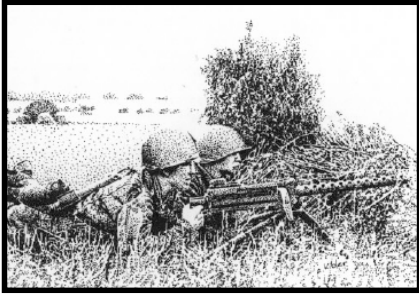


# ATS PARA 14: SILENCE THAT GUN - Conversion 1/24/2009



**FOUCARVILLE, 6 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 14 for the historical background to this scenario as well as its aftermath.

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



Elements 2<sup>nd</sup> Battalion, 919<sup>th</sup> Grenadier Regiment, 709<sup>th</sup> Division: set up first on/north of hex row O

6 5 7	6 5 6	1 1 7	MMG MG42	MMG MG34	LMG MG34	HAT 75B
6	6	3	1	1	2	1



Elements of Company A, 1st Battalion, 502nd Parachute Infantry Regiment set up on/south of hex row R

7 6 7	2 5 9	1 1 7	1 1 7 SSR 5	MMG 1917	LMG 1919	LAT Baz 44
7	1	3	1	2	3	4

## VICTORY CONDITIONS

Provided the Germans have not earned more Victory Points than the US, the US player wins instantly when the AT gun is F-Killed or solely occupying the fortified building SSR3.

## SPECIAL SCENARIO RULES

- Spotting conditions are Average.
- All hill hexes are considered swamp; no other terrain features exist in these hexes.
- The German player must secretly designate one of the following Level 0 building locations as fortified: 3O10, 3O5, 3N1, 3M5, or 3M7. **Fortified** (Provides additional +1/1L to the normal terrain modifier and Friendly units cannot enter a Fortified location that is already occupied by non B/S Enemy units, even by Infiltration or via Sewer Infiltration. The AT gun must set up at least 2 hexes away from 3N2 in a non swamp hex on board 3 with a LOS to at least one of the Board 3, row Q road hexes. The AT gun may not set up in a Fortified Building location. The German player cannot voluntarily F-Kill the AT Gun.
- The US player has 1 Satchel Charge.
- Mark a US 117 leader with courage.

## BALANCE

- ✚ The US Player sets up first.
- ☆ Building 3N1 has no +20 level.

## TURN RECORD TRACK

1	2	3	4	5	6
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## MAP LAYOUT



4	3	2
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