

ATS PARA 12:CONFUSION REIGNS – ATS Conversion 5/20/2006



ST. MERE-EGLISE, 7 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 12 for the historical background to this scenario as well as its aftermath.

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



Elements of the 1058th Grenadier Regiment and 7th Army Sturm Battalion: set up first within 4 hexes of 24X5 with no more than one squad per hex, plus any leader/weapon that sets up with them.

6 5 7	1 1 7	MMG LG34	Psk 88*
12	2	3	2



Company D, 505th Parachute Regiment set up on Board 1

7 6 7	2 5 9	1 1 8	1 1 7	LMG 1919	LAT Baz 44	LMtr 60D
12	2	1	2	2	5	2

VICTORY CONDITIONS

At scenario end the US player must have amassed at least 16 victory points and at least twice as many as he loses.

SPECIAL SCENARIO RULES

1. Spotting Conditions are Averagel.
2. All Walls/Hedges are considered Bocage.
3. The German player may not move, in the Fire and Movement Segment, more Squads or Crews than the total of the current turn number added to the number of surviving, unbroken leaders. Any squad moving with a leader does not count towards this total. Unbroken German squads may exit the board's north edge without counting as victory points.
4. Due to Wray's effective scouting, all US units may expend 1 extra MP on turn 1 without penalty.

BALANCE

✚ Add a 117 leader to the German forces.

☆ The required Victory Condition ratio of German: US VictoryPoints is reduced from 2:1 to 3:2.

TURN RECORD TRACK

1	2	3	4	5	6
7	8	9			

MAP LAYOUT

Hexrows A-Q are unplayable.

