

# ATS PARA 11:DEFIANCE ON HILL 30-ATS Conversion 5/20/2006



**NEAR PONTE L'ABBE, 8 JUNE 1944:** This scenario is a conversion to the Advanced Tobruk System (ATS) from Advanced Squad Leader (ASL). Ownership of the ASL Module Paratrooper is necessary for play as is Advanced Tobruk and at least one of Against All Odds, DDay Rangers or Dark December. Please refer to Paratrooper Scenario 11 for the historical background to this scenario as well as its aftermath.

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



Elements of 2<sup>nd</sup> Battalion 508 Parachute Regiment: set up first within 4 hexes of 2V8

7 6 7	2 5 9	1 1 7	MMG 1917	LMG 1919	LAT Baz 44	LMtr 60D	Foxholes
4	1	2	2	1	1	1	2

Reinforcements-Enter west edge as per SSR 3

7 6 7	2 5 9	1 1 8	MMG 1917	LMG 1919	LAT Baz 44
5	1	1	1	1	4



Elements of the 1057<sup>th</sup> Grenadier Regiment enter board 4 on east edge on turn 1.

6 5 7	1 1 7	MMG MG34	LMG MG34	LMtr 50D
12	3	2	4	1

## VICTORY CONDITIONS

The Germans win if they control hexes 2T8, 2V8, 2W9 and 2W7 at the game end, or if they control at least 1 of the hexes and have amassed more victory points than the Americans at game end. See SSR 3.

## SPECIAL SCENARIO RULES

- Spotting Conditions are Normal.
- The US Player may use hidden setup for 1 squad and any leader, L or M weapon that sets up with it.
- Starting on Turn 4 the US player may roll once per game turn during the Start of the turn for the reinforcements until they arrive. If the dice roll is at least 2 less than twice the current turn the US reinforcements arrive that turn entering anywhere on the west map edge. The US player receives a bonus of 4 victory points for each reinforcement die roll that fails prior to turn 6. If the reinforcements do not arrive by turn 5 they will automatically arrive on turn 6.

## BALANCE

- ✚ Change one German LMG MG34 to a MMG MG34.
- ☆ Add a 117 Leader marked Courageous to the initial US forces.

## TURN RECORD TRACK

1	2	3	4	5	6
7	8	9			

## MAP LAYOUT

