

ATS PARA 15:TRAPPED! - Conversion 6/22/2006



ST. COME-DU-MONT, 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 15 for the historical background to this scenario as well as its aftermath.

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



Remnants of 3rd Battalion, 501st Parachute Regiment: set up first on/south of hex row G

7 6 7	5 6 5 (f)	2 5 9	1 1 8	1 1 7	MMG 1917	LMG 1919	LMtr 60D	LAT Baz 44	Foxholes
12	1	4	1	3	3	4	2	5	7



Remnants of 3rd Battalion, 6th Parachute Regiment and 3rd Battalion, 1058th Grenadier Regiment: enter on the north edge during turn 1.

6 5 7	6 5 6	1 1 7	MMG MG42	LMG MG34	LMtr 50D
15	4	5	3	5	2

VICTORY CONDITIONS

The Germans win by winning either Part I or Part II. To win either Part they must exit at least 10 unbroken squads off the south edge during that Part. If the Germans win in Part I then the game is over. Part I can also end at the end of any turn if at that time there is no German unbroken/surrendered squad at least "X" hexes from the northern board edge (X=current game turn). Should Part I end due solely to this condition the Americans win, and Part II is not played.

SPECIAL SCENARIO RULES

- Spotting Conditions are Average.
- All hills are considered ground level terrain. Cliffs do not exist. Level 3 hills are considered Orchards.
- This is a 2-part scenario. Each part ends after 7 Game Turns or whenever the German player has less than 10 unbroken/surrendered squads, whichever comes first. In part 2 the Germans are considered reinforced and again enter the board with the same number and types of units as in Part I except for the following: each German squad eliminated or reduced to 2 steps/surrendered during Part 1 is replaced in Part II with a 455 Squad. German leaders who are wounded in Part 1 remain wounded.
- In Part II the Americans must set up again on or south of hex row G with the same force they finished Part I with. Casualties/Flipped units and Wounded leaders retain their status. Foxholes cannot be moved.
- To start Part II, all Courage markers from Part I are removed. All broken markers are removed. Unpossessed weapons are recovered by their respective side.
- In Part I the American player may use Hidden set up for 1 squad and any Leaders or weapon set up with it..
- Any unit marked "f" in either sides OOB is a flipped unit, ie. already sustained casualties

BALANCE

- The Germans must exit at least 9, not 10 squads off the board.
- Replace 3 x 657 squads with 3 x 656 in the German OB.

TURN RECORD TRACK

1	2	3	4	5	6	7
---	---	---	---	---	---	---

MAP LAYOUT

Only hexrows A-P are playable

