re-Deployment:

Movement: Redeployment is limited to one Assault Move (no Running or Cross Country movement allowed).

Sequence: The side listed as the attacker in the previous scenario must do all of these redeployments first, then the other side.

Conditions: every Personnel (including Heavy Weapon) or unarmored vehicle (including any vehicle with any unarmored aspect) unit that meets these two conditions **must** re-deploy:

- 1- within two hexes of an enemy unit in its LOS AND
- 2 - NOT in terrain with 1 Left/+1 HPT or better Cover against fire from those units.

Elimination: If after performing this redeployment a unit still meets both of these two conditions, eliminate it. Replace vehicles with wrecks.

Mines: Any units in a Mine hex undergo an immediate attack by the mines before any redeployment.

Weapons: After performing all redeployment, make a d10 roll for each unpossessed Light and Medium weapon in the contested sector.

Contested Sector Unpossessed Weapons	
1-3	Weapon stays where it is
4-0	Weapon is eliminated

3f) Go to Step 3a in the next sector. Once the highest-numbered sector is complete, go to (4).

4. Final Unit and Map Status

4a) Flip all burning wrecks to their non-burning wreck side.

4b) Replace any Fire markers in *building* hexes with Rubble markers in that hex. Remove all other Fire markers.

4c) Place all Hidden Mines and any other hidden units in a sector that is now controlled by the enemy on map. All mines and fortifications remain on the map but may be removed in friendly-controlled sectors.

4d) Make a d10 roll for all M-Killed vehicles:

M-Kill Removal Table	
1-3	Remove the M-Kill Marker and Bail out marker if applicable
4-5	Replace vehicle with non burning wreck
6-0	No change (vehicle remains M-Killed in hex)

4e) A d10 roll is made for all F-Killed vehicles and guns:

F-Kill Removal Table	
1-3	Remove the F-Kill Marker and Bail out marker if applicable
4-0	No change (vehicle remains F-Killed in hex)

4f) Replace any Courage 1|1|7 with a 1|1|8. The owning player may replace any Courage squad with any other squad type available in that campaign. Remove all Courage markers.

4g) Make a d10 die roll for each wounded leader

Wounded Leader Table	
1-3	Leader is eliminated
4-5	Flip to Non wounded side
6-0	No change, remains in play wounded

4h) Artillery is considered 'used up' if it placed an FFE during a previous Campaign scenario. Otherwise, it stays in the OB.

4i) Indicate any Isolated Sectors. An Isolated Sector is one that is not connected to the Friendly Map Edge by connected Friendly sectors. All units (except paratroopers) in an Isolated sector are marked Winded. They may only set up in the same (isolated) sector.

4j) If Retreats are in effect because of the rules for the particular Campaign, units that must retreat due to being Isolated must pull back to non-Isolated Sector now. Paratroopers may always chose to ignore Retreats and stay in place. Units Retreat by simply being placed in the nearest friendly-controlled sector that is not Isolated (or that is Isolated if the units are paratroopers). If there is no such sector, they become reinforcements for Turn 1 of the next scenario via any friendly map edge allowed for reinforcements. If Interdiction is in effect, all units must pass a Morale Check (MSR rules apply) to move to affected sectors. Units that fail this morale check are eliminated.

4k) All units in Contested Sectors may move 1 hex or stay where they are - make a note of their positions.

4l) All surviving units in Controlled/Uncontested sectors set up anywhere in the same sector or an adjacent friendly-controlled sector. (As an option, players can leave the game set up exactly as it ended - the only way units move is during the scenario or during their Redeployment in step (3) above.) Surviving units may turn their facing in any direction.

4m) New units set up according to the restrictions listed on the Campaign Card. They may always enter from the friendly

map edge. They may be allowed to set up anywhere in a friendly controlled sector for free or at a Buy Point cost.

5. Buy Points

Units are bought at the listed cost. Any additional costs will be noted in the specific CG rules, ex. Extra costs for setting up on map or in contested sectors.